





<u>AN OATHBOUND MONSTER MANUAL</u>

Includes new material, plus expanded and revised material from the following Oathbound products: Domains of the Forge, Plains of Penance, Wrack and Ruin, Arena, Mysteries of Arena, Wildwood, Eclipse, and The Haunted Fort.

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INTR₂

Let me start out a little clichéd and tell you how I was introduced to Oathbound. I first met Greg Dent and Todd Morasch at GenCon 2010. It was the last day of the convention, and I had promised them that I would come by and buy their book. I was really intrigued by Oathbound: Eclipse, with its beautiful pictures, its setting that pulled at the imagination in a hundred different ways, and actual research into the effects of what living without light would do to you. After talking to them for over an hour, I admitted to thoroughly enjoying editing (it's a sickness, I know) and said that if they ever needed me, to contact me. I then proceeded to buy a copy of every single book they had in the Oathbound world and the first run printing of Sara and the Chimera, which if you haven't read it, I will say this: I had to negotiate with various family members of many different ages to get it back from themthey all wanted to keep it!

After working with Greg and Todd on editing the newest Oathbound book, Greg suggested that I try working on a monster manual for the Oathbound setting. Having no idea what I was doing, I readily said yes (I admit, there's something wrong with me) and immersed myself in monstercrafting.

There's one thing I don't like about monster manuals. They introduce all these incredible monsters, but unless you have hours to spend to make sure the power level is right, that you calculated all the statistics correctly, etc., they are only usable for a short range of levels. Pathfinder has made it easier, but it's still a sore point for me. When I play with my friends, the campaigns tend to be whatever I can improvise, which means that unless I throw a whole horde of goblins at them, my friends will never see a goblin past the first few levels. The same with all the other monsters—they have a small window of usefulness because I don't have the time to carefully scale them and make sure the balance is right.

So, welcome to this book! Each monster has three stat blocks so you don't have to do any work (unless you want to), and your players will get to see monsters that grow in power with them. Take the clockwork knight, for example. The rusted and regular versions are simple, lowlevel guardians, mostly just animated suits of armor with swords. Let your players fight a few, get used to how they work. Then, when they've gained a bunch of levels, toss the mastercraft clockwork knight before them. "Oh," they'll think. "I've seen this before! Where's some water?" And then the knight will use its gear storm and precision movements abilities. And when your players' jaws hit the table, you will know that you've shown that the Forge is not a one-trick pony. Need something to remind them that they aren't the biggest fish in the ocean? The oasis glebe'marl or the giant utility golem will be rude shocks after fighting their lesser brethren. Want to change their concept of a swarm? Let them fight dendrites, gaunts, or scythin, and then introduce their swarms. Or introduce them to the musical hosshin, slave-trading hovara, battle-hungry karnos, or just downright bizarre ort and see how they react.

Some monsters have variations on a theme to help flesh out your game world. Need to kick start your next adventure? The jokhu can provide the visions... so long as the players survive! Or you can turn that old contact of theirs into a great leader—or their worst nightmare—and then reveal that it was all the work of the pacynka. Or a palethian. (Both will shake up your campaign!) And you can use the different maras or exetes to convey how important a Bloodlord or noble is. Or attack them with a bayowulf pack. Or...

In short, let this book help spark your imagination, and enjoy yourself!

-Dave Tomczyk

EDITOR'S NOTE

Hello, and thanks for buying our Bestiary! Before you dive in, you should probably know a few details about the layout. First of all, each monster section starts with a "player friendly" page that you can put on screen and show to your players without giving away any spoilers. This is just the teaser, title, and the main artwork. We've typeset the book in landscape format so you can put these pages up and fill your whole screen.

Next, the colors... you will notice right away the backgrounds seem to change in hue from one monster to the next. This is no random pattern—the colors indicate the creatures' intended environment. Gold (for sunlight) is the standard; these monsters can be placed in any environment, though they are probably best in civilized areas or open plains. Green monsters are found in the deep wilds—forests and jungles and the like. Red represents Arena (or simply the desert if your campaign doesn't take place on the Forge). Blue monsters are aquatic in nature. And finally, black monsters are at home in the darkness, usually deep underground or in the ever-dark of Eclipse. The colors are designed to help you find a suitable monster quickly—just determine your desired environment and then flip through the book until you spot the appropriate challenge rating in your color.

Now enjoy the book, and embrace the night.

-Greg Dent

ATHRIGYLE

Surging towards you comes a great sliver of flesh comprised of tentacles, two spindly, clawed arms sprouting from its sides. A collection of eyeballs floats eerily in the air about the creature.



	ATHRIGYLE, JUVENILE	ATHRIGYLE	ATHRIGYLE, PARAGON
CR	6	12	23
Size	Huge	Huge	Colossal
Туре	Aberration	Aberration	Aberration
XP	2,400	19,200	820,000
Init/Senses	Init +5; Senses darkvision 60 ft., low- light vision; Perception +14	Init +5; Senses darkvision 60 ft., low- light vision; Perception +19	Init +4; Senses darkvision 60 ft., low- light vision; Perception +47
Defense			
AC	19, touch 9, flat-footed 18 (+1 Dex, +10 natural, -2 size)	25, touch 9, flat-footed 18 (+1 Dex, +16 natural, -2 size)	32, touch 2, flat-footed 32 (+30 natural, -8 size)
HP	96 (9d8+45)	133 (14d8+70)	441 (42d8+252)
Saves	Fort +8, Ref +4, Will +8	Fort +9, Ref +5, Will +11	Fort +20, Ref +14, Will +25
Offense			
Speed	40 ft.; burrow 20 ft.	40 ft.; burrow 20 ft.	50 ft.; burrow 40 ft.
Attacks	Melee 2 claws +13 (1d8+7), bite +11 (1d8+3), or tentacle slam +13 (1d6+7 plus grab)	Melee 2 claws +18 (1d10+8), bite +16 (2d8+4), or tentacle slam +18 (2d6+8 plus grab)	Melee 2 claws +33 (3d6+13), bite +31 (4d8+6/19-20), or 4 tentacle slams +33 (2d6+13 plus grab)
Space	15 ft.; Reach 10 ft.	15 ft.; Reach 10 ft.	30 ft.; Reach 20 ft.
Special Atk	constrict (1d8+7), wave of cold (4d8, DC 16)	constrict (2d6+8), wave of cold (7d8, DC 20)	constrict (8d6+13), wave of cold (20d8, DC 30)
Spell-Like Abilities	(CL 11th) At will—polymorph 1/day—chill touch (DC 15), disintegrate (DC 20), dispel magic, feeblemind (DC 19), fog cloud, grease (DC 16), ice storm (DC 18), identify, hold person (DC 17), lightning bolt (DC 17), scorching ray, see invisibility, shield, teleport, web (DC 16), wind wall	(CL 15th) At will—polymorph 2/day—ice storm (DC 18) 1/day—chill touch (DC 15), disintegrate (DC 20), dispel magic, feeblemind (DC 19), fog cloud, grease (DC 16), identify, hold person (DC 17), lightning bolt (DC 17), scorching ray, see invis- ibility, shield, teleport, web (DC 16), wind wall	(CL 30th) At will—polymorph 3/day—disintegrate (DC 25), dispel magic, feeblemind (DC 24), ice storm (DC 23) 2/day—break enchantment (DC 24), chill touch (DC 20), fog cloud, grease (DC 21), identify, hold monster (DC 24), hold person (DC 22), light- ning bolt (DC 22), scorching ray, see invisibility, shield, teleport, web (DC 21), wind wall
Statistics			
Stats	Str 24, Dex 13, Con 21, Int 11, Wis 15, Cha 18	Str 26, Dex 13, Con 21, Int 11, Wis 15, Cha 18	Str 37, Dex 11, Con 25, Int 21, Wis 15, Cha 29
Base	Atk +6; CMB +15; CMD 26	Atk +10; CMB +20; CMD 31	Atk +28; CMB +49; CMD 59

A			
Feats	Blind Fight, Improved Initiative, Mobil- ity, Multiattack, Power Attack	Blind Fight, Combat Reflexes, Improved Initiative, Improved Natural Attack (con- strict), Mobility, Multiattack, Power Attack	Blind Fight, Blinding Critical, Combat Re- flexes, Cleave, Critical Focus, Great Cleave, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Natural Attack (constrict) (x3), Improved Vital Strike, Lunge, Mobility, Multiattack, Power Attack, Sickening Critical, Stand Still, Strike Back, Vital Strike
Skills	Acrobatics +13, Bluff +16, Climb +19, Perception +14	Acrobatics +19, Bluff +21, Climb +25, Perception +19	Acrobatics +45, Bluff +54, Climb +58, Diplomacy +51, Disguise +51, Intimi- date +51, Perception +47, Stealth +42
Special Qualities	eyes	eyes	MAR
Ecology			
Environment	any desert and underground	any desert and underground	any desert and underground
Organization	solitary, pair, or group (3-6)	solitary, pair, or group (3-6)	solitary
Treasure	standard	standard	standard

Eyes: In its natural form, an athrigyle is able to spontaneously create eyes, which burst forth from tiny openings in the back of the creature's skull and hover around it constantly. It can control up to a total of twelve eyes, and at any given time, it will have 3d4 eyes floating in its general vicinity. An athrigyle's eyes can move at up to 40 feet per round (flying with perfect mobility), but they must stay within 200 feet of the athrigyle at all times. These eyes function primarily as a means of vision, allowing the athrigyle to see anything that they see, but they also provide the following additional effects:

- The eyes are able to deliver ranged touch attacks or deliver any spell that requires that the athrigyle see its target.
- Concealment has no effect against the athrigyle's spell-like abilities wherever an eye can view the concealed creature.
- The athrigyle cannot be flanked as long as it has one or more eyes hovering near it.

Each eye has an armor class of 12 and 2d4 hit points. During combat, the athrigyle can spawn a new eye or replace a destroyed one every 4 rounds.

Wave of Cold: Every five rounds, the athrigyle can cause a wave of cold to emanate away from it in one direction. The wave is 100 feet across, and all creatures caught within the wave take cold damage. Creatures that succeed at a Fort check (DC [see above]) take only half damage. The wave has 5 feet of height for every damage die, and 10 feet of range per hit die of the athrigyle.

THE ATHRIGYLE

The athrigyle is an earth-colored, scaled creature that uses its immense tentacles to "swim" beneath the sandy soil of Arena. It can also employ its tentacles to ambulate aboveground, and it is able to grasp and manipulate objects with two long, chitinous arms that end in vicious claws. Perhaps the more bizarre feature of this creature is the free-floating eyes that hover in its surrounding area, giving it the ability to deliver ranged spells and keeping it apprised of the relative position of its enemies.

Athrigyles are native to the desert, and they generally find or excavate some kind of subterranean lair. They normally reside in their lairs unless hunting for food or interacting with other intelligent beings. Though they prefer to maintain their true forms, it is normal for them to use *polymorph* and then enter civilization to make arrangements to further their greedy desires.

Athrigyles are motivated by power over others. They are unlikely to serve a warlord as part of an army unless that warlord has promised something valuable in return. While they value gold and other precious metals, they are much more interested in ancient historical artifacts or magic. Occasionally, an athrigyle will become so highly regarded by a civilization which with it interacts that it will become a respected leader of that community. In almost all cases where this has happened, the athrigyle has remained in its polymorphed state and did not reveal its true nature, all the while lording over as many beings as possible. When attacked though, athrigyles will revert to their natural state if they feel threatened.

When enemies appear, the athrigyle softens them first with its wave of cold ability, and then follows this up with its spell-like abilities, dealing as much damage as possible before it closes to melee range. It then delivers a *disintegrate* spell to the strongest spellcaster or fighter opposing it—whichever it deems to be the greater threat. When enemies enter melee range, the athrigyle primarily uses its claw and bite attacks to quickly dispatch its opponents, but if it feels relatively safe, it may take sadistic delight in grabbing its enemies in a tentacle and constricting them to death.

ADVICE FROM AN OLD RASHER

If you see swirling eyes in the desert, you want to leave. Fast. These athrigyles are *not* something you ever want to see in the desert, where you're already in danger of dying from hundreds of other things. But that's not the worst of it.

I recall a time when I was traveling with a group of farmers who hired a handful of us rashers to act as guards. Every few nights, one of them would disappear, and we couldn't figure out what was happening. It ends up that someone was an athrigyle in disguise. Or, at least I think that was the problem. Those bastards have mastered the art of looking human... or elven, or dover, or picker, or pretty much any other race. I still don't know who it was. All I know is that we left with more than fifty people, and arrived about six months later with a few over twenty. I made sure to never see any of them again, not that that's a good defense against something that can assume any shape it wants.

Your best bet, if you absolutely have to fight one, is to hit it hard and fast. Athrigyles are well known for saving their power to disintegrate until they can see the eyes of the person they kill. Second, blind the bastards. Destroy all their eyes, and they're blind. They will spit out a couple of new eyes every minute or so, so make sure you designate someone as an eye killer.

BAYOWULF

Through the mist, the canine creatures lope toward you menacingly. Their rear legs flip back and upwards as they run, oddly resembling flippers. Foul ichor drips from the beasts' lips as the pack closes in for the kill.

	BAYOWULF	Roving Bayowulf	BAYQWULF HUNTMASTER
CR	6		13
Size	Large	Huge	Huge
Туре	Magical Beast	Magical Beast	Magical Beast
XP	2,400	9600	25,600
Init/Senses	Init +6; Senses darkvision 60 ft., low- light vision; Perception +11	Init +7; Senses darkvision 60 ft., low- light vision; Perception +17	Init +7; Senses darkvision 60 ft., low- light vision; Perception +22
Defense	The Part of the Pa		Support 1 1 1
AC	18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)	23, touch 11, flat-footed 20 (+3 Dex, +12 natural, -2 size)	26, touch 11, flat-footed 22 (+3 Dex, +15 natural, -2 size)
HP	67 (7d10+28)	152 (13d10+80)	225 (18d10+126)
Saves	Fort +9, Ref +7, Will +3	Fort +12, Ref +11, Will +4	Fort +15, Ref +14, Will +7
Offense			
Speed	50 ft.; swim 40 ft.	50 ft.; swim 40 ft.	50 ft.; swim 40 ft.
Attacks	Melee bite +9 (1d8+4 plus disease (DC 16))	Melee bite +18/+13 (2d8+7 plus disease (DC 19))	Melee bite +26/+21/+16 (3d8+10 plus disease (DC 21))
Space	10 ft.; Reach 10 ft.	15 ft.; Reach 15 ft.	15 ft.; Reach 15 ft.
Special Attacks	breath of the moor, disease, howl (DC 16)	breath of the moor, disease, howl (DC 19)	breath of the moor, disease, guid- ing lunge, howl (DC 23)
Statistics			
Stats	Str 18, Dex 15, Con 18, Int 10, Wis 13, Cha 10	Str 25, Dex 16, Con 22, Int 11, Wis 13, Cha 10	Str 30, Dex 17, Con 25, Int 11, Wis 13, Cha 10
Base	Atk +7; CMB +12; CMD 24	Atk +13; CMB +22; CMD 35	Atk +18; CMB +30; CMD 43
Feats	Combat Reflexes, Improved Initia- tive, Weapon Focus (claw)	Combat Reflexes, Improved Initia- tive, Improved Natural Armor, Lunge, Run, Stealthy, Weapon Focus (bite)	Ability Focus (Howl), Combat Reflexes, Improved Initiative, Improved Natural Ar- mor, Power Attack, Weapon Focus (bite)
Skills	Climb +11, Perception +11, Stealth +7	Climb +15, Perception +17, Stealth +16	Climb +29, Perception +22, Stealth +8
Ecology			
		temperate jungles and swamps	temperate jungles and swamps
	temperate jungles and swamps	terriberate juligies and swarmos	temperate jungles and swamps
Environment Organization	temperate jungles and swamps solitary, pack (4-10), or fang (6-12 + huntmaster)	solitary or pair	solitary or fang (6-12 + huntmaster)

Disease (Bayou Rot) (Ex): Bite—injury; save Fort DC [see above]; onset 10 minutes; frequency 1/day; effect 1d4 Str; cure 2 consecutive saves. The save DC is Constitution-based.

Breath of the Moor (Su): At will, the exhalation of air from the bayowulf's lungs creates a thick, billowing cloud of fog, obscuring all vision within the area of effect. The mists fill a stationary, thirty foot cube centered on the bayowulf, lingering for 2d4 rounds before dissipating. The heavy vapors bestow one-half concealment to creatures five feet away and total concealment to creatures at a distance greater than five feet. A moderate wind (11+ mph) reduces the haze's duration by fifty percent, while a strong wind (21+ mph) disperses the fog in a single round. Magical and non-magical fire immediately evaporates the mists within half the inflammatory source's normal area of effect. Bayowulfs can see through this mist at no penalty.

Guiding Lunge (Ex): A bayowulf leader that lunges during its attack grants all other bayowulfs that see it the ability to lunge as though they also had the feat. This ability lasts for one round.

Howl (Su): In lieu of a bite attack, the bayowulf may let out a terrifying howl affecting all living creatures within 20 feet of it. Resisting the effects of this horrific yelp requires a successful Will save (DC [see above]); otherwise failure leaves the victim in a *shaken* state for the remainder of the combat (-2 morale penalty on attack rolls, weapon damage rolls and saving throws). A successful save against a bayowulf's howl immunizes the creature against the howls of other bayowulfs for the duration of the battle.

THE BAYOWULF

11

To the uninitiated, the sudden appearance of a billowing cloud of rolling, gray fog seems a strange but natural phenomenon; however natives of Wildwood's jungles and swamps realize that the mysterious mist often signals the presence of a ravenous pack of bayowulfs. These savage predators, equally adept at hunting on land or in shallow water, nomadically wander an expansive territory in an unending search for prey.

Bayowulfs stand approximately six feet high at the shoulder and measure roughly nine feet in length from snout to hindquarters with a thick, flat tail extending another three feet behind them. They possess short stubby ears, protruding jaws bearing rows of narrow pointed teeth, thin brown whiskers, and luminescent yellow eyes that emit an unnervingly malevolent glow. Their four legs culminate in oddly shaped, polydactyl, webbed paws tipped with jagged, calcified claws. Their short, brown fur glistens with an oily sheen, presumably designed to waterproof and cool their bodies while wading in the warm, murky waters of the Wood. Unfortunately for the bayowulf, this also makes them a prized source of leather and thus the target of many trappers and poachers.

Though the bayowulf's name implies a lupine heritage, it shares little ancestry with wolves. The bayowulf is actually descended from a species of fresh water seal, as evidenced by their clumsy use of their hind legs, moving them more like flippers than legs. Although unproven, some sages speculate that bayowulfs hunt sentient creatures in preference to other species as a deliberate response to the commercial harvesting of their skin.

Bayowulf society does mirror that of a wolf pack, with a fiercely contested and rigid hierarchy. Savage, occasionally lethal combat determines the pack's pecking order, although unlike normal wolf packs, gender plays no role in ascertaining the huntmaster (leadership) position within the pack. Bayowulfs who fail in a challenge against the huntmaster are shunned from the pack, left to either die alone or to try to build their own pack from other outcasts.

ADVICE FROM AN OLD RASHER

There are three things you kids should know when facing a bayowulf. First, bayowulfs are pack animals. So if you see one, run, or else you'll get swarmed by the rest of the pack. Of course, you'll likely be blind with their fog breath going full blast, so you'll probably just get killed anyways. Second, some bayowulfs travel alone and can sneak up on you. By the time you see one of those, its jaws are likely in the process of ripping out your or your buddy's throat. If it's your buddy's, run and pray that the beast doesn't get hungry for more. Third, for all the gods' sakes, don't fight them in the water unless you want to drown and get torn to shreds at the same time.

If you have to fight them, remember that some packs are led by a huntmaster, a particularly vicious and strong bayowulf. Take it out as fast as possible. I'm not sure how they do it, but so long as the huntmaster is around, they like to worry their foes to death without getting into striking range. I've heard of one pack that would strike and run, letting their diseased bite weaken their prey over time. Actually, that's pretty much every pack.

BLOODFROG SWARM A slew of small, bright red frogs sweep over you hungrily. It might be amusing but for their wickedly serrated teeth.



FORMON



	A A A A A A A A A A A A A A A A A A A		
	BLOODFROG SWARM	BERSERK BLOODFROG SWARM	DIRE BLOODFROG SWARM
CR	5	7	9
Size	Diminutive	Diminutive	Tiny
Туре	Animal (swarm)	Animal (swarm)	Animal (swarm)
XP	1,600	3,200	6,400
Init/Senses	Init +5; Senses low-light vision; Perception +12	Init +6; Senses low-light vision; Perception +12	Init +5; Senses low-light vision; Perception +18
Defense	A ANT A AND AND AND AND AND AND AND AND AND A		
AC	19, touch 14, flat-footed 15 (+5 Dex, +4 size)	20, touch 14, flat-footed 15 (+6 Dex, +4 size)	19, touch 14, flat-footed 15 (+5 Dex, +2 natural, +2 size)
HP	44 (8d8+8)	60 (8d8+24)	77 (14d8+14)
Saves	Fort +7, Ref +9, Will +2	Fort +9, Ref +10, Will +2	Fort +12, Ref +14, Will +5
Offense			
Speed	25 ft.; swim 15 ft.	40 ft.; swim 25 ft.	25 ft.; swim 15 ft.
Attacks	Melee swarm (2d6 plus drain blood and poison)	Melee swarm (3d6 plus drain blood and poison)	Melee swarm (4d6 plus drain blood and poison)
Space	10 ft.; Reach 0 ft.	10 ft.; Reach 0 ft.	10 ft.; Reach 0 ft.
Special Atks	drain blood, distraction (DC 15), poison (DC 15)	drain blood, distraction (DC 15), poison (DC 15)	drain blood, distraction (DC 15), poison (DC 15)
Statistics			The second second second
Stats	Str 2, Dex 20, Con 12, Int 1, Wis 12, Cha 2	Str 6, Dex 23, Con 16, Int 1, Wis 12, Cha 2	Str 4, Dex 20, Con 13, Int 2, Wis 12, Cha 2
Base	Atk +6; CMB —; CMD —	Atk +8; CMB; CMD	Atk +6; CMB —; CMD —
Feats	Alertness, Fleet, Great Fortitude, Stealthy	Alertness, Fleet, Great Fortitude, Stealthy	Acrobatic Step, Alertness, Fleet, Great Fortitude, Improved Great Fortitude, Nimble Moves, Stealthy
Skills	Acrobatics +13, Perception +12, Stealth +21, Swim +13 Racial Modifiers uses Dex to modify Swim, +4 bonus to Stealth, +8 bonus to Acrobatics and Swim	Acrobatics +14, Perception +12, Stealth +22, Swim +14 Racial Modifiers uses Dex to modify Swim, +4 bonus to Stealth, +8 bonus to Acrobatics and Swim	Acrobatics +13, Perception +18, Stealth +21, Swim +13 Racial Modifiers uses Dex to modify Swim, +4 bonus to Stealth, +8 bonus to Acrobatics and Swim
Ecology			1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
Environment	temperate jungles and swamps	temperate jungles and swamps	temperate jungles and swamps
Organization	solitary, pack (2–5 swarms), or in- festation (6-12 swarms)	solitary, pack (2–5 swarms), or in- festation (6-12 swarms)	solitary, pack (2–5 swarms), or in- festation (6-12 swarms)
Treasure	none	none	none

Drain Blood (Ex): Whenever a bloodfrog swarm inflicts damage to a living victim, the swarm drains the victim of blood, dealing 1 point of Constitution damage. The ravenous amphibians gain 5 temporary hit points for every point of Constitution drained in this manner.

Poison (Ex): Contact; *Save*: Fort DC [see above]; *Onset*: 1 round; *Freq*: 1/ round for 6 rounds; *Effect*: 1d2 Dex; *Cure*: 2 consecutive saves

THE BLOODFROG

One of the more upsetting realities of the jungle is that even the stoutest and bravest of men sometimes fall to an opponent as humble as a tiny tree frog. Of course, the bloodfrog is no helpless amphibian, but a highly specialized predator, equipped with razor-sharp fangs dripping with virulent venom. The bloodfrog's deadliness lies in the fact that it hunts in massive swarms, easily capable of bringing down even the largest creatures in the jungle. Bloodfrogs are typically found in the jungles of southern Wildwood in close proximity to the many rivers and streams that wind through the lush, tropical land.

A bloodfrog, as an individual, is a small, bright red, shiny amphibian about an inch wide, an inch high, and two inches long. The frog's brilliant color comes from its strict diet of blood—preferably reptilian, although any variety will suffice. The frog obtains blood by slicing its prey with its razor-sharp jaws and then sucking on the wound. In addition to its offensive weaponry, the amphibian's skin secretes a stupefying contact poison.

Bloodfrogs typically cling en masse to the branches of trees in the jungle, waiting for suitable prey to pass within range beneath them. The frogs are able to hide in plain sight by this method, appearing like small red fruits. This ruse frequently entices creatures to approach the infested tree in an effort to gather the illusory fruit. When the frogs spot prey, the swarm simply leaps off the tree and onto the creature, literally covering it from head to toe, incessantly biting and draining blood from the overwhelmed foe. Skin contact with the frogs also takes its toll on its victims, causing them to suffer from debilitating hallucinations that render them virtually helpless. At this point, the fight is essentially over, and the bloodfrogs drain the limp creature of any remaining blood before returning to their tree.

A swarm that hasn't fed for three days will enter a torpor. They will remain unmoving until a potential victim passes within 80 feet of the swarm (50 feet in the water), at which point the frogs awaken with greater bloodlust than normal, enhancing their abilities as they expend their last energy trying to get food (racial bonus to Acrobatics increases to +10). A bloodfrog that fails to feed after awakening from torpor will die of starvation, and swarms will turn cannibalistic if their prey escapes. Bloodfrogs can remain in torpor for several weeks at a time and always feed immediately upon awakening.

ADVICE FROM AN OLD RASHER

Look, it's easy. If you see a whole bunch of desiccated bodies, don't go near them. Either they are some sort of undead and will rip you apart when you get close, or they're the victims of something nearby that will do to you what it did to those bodies.

My first husband, the cheap bastard, tried to steal a ring off of a withered corpse we found. These little frogs swarmed all over him, and he nearly died before I got him out of there. He spent the next six hours delirious, and he let slip that he wanted to get that ring so he wouldn't have to buy me one for our wedding. I should have let the frogs have him.

BRIDGE GOLEM

The towering crystalline statue slowly turns its head towards you. Its body refracts the light, making it seem almost to glow.

CD	BRIDGE GOLEM. LARGE	BRIDGE GOLEM. HUGE	BRIDGE GOLEM. COLOSSAL
CR	12	18	26
Size	Large	Huge	Colossal
Туре	Construct	Construct	Construct
XP	19,200	153,600	2,460,000
Init/Senses	Init +1; Senses darkvision 60 ft., low- light vision; Perception +27	Init +6; Senses darkvision 60 ft., low- light vision; Perception +37	Init +5; Senses darkvision 60 ft., low- light vision; Perception +52
Defense	P A P A V		a she find the
AC	28, touch 10, flat-footed 27 (+1	32, touch 9, flat-footed 31 (+1	37, touch 3, flat-footed 32 (+1
HP	Dex, +18 natural, -1 size) 112 (15d10+30)	Dex, +23 natural, -2 size) 168 (25d10+30)	Dex, +30 natural, -8 size) 250 (40d10+30)
Saves	Fort +5, Ref +6, Will +6	Fort +8, Ref +9, Will +9	Fort +14, Ref +15, Will +15
Special	DR 40/+3; Immune construct traits, magic	DR 40/+4; Immune construct traits, magic	DR 40/+5; Immune construct traits, magic
Offense			
Speed	40 ft.	40 ft.	40 ft.
Attacks	Melee 2 slams +24 (2d10+10)	Melee 2 slams +37 (5d10+19)	Melee 2 slams +54 (10d10+27)
Space	10 ft.; Reach 10 ft.	15 ft.; Reach 15 ft.	30 ft.; Reach 30 ft.
Special Attacks	judge, paralyzing beam (DC 20), throw	judge, paralyzing beam (DC 24), throw	judge, paralyzing beam (DC 28), throw
Statistics			
Stats	Str 30, Dex 12, Con -, Int 8, Wis 12, Cha 15	Str 38, Dex 12, Con -, Int 8, Wis 12, Cha 15	Str 54, Dex 12, Con -, Int 8, Wis 12, Cha 15
Base	Atk +15; CMB +26; CMD 37	Atk +25; CMB +46; CMD 57	Atk +40; CMB +75; CMD 86
Skills	Perception +27; Racial Modifiers +8 Perception	Perception +37; Racial Modifiers +8 Perception	Perception +52; Racial Modifiers +8 Perception
Ecology			
Environment	Penance	Penance	Penance
Organization	solitary	solitary	solitary
Treasure	none	none	none

Immunity to Magic (Ex): A bridge golem is immune to any spell or spelllike ability that allows spell resistance, except as noted below:

- A spell that impedes movement (such as hold person or slow) heals the bridge golem 1d6 points of damage per caster level (max 10d6).
- An *oathbind* spell (see *Oathbound Seven*, page 372) prevents a bridge golem from using its judge ability for one round.
- A greater oathbind spell (see Oathbound Seven, page 373) deals 5d8 damage and causes the bridge golem to lose its judge ability for 2d6 rounds.

Judge (Sp): Each bridge golem is imbued with a kernel of Israfel's great judgment and is able to quickly assess a situation involving Israfel's former bridge laws. If a bridge golem does not sense a violation innately, the violation can be brought to its attention simply be calling out for help. In such a situation, the one alerting the golem must explain what has happened ("That man stole my purse!"), and the golem will then assesses the situation. If the accused acts obviously guilty (such as by fleeing), the golem will pursue him and presume guilt. If, however, the accused professes innocence, the golem must rely on its innate judgment as follows: The accused, if guilty, must succeed at a DC 18 Will save or else the golem will be able to sense the truth of the matter and will attack a guilty party. If the save is successful or if the golem determines the accused is innocent, the accuser must then make a save versus the same DC. If the save is failed, the golem attacks the accuser instead. The punishment for a false accusation is being thrown out of the neighborhood-literally. A golem will throw a false accuser as far as possible. This may be a bit bruising from a small golem but can be lethal for the larger ones. If the golem cannot discern the guilty party, it simply returns to its wandering.

Paralyzing Beam (Sp): A bridge golem can paralyze a single opponent with its gaze. Once per round, it can fire a beam of white light from its eyes up to a range of 60 feet. A struck creature must succeed at a DC 20 (+4 per size category of the golem above Large) Will save or be unable to move. This paralysis remains as long as the golem continues to look at the paralyzed creature. The golem may not perform other actions while maintaining the hold, except for walking towards or attacking the paralyzed creature. This ability is generally used to hold thieves in place

while their victims retrieve their stolen items, as well as to neutralize those doomed to a more severe punishment.

Sense Violation (Sp): A bridge golem spends most of the time wandering the streets of Penance. If a violation of the former laws of the citadel bridges occurs within 250 feet of it, there is a percentage change that the golem will be instantly aware of the transgression and will pursue the wrongdoer relentlessly. This chance is equal to 40% and may be adjusted by up to 10% upward if the crime is exceedingly severe (murder) or downward if the crime is mild (a hungry child stealing some food).

Throw (Ex): Bridge golems who successfully hit a target with both slam attacks automatically make a free combat maneuver check to throw the individual. If this attack succeeds, the golem will throw the individual as far as it is able. The golem makes a Strength check and multiplies the result by the number of size categories the individual is smaller than the golem to determine how many feet the individual is thrown. For example, a Small chromithian thrown by a Large golem would be thrown (1d20 + Str modifier) x 2 feet (about 20 feet on average). The victim takes 1d6 points of damage for each 10 feet thrown or fraction thereof. If the individual is thrown into a wall, he takes 1d6 points of damage for each 10 feet or fraction thereof he would have otherwise taken.

BRIDGE GOLEMS

The bridge golems are one of the most recognized symbols of Penance. They were once the guardians of the bridges that led across the Wellspring toward Israfel's citadel. Unfortunately, now that the bridges are no more, the golems tend to simply wander the city and cause havoc by judging those they encounter. In the old days, as one traveled along the bridges, the golems increased in size and power. The smallest were close to 10 feet tall, but as one progressed, the golems increased in size until at the far end of each bridge stood a pair of golems over a hundred feet tall. Though there are considerably fewer now, it is estimated that there once were over 500 bridge golems in Penance.

The golems were created to enforce the laws that Israfel laid down regarding the citadel bridges, and they still enforce them, even though Belus now rules Penance. Bridge golems are nearly unstoppable opponents and were intended by Israfel to be more of a deterrent to crime by their very presence than an effective tool for punishing every infraction. The idea worked well; the bridges were designated as neutral territory and were safe from local politics. Citadel bridges generally saw use as marketplaces due to the economic stability created by the golems. Unfortunately, the golems now no longer have a fixed place to stand since the bridges have collapsed, and their programming has not adapted well to this situation. These days, they simply wander Penance looking for violations of Israfel's former bridge laws. This has caused more than a few problems, as Belus's laws rarely agree with Israfel's, resulting in the populace generally fleeing in terror when one of the golems is around.

There were only two basic laws that applied to the bridges. First, that no one should bring harm upon another, and secondly that no one should wrest property from another. The first law generally applied to any attack on another creature (mental, physical, psionic, or otherwise), and the second applied only to physical theft. The golems enforce the first law by trying to deal an equal amount of damage to the aggressor as he dealt to the victim—or by repaying murder with death. The second law is enforced by paralyzing a thief and allowing the victim to retrieve his items. In the old days, once the items were retrieved, the thief was then removed from the bridge, usually by the golem physically lifting him and tossing him into the waters below. Now that the golems do not have bridges to throw people off, they tend to just throw them as far as they can, often aiming for cliffs, holes, wells or other such painful areas.

Bridge golems are made from an incredibly hard crystalline substance that has an appearance like diamond, multi-faceted and glittering with light and color under the Forge's suns. The golems are roughly humanoid in shape, with four long horns to signify their creator, Israfel.

Construction of a bridge golem in the Forge requires a member of the Flock infusing power from their Oath into the creation. As such, no Flock member is ever willing to help non-Flock members create a bridge golem. Under Israfel's rule, bridge golems that were destroyed emerged from her tower at a rate of one a day. Belus vacillates in his attitude toward the golems. Sometimes he appears in person to stop anyone attempting to harm the golems, and sometimes he sets a bounty on them. Rumors suggest his behavior may just be part of his madness. Then again, he may enjoy the order they impose on the city and only set bounties on golems whose abilities degrade too much. He has yet to make any of his own, though, and some whisper that his inability to return to his tower has prevented his crafting them.

ADVICE FROM AN OLD RASHER

Back when the bridges stood, they were some of the safest places on the Forge because of these crystal guardians. Now, not everyone liked them. Mostly the crooks 'cause these things were sharp. Saw through their lies and dumped a bunch of them off the bridges. There were a couple of gangs of kids that made a sport of trying to get innocent people dumped off the bridges. That was quickly ended when one of the golems got sick of their antics and killed their leaders. Oh, it was all described as an "accident" afterwards, a crying shame that the golem happened to throw them off the bridge and they happened to land in a way that broke their necks. Odd, isn't it, that the only people killed on the bridges in the last two decades of Israfel's time were those leaders. You ask me, those golems are smarter than anyone gives them credit for. I think they're still enforcing her agenda—a bit of insurance in case she left.

CARVER WING SWARM The rush of wings fills the cavern, and the last thing you see before the lights go out is a thick wave of leather and teeth... hungry teeth.

CD	CARVER WING SWARM (SMALL)	CARVER WING SWARM (LARGE)	CARVER WING SWARM (COLOSSAL)
CR	3	-	12
Size	Tiny	Tiny	Tiny
Туре	Animal (swarm)	Animal (swarm)	Animal (swarm)
XP	800	3,200	19,200
Init/Senses	Init +3; Senses low-light vision, echo- location 60 ft.; Perception +8	Init +7; Senses low-light vision, echo- location 60 ft.; Perception +15	Init +7; Senses low-light vision, echo- location 60 ft.; Perception +20
Defense			
AC	16, touch 16, flat-footed 12 (+3 Dex, +2 size, +1 dodge)	16, touch 16, flat-footed 12 (+3 Dex, +2 size, +1 dodge)	16, touch 16, flat-footed 12 (+3 Dex, +2 size, +1 dodge)
HP	39 (6d8+12)	78 (12d8+24)	100 (19d8+14)
Saves	Fort +9, Ref +11, Will +5	Fort +9, Ref +10, Will +2	Fort +12, Ref +14, Will +5
Offense			
Speed	10 ft.; fly 40 ft. (good)	10 ft.; fly 40 ft. (good)	15 ft.; fly 45 ft. (good)
Attacks	Melee swarm (1d8+1)	Melee swarm (3d8)	Melee swarm (8d8)
Space	5 ft.; Reach 0 ft.	20 ft.; Reach 0 ft.	40 ft.; Reach 0 ft.
Special Attacks	distraction (DC 15), ravenous sprint, swipe	distraction (DC 18), ravenous sprint, swipe, smother light	distraction (DC 21), ravenous sprint, swipe, smother light, smother life
Statistics			
Stats	Str 2, Dex 16, Con 15, Int 2, Wis 12, Cha 3	Str 2, Dex 16, Con 15, Int 2, Wis 12, Cha 3	Str 2, Dex 16, Con 15, Int 2, Wis 12, Cha 3
Base	Atk +4; CMB +0 (+4 disarm); CMD -	Atk +9; CMB +5 (+9 disarm); CMD	Atk +14; CMB +17 (+21 disarm); CMD —
Feats	Combat Expertise, Greater Dis- arm, Improved Disarm	Combat Expertise, Dodge, Greater Disarm, Im- proved Disarm, Improved Initiative, Mobility	Agile Maneuvers, Combat Expertise, Dodge, Fleet, Greater Disarm, Improved Disarm, Im- proved Initiative, Mobility, Run, Spring Attack
Skills	Fly +16, Perception +8, Stealth +14 Racial Modifiers +8 bonus to Fly	Fly +26, Perception +15, Stealth +15 Racial Modifiers +8 bonus to Fly	Fly +30, Perception +20, Stealth +20 Racial Modifiers +8 bonus to Fly
Ecology			
Environment	underground	underground	underground
Organization	solitary, pack (2–5 swarms), or in- festation (6-12 swarms)	solitary, pack (2–5 swarms)	solitary
Treasure	none	none	none

Echolocation (Ex): Carver wings can see with sound like bats and do not need a light source to attack.

Ravenous Sprint (Ex): Upon sensing prey, a carver wing swarm can fly double its normal speed, dealing damage to all creatures in its path. The swarm cannot make 90 degree or steeper turns. This movement does not provoke attacks of opportunity and is usable every 1d4 rounds.

Swipe (Ex): Carver wings hate light, and will attack any light sources held by their targets. As a free action, a swarm may attempt to snatch away a light source by making a disarm maneuver (CMB [see above], no attack of opportunity) against the relevant opponent in the swarm area. If the disarm is successful, the swarm has snatched away the light source, and an individual member of the swarm will whisk it away from the attack area. Torches are plunged into water, but magical lights are dropped down chasms or simply taken far away. Unattended light sources are automatically taken (unless fixed in place or unusually heavy). A swarm can make one disarm attack on each light source within their area per round.

Smother Light (Ex): Larger swarms use their numbers to smother light sources within their areas that cannot be snatched away. Such swarms will use coordinated efforts to blow out fires (fires up to one size category smaller than the swarm are automatically extinguished). Other light sources are temporarily neutralized by individual carver wings wrapping themselves around them (if they are non-damaging sources). In short, all light in the area of the swarm is effectively extinguished.

Smother Life (Ex): When swarms reach a critical mass, they can use the tactics normally reserved for light sources against their foes. Instead of dealing normal swarm damage, the swarm as a standard action can simply contract, increasing its density. This reduces the swarm face by 10 feet and the AC of the swarm by 2. When this tactic is employed, all creatures within the area of the swarm are blinded and deafened by the carver wings, and their distraction DC is increased by 8. Also, all creatures caught within the swarm are reduced to half movement rate, and must make a Fortitude save (DC 21) each round or begin to suffocate.

CARVER WINGS

Carver wings are the most well-known plague of the lands below. They attack in massive swarms, each individual biting off a small chunk of the swarm's prey as it flies by. The speed of the flock is so ferocious that a victim can literally be stripped to the bone before his body hits the ground. Carver wings are extremely prolific, and whole colonies can breed in just a few months if a constant food source is nearby.

Carver wings look like bats, and are often mistaken for these mammals, but they are in fact reptiles, looking somewhere between miniature dinosaurs and featherless birds. They prefer to feed on creatures commensurate with the size of their colony. Individuals may feed on small mammals, small swarms feed on man-sized creatures, and large colonies will either need a town nearby or massive behemoths to pick at over time. Carver wings echolocate like bats, and prefer the dark, closed quarters of caverns where there is no escape for their victims. Colonies tend to wipe out all the life in a given area and then die out from lack of food in a cycle of a few months. When a colony starts to starve, individuals will branch out in search for other food sources, and while most fail and die, some survive to start new colonies elsewhere. Carver wings need a steady water supply, and they generate a massive amount of droppings, which have a very distinctive acrid smell. Skilled wormers can smell a carver wing colony from far off, and know well to avoid it, especially during mating season when colonies congregate together and the swarms swell to several times their normal size.

ADVICE FROM AN OLD RASHER

Three words: *wall of force.* I saw almost an entire swarm break their necks against one of those. I laughed for ten minutes straight. If you don't happen to have that kind of magic handy though, jump in the nearest body of water and pray that something even worse doesn't live in there.

CHARAN The hulking creature leaping towards you looks like a massive ape sculpted by an artist tormented for decades by nightmares.

		CHARAN ADULT	
CR	CHARAN YOUTH	CHARAN ADULT 7	CHARAN ELDER
	3		15
Size	Medium	Large	Huge
Туре	Magical Beast	Magical Beast	Magical Beast
XP	800	3,200	51,200
Init/Senses	Init +4; Senses darkvision 60 ft., low- light vision; Perception +6	Init +4; Senses darkvision 60 ft., low- light vision; Perception +12	Init +4; Senses darkvision 60 ft., low- light vision; Perception +20
Defense	THE ALL WE		a share for y pro
AC	18, touch 15, flat-footed 13 (+4 Dex, +3 natural, +1 dodge)	19, touch 14, flat-footed 14 (+4 Dex, +5 natural, -1 size, +1 dodge)	29, touch 14, flat-footed 20 (+4 Dex, +19 natural, -2 size, +1 dodge)
HP	30 (4d10+8)	68 (8d10+24)	150 (20d10+40)
Saves	Fort +7, Ref +8, Will +4	Fort +9, Ref +10, Will +5	Fort +16, Ref +16, Will +9
Offense			
Speed	40 ft.; climb 20 ft.	40 ft.; climb 20 ft.	40 ft.; climb 30 ft.
Attacks	Melee 2 claws +5 (1d6+3), bite +3 (1d8+1 plus bloody mess)	Melee 2 claws +12 (1d6+5), bite +10 (1d8+2 plus bloody mess)	Melee 2 claws +29/+24/+19/+14 (2d6+11), bite +29/+24/+19/+14 (2d8+2 plus bloody mess)
Space	5 ft.; Reach 5 ft.	10 ft.; Reach 10 ft.	15 ft.; Reach 15 ft.
Special Atks	bloody mess (DC 14), feast on fear	bloody mess (DC 16), feast on fear	bloody mess (DC 22), feast on fear, multiple minds
Statistics			
Stats	Str 17, Dex 19, Con 15, Int 6, Wis 16, Cha 10	Str 21, Dex 19, Con 17, Int 6, Wis 16, Cha 10	Str 32, Dex 19, Con 21, Int 7, Wis 16, Cha 10
Base	Atk +4; CMB +7; CMD 21	Atk +8; CMB +14; CMD 28	Atk +20; CMB +33; CMD 47
Feats	Dodge, Multiattack	Dodge, Multiattack, Run, Stealthy	Combat Expertise, Dodge, Lightning Stance, Mobility, Multiattack, Run, Spring Attack, Stealthy, Whirlwind Attack, Wind Stance
Skills	Acrobatics +13, Climb +14, Perception +6, Stealth +17 Racial Modifiers +8 bonus to Climb and Stealth; +4 bonus to Acrobatics	Acrobatics +16, Climb +20, Escape Artist +8, Perception +12, Stealth +17 Racial Modifiers +8 bonus to Climb and Stealth; +4 bonus to Acrobatics	Acrobatics +20, Climb +24, Escape Artist +8, Perception +20, Stealth +23 Racial Modifiers +8 bonus to Climb and Stealth; +4 bonus to Acrobatics
Ecology			11 1 1 1 5 1
Environment	forest, jungle, and swamps	forest, jungle, and swamps	forest, jungle, and swamps
Organization	solitary, pair, or family (2-3 youth + 1-2 adults or elders)	solitary, pair, or family (2-3 youth + 1-2 adults or elders)	solitary, pair, or family (2-3 youth + 1-2 adults or elders)
Treasure	none	none	none
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Bloody Mess (Ex): Whenever a charan bites a living being, an enzyme in its saliva will cause the victim to hallucinate unless he makes a Will saving throw (DC [see above]). Anyone failing this saving throw believes that copious amounts of blood are pouring out from the open wound created by the charan's teeth. The gory sight leaves the individual shaken for 2d4 rounds and compels him to tend to the grotesque injury immediately, using whatever means are available-first aid, a spell, a potion, etc. The affected victim is so obsessed with the need to expeditiously heal himself that he will undertake this action regardless of the consequences-thus provoking attacks of opportunity from all foes threatening him. The actual results of the first aid are unimportant, as the victim will always believe that his curative measures succeeded. Unfortunately, victims must deal with each hit individually; hence a creature struck again by the charan while tending to its original wound must make another Will save or believe that a new wound has opened. Additional bites during the same encounter do not worsen a victim's condition beyond shaken. Bloody mess is a mind-affecting ability.

Feast on Fear (Ex): Charans innately smell fear in the air and draw strength from it. Charans receive a +1 morale bonus to all attack and damage rolls as well as saving throws whenever any creature within a 30-foot radius is *shaken, frightened*, or *panicked*. Furthermore, for each nearby creature in a state of fear, the charan recovers two hit points at the beginning of each round as if it possessed fast healing 2. The fast healing rate stacks with each applicable creature; so, if there are two afraid creatures in the area, the rate increases to 4, at three creatures it improves to 6, at four creatures it increases to 8, and at five creatures it increases to its maximum of 10.

Multiple Minds (Ex): The eldest charans undergo an internal change that allows them to fragment their consciousness. This allows the charan to make attacks at its full attack progression with each of its arms and its bite attack whenever it uses the full attack action. The arms and bite may target the same creature or different creatures, as the charan prefers.

THE CHARAN

According to popular folklore, the name charan literally translates as "eater of terror" in a long forgotten and probably extinct language. The term is certainly apropos, as these malevolent creatures do draw their strength from their victims' fear.

The charan appears to be a distant offshoot of the ape family. It is a large and hulking bulk of muscle, sporting shockingly long arms and a thick coat of coarse, olive-green fur. Its head is large, and its face is flat and hairless, dominated by a jutting jaw bearing multiple tightly-packed rows of filthy, needlelike teeth. A gray mane runs down from the top of its head, covering its neck and shoulders. The beast's gangly, elongated arms culminate in furry, clawed hands, and when it stands upright, they extend well below the knee. A charan is normally bipedal; however when chasing prey it will often adopt a quadruped stance by using its knuckles as a second pair of feet. This gives it additional traction as it negotiates tight corners and sharp curves. Adult charans stand at over eight feet tall, and these beasts can get even larger with age.

While charans make their homes high in the trees, they spend the majority of their time near the surface, stalking land-based prey. Though charans are fairly intelligent, their communication skills are extremely limited, enabling them to converse with other members of their species only through body language and grunts. Explorers have reported hearing approximately fifty distinct sounds used by the charan, all of them unpleasant. Charans do not appear to make any effort to communicate with other species. Charan are extremely territorial and always hunt either alone or with a mate. Male charans are fiercely protective of both their territory and their mates, fiercely staving off the advances of other males.

Charans typically track their opponents from a distance, utilizing their ability to blend into the surrounding foliage and move through the trees to sneak up on their prey. When an opportune moment arrives, the charan will leap down upon its target and attack with its claws and teeth. A charan will never flee from combat as long as one of its opponents displays fear.

Charans are renowned for their prolific reproduction. They have spread quickly throughout the jungle region of southern Wildwood and are even beginning to make some inroads into the deciduous forests and swamplands of the central Wood. Even though charans only mate on a semiannual basis, every year the average female gives birth to six offspring.

ADVICE FROM AN OLD RASHER

I saw a charan elder once. It was... I guess I'd describe it as "horrifyingly horrifying." Its arms moved like they were living creatures that just happened to be attached to its body. They way they moved....

I was on guard detail for a caravan. I didn't know what the contents were, and I didn't really care. I thought a job was a job, and so long as the pay was good, I'd do it. Just like pretty much every other guard out there. The less you know, the less likely you'll have an "accident" if your client wants the cargo secret. Well, this time, what we didn't know was that the caravan master was a crazy researcher, and he took us through charan territory to see how they lived and fought. Planned on offering us up as "gifts" to get his book written. We didn't take to that, but by then we were surrounded by two of those elder charans. Yeah, two were enough to surround us. I hung back and watched as one of them took out five fully trained soldiers in about as many seconds—the thing's arms moving completely independently from the body. It was like watching three expert fighters all in one spot. I was smart enough to run and lucky enough that they were satisfied with the other eleven guards to not chase me.

Three years later, I saw the book the researcher wrote on a bookshelf. Ends up, we were the third group of "gifts"—out of a total of eight. And after all that, all he could say was that charans are the perfect fighters. Couldn't find a weakness and still had no clue about their culture, or if they even have one. I hope one of them ate him.

CLOCKWORK KNIGHT

What looks like an empty suit of armor comes to life with a great din of clatter. The construct moves towards you with exacting precision, as though its movements were ordained upon its creation.

	CLOCKNOPK KNICHT DUCTED	CLOCKLODY INICHT	CLOCKLORY VANCUT ALACTERCRAFT
CR	CLOCKWORK KNIGHT. RUSTED	CLOCKWORK KNIGHT	CLOCKWORK KNIGHT. MASTERCRAFT
Size	Medium	Medium	Medium
	Construct	Construct	Construct
Type XP	200	400	102,400
Init/Senses	Init -1; Senses Blindsight 60 ft; Perception -1	Init -1; Senses Blindsight 60 ft; Perception -1	Init -1; Senses Blindsight 60 ft; Perception -1
Defense	and the second se		
AC	15, touch 9, flat-footed 15 (-1 Dex, +6 natural)	18, touch 9, flat-footed 18 (-1 Dex, +9 natural)	28, touch 9, flat-footed 28 (-1 Dex, +19 natural)
HP	21 (2d10+10)	31 (2d10+20)	167 (23d10+40)
Saves	Fort +1, Ref +0, Will +0	Fort +1, Ref +0, Will +0	Fort +10, Ref +9, Will +9
Special	DR 1/adamantine; Immune construct traits	DR 2/adamantine; Immune construct traits	DR 15/adamantine; Immune construct traits
Offense	and the second		
Speed	20 ft.	20 ft.	30 ft.
Attacks	Melee +1 greatsword +6 (2d6+4/19-20)	Melee +1 greatsword +7 (2d6+5/19-20)	Melee +3 keen shocking burst greatsword +40/+35/+30/+25 (2d6+17/17- 20+1d6 shock+1d10 crit)
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.
Special Atks			gear storm, precision movements
Statistics	15/51/10		
Stats	Str 16, Dex 8, Con -, Int -, Wis 8, Cha 8	Str 18, Dex 8, Con -, Int -, Wis 8, Cha 8	Str 38, Dex 8, Con -, Int -, Wis 8, Cha 8
Base	Atk +2; CMB +5; CMD 15	Atk +2; CMB +6; CMD 15	Atk +23; CMB +37; CMD 46
Special Qualities	water vulnerability	water vulnerability	
Ecology			TI TO A TO A
Environment	any	any	Any
Organization	solitary or troop (2-8)	solitary or troop (2-8)	solitary or troop (2-8)
Treasure	none	none	None

Construction			
CL	7th	7th	19th
Price	20,000 gp	20,000 gp	640,000 gp
Requirements	Craft Construct, <i>lesser geas</i> , <i>bull's strength</i> , creator must be caster level 7th	Craft Construct, <i>lesser geas</i> , <i>bull's strength</i> , creator must be caster level 7th	Craft Construct, lesser geas, bull's strength, creator must be caster level 19th
Skill	Craft (armor) DC 19	Craft (armor) DC 19	Craft (armor) DC 30, Craft (weapon) DC 25
Cost	10,000 gp	10,000 gp	320,000 gp

Gear Storm (Ex): As a standard action, a mastercraft clockwork knight can cause its internal workings to extend and spin about its body. Each round the storm is active, the clockwork knight may make a single attack role as an immediate action against all creatures within a 10-foot radius around it. Any creature hit takes 8d6 points of damage. In addition, the clockwork knight can make a combat maneuver check against any creature struck. Success on this check allows the knight to either pull the creature towards the knight or push the creature away a distance of 5 feet as the gears snag the creature and move it with unstoppable force. While the storm is in effect, the clockwork knight is able to attack creatures normally with its greatsword and move normally through spaces as though it were any other medium-size creature-the gear storm does not interfere with the clockwork knight's movements at all. All squares within the radius of the storm cost double normal movement for all creatures other than the clockwork knight. Returning the gears back inside its body is a standard action.

Precision Movements (Ex): While the clockwork knight has gear storm active, the knight is able to utilize its gears in one of three additional ways. The knight may choose a different effect each round, but only one effect may be used each round. The effect is selected prior to dealing damage for the round.

• *Hypnotic Workings:* By slowing its gears, the clockwork knight can make their movement flow through a mesmerizing pattern. This reduces the damage the gear storm deals to 4d6, but anyone looking at the knight must make a DC 24 Will save or be *dazed*. This is a mind-affecting ability.

- Unstoppable Turn: The clockwork knight can increase the strength with which its gears turn by foregoing its normal attacks with its greatsword for the next round. The damage of the knight's gear storm is increased to 16d6 for the current round.
- Unpredictability: By moving in ways that defy logic, the clockwork knight can thwart even determined attackers. The clockwork knight must take a -10 AC penalty for the round (AC 18), but the first attack from each foe for that round that would affect the knight, whether magical or mundane, has no effect. For example, a fighter who missed with his first attack and hit with his second and third would only land one blow (the third attack), and a mage casting *fireball* at it would deal no damage. If the knight has its gear storm going and does not have an active precision movement running, this ability may be activated on the fly in response to an attack that would have hit it, nullifying the attack and the next subsequent attack from each opponent for the round. Attacks that state they ignore miss chance are still affected by this ability.

Water Vulnerability (Ex): Clockwork knights have sensitive mechanisms that are vulnerable to water damage. Total immersion in water will short out the golem and kill it. Splashing the golem with one pint of water (or other equivalent liquid) will cause it to rust and freeze up, dealing 2d4 points of damage and kicking up a noxious could of steam.

CLOCKWORK KNIGHT

The little-known clockwork knight is something of a poor man's iron golem. It is essentially a suit of full plate armor modified to operate without an occupant. The knight has no intelligence of its own, but it can be set to guard and operate under certain conditions. A command word sets the knight's instructions, and it will stand motionless for ages until the conditions for its initiation are triggered. Such conditions might be whenever anyone enters the knight's chamber who does not bear a certain symbol, or if anyone of a particular race passes within the knight's range of perception. The trigger condition can be nearly anything, but it cannot be too complicated, and the knight has perception only out to 60 feet to interpret its surroundings. Once activated, the knight will carry out its instructions, typically either to kill, bar the way, or remove the offender from the premises. A second command word will return an activated knight to its position. Once a knight has awakened and performed its duty successfully, it will return to its assigned position and go back into stasis. A third command word will reset a guarding knight's programming completely, and it will not act again until given new orders.

A guarding knight is nearly imperceptible from a normal, empty suit of display armor. A perception check (DC 15) is required for anyone looking at it to notice the difference. Because the clockwork knight is crafted on a budget, it is not fully magically alive. Only a small engine inside of the knight functions magically, and the rest of the knight is propelled via a collection of gears, springs, and clockwork joints. Due to this, the knight is susceptible to damage from water and other liquids (beer, wine, juice, etc). Clockwork knights must be kept indoors; rain can cause it to rust and freeze up. Mastercraft clockwork knights do not suffer from this weakness to water or rusting.

ADVICE FROM AN OLD RASHER

When I first saw one of these, I nearly laughed. It was half-rusted and practically fell apart when it tried to stop us. Apparently, rust proofing these things was too expensive for someone, so these "eternal guardians of death", as some blowhard bragged about them, didn't live up to their name for even a decade.

About seventy years later, I saw another one of them—pristine condition, runes up and down the plates, looked like it had just been polished despite being in an ancient crypt. I was in the midst of running from a couple of dragons I had pissed off, and there it was. One of them swiped at it, and I thought that the clockwork knight exploded. Considering what was left of the dragons, it might as well have. The scariest thing was that their breath weapons didn't do anything to it, half the time the dragons just stood there, and the whole time, the thing's gears were grinding away at them. I found a different way out of the crypt.

I will note that the knight seemed to respond to whichever dragon moved first. If one pulled back, it would slow its gears and try to confound it. If one got too close or tried to jam its gears, it would grind harder. If one tried to breathe on it, it would move in such bizarre ways, their breaths couldn't touch it. If the dragons had coordinated better, there's a chance they could have torn it to pieces. Of course, that would mean that one

of them would have had to be ground up pretty badly and possibly killed, and there's few beings willing to do that just to *possibly* let a buddy take it out.

CRYSMID

What looks like a beautiful crystal formation growing on the rocks ahead suddenly shifts and stands, revealing a monstrous creature looking ready to charge. Is that red light shining through it the tint of blood?

	CRYSMID YOUTH	CRYSMID ADULT	CRYSMID ELDER
CR	6	12	16
Size	Medium	Medium	Large
Туре	Aberration	Aberration	Aberration
XP	2,400	19,200	76,800
Init/Senses	Init +2; Senses darkvision 60 ft., low-light vi- sion, tremorsense 60 ft.; Perception +13	Init +2; Senses darkvision 60 ft., low-light vi- sion, tremorsense 60 ft.; Perception +22	Init +2; Senses darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +27
Defense			
AC	22, touch 12, flat-footed 20 (+2 Dex, +10 natural)	29, touch 12, flat-footed 27 (+2 Dex, +17 natural)	33, touch 10, flat-footed 32 (+1 Dex, +23 natural, -1 size)
HP	53 (7d8+21)	114 (16d10+42)	200 (21d8+105)
Saves	Fort +5, Ref +6, Will +6	Fort +8, Ref +9, Will +11	Fort +10, Ref +10, Will +13
Special	DR 10/+1; Resistance cold 20, fire 20	DR 10/+2; Resistance cold 20, fire 20	DR 10/+3; Resistance cold 20, fire 20
Offense			
Speed	30 ft.; burrow 30 ft (earth glide)	30 ft.; burrow 30 ft (earth glide)	30 ft.; burrow 30 ft (earth glide)
Attacks	Melee 2 claws +9 (1d6+2 plus crystal implantation)	Melee 2 claws +18 (3d6+5 plus crystal implantation)	Melee 2 claws +24 (6d6+6 plus crystal implantation)
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	10 ft.; Reach 10 ft.
Special Atks	crystal implantation (DC 13, 4d8)	crystal implantation (DC 18, 9d8)	crystal implantation (DC 22, 11d8)
Statistics			
Stats	Str 19, Dex 14, Con 16, Int 10, Wis 12, Cha 10	Str 20, Dex 14, Con 18, Int 10, Wis 12, Cha 10	Str 28, Dex 12, Con 22, Int 10, Wis 13, Cha 10
Base	Atk +5; CMB +9; CMD 21	Atk +12; CMB +17; CMD 29	Atk +15; CMB +22; CMD 33
Feats	Alertness, Lightning Reflexes, Multiattack, Stealthy	Alertness, Improved Natural Attack (x3), Lightning Reflexes, Multiattack, Stealthy, Weapon Focus (claws)	Alertness, Greater Weapon Focus (claws), Improved Natural Armor, Improved Natural Attack (x4), Lightning Reflexes, Multiat- tack, Stealthy, Weapon Focus (claws)
Skills	Climb +14, Perception +13, Stealth +14, Survival +11 Racial Modifiers +10 bonus to Stealth when underground	Climb +24, Perception +22, Stealth +23, Survival +20 Racial Modifiers +10 bonus to Stealth when underground	Climb +31, Perception +27, Stealth +23, Survival +25 Racial Modifiers +10 bonus to Stealth when underground
Ecology			
Environment	any land or underground	any land or underground	any land or underground
Organization	solitary, or mob (2-12)	solitary, or mob (2-12)	solitary, or mob (2-12)
Treasure	none	none	none
LAN LOTTIN			

Crystal Implantation (Ex): On a successful claw attack, the crysmid can inject hundreds of tiny crystalline slivers into the flesh and bloodstream of its opponent as a free action. Once implanted, these slivers have a dual effect. First, they cause the wound to continually bleed, dealing one point of damage each round thereafter until magically treated or bound. Second, these slivers of crystal react like a poison in the blood of the victim. Once struck, the victim must make a Fortitude save (DC [see above]) or suffer additional damage (1d8 + 1d8 hit points per two HD of the crysmid) after one minute when the crystal slivers suddenly expand, gouging organs, rip through muscle, and shatter bones. Only the application of a *heal* spell or a similar potent effect can remove all the minute slivers from a victim's body before damage occurs.

Earth Glide (Ex): A crysmid can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel, hole, or ripple to alert others to its presence. A *move earth* spell cast on an area containing a burrowing crysmid flings the crysmid back 30 feet, and unless the creature succeeds at a DC 15 Fortitude save, it will be stunned for 2d4 rounds.

CRYSMIDS

Crysmids are creatures of living rock. They are vaguely humanoid in appearance with an exterior composed of a jagged, dull-gray stone liberally studded with crystalline deposits of varied and vibrant colors. Crysmids look so much like crystal-studded rocks that, while at rest, they are almost impossible to distinguish from the terrain. When in motion though, a crysmid is unmistakable—crysmids possess an innate ability to alter the hue and brightness of the crystals that cover their bodies from a dull, stone-like color to a scintillating brilliance nearly as bright as a torch.

The interior of a crysmid is a strange sort of pliable silicone, not unlike sap hide armor. Their bellies are full of sharp, grinding stones and strong acid. For the most part, crysmids eat quartz, though they appear to need various other trace minerals to thrive. Unfortunately, one of those minerals is mostly found in the bones of flesh-bearing creatures. Crysmids have no regard towards other life forms, and view other intelligent races as a man might view an insect—a tasty, tasty insect. Crysmids are bellicose and fearless, and will charge into combat with little or no provocation whenever given the opportunity. The blood of their foes is said to feel soothing when rubbed onto the crystals of their bodies.

Though all crysmids take the same rough general form, variations between individuals are great. Some have squat mounds of stone for heads, while others possess a soaring spire of multi-faced crystals. Likewise, the arms and legs of each crysmid are nearly as varied and unique as natural stone formations. It is sometimes difficult to distinguish whether individuals are members of the same race at all. However, the one thing that all crysmids have in common is their searing blue crystalline eyes. A crysmid's eyes (though some may have only one) are unmistakable, and will always glow with a dim, blue light.

It is thought that crysmids decorate themselves with intricate metal inlays to indicate rank or perhaps mark one bloodline from another. However, given the orneriness of these rare creatures, few who encounter a crysmid will ever notice these subtle distinctions. While it is widely agreed that all crysmids are able to understand rudimentary language, it appears that the monsters lack either the intellect or the interest to actually communicate with other creatures.

ADVICE FROM AN OLD RASHER

One time I came across a group of those creatures—crysmids. Those things form a pack and then never leave it. They grow old together, learning how to work as a team better than any army or rasher crew I've seen. They view all of us as nothing more than food. My crew was hired to clear out a group of them. So we went into battle in this cave covered with crystals—floor, walls, ceiling, you name it. It made it impossible to see which were crystals and which were crysmids. We accidentally brought the ceiling down on ourselves trying to flush out the crysmids. I still remember that rain of uncut gemstones. The most beautiful thing I've ever seen in my life. Nearly killed us all, mind you, but beautiful.

The one thing we were prepared for was their claws. We'd heard about how their claws implant crystals that grow in you, killing you as they absorb the minerals in your body. So we took extra precautions. Didn't help one of the group members. It sounded like a horrible death, the way he screamed, but I just remember watching these beautiful crystals growing out of his skin. I think that's a good metaphor for the crysmids. Beautiful death.

DEATH MOSS

You see the same thing you've seen a thousand times elsewhere in the Wood—moss on a decaying log. The difference this time? The scenery is now trying to eat you.

	DEATH MOSS. PATCH	DEATH MOSS. CLUMP	DEATH MOSS. FIELD
CR	10	12	15
Size	Large	Large	Huge
Туре	Plant	Plant	Plant
XP	9,600	19,200	51,200
Init/Senses	Init +2; Senses blindsight 60 ft.; Perception +5	Init +2; Senses blindsight 60 ft.; Perception +6	Init +2; Senses blindsight 60 ft.; Perception +6
Defense	the fait of the second		
AC	21, touch 9, flat-footed 21 (+12 natural, -1 size)	24, touch 9, flat-footed 24 (+15 natural, -1 size)	29, touch 9, flat-footed 29 (+21 natural, -2 size)
HP	112 (15d8+45)	128 (17d8+51)	209 (22d8+110)
Saves	Fort +12, Ref +5, Will +5	Fort +13, Ref +5, Will +5	Fort +16, Ref +7, Will +7
Special	DR 5/slashing and piercing; Immune plant traits	DR 6/slashing and piercing; Immune plant traits	DR 9/slashing and piercing; Immune plant traits
Offense	and the second sec		
Speed	40 ft.	40 ft.	40 ft.
Attacks	Melee bite +16 (2d6+6 plus inject seed)	Melee bite +17 (2d6+6 plus inject seed)	Melee bite +24 (2d6+10 plus inject seed)
Space	10 ft.; Reach 10 ft.	10 ft.; Reach 10 ft.	15 ft.; Reach 15 ft.
Special Atks	debris field (15d6+15, DC 22), inject seed (DC 17)	debris field (17d6+17, DC 24), inject seed (DC 18)	debris field (22d6+22, DC 28), inject seed (DC 21)
Statistics	Carley Markey		North Contraction
Stats	Str 22, Dex 10, Con 16, Int 8, Wis 10, Cha 6	Str 23, Dex 10, Con 16, Int 8, Wis 10, Cha 6	Str 30, Dex 10, Con 20, Int 8, Wis 10, Cha 6
Base	Atk +11; CMB +17; CMD 27	Atk +12; CMB +18; CMD 28	Atk +16; CMB +28; CMD 38
Feats	Ability focus (debris field), Blind Fight, Fleet, Improved Natural Armor, Improved Natural Attack, Stealthy, Weapon Focus (bite)	Ability focus (debris field), Blind Fight, Fleet, Improved Natural Armor (x2), Improved Natural Attack, Run, Stealthy, Weapon Focus (bite)	Ability focus (debris field), Blind Fight, Fleet, Improved Natural Attack, Improved Natural Armor (x3,) Improved Natural At- tack, Run, Stealthy, Weapon Focus (bite)
Skills	Perception +5, Stealth +14 Racial Modifiers +10 bonus to Stealth when amongst plants	Perception +6, Stealth +15 Racial Modifiers +10 bonus to Stealth when amongst plants	Perception +6, Stealth +16 Racial Modifiers +10 bonus to Stealth when amongst plants
Ecology			
Environment	any forest	any forest	any forest
Organization	solitary	solitary	solitary
Treasure	1/10th coins; 50% goods, 50% items	1/10th coins; 50% goods, 50% items	1/10th coins; 50% goods, 50% items
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Debris Field (Ex): Although death moss eats just about anything, it is incapable of digesting bone, rock, or metal; therefore, it stores these materials in a large sac connected to its digestive tract. During its evolution, the plant developed a highly specialized group of muscles that enables it to violently expel this matter in a 20-ft. cone originating from its open maw. Creatures within the area of effect must make a Reflex save (DC [see above]); otherwise they suffer damage [see above] from the hard, jagged objects. A successful saving throw reduces the damage by half. Regardless of the saving throw's outcome, creatures struck by this debris subtract their armor, shield, deflection, and natural armor bonuses from their damage. For instance, a debris field dealing 45 points of damage to everyone within the area of effect only inflicts 32 points of damage to a fighter with an armor bonus of +8, a shield bonus of +2, a deflection bonus of +2 and a natural armor bonus of +1. If the same individual made his saving throw, he only loses nine points. The death moss generally stores enough material to utilize this ability 2d4 times per day before it must replenish its supply. It can use the ability every round until it runs out.

Inject Seed (Ex): The omnivorous death moss reproduces by embedding one of its seeds beneath the skin of a living victim, a task it attempts to accomplish whenever it sinks its syringe-like teeth into its target's flesh. Creatures bitten by the voracious plant must make a Fortitude save (DC [see above]) to resist this implantation; otherwise the soft, green seed finds a nourishing home within the body of its unwelcoming host. One hour after its arrival, the pod opens and begins to wrap its roots around the surrounding tissue, simultaneously sapping nutrients from the host's bloodstream while killing thousands of previously healthy cells. As a result of this relentless assault, the victim suffers one point of Strength, Dexterity, and Constitution damage every hour until the host dies. The death moss's hungry offspring then consumes the rest of its host's corpse before emerging and moving onto more mobile prey. The spells heal, limited wish, miracle, and wish instantaneously destroy the invasive parasite in addition to any spell or magical effect that has a detrimental effect specifically targeting plants.

Second Maw (Ex): As a move action (though it takes a full-round to complete), the death moss can create a second external orifice on the opposite side of its body, shifting some of the debris stored within its internal sac toward this new location. The second maw completely lacks teeth and is entirely incapable of dealing damage or implanting a seed into a foe, but the creature can spew a cone of debris from this second maw. The second maw effectively allows the death moss to fire off two debris fields per round, typically in different directions. The formation of this additional mouth does create a noticeable chink in the creature's rigid armor though, thus reducing its natural armor bonus by 2. This reduction remains as long as it retains its second maw. The second maw can be removed as a move action.

DEATH MOSS

Novice explorers venturing through Wildwood's untamed forests often make the fatal mistake of dismissing one of the feral domain's most frightening creatures for a harmless clump of vegetation. To their peril! Although this cagey predator does bear a distant relation to its benign namesake, its frightening moniker is a testament to its exceptional hunting prowess. Utilizing its coloration and texture to inconspicuously blend into the surrounding terrain, this crafty plant patiently waits for unsuspecting prey to wander into its carefully devised trap. When the opportune moment arises, it shrugs off its lethargy and springs into action, tearing its quarry into pieces with dagger-like teeth or blasting its foes with a barrage of serrated, gnawed bones and heavy stones.

Anatomically, the death moss' body resembles an armored, elongated worm propelled by six identical pairs of stubby, flexible vines that effectively function as its legs. While it lacks a clearly-defined head, a cluster of greenish-brown stalks surrounding a disproportionately large, circular maw lined with spindly, brown needle-like teeth at the front end of the creature's body does the job, serving as the creature's sensory organs and mouth. Hard, interlocking wooden plates draped with long, stringy threads of greenish-brown vegetation cover the remainder of the creature, providing it with a lethal combination of natural armor and nearly foolproof camouflage. An average specimen is approximately nine feet long, weighs 550 pounds, and generally looks like nothing more than a rotting log coated by a thin layer of plant matter.

Often overshadowed by their more common relatives such as treants and shambling mounds, death moss is perhaps the most commonly encoun-
tered variety of carnivorous plant in Wildwood. It inhabits virtually every ecosystem in Wildwood with the exception of the cavernous regions of the extreme north and the domain's aquatic environments.

This cunning and sly predator relies primarily on its camouflage to surprise unwary prey. It simply picks a good spot and waits. The death moss' tactics depend upon the size and composition of its opposition. Against a lone enemy or a small group, the deadly creature employs its debris field ability at the outbreak of hostilities and then wages melee armed with its lethal bite. If it is grossly outnumbered, the death moss uses its second maw to bombard its foes with a seemingly constant spray of debris from two different sources. If the tide of battle turns against it, the creature is not averse to using its speed and brute strength to escape the clutches of its pursuers and live to fight another day.

Even though it has a mouth and teeth, death moss is incapable of speech and instead relies upon an extensive vocabulary of visual signals to communicate rudimentary messages to other members of its race.

ADVICE FROM AN OLD RASHER

The most dangerous things in the Wildwood? That's easy. Everything. There's nothing safe there. When you're in the most peaceful clearing, you're in the most danger. Death moss is everywhere in the Wildwood, and it's always in the most peaceful places—because it's killed everything around them. So if you think you are safe, get out of there immediately.

Of course, if you think you're in danger, you shouldn't stay there, either. This is why I hate the Wood.

DENDRITE

A swarm of large, bulbous creatures swims towards you. They look like jellyfish crossed with amoebas, yet they move with sinister purpose. You feel the crackle of electricity run through your body.

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	DENDRITE, SOLITARY	Dendrite. In a group	DENDRITE, SWARM
CR	10	11	17
Size	Large	Large	Large
Туре	Magical Beast	Magical Beast	Magical Beast (swarm)
XP	9,600	12,800	102,400
Init/Senses	Init +9; Senses darkvision 120 ft, Com- mune.; Perception +20	Init +9; Senses darkvision 120 ft., Commune ; Perception +20	Init +9; Senses darkvision 120 ft., Commune ; Perception +20
Defense			
AC	24, touch 14, flat-footed 19 (+5 Dex, +10 natural, -1 size)	26, touch 16, flat-footed 19 (+6 Dex, +10 natural, +1 dodge, -1 size)	37, touch 16, flat-footed 20 (+6 Dex, +21 natural, +1 dodge, -1 size)
HP	110 (13d10+39)	123 (13d10+52)	266 (28d10+112)
Saves	Fort +11, Ref +13, Will +13	Fort +12, Ref +14, Will +13	Fort +12, Ref +13, Will +13
Special	DR 5/—; Immune electricity	DR 8/; Immune electricity	DR 10/; Immune electricity; Defensive Abilities swarm traits
Offense			
Speed	swim 40 ft.	swim 40 ft.	swim 40 ft.
Attacks	Melee 2 tentacles +13 (2d6+5+2d8 electri- cal), bite +11 (2d10+7+2d6 acid/19-20)	Melee 2 tentacles +15 (2d6+6+3d8 electri- cal), bite +13 (2d10+9+2d6 acid/19-20)	Melee swarm (6d10+20+3d8 electrical+2d6 acid)
Space	10 ft.; Reach 10 ft.	10 ft.; Reach 10 ft.	40 ft.; Reach 0 ft.
Special Atks	Electrify (3d8)	Electrify (4d8), coordinated attacks	Electrify (5d8)
Statistics			Service 1
Stats	Str 20, Dex 20, Con 16, Int 12, Wis 17, Cha 9	Str 22, Dex 22, Con 18, Int 12, Wis 17, Cha 9	Str 22, Dex 22, Con 18, Int 12, Wis 17, Cha 9
Base	Atk +9; CMB +15; CMD 30	Atk +10; CMB +16; CMD 31	Atk +9; CMB —; CMD —
Feats	Improved Initiative, Combat Reflexes, Critical Focus, Deafening Critical, Improved Critical, Iron Will, Power Attack, Sickening Critical	Improved Initiative, Combat Reflexes, Critical Focus, Deafening Critical, Improved Critical, Iron Will, Power Attack, Sickening Critical	Improved Initiative, Iron Will, Improved Natural Armor (x11), Toughness
Skills	Perception +20, Stealth +20, Swim +25	Perception +20, Stealth +20, Swim +25	Perception +20, Stealth +20, Swim +25
Ecology			
Environment	ocean	Ocean	Ocean
Organization	solitary	school (3-10)	solitary or college (2-5)
Treasure	none	None	none

Commune (Ex): Dendrites have something of a hive mind. If attacked and in distress, a dendrite can call to the other members of its school, and they will come to defend it, arriving within 2d10 rounds.

Coordinated Attacks (Ex): Dendrites gain strength when they are near other dendrites. When two or more dendrites are within 30 feet of each other, they gain the following: +2 to Strength, Dexterity, and Constitution, +1 AC dodge bonus, and +1 to all attacks and combat maneuver rolls. In addition, the electrical fields each dendrite generates increases in intensity, dealing an additional 1d8 points of damage and increasing its DR to 8/—.

Electrify (Ex): Dendrites are highly electrically charged, and every 1d6 rounds they can emit a burst of electricity that deals damage to all creatures swimming within 30 feet (no saving throw applicable for reduced damage).

DENDRITES

Dendrites are creatures unique to the sullen Sea of Ink in Eclipse. These bizarre creatures are approximately the size of a large adult shark, but would never be mistaken for one. They have a large mouth, an odd, egg-shaped central body, a whip-like tail, and a mass of grasping kelp-like tentacles which they use to entangle their victims. Unlike other creatures, dendrites do not appear to be intelligent on their own, and solitary individuals have been witnessed performing quite erratic behavior-even reportedly swimming directly into rocky obstructions as though they were blind. Dendrites make no effort to communicate to other beings, although observation has suggested that they are able to communicate quite well with each other by means of their tentacles and tails. Dendrites do have an unusually high amount of nerve matter running throughout their bodies, but nothing which would normally resemble a brain. It is surmised that each one serves as a single node in a larger intelligence, though no one seems to be able to agree upon what this intelligence serves or where it would manifest.

Individually, dendrites are unpredictable and are quite capable of attacking at random, seemingly with great malice. However, in groups, they appear to obey or operate as part of a hive mind, moving and striking as one with grace and ample speed. Their tentacles envelop their prey in a web of inescapable strands, and the victims can then be absorbed into the body of the dendrite, digested whole by enzymes and chemicals. The dendrite's whip-like tail is used to strike and stun larger prey, and is often its first defense if attacked. Also, one must beware the highly electric nature of these beasts, which can stun or even kill prey from a distance. When larger food is not available, the dendrite will simply swim into a school of fish, set off its charge, and then go about devouring the resulting floating meat sticks at its leisure. Due mainly to this ability, plus the oddity of their shape and the strangeness of their hive-like mind, the dendrites are well-known among the land-dwellers of Eclipse, even though most have never seen one.

Relatively little is understood about dendrites, even if they have lived in Eclipse now for thousands upon thousands of years. Their origin is unknown—they may have simply started out as smaller parasites and evolved into something more. Over time they have certainly become more and more prevalent, and today, common wisdom states that any swim in the Sea of Ink is a death wish. Dendrites do not attack ships, but will attack any creatures swimming in the water smaller than themselves. Their diet mostly consists of fish, but they are not averse to eating higher life forms if the opportunity presents itself. Few survive dendrite attacks without some escape plan, as dendrites tend to swarm to areas where they sense one of their kind in danger. The Blackwater company has tried to fish these predators in the past, but has found little use for them, and their rubbery bodies are widely considered inedible.

ADVICE FROM AN OLD RASHER

There are few things that leave me speechless. The dendrites are one of them. They're giant blobs of protoplasm floating in the sea, but they're also one of the most deadly predators in the water. If someone could find a use for them, she could make a pretty copper. But all they seem to be good for is feeding your unwanted relatives to them. There's actually a town off the Sea of Ink where that's standard practice. People in that town tend to be *very* careful about pissing each other off.

If you're ever in the water with dendrites, try not to move too much. They're drawn by movement and prefer their prey struggling. They tend to avoid decaying bodies, and people in that town I mentioned tend to carry a piece of their dead loved ones with them when they go sailing. Not sure how effective that is, but if you're down there, give it a try, and let me know how it goes.

DERELICT

You could almost mistake the creature before you for a possum, except it is much larger, has several extra pairs of legs, three tails, and a nasty gleam in its eyes. And what's that smell?



	DERELICT. YOUTH	DERELICT. MATURE	DERELICT. ANCIENT
CR	4	7	19
Size	Medium	Large	Huge
Туре	Magical Beast	Magical Beast	Magical Beast
XP	1,200	3,200	204,800
Init/Senses	Init +3; Senses darkvision 60 ft., low light vision; Perception +8	Init +3; Senses darkvision 60 ft., low light vision; Perception +12	Init +3; Senses darkvision 60 ft., low light vision; Perception +32
Defense	And I have been a second		
AC	18, touch 13, flat-footed 15 (+3 Dex, +5 natural)	18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)	20, touch 11, flat-footed 17 (+3 Dex, +8 natural, -2 size)
HP	43 (5d10+15)	95 (9d10+45)	392 (27d10+243)
Saves	Fort +10, Ref +7, Will +2	Fort +13, Ref +9, Will +4	Fort +24, Ref +18, Will +10
Offense			
Speed	30 ft., climb 15 ft.	40 ft., climb 20 ft.	40 ft., climb 20 ft.
Attacks	Melee 2 claws +8 (1d6+3), bite +6 (1d4+1 plus disease)	Melee 4 claws +12 (1d8+5), bite +10 (1d6+2 plus disease)	Melee 12 claws +34 (3d6+11), bite +32 (2d6+5 plus disease)
Space	5 ft.; Reach 5 ft.	10 ft.; Reach 10 ft.	15 ft.; Reach 15 ft.
Special Atks	scatter +6, whirl	scatter +11, whirl	scatter +36, whirl
Statistics			Variation Contraction
Stats	Str 16, Dex 16, Con 18, Int 10, Wis 12, Cha 9	Str 20, Dex 16, Con 20, Int 9, Wis 12, Cha 9	Str 33, Dex 16, Con 28, Int 6, Wis 12, Cha 9
Base	Atk +5; CMB +8; CMD 21	Atk +9; CMB +15; CMD 28	Atk +27; CMB +40; CMD 53
Feats	Alertness, Great Fortitude, Multiattack	Alertness, Diehard, Endurance, Great Fortitude, Multiattack, Run	Alertness, Cleave, Diehard, Endurance, Great Cleave, Great Fortitude, Greater Overrun, Greater Sunder, Improved Natural Attack (bite), Improved Natural Attack (claws), Improved Overrun, Im- proved Sunder, Multiattack, Power Attack, Run
Skills	Acrobatics +9, Climb +15, Perception +7, Stealth +9	Acrobatics +10, Climb +17, Perception +9, Stealth +10	Acrobatics +20, Climb +29, Per- ception +17, Stealth +15
Special Qualities	diseased 20%, hardy, odor	diseased 50%, hardy, odor	diseased 100% (50% chance of magi- cal disease), hardy, odor
Ecology			
Environment	temperate plains, hills, and underground	temperate plains, hills, and underground	temperate plains, hills, and underground
Organization	solitary pair, or pack (3-12)	solitary pair, or pack (3-12)	solitary, pair, or pack (3-12)
Treasure	none	none 42	none

Diseased (Ex): Derelicts live in filth and are often carriers of horrible diseases. Any given derelict has a certain chance of carrying a random disease [see above], usually either black hives, filth fever, scarlet flu, stinkfoot, or the shakes. Anyone that takes damage from a diseased derelict is exposed to the disease.

Hardy (Ex): Derelicts are immune to all forms of diseases, including magical diseases, and receive +4 competence bonuses to all poison saves due to their healthy immune system.

Odor (Ex): A derelict is a truly filthy creature and has an incredibly powerful odor. Anyone within 20 feet of the derelict who has a sense of smell receives a -3 morale penalty on all attack rolls due to the sickening smell. This penalty is doubled (to -6) for any creature with the Scent exceptional ability.

Scatter (Ex): While in close quarters combat with another creature, a derelict can swing its tails back and forth on the ground around it, possibly tripping anyone within 10 feet. Once per round, roll a single combat maneuver roll for the creature's tails (add a +4 circumstance bonus on attack rolls if the derelict is not also using its *whirl* ability). Everyone within 10 feet of the derelict whose CMD is exceeded by this roll must make an opposed Strength check or be tripped. Those who succeed at the Strength check do not get an opportunity to trip the derelict. This ability can be used even in cramped fighting quarters.

Whirl (Ex): As a free action, a derelict can spin its tails in a wild swirling motion, creating the effect of a *blur* spell (20% miss chance). Once the derelict initiates its *whirl* ability, the effect remains in place until it chooses to stop.

THE DERELICT

The derelict is a large, mutated, marsupial predator that scours the lost city regions of Penance looking for flesh to eat. These creatures prefer the taste of picker meat to all others, but they will eat nearly anything that moves. A derelict looks much like an overgrown possum with multiple sets of legs and three strong, wormlike tails as long as their bodies. The creature moves on all of its legs, but stands up on its hind legs to fight. Derelicts are famous for the whirling blur that their tails create when they fight. Derelicts are also known for their poor hygiene, and they typically have a stained and dirty appearance and a distinctively foul odor. The feet of the derelict end in long, sharp, horny claws. The creatures live in their own filth, and though they are immune to disease, they are often carriers of deadly strains.

Squatters in the lost city have learned to be wary of the derelict's odor and steer well clear of the beasts, however seeds and other rashers are not always as wise. Derelicts are quite nimble, and can climb walls or other structures to get at prey that normally would be out of reach. The derelict is also sometimes found in Penance's undercity, but rarely particularly deep.

Due to the derelict's incredible immune system, its blood can be employed as a potion to boost resistances to foreign bodies and substances. Anyone drinking a pint of the creature's blood receives a +4 resistance bonus against all poisons and diseases for 1d6 hours. The blood must be fresh (within an hour) or somehow magically preserved in order for it to be effective. One large derelict may provide up to 20 pints of blood (though if it is killed violently this may drop to as low as 5). Each fresh (or magically preserved) pint can fetch up to 25 gp on the open market.

A derelict's main combat strategy is to rip its opponents to shreds with its claws and then eat them once they are dead. To aid it in this pursuit, it has a few unusual abilities. When in combat, a derelict will whirl its tails all around it, both in the air and along the ground. This has a twofold effect of obscuring the creature while also tripping up its enemies. The derelict's strong odor also comes into play, sickening its enemies and making them less effective as opponents.

ADVICE FROM AN OLD RASHER

Derelicts are like trees; the more legs one has, the older it is. They also get dumber as they get older. My guess is that the oldest ones are powerful enough to not need to be clever and just stop making the effort. When you have the ability to tear at something with nearly a dozen claws simultaneously, you don't need to think through most problems. Kind of like these two sisters in my fourth adventuring group. They worked at getting stronger, and I swear the wind blowing through the space between their ears got louder each day. Ironically, the last mission we worked on as a group was hunting derelicts. The girls were good fighters, and they actually killed a pair of eight-leggers between them, but then had to spend a few months recovering from the diseases they got. They ended up getting sent to debtor's prison when their medical bills exceeded the money they made from selling the derelict blood. So the moral of this story is that derelict hunting isn't really worth it.

DHORIN

A mound of rocky earth studded with raw, uncut gems oozes down the hill towards you. It's like a landslide, only crawling.

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	PHORIN DUST CLUMP	DHORIN, MUD PIT	DHORIN. LANDSLIDE
CR	1/2	11	22
Size	Diminutive	Large	Colossal
Туре	Construct	Construct	Construct
XP	200	12,800	615,000
Init/Senses	Init +6; Senses darkvision 60 ft., low light vision, tremorsense 60 ft.; Perception +3	Init +6; Senses darkvision 60 ft., low light vi- sion, tremorsense 60 ft.; Perception +10	Init +6; Senses darkvision 60 ft., low light vi- sion, tremorsense 60 ft.; Perception +20
Defense			
AC	19, touch 16, flat-footed 17 (+2 Dex, +3 natural, +4 size)	25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size)	43, touch 4, flat-footed 41 (+2 Dex, +49 natural, -8 size)
HP	11 (1d10+10)	107 (14d10+30)	272 (31d10+101)
Saves	Fort +0, Ref +3, Will +2	Fort +4, Ref +6, Will +6	Fort +10, Ref +12, Will +12
Special	Immune construct traits; SR 15	Immune construct traits; SR 25	Immune construct traits; SR 35
Offense			
Speed	30 ft.; burrow 50 ft. (earth glide)	30 ft.; burrow 50 ft. (earth glide)	30 ft.; burrow 50 ft. (earth glide)
Attacks	Melee 2 slams +0 (1d2-1)	Melee 2 slams +19 (1d6+6/19-20)	Melee 2 slams +48 (3d8+16/19-20)
Space	0 ft.; Reach 0 ft.	10 ft.; Reach 10 ft.	40 ft.; Reach 30 ft.
Special Atks	gem missile, smother	gem missile, smother	gem missile, smother
Statistics		and the second second	
Stats	Str 9, Dex 14, Con -, Int 6, Wis 15, Cha 2	Str 27, Dex 14, Con -, Int 6, Wis 15, Cha 2	Str 43, Dex 14, Con -, Int 6, Wis 15, Cha 2
Base	Atk +1; CMB +0; CMD 12	Atk +10; CMB +19 (+23 grapple); CMD 31	Atk +31; CMB +47 (+51 grapple); CMD 59
Feats	Improved Initiative	Combat Reflexes, Greater Grapple, Improved Critical (slam), Improved Grapple, Improved Initiative, Stunning Fist, Weapon Focus (slam)	Combat Reflexes, Greater Grapple, Greater Overrun, Improved Critical (slam), Improved Grapple, Improved Initiative, Improved Natural Armor (x5), Improved
		initiative, Stunning Fist, Weapon Focus (stant)	Natural Attack (slam), Improved Overrun, Power Attack, Stunning Fist, Toughness, Weapon Focus (slam)
Skills	Climb +3, Perception +3, Stealth +18 Racial Modifiers +8 bonus to Climb and Stealth when underground or in rocky terrain	Climb +18, Perception +10, Stealth +12 Racial Modifiers +8 bonus to Climb and Stealth when underground or in rocky terrain	Climb +26, Perception +20, Stealth +7 Ra - cial Modifiers +8 bonus to Climb and Stealth when underground or in rocky terrain
Special Quals	dusted, magic refutation	dusted, magic refutation	dusted, magic refutation
Ecology		Contraction And Contraction	
Environment	any land	any land	any land
Organization	solitary or cluster (2-6)	solitary or cluster (2-6)	solitary or cluster (2-6)
Treasure	triple standard (gems only)	triple standard (gems only)	triple standard (gems only)
		46	

Gem Missile (Su): Through the sacrifice of hit points, a dhorin can embed a portion of its essence into the gems that cling to its surface. Once charged, one gem per round can be expelled with unerring accuracy at any target within 120 feet. Each gem inflicts 1d6 points of damage to a target per hit point the dhorin relinquishes to it. The maximum hit points that may be spent per gem is equal to the dhorin's strength modifier (minimum 1). A gem missile attack can be made in addition to the dhorin's melee attacks. A dhorin is never obligated to make a gem missile attack or sacrifice its hit points.

Dusted (Su): Whenever it is within 120 feet of a source of goddust, either natural or extracted, a dhorin heals 10 points of damage per round as if it possessed the regeneration 10 ability. This quasi-effect functions exactly as regeneration.

Earth Glide (Su): A dhorin can glide through stone, dirt, or almost any sort of earth except metal as easily as a fish moves through water. If protected from fire, it can even glide through lava. It burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing dhorin flings the dhorin back 30 feet, and stunning the creature for 1 round unless it succeeds at a DC 15 Fortitude save.

Magic Refutation (Su): In addition to spell resistance, dhorin can turn away magic effects cast against them or which they come into contact with by expending hit points equal to the level of the spell. Thus a dhorin that is the target of *magic missile* and *move earth* spells can dispel both by sacrificing 7 hp. This can be performed as a free action as long as the dhorin still possesses hit points. This ability can be used after the spell resistance check has been made.

Smother (Ex): A dhorin at least two size categories larger than its foe may attempt to smother its foe as part of its overrun action.

THE DHORIN

A deadly offshoot of the more well-known crysmid, the dhorin is also a creature of living rock, although its form is much more amorphous. A dhorin appears as little more than a patch of loose earth, rock, and uncut gems when stationary. However, in motion, a dhorin is a bizarre and terrifying sight. Dhorin can become amorphous at will and they ambulate like an amoeba, by extending pseudopods and dragging themselves across the ground. They can even ooze over obstacles or through small openings such as windows or cavern fissures if given enough time. A dhorin's coloration varies, dependent on the material composing its mass, but its body is always dotted with uncut gems of high quality.

Dhorins are thought to be crysmids that have become corrupted with goddust—the essence of the Forge's transformational magic. Dhorins are addicted to the pull of the dust, and guard these sources of their existence with brutal force. Anyone who looks capable of taking away its precious goddust is a target for a dhorin. Though more properly categorized as aberrations, dhorins share most of their traits with constructs. They are considered constructs created by the twisted magic of the Forge.

Though rudimentarily intelligent, dhorin do not appear able to speak or understand any language. Instead, they tend to show their thoughts through brute force. A dhorin will attack any perceived threat by expelling gem missiles and then slamming its pseudopods into its opponents like sledgehammers. Non-threats are treated like scenery—not necessarily a good thing. More than a few beings have died as a dhorin in ooze form attempted to flow over them.

ADVICE FROM AN OLD RASHER

When you see one of these things, the first thing you should *never* say is, "Look at all those gems! I bet we could sell them for a fortune!" Don't even joke about it. Dhorin have no sense of humor—they're just intelligent, animated rock—and they have ability to shoot one of those gems right through your body. Your friends get the gem, and you get a funeral.

18-18-

DUNE STRIDER A huge mammoth calmly walks towards you, unconcerned by the weapons you brandish.

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	DUNE STRIDER	DUNE STRIDER ALPHA FEMALE	DUNE STRIDER. ALPHA MALE
CR	10	14	20
Size	Gargantuan	Gargantuan	Colossal
Туре	Magical beast	Magical beast	Magical beast
XP	9,600	38,400	307,200
Init/Senses	Init +0; Senses low-light vision; Perception +20	Init +0; Senses low-light vision; Perception +28	Init +0; Senses low-light vision; Perception +38
Defense	the fait of the second		
AC	17, touch 6, flat-footed 17 (+11 natural, -4 size)	22, touch 6, flat-footed 22 (+16 natural, -4 size)	33, touch 2, flat-footed 33 (+31 natural, -8 size)
HP	188 (15d10+105)	324 (24dl0+192)	527 (34d10+340)
Saves	Fort +16, Ref +9, Will +6	Fort +22, Ref +14, Will +10	Fort +28, Ref +19, Will +15
Offense	and the second s		
Speed	50 ft.	50 ft.	50 ft.
Attacks	Melee slam +21 (2d6+14) or 2 stamps +21 (2d6+14), gore +19 (2d8+7)	Melee slam +30 (2d6+16) or 2 stamps +30 (2d6+16), gore +28 (2d8+8)	Melee slam +41 (2d8+24) or 2 stamps +41 (2d8+24), gore +39 (6d6+12)
Space	20 ft.; Reach 10 ft.	20 ft.; Reach 10 ft.	25 ft.; Reach 15 ft.
Special Atks	trample (2d6+21, DC 31)	encouragement, trample (2d6+24, DC 38)	thunderous charge, trample (2d8+36, DC 51)
Statistics			
Stats	Str 38, Dex 10, Con 25, Int 3, Wis 13, Cha 7	Str 42, Dex 10, Con 27, Int 4, Wis 14, Cha 8	Str 58, Dex 10, Con 29, Int 3, Wis 15, Cha 9
Base	Atk +11; CMB +29; CMD 39	Atk +18; CMB +38; CMD 48	Atk +25; CMB +57; CMD 67
Feats	Cleave, Endurance, Great Cleave, Im- proved Bull Rush, Improved Overrun, Multiattack, Power Attack, Run	Cleave, Endurance, Great Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Drag, Improved Overrun, Multiat- tack, Power Attack, Run, Throw Anything	Cleave, Greater Vital Strike, Endurance, Improved Bull Rush, Improved Natural Armor (x3), Im- proved Natural Attack (gore), Improved Overrun, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Run, Toughness, Vital Strike
Skills	Perception +20, Survival +18	Perception +28, Survival +26	Perception +38, Survival +36
Ecology			A CONTRACT
Environment	temperate plains and forests	temperate plains and forests	temperate plains and forests
Organization	solitary, pair, family (3-5), or herd (10- 40+1 alpha female+1 alpha male)	solitary, pair, family (3-5), or herd (10- 40+1 alpha female+1 alpha male)	solitary, pair, family (3-5), or herd (10-40+1 alpha female+1 alpha male)
Treasure	none	none	none
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Encouragement (Ex): Any time an alpha female spends two rounds using any of her feats, other dune striders may learn from her behavior. All dune striders within 100 feet of the alpha female that observed her actions for the full two rounds can act as thought they have that feat for the next five rounds. Observing dune striders must focus all of their attention on the alpha female, cannot take more than a single move action during their turn, and must be within line of sight of the alpha female the entire time to gain the benefit of this ability. The dune striders need not meet any prerequisites of the feat to gain temporary use of it.

Thunderous Charge (Ex): An alpha male can lead his herd on a devastating charge, trampling all foes in its path. To use this ability, the alpha male must first spend a standard action trumpeting his intention to charge. All dune striders within 100 feet of the alpha male who wish to can join the charge. All participating dune striders must use their next turn to move within 30 feet of the alpha male. On the alpha male's next turn, he leads the group in the charge. The alpha male moves up to his run speed (200 ft.) in a straight line, with all other dune striders moving in the same direction and speed. Dune striders that encounter a barrier will attempt to crash through it using their Improved Bullrush feat (or Greater Bullrush if available); if this is not possible, its progress is halted, and its charge ends. All charging dune striders are all considered to be using the Improved Overrun feat (or Greater Overrun if available) as part of this movement. Any creature caught in the line of the charge takes double trample damage from all dune striders that move through its square unless it saves against the creature's base trample DC plus 5, in which case it only takes normal trample damage. All participating dune striders except the alpha male cannot take any actions the next turn as they recover from the charge.

THE DUNE STRIDER

Dune striders are an offshoot of the common mammoth enlarged and adapted to the evolving whims of the Forge. These gargantuan creatures have four heavy feet, sail-like ears, and massive tusks, but lack the trunk and hair of their elephant cousins. Dune striders run from light tan to dark brown in color, having a thick, leathery hide studded with bone plates. While these plates may look like armor, they are generally more used for regulating the beasts' temperatures, allowing them to survive in a variety of climates. Some seeds mistake dune striders for dragons or dinosaurs, but they are still technically mammals. These massive creatures have been domesticated by the sentient races of the Forge for generations, and can be found living wild only in the most inaccessible and inhospitable places.

Most often, dune striders are used by armies as beasts of burden or as walking siege weapons. Not only can they pull large weapons, wagons, and materials, but dune striders are large enough that they can be fitted with small platforms. These platforms provide an elevated position for commanders, spellcasters, and ranged weapon fire.

In most every fashion, dune striders live and behave much like their mammoth ancestors. They are strict herbivores, attacking other creatures only in defense. In the wild, dune striders travel in herds of up to 30 adults with 5 to 10 young. They are lead by an alpha male; however, most of the daily organization is handled by the alpha female. Dune striders have also been known to be magically controlled for use in offensive combat, which is not difficult given their animal intelligence. The druids of Penance, who are strong defenders of the dune strider, adamantly oppose any domestication or magical manipulation of these peaceful creatures.

Dune striders can be found, wild or domesticated, in all domains on the Forge except Eclipse and the Kiln. Of all the domains of the Forge, wild dune striders are found in the greatest of number in Wildwood, and warlords living in eastern Arena have tamed several herds. Domesticated dune striders in Arena are used to haul dirt and rocks from the mines and to pull great siege weapons across the sands. The ivory of the dune strider is greatly prized in Penance; however, between druidic protection and the coveting of the beasts by warlords, most dune strider poachers are sentenced to death for hunting these enormous tusks.

These gentle giants are normally non-aggressive, and attack only in defense of their young or when commanded magically by handlers. Alpha females have been known to use their tusks and teeth to grab trees and rocks to throw at their foes or to use as simple weapons, encouraging the other dune striders in a herd to do the same. Alpha males, on the other hand, will often lead their herd on a series of charges to trample their foes.

ADVICE FROM AN OLD RASHER

Do not ever fight a herd of dune striders. You want to fight one, fine. Two? Maybe. But if you see one or more dune striders bigger than the others, leave all of them alone. I don't care how hungry you are or how peaceful they seem.

I was a scout tracking a herd for a Bloodlord. It was a small herd maybe 15 or so. My employer thought if he killed the leaders, the rest would follow easily. And for most animals, that can work. But dune striders aren't dumb creatures. They knew something was up when they saw that contingent of soldiers coming at them. The smaller of the two leaders—that's their alpha female—started ripping up trees and throwing them at the soldiers. The rest stood there watching her until she roared and stomped her feet. It was like she was saying, "Come on, already!" The rest of the herd hopped to and started doing the same, pounding that contingent hard, but the soldiers knew if they didn't capture those dune striders, it was their hides, so they kept going—until the alpha male suddenly lead the herd in a charge through the middle of the contingent and tore up the group something fierce.

I reported back what happened with the few survivors. I recommended trying something less aggressive—pacifying them with food, maybe. The Bloodlord was having none of it, so he gathered up his army and headed out while I left to find someone less suicidal. I heard from my next employer that what was left of his army was easy pickings after their encounter with the dune striders. Idiot apparently tried to keep his men in formation even when the striders were charging; he thought setting pikes against them would be effective. They weren't.

EXETE

The small ermine-like creature wags its multi-colored tails as it dances in excitement on its six legs. It seems eager to please, but the glint in its eye is just slightly too intelligent to not be hiding something.

	EVETE PRONONY	EVETE HIVIDY	EVETE VINC'S DANCON
CR	EXETE, ECONOMY	EXETE, IUXURY 3	EXETE, KING'S RANSOM
X LASS CONTRACT	2		5
Size	Tiny	Tiny	Tiny
Туре	Magical Beast	Magical Beast	Magical Beast
XP	600	800	1,600
Init/Senses	Init +5; Senses darkvision 60 ft., low- light vision, scent; Perception +6	Init +5; Senses darkvision 60 ft., low- light vision, scent; Perception +8	Init +6; Senses darkvision 60 ft., low- light vision, scent; Perception +10
Defense	A PARTY AND A PARTY		A A MARKED AND AND
AC	18, touch 17, flat-footed 13 (+5 Dex, +1 natural, +2 size)	18, touch 17, flat-footed 13 (+5 Dex, +1 natural, +2 size)	19, touch 18, flat-footed 13 (+6 Dex, +2 natural, +2 size)
HP	20 (3d10+3)	30 (4d10+8)	51 (6d10+18)
Saves	Fort +4, Ref +8, Will +2	Fort +6, Ref +9, Will +2	Fort +13, Ref +13, Will +13
Offense			
Speed	35 ft.	35 ft.	35 ft.
Attacks	Melee bite +4 (1d3+1)	Melee bite +5 (1d3+3)	Melee bite +5 (1d3+3)
Space	2 ¹ / ₂ ft.; Reach 0 ft.	2 ½ ft.; Reach 0 ft.	2 1/2 ft.; Reach 0 ft.
Special Atks	magical tails (3) (CL 3rd, DC 16)	magical tails (5) (CL 4th, DC 17)	magical tails (9) (CL 6th, DC 20)
Statistics			
Stats	Str 12, Dex 20, Con 13, Int 7, Wis 12, Cha 17	Str 14, Dex 21, Con 15, Int 7, Wis 12, Cha 19	Str 15, Dex 23, Con 17, Int 8, Wis 12, Cha 24
Base	Atk +3; CMB +2; CMD 17	Atk +4; CMB +4; CMD 19	Atk +6; CMB +5; CMD 21
Feats	Ability Focus (magical tails), Fleet	Ability Focus (magical tails), Fleet	Ability Focus (magical tails), Fleet
Skills	Climb +14, Perception +6, Stealth +18 Racial Modifier +8 on Climb checks	Climb +15, Perception +8, Stealth +18 Racial Modifier +8 on Climb checks	Climb +16, Perception +10, Stealth +20 Racial Modifier +8 on Climb checks
Special Qual	racial telepathy	racial telepathy	racial telepathy
Ecology			
Environment	Penance	Penance	Penance
Organization	solitary, pair, or collection (3-18)	solitary, pair, or collection (3-18)	solitary, pair, or collection (3-18)
Treasure	none	none	None

Magic Tails (Su): Each of an exete's multiple tails has a magical property; the exact effect depends on a variety of factors. Each tail's effect is a spelllike ability and is usable once per day per hit die of the exete. However, only one effect may be cast each round, even if the exete has multiple tails. Spells are cast as if by a sorcerer of level equal to the exete's hit dice.

Some exetes are specially bred for a specific tail combination, others are simply mutts. To randomly determine the magical effects of an exete's tails, roll a d20 for each tail and consult the table below. When the exete first gets a color, the exete gains the first spell listed for that color. An exete may have multiple tails of the same color. When a duplicate tail is rolled, its effect is the next spell in the progression for that color. For example, an exete with four silver tails will be able to cast *flare, shocking grasp, magic missile,* and *lightning bolt.* (Note that challenge rating depends greatly on tail selection. Randomized exetes will likely have no powerful spells, and may not pose much of a threat. Luxury exetes should have 3 tails of a single color, and King's Ransom should have 4 or more.)

Tail attributes besides color can modify the effects of the spell cast by the tail. If a combination occurs that yields a nonsensical effect (for example, a Widened *expeditious retreat* spell) the spell simply behaves as written, with no special modification.

- 1. Silver—flare, shocking grasp, magic missile, lightning bolt, call lightning storm, chain lightning
- 2. Soft Pink—unseen servant, summon swarm, summon monster 2, summon monster 3, summon monster 4, summon monster 5
- 3. Blood Red—bleed, inflict light wounds, inflict moderate wounds, inflict serious wounds, inflict critical wounds, inflict light wounds (mass)
- 4. Brown—stabilize, cure light wounds, cure moderate wounds, cure serious wounds, cure critical wounds, cure light wounds (mass)
- 5. Copper—jump, blink, dimension door, teleport, teleport (greater), teleportation circle
- 6. Orange—light, burning hands, flaming sphere, fireball, wall of fire, delayed blast fireball
- 7. Beige—expeditious retreat, spider climb, levitate, haste, fly, overland flight
- 8. Ice Blue—endure elements, resist energy, globe of invulnerability (lesser), ice storm, wall of ice, cone of cold

- 9. Azure Blue—ghost sound, silent image, minor image, hallucinatory terrain, persistent image, programmed image
- 10. Indigo—feather fall, levitate, fly, elemental body 1, overland flight, teleport
- 11. Maroon-daze, charm person, hideous laughter, hold person, charm monster, dominate person
- 12. Violet—mage hand, knock, telekinesis, wall of force, move earth, forcecage
- 13. Slate Gray—disguise self, alter self, beast shape 1, beast shape 2, beast shape 3, form of the dragon 1
- 14. Black—pass without trace, blur, invisibility, invisibility sphere, invisibility (greater), invisibility (mass)
- 15. Sleek—The fur lies very close against the skin. This streamlines the magical power, increasing the caster level by 1 for the spell. Roll again, ignoring results of 15 or higher.
- 16. Curled—The tail has a tendency to curl at the tip. When the exete straightens it, the spell is affected by the Enlarge Spell feat. Roll again, ignoring results of 15 or higher.
- 17. Vibrant—The tail's color is unusually vibrant, indicating a strong connection to magic, affecting the spell as though under the Extend Spell feat. Roll again, ignoring results of 15 or higher.
- 18. Long—The exete's long tail swings widely, increasing the area of the spell as though affected by the Widen Spell feat. Roll again, ignoring results of 15 or higher.
- 19. Soft Fur—The exete can cast the spell without moving its tail as though affected by the Still Spell feat. Roll again, ignoring results of 15 or higher.
- 20. Striped—Unusual striations along the tail's length allow the exete to cast the spell as though affected by the Empower Spell feat. Roll again, ignoring results of 15 or higher.

Racial Telepathy (Su): Exetes can communicate telepathically with all other exetes up to 100 feet away.

EXETES

Beginning several centuries ago, it became the fashion for the nobles of Penance to use their pets as one of the many means by which they judged one another. At first, aspiring nobles looked for the most exotic of animal companions, but the sheer variety of life on the Forge took away some of the challenge. Next, they looked for to the most dangerous of beasts, but one escaped monster and several hundred deaths later, that fell out of favor. The nobles also tried collecting racing animals, but finding an open area large enough to race them on the Pedestal was troublesome and, more importantly, the creatures could not be shown off at a house party.

The exete, an entrancing yet mildly irritating accessory, was the ultimate solution to the problem. These creatures were small, portable, playful, fairly docile, and lived for only a few decades. Also, a near endless number of small mutations in each litter allowed for all sorts of comparisons and arguments between owners.

Exetes are cute little domesticated mammals that fall somewhere between a weasel and a fox in morphology. Most exetes have six legs, and all have extra tails. In fact, the tails are the key to these little beasts.

Approximately two hundred years ago, exetes started exhibiting minor magical abilities, such as creating sparks or hovering an inch off the ground for a few seconds. The effects appeared to be connected to the tails of the animals—each tail produced a particular effect, depending on such factors as fur color, length and flexibility of the tail, and thickness. Over the years, manifestation of these effects have varied widely; each time someone makes a study of the tails and their effects, the next generation of exetes seems to violate the pattern.

Exetes are excellent pets. They are acceptable for both males and females. Exetes are a unique combination of fashionable and ferocious; they will defend their owners faithfully and are useful while hunting. For the fashion-conscious, coloration allows a lady or lord to pick from a variety of hues for their ensemble without clashing with their pet.

Exetes are still bred on the Forge today for sport and fashion. The number and length of tails, the coloration, the quality and softness of the fur, the coloration of the eyes—the fads change with the years, but by selectively breeding the animals, the nobles are able to encourage desirable traits. One of the more recent traits breeders have focused on is intelligence, mainly so the animals can be taught to perform tricks, thus adding a new dimension to exete breeding and ownership.

Exetes are very valuable to the nobles of Penance. The base cost of an exete is its number of tails squared times 1,000 gp. This cost is increased for exhibiting desirable traits, such as very soft fur, a certain style of teeth, a specific coloration, or a rare magical talent. Other factors decrease the cost, such as having more or fewer than six legs, claws that are too sharp (many nobles let their exetes climb up their clothing to curl around their necks, and overly sharp claws can rip or puncture clothing), or exhibiting any passé characteristics. Selling exetes can be a very lucrative business, but only if one has exetes that match the current or upcoming fads. A supposed group of nobles has even been breeding exetes with more powerful and deadly magical tails for underground cage matches, but this effort has not been as successful as hoped, since the creatures show little interest in fighting each other and the naturally occurring mutations are so unpredictable.

What none of Penance's nobles realize is that their intense breeding programs have encouraged a more rapid development in intelligence and abilities than planned. Exetes have had the ability to telepathically communicate with each other since they were first used as pets, but most of the communication was just flashes of emotion. Now, they have learned the languages of the owners, and when two or more exetes get together, they have intense debates about what aspect of their species they wish to improve next, little realizing that the choice is out of their hands and that they are simply mimicking the debates of their owners. Their intellect is still relatively simple, so they are not focused on any particular end goal—yet. A few dozen more generations may see that change. And given the information the exetes are privy to and the ease of communication between the exetes, the nobles may find themselves in a very difficult situation.

ADVICE FROM AN OLD RASHER

Exetes are either the luckiest or most unlucky animals on the Forge. On the one hand, they have these wealthy, doting owners who bring them everywhere and pander to their needs. On the other, when one goes out of fashion, the nobles have no problem getting rid of one to "upgrade" to the next. They're treated like scarves—if you don't like one, just pitch it. Now for the nobles, this usually means selling it to a less prominent family or giving it away to an orphanage if they are feeling charitable.

What really surprises me, though, is that you almost never hear of any accidents with the exetes. I mean, here are these animals that have magical tails. You would expect to see more than a few mishaps involving things like setting a house on fire, or an injury from a flying pot, or even stained dresses. Nothing. There's something very wrong with pets that behave better than their owners.



GAUNT

The creature before you looks like an emaciated child, but the bat-like ears, vicious-looking wings, and fresh blood dripping from its jaws belie that image.

	And the second s		
	GAUNT	GAUNT SCAVENGER	GAUNT SWARM
CR	1	3	14
Size	Small	Small	Small
Туре	Monstrous Humanoid	Monstrous Humanoid	Monstrous Humanoid
XP	400	800	38,400
Init/Senses	Init +5; Senses darkvision 60 ft.; Perception +10	Init +5; Senses darkvision 60 ft.; Perception +13	Init +5; Senses darkvision 60 ft.; Perception +10
Defense			
AC	16, touch 16, flat-footed 11 (+5 Dex, +1 size)	17, touch 17, flat-footed 11 (+5 Dex, +1 size, +1 dodge)	17, touch 17, flat-footed 11 (+5 Dex, +1 size, +1 dodge)
HP	7 (3d8-6)	21 (6d8-6)	105 (42d8-84)
Saves	Fort +0, Ref +8, Will +3	Fort +2, Ref +10, Will +5	Fort +12, Ref +28, Will +23
Offense			I A A A A A A A
Speed	20 ft., fly 30 ft. (average)	20 ft., fly 30 ft. (average)	20 ft., fly 30 ft. (average)
Attacks	Melee bite +9 (2d3 plus poison (DC 20))	Melee bite +9 (2d3 plus poison (DC 21))	Melee swarm (10d6 plus poison (DC 28))
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	15 ft.; Reach 0 ft.
Statistics		the second second	A B A B A B A B A B A B A B A B A B A B
Stats	Str 10, Dex 20, Con 7, Int 11, Wis 10, Cha 6	Str 10, Dex 20, Con 8, Int 11, Wis 10, Cha 6	Str 10, Dex 20, Con 7, Int 11, Wis 10, Cha 6
Base	Atk +3; CMB +2; CMD 17	Atk +6; CMB +5; CMD 20	Atk +42; CMB —; CMD —
Feats	Flyby Attack, Weapon Finesse (bite)	Dodge, Flyby Attack, Weapon Finesse (bite)	Dodge, Snatch, Weapon Finesse (bite)
Skills	Escape Artist +9, Fly +18, Perception +10, Stealth +14	Escape Artist +10, Fly +20, Perception +13, Stealth +20	Escape Artist +9, Fly +18, Perception +10, Stealth +14
Special Qual			join the swarm, flying formation
Ecology		A CONTRACTOR OF THE OWNER	
Environment	any land (Arena)	any land (Arena)	any land (Arena)
Organization	flock (murder) (10-40+)	flock (murder) (10-40+)	flock (murder) (10-40+)
Treasure	double standard	triple standard (gems only)	triple standard (gems only)

Flying Formation (Ex): Gaunt swarms are at their most lethal when flying. The swarm tends to stay in large open areas, but can follow foes through narrow passageways. The swarm can change its shape to trade width for length, so long as the total facing occupies nine squares. When using this ability, the swarm must move its entire movement each round or else it lands. Grounded swarms deal only 6d6 damage each round, and the poison DC drops to 24. Resuming flying requires a standard action.

Join the Swarm (Ex): If a gaunt swarm ends its turn in a square occupied by a gaunt, the gaunt is assimilated into the swarm. Each gaunt so joined restores 3d8-6 hit points (minimum 1) to the swarm.

Poison (Ex): Bite—injury; *Save*: Fort DC [see above]; *Onset*: immediate; *Freq*: once; *Effect*: 1d4 Con + paralysis for 2d6 hours; *Cure*: 1 save

THE GAUNT

Wherever there is located an ever-rich and renewing source of food and plunder, you will find the gaunt. Looking like pure embodiments of malice and evil, the gaunt are thin, merciless hunters and scavengers native primarily to the blasted and pitted sands of Arena. Small, but perfectly suited to their environment, the gaunt physically live up to their namesake— nearly skeletal creatures with elongated limbs, serrated wings, and bat-like ears. Their eyes gleam with hatred and a cunning intelligence, and are set into a face that seems ripped, still bloody, from some lunatic's nightmares. Long, slender fingers and toes seemingly made for strangling and grappling complete this picture of an utterly horrific and despicable creature.

Gaunts tend to organize into large social groups known as flocks, or more commonly among natives of the domain, murders. These flocks range in numbers from between one and four dozen and dominate a given terrain until their food sources become depleted. Fortunately for them, there is always another battlefield fresh with carrion just over the horizon.

Gaunt are thought by many to be in league with some of the more nefarious of Arena's warlords, and many a superstitious solider will not even speak if there is a gaunt within earshot. Also, it is said that to hear the gaunt cracking bones as they consume their victims (they are very fond of bones) is to invite death to sup with you, so most give these creatures a wide berth.

The gaunt speak a strange, squawking tongue amongst themselves that no one has yet been able to decipher, at least not on record. There is a definite "pecking order" amongst a murder of gaunts, but the hierarchy is nebulous, with the current dominant individual changing from moment to moment. Little is known for sure of this strange hierarchy, however, as trying to study a large group of evil creatures that would much rather devour your skeleton than study them adds a measure of difficulty to the investigative process. It is believed that they can understand far more than they let on, but few want to spend enough time with the gaunt to confirm this.

It is known that the gaunt practice cannibalism without hesitation, etiquette or remorse. A carcass is merely a carcass to them, no matter its origins. Nothing is known for sure about the reproductive process of the gaunt, but rumors say they lay hard calcium eggs in the large piles of rotting corpses they frequent. The heat from the decaying process then hatches the eggs and new gaunts emerge from the gore, fully grown and hungry.

Gaunts are hated by the natives of Arena, particularly amongst the new settlers. Occasionally, hunting parties are formed by the natives (usually headed by an rasher with less sense than the average individual) to go out and eradicate a flock or two. These are usually short-lived, as gaunts can easily outdistance most pursuers and usually return with reinforcements, at which point the hunting party and hunted switch roles.

Some of the less-honorable troops tend to be fond of these creatures, considering them good omens in coming battles. Many high-ranking officials and warlords will even keep them as pets. Gaunts do not labor however, and can produce nothing of value. Upon a gaunt's death, the creature's flesh dissolves into the bloody sands of Arena within twenty-four hours. Their death leaves behind only their jagged and serrated bones. Some have been known to make weapons from these bones, but most Arena inhabitants consider it taboo to carry a weapon made of the bone of a gaunt.

While normally preferring their scavenger way of life (preying on the near dead and dying), gaunts can be fearless in direct confrontations and will attack almost anything that moves if it enters their territory. Their initial strike is typically a flyby attack, in which they attempt to bite with their massive, bone-crunching teeth. This bite is horribly powerful as well as painful, and it seems that the sound of crunching bone only heightens the fury with which the gaunt attack. There is also the poison that drips from their fangs....

Gaunt poison, known colloquially as "dead man's rigor" is a particularly potent substance, having its origins in the gaunts' food source, carrion. Those bitten by a gaunt suffer paralysis and crippling pain. As is characteristic of all things gaunt, even their poison is useless to other creatures. Gaunt poison becomes inert if not administered within 5 rounds of extraction from the gaunt's body. About the only thing the gaunts are good for is their light, strong bones and skin. If you know how to cure them just right, dried gaunt bodies can be fashioned into useful little gliders that can make travel in Arena considerably easier.

There are at least two recorded occasions upon which gaunts have swarmed. On both occasions, several murders of gaunts were successfully chased by rashers into one central area where they were to be summarily exterminated. Based on the comments of the survivors, once a critical mass of them came together, they all froze at the same time, and then started behaving like bees around a queen (presumably whomever was the leader in their hierarchy at that moment). Sages theorize that the swarming behavior may have been due to the groups being trapped with no way out, but the will to recreate these conditions for further research has been lacking.

ADVICE FROM AN OLD RASHER

I saw a gaunt swarm once. These little demonic children all flying about, screaming like they were in pain, and there in the center, circling in a lazy circle calm as you please, was the one who was leading them. So I pointed it out to my archer friend, and he does his thing and one-shots it. Clean shot through the spine. All of a second passes, and another gaunt starts circling lazily around the middle, staring at him. The next second, the swarm starts chasing him. They didn't let up until the last archer was killed. I learned something about the swarms from all of this, though. First, don't let it get near other gaunts; each one it forces to join makes it stronger. And make no mistake-the free gaunts are actively trying to not join. Seems they don't like the swarms as much as us. Second, the swarms need space to fly. If you go down a tunnel, they can fly after you, but if you go into a small room, they crash into walls and end up having to walk. They're still everywhere and more dangerous than the nine hells, but they lose a lot of their power. Third, don't kill the leader unless you want a swarm after you.

GELATINOUS SLAVER

Before you looms a shimmering pile of translucent jelly, and the figure slumped up against its shapeless interior looks frighteningly like someone you know. The pile reaches a massive glob of ooze towards you.

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CD	GELATINOUS SLAVER, MEDIUM	GELATINOUS SLAVER, LARGE	GELATINOUS SLAVER. HUGE
CR	7	9	11
Size	Medium	Large	Huge
Туре	Ooze	Ooze	Ooze
XP	3,200	6,400	12,800
Init/Senses	Init +0; Senses blindsense 60 ft.; Perception +6	Init +0; Senses blindsense 60 ft.; Perception +8	Init +0; Senses blindsense 60 ft.; Perception +10
Defense			
AC	20, touch 10, flat-footed 20 (+10 natural)	24, touch 10, flat-footed 24 (+14 natural)	28, touch 10, flat-footed 28 (+18 natural)
HP	115 (10d8+70)	175 (14d8+112)	216 (16d8+144)
Saves	Fort +10, Ref +3, Will +3	Fort +12, Ref +4, Will +4	Fort +14, Ref +5, Will +5
Special	Immune ooze traits	Immune ooze traits	Immune ooze traits
Offense			
Speed	30 ft.	30 ft.	30 ft.
Attacks	Melee slam +9 (1d6+4 plus grab)	Melee slam +18 (2d6+8 plus grab)	Melee slam +23 (3d6+11 plus grab)
Space	5 ft.; Reach 5 ft.	10 ft.; Reach 5 ft.	15 ft.; Reach 10 ft.
Special Attacks	swallow whole (entrap (DC 17) or 2d6 acid, AC 15, 12 hp)	swallow whole (entrap (DC 19) or 2d6+3 acid, AC 15, 16 hp)	swallow whole (entrap (DC 21) or 3d6+4 acid, AC 15, 20 hp)
Statistics	NO STREET	1 1 1 Briter	
Stats	Str 18, Dex 10, Con 24, Int 1, Wis 10, Cha 5	Str 26, Dex 10, Con 26, Int 1, Wis 10, Cha 5	Str 32, Dex 10, Con 28, Int 1, Wis 10, Cha 5
Base	Atk +7; CMB +11 (+15 grapple); CMD 21 (can't be tripped)	Atk +10; CMB +18 (+22 grapple); CMD 28 (can't be tripped)	Atk +12; CMB +23 (+27 grapple); CMD 33 (can't be tripped)
Skills	Perception +6, Stealth +10	Perception +8, Stealth +8	Perception +10, Stealth +6
Special Qual	expel, fade	expel, fade	expel, fade
Ecology			
Environment	Eclipse	Eclipse	Eclipse
Organization	solitary or slaver band (1-2 plus 5-20 slavers)	solitary or slaver band (1-2 plus 5-20 slavers)	solitary or slaver band (1-2 plus 5-20 slavers)
Treasure	none	none	none

Entrap (Ex): When using the swallow whole ability, a gelatinous slaver can pull the target into one of its stomachs. One stomach is for digesting and the other is for storing potential slaves. A gelatinous slaver without guidance will pull the target into a randomly selected stomach. One with guidance will place the target in the stomach of its handler's choosing. The non-digesting stomach is coated with a sticky sedative, requiring the trapped individual to make first a Fortitude save (DC [see above]) or be stunned for 1d10 rounds, followed by a Strength check (DC 20) to be able to move. Each round, the glue-like substance imposes a cumulative -1 on attack and damage rolls made from inside the stomach, eventually immobilizing the target. Escaping from the non-digestive stomach is identical to the process for escaping the digestive stomach.

Expel (Ex): Upon command, the gelatinous slaver will regurgitate anyone trapped in any or all stomachs. This requires a full-round action—it's easier for the gelatinous slaver to consume than to spit out.

Fade (Su): When commanded by its handler or when severely threatened, a gelatinous slaver can change its exterior. This ability allows it to not only match the surrounding environment much like a chameleon, but also match the temperature of the outside terrain, and to block any sounds originating from within its stomachs. When using *fade*, The gelatinous slaver gains +20 on its Stealth checks and makes Stealth checks as a free action. However, using this ability is very draining for the creature, and it must feed constantly to maintain this mode. After spending five rounds of using *fade*, the gelatinous slaver must consume at least one medium-sized humanoid or the equivalent before it can activate this power again. A gelatinous slaver can enter Stealth while being observed when using this ability if it is not engaged in combat.

THE GELATINOUS SLAVER

The slave trade is a thriving business in Eclipse, and the slavers there are constantly creating a wide variety of devices to help them be more efficient. One of the more insidious these is the gelatinous slaver. The slavers there initially took interest in a local creature, the tyll-an ooze that stunned small creatures with its secretions and then dissolved them for their nutrients. Eager to take advantage of these secretions, one of the slaver guilds captured several tylls and delivered them to their parent guild in Baradume, one renowned for its creative magicians. The slavers were more than pleasantly surprised to see the results over a year later. Drawing on inspiration from the infamous gelatinous cubes, the mages had shaped the tylls into portable prisons for slaves. Even better, they had infused the tylls with a very rudimentary intelligence, which could allow them to be trained like severns or dogs. In honor of the mage's inspiration and their new purpose, the slavers nicknamed the modified tylls "gelatinous slavers." Despite the initial mockery they received for this rather uninspired name, it stuck.

A gelatinous slaver has multiple "stomachs" where it can store food and slaves. After attacking with a pseudopod, it can draw a target into itself where its sticky, narcotic secretions slowly wear down any resistance. Without a handler, the gelatinous slaver can keep a potential slave alive for a few hours, unless it puts the being into its digestive stomach, in which case the victim has only a few minutes at most to live. A skilled handler can direct the creature as to which stomach to use to store a slave, and can also remind the slaver to occasionally draw in air to keep the slave alive.

Gelatinous slavers feed on most any organic material, so their slaver masters usually feed them any dead bodies they create or find in the course of their occupation. A single average-sized humanoid provides enough food for the gelatinous slaver to continue functioning for a quarter-moon. Slavers tend to view their gelatinous cohorts as lovable pets and will feed them "rewards" for good behavior, such as for capturing a particularly bothersome slave.

One final reason that the slavers of Eclipse like to keep gelatinous slavers on hand though, is their fade ability. This allows the monsters to become nearly invisible in the Eclipse environment. A faded gelatinous slaver's normally transparent exterior assumes a tinted, mist-like sheen, which effectively shields its contents from any kind of vision, including darkvision.

ADVICE FROM AN OLD RASHER

I've heard about gelatinous cubes—large cubes of dissolving pudding that you can see through. Big deal. Toss some rocks at it and you can see where it is. I've had to fight gelatinous slavers. When they go invisible, nothing reveals them—not even when your friends are trapped inside. And no matter how hard you fight, you know something bad is going to happen. You have real slavers trying to kill you, and the gelatinous slaver pounding you, and the whole time it's digesting your friends so it can stay hidden. I'm sure more than one group has surrendered to save the life of their friend, even though the slavers are just as likely to let the gelatinous slaver finish its meal as to get one more slave. The only thing I can suggest is to make sure you have a *glitterdust* spell handy—it won't blind the creature, but it will make sure you know where it is, which means you can actually hit it.

GLEBE MARL

You can hear the slime sizzle on the sand as this two-story monstrosity somewhere between a slug and a centipede slithers towards you. Its mouth opens wide enough to swallow everyone you've ever known, revealing an even nastier mouth inside.

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	ALL		
	GLEBE MARL, BURROWING	GLEBE MARL. DESERT	GLEBE'MARL. OASIS
CR	11	12	27
Size	Gargantuan	Gargantuan	Colossal
Туре	Magical Beast	Magical Beast	Magical Beast
XP	12,800	19,200	2,456,000
Init/Senses	Init +0; Senses darkvision 60 ft., low light vi- sion, tremorsense 120 ft.; Perception +14	Init +0; Senses darkvision 60 ft., low light vi- sion, tremorsense 60 ft.; Perception +15	Init +0; Senses darkvision 60 ft., low light vi- sion, tremorsense 60 ft.; Perception +25
Defense			
AC	16, touch 6, flat-footed 16 (+10 natural, -4 size)	16, touch 6, flat-footed 16 (+10 natural, -4 size)	43, touch 2, flat-footed 43 (+41 natural, -8 size)
HP	234 (13d10+162)	278 (15d10+195)	1,238 (45d10+990)
Saves	Fort +17, Ref +8, Will +5	Fort +18, Ref +9, Will +6	Fort +54, Ref +28, Will +16
Offense			
Speed	30 ft., burrowing 40 ft.	40 ft.	40 ft.
Attacks	Melee 4 claws +21 (2d8+12/19-20), bite +19 (2d8+6)	Melee 4 claws +23 (2d8+12/19-20), bite +21 (2d8+6)	Melee bite +61/+56/+51/+46 (8d8+26/19-20)
Space	20 ft.; Reach 15 ft.	20 ft.; Reach 15 ft.	80 ft.; Reach 30 ft.
Special Attacks	corrosive slime, shimmer wreath (DC 19), swallow whole (2d8+10 acid damage, AC 15, 23 hp), trample (2d8+18, DC 28)	corrosive slime, shimmer wreath (DC 20), swallow whole (2d8+12 acid damage, AC 15, 28 hp), trample (2d8+18, DC 29)	engulf, shimmer wreath (DC 33) swallow whole (5d8+20 acid damage, AC 30, 124 hp)
Statistics			
Stats	Str 34, Dex 10, Con 29, Int 2, Wis 12, Cha 5	Str 34, Dex 10, Con 29, Int 2, Wis 12, Cha 5	Str 63, Dex 6, Con 54, Int 1, Wis 12, Cha 5
Base	Atk +13; CMB +29; CMD 39	Atk +15; CMB +31; CMD 41	Atk +45; CMB +79; CMD 87
Feats	Cleave, Combat Reflexes, Great Cleave, Improved Overrun, Improved Criti- cal (claw), Multiattack, Power Attack	Cleave, Combat Reflexes, Great Cleave, Improved Critical (claw), Improved Overrun, Multiattack, Power Attack, Toughness	Cleave, Combat Reflexes, Great Cleave, Improved Critical (bite), Improved Natu- ral Armor x13, Improved Natural Attack (bite) x4, Power Attack, Stealthy
Skills	Perception +14, Stealth -6	Perception +15, Stealth -5	Perception +25, Stealth +11
Ecology			
Environment	arid desert and hills	arid desert and hills	arid desert and hills
Organization	solitary	solitary	solitary
Treasure	quadruple gems only	quadruple gems only	standard
the prover a line			

Corrosive Slime (Ex): Glebe'marl are constantly oozing a foul-smelling, acidic slime. This slime serves two primary functions: first, it lessens friction in order to aid in the creature's movement; second, it corrodes nearly any type of stone or metal with which it comes into contact. Contacted stone or metal suffers 1d8 points of acid damage per round so long as the contact continues, bypassing the item's hardness, if any. As a standard action, the slime can be washed off with water. Magical and attended items are allowed a Fortitude save (DC 14) to resist the slime's corrosive effect.

Engulf (Ex): Oasis glebe'marl are so huge that their bite attacks hit multiple creatures. For each attack, role once and apply the result to all creatures in a 40 foot radius burst. If the glebe'marl chooses to use its swallow whole ability, make one CMB role and apply it to all creatures in the same burst.

Shimmer Wreath (Sp): At will, a glebe'marl can cause a wreath of flames to surround its body. All who are within 20 feet of the glebe'marl while the wreath is active must make a Reflex save (DC [see above]) or suffer effects as if they were within a *wall of fire* as cast by a caster of level equal to the creature's CR. There is no time or use limit to this ability, though only one wreath may be active at a time.

THE GLEBE MARL

Arena warlords despise glebe'marl above nearly all other dangers of the red desert. Simply spotting one in the distance is considered an ill omen for a coming battle. Glebe'marl wander the red desert and seek out the fruit of battle, feasting on the spoiled meat of the fallen wherever it is found. However, they have no qualms about eating the living either. Glebe'marl eat anything and everything in their path, gobbling up men, armor, siege engines, mounts, and even supply trains as they slither across the desert. A single glebe'marl can end an entire military campaign. The eldest of the glebe'marl rank as some of the largest and most formidable creatures on the Forge. Even against an army, it is doubtful that a glebe'marl would even register the resistance as combat. They typically enter an area, feed on everything available, and then depart, caring little what transpires in their wake.

In basic shape, the glebe'marl is a rough, bastardized union of slug and a centipede. It sees the world via four sturdy eyestalks bunched above a massive, gaping mouth. Within its mouth is a set a monstrous pair of horn-like beaks that cuts its food into more manageable bits. These beaks are incredibly sharp and strong, and can deliver a devastating bite. At the front of the glebe'marl's body are set ten, pincered legs, which assist the glebe'marl with both locomotion and combat. The entire length of its body is divided into armor-plated segments. A viscous slime continuously oozes from between the gaps, eating away at the desert rock with a powerful acid. Though the glebe'marl does not burrow or make underground lairs, it can still be difficult to spot; while at rest, a glebe'marl appears as little more than an outcropping of rock. The glebe'marl has little to fear from most natural predators (with the exception of well-prepared armies, and perhaps sand sovereigns, who seem to have a taste for glebe'marl).

Glebe'marl do not speak, but they do often emit strings of basal grinding noises interspersed with hoots. Whether or not these are actual attempts at a language is unknown. The creatures show little, if any, sign of intelligence.

The eldest of the species, the oasis glebe'marl, are the most terrifying of all. These glebe'marl are primarily stationary, having grown long "roots" down into the sand until they reached a water table. Once situated, they then open their mouths to the sky, and their body pulls the water up, filling their open mouth and appearing rather like a desert pool. The nutrients in the tapped water are sufficient to keep the glebe'marl satiated for years, and these pools often become oases over time. Every so often, the oasis glebe'marl will suddenly surge out of the sand and consume all of the creatures in its vicinity before then returning again to its torpor. These rampages are rare, with years or even decades passing between them. More than one oasis communities' disappearances have been attributed to these creatures, particularly in this new age, where the desperate newcomers to Arena are not fully educated on its dangers.

ADVICE FROM AN OLD RASHER

I once tried to make a business off of the glebe'marls. It was a crazy idea, and I was an idiot for trying, but I thought that I could get rich by selling their "services" to the warlords. I even had a few investors. The project was an initial success. I basically just lured glebe'marls towards an enemy site with a few hundred pounds of food, then let them go to town. The major problems were finding the glebe'marl in the first place, and then luring them to the enemy. On a couple of occasions, I wasn't able to move fast enough, and they got the food before I reached the destination. Actually, now that I think about it, it was a pretty lucrative career. A bit risky, but nothing too bad. If one got too close or hard to control, just toss a few dozen pounds of meat at it, and while its chomping down, you can get a nice safe distance away. I've seen a few just stop in the middle of a fight to eat something. They're only as smart as their stomachs, which is why they are easy to control.

My business ended due to just plain bad luck. One of the warlords I had done work for refused to pay for my services, and she made it clear that my payment would be leaving with my life. I held my tongue, but the soldiers outside knew what had happened from the screaming they'd overheard coming from the tent. As fortune would have it, the oasis they were camped at was actually an elder glebe'marl, and as I rode away he suddenly got hunger pangs. It reared up and ate over half the army. The survivors tried to put two and two together—never trust foot soldiers with math—and gave me credit for the whole thing. Word spread quickly about what happened, and I decided to leave for a few decades until the warlords dropped the bounty they'd put on my head.

HORNGILL

With a mighty splash, a clawed monstrosity leaps out of the water to snatch its prey from a bridge high above.

	HORNGILL.	Horngill, Large	Horngill, Huge
CR	5	7	11
Size	Medium	Large	Huge
Туре	Magical Beast	Magical Beast	Magical Beast
XP	1,600	3,200	12,800
Init/Senses	Init +3; Senses darkvision 60 ft., low light vision; Perception +10	Init +3; Senses darkvision 60 ft., low light vision; Perception +12	Init +2; Senses darkvision 60 ft., low light vision; Perception +12
Defense	The second s		
AC	19, touch 13, flat-footed 18 (+3 Dex, +6 natural)	20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)	27, touch 11, flat-footed 24 (+3 Dex, +16 natural, -2 size)
HP	63 (6d10+30)	84 (8d10+40)	147 (14d10+70)
Saves	Fort +10, Ref +9, Will +3	Fort +11, Ref +9, Will +3	Fort +15, Ref +12, Will +5
Offense			
Speed	40 ft., swim 70 ft.	40 ft., swim 70 ft.	40 ft., swim 70 ft.
Attacks	Melee bite +9 (1d6+3 plus grab), 2 claws +7 (1d6+1)	Melee bite +13 (2d4+6 plus grab), 2 claws +11 (1d8+3)	Melee bite +22 (2d8+10 plus grab), 2 claws +20 (2d6+5)
Space	5 ft.; Reach 5 ft.	10 ft.; Reach 5 ft.	15 ft.; Reach 10 ft.
Special Atks	constrict (1d6+3), emerge	constrict (1d6+6), emerge	constrict (2d6+10), crushing constriction, emerge
Statistics		- Andrew Bran	
Stats	Str 16, Dex 16, Con 20, Int 2, Wis 12, Cha 6	Str 23, Dex 16, Con 20, Int 2, Wis 12, Cha 6	Str 31, Dex 14, Con 20, Int 2, Wis 12, Cha 6
Base	Atk +6; CMB +9; CMD 22	Atk +8; CMB +15; CMD 28	Atk +14; CMB +26; CMD 38
Feats	Alertness, Multiattack, Stealthy	Alertness, Multiattack, Skill Fo- cus (Acrobatics), Stealthy	Alertness, Furious Focus, Multiattack, Power Attack, Skill Focus (Acrobatics), Stealthy
Skills	Acrobatics +9, Perception +10, Stealth +9 Racial Modifiers +10 bonus to Acrobatics when emerging from water, +10 bonus to Stealth when underwater	Acrobatics +10, Perception +12, Stealth +6 Racial Modifiers +10 bonus to Acrobatics when emerging from water, +10 bonus to Stealth when underwater	Acrobatics +15, Perception +12, Stealth +8 Racial Modifiers +10 bonus to Acrobatics when emerging from water, +10 bonus to Stealth when underwater
Ecology			The second of the second
Environment	temperate aquatic (Penance)	temperate aquatic (Penance)	temperate aquatic (Penance)
Organization	solitary, pair, or pod (2-8)	solitary, pair, or pod (2-8)	solitary, pair, or pod (2-8)
Treasure	none	none	none
		at the second	

Crushing Constriction (Ex): While most horngills must drag their victims back into the water to drown them, the jaws of the largest horngills are strong enough to suffocate victims on dry land. Whenever a huge horngill constricts a victim, the horngill's powerful jaws squeeze the breath out of him, possibly subjecting him to drowning (see page 445 in the *Pathfinder Core Rulebook*). Constricted individuals must win an opposed Strength test each round against the horngill to fight this ability and to continue breathing.

Emerge (Ex): A horngill's tail is extremely powerful, allowing it to propel itself out of the water at extremely high speeds. A horngill can emerge from the water to make a surprise attack on any land creature within 60 feet of the position from which it emerges. When a horngill makes an emerge attack, make a melee attack roll against its opponent using the horngill's Acrobatics skill as its attack bonus. If it hits, it lands on the opponent and gets an automatic surprise bite attack. This attack does not provoke attacks of opportunities.

THE HORNGILL

The ferocious horngill is one of the most dreaded nuisances of the Pedestal. For whatever reason, horngills dwell almost exclusively in the Wellspring and in the rivers and canals of the city of Penance. These predators are infamous for suddenly leaping out of the water, grabbing people in their jaws, and then dragging them back into the water to drown and eat them. Horngills are a plague to the citizens and sailors of Penance, who are often plucked without warning by these creatures off ships, bridges, quays, boardwalks, and so on. Though horngills are prevalent in all parts of the city of Penance, the biggest problem area in the city is the Oasis, where the many canals offer the creatures endless opportunities to feed. The dead body of a horngill submitted to a bailiff here is worth a 500 gp reward. but are rare elsewhere on the Forge.

A horngill is an unusual looking creature, with a sleek, almost wolf-like body and hind legs, long clawed arms, and a meaty, powerful tail. Its body is covered in hard scales, which easily turn away most blows. The head of the horngill is unmistakable, being marked by a long, fourpronged set of mandibles set in front of a muscular, toothed maw. Its skull is small and flat, making the creature looks as if it simply has a mouth set at the end of its neck. A set of dark eyes is mounted on the top of the creature's head, allowing it to easily spot creatures on land without leaving the water.

Though horngills often leave the water to attack their victims, they cannot breathe air and must hold their breath while above the surface. A horngill that remains out of the water for more than 40 rounds (4 minutes) is subject to suffocation.

Horngills like to use their speed and terrain to their advantage. The typical horngill tactic is to remain underwater until it spots a desirable victim on land. Then, once it is in position, it leaps out of the water, grabs its target, and constricts it in order to suffocate it quickly. Once it has a solid hold on its victim, the horngill then retreats back under the water to dispatch him.

ADVICE FROM AN OLD RASHER

Did I mention how much I hate the water? Fortunately, these waterbreathing lizards are confined to a specific area. Gods help us if they ever start spreading—it will be the end of fishing everywhere.

If you want to become horngill fishers, and I can't blame you with that nice, big 500 gold piece price on their carcasses, make sure you are under the effect of *freedom of movement*. Failing that, get some gear that will allow you to breathe underwater, because you *will* get pulled under. If you can't afford that, a *grease* spell on your armor will do in a pinch, letting you slip away before you drown. And if you don't even have that, you're in luck. The horngill will eat your body, so your family won't have to pay for a burial.

HOSSHIN

A very comely human sings a multi-part harmony all by herself, as small crystals jewel her skin in intricate, colorful patterns.
	HOSSHIN COMMONER	Hosshin Guard	HOSSHIN SONGMASTER
CR	4	10	13
Size	Medium	Medium	Medium
Туре	Humanoid	Humanoid	Humanoid
XP	1,200	9,600	25,600
Init/Senses	Init +3; Senses low-light vision; Perception +8	Init +9; Senses darkvision 60 ft.; Perception +18	Init +9; Senses darkvision 60 ft., blind- sense (30 ft. in water); Perception +28
Defense			
AC	13, touch 13, flat-footed 10 (+3 Dex)	21, touch 16, flat-footed 17 (+3 Dex, +5 bracers of armor +5, +2, ring of protection +2, +1 dodge)	17, touch 17, flat-footed 15 (+5 ring of protection +5, +2 Dex)
HP	38 (5d8+15)	94 (11d8+44)	111 (17d8+34)
Saves	Fort +3, Ref +4, Will +5	Fort +7, Ref +6, Will +8	Fort +7, Ref +7, Will +13
Special	Resist cold 5, fire 5	Resist cold 5, fire 5	Resist cold 5, fire 5
Offense			
Speed	30 ft.	30 ft.	30 ft.
Attacks	Melee instrument +6 (1d8+2/x3) Ranged instrument +7 (2d6 sonic)	Melee +2 instrument +14/+9 (1d8+5/x3) Ranged +2 instrument +14/+9 (5d6+2 sonic)	Melee +5 instrument +18/+13/+8 (1d8+6/x3) Ranged +5 instrument +19/+14/+9 (8d6+5 sonic)
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.
Special Atks	deadly instruments, voices of the god	deadly instruments, voices of the god	deadly instruments, voices of the god (10 voices)
Cleric Spells Per Day	CL 5th; 2nd (5/day, DC 16); 1st (7/day, DC 15)	CL 11th; 5th (5/day, DC 21); 4th (7/day, DC 20); 3rd (8/day, DC 19); 2nd (8/day, DC 18); 1st (8/day, DC 17)	CL 17th; 8th (6/day, DC 31); 7th (8/day, DC 30); 6th (9/day, DC 29); 5th (9/day, DC 28); 4th (9/day, DC 27); 3rd (9/day, DC 26); 2nd (10/day, DC 25); 1st (10/day, DC 24)
Statistics			
Stats	Str 15, Dex 17, Con 14, Int 12, Wis 13, Cha 21	Str 17, Dex 17, Con 18, Int 12, Wis 13, Cha 25	Str 13, Dex 15, Con 14, Int 12, Wis 17, Cha 38
Base	Atk +3; CMB +5; CMD 18	Atk +8; CMB +11; CMD 24	Atk +12; CMB +13; CMD 25
Feats	Empower Spell, Skill Focus (Perform (sing)), Weapon Focus (instrument)	Combat Casting, Dodge, Empower Spell, Skill Focus (Perform (sing)), Weapon Focus (instru- ment), Weapon Specialization (instrument)	Empower Spell, Enlarge Spell, Extend Spell, Greater Spell Penetration, Maximize Spell, Skill Focus (Perform (sing)), Spell Penetration, Widen Spell
Skills	Perception +8, Perform (sing) +22, Perform (string instrument) +22, Profession (farmer) +7; Racial Modifiers +10 to any Perform check	Perception +18, Perform (sing) +34, Perform (wind instrument) +34, Profession (guard) +17; Racial Modifiers +10 to any Perform check	Perception +28, Perform (sing) +48, Perform (string instrument) +48, Perform (wind instrument) +48; Racial Modifiers +10 to any Perform check
Special Qual	climate immune	climate immune	climate immune

Ecology			
Environment	any	any	any
Organization	solitary, family (2-8), community (10-60)	solitary, guard patrol (2-5), guard detail (11-20)	solitary, duet (2), trio (3), quartet (4), choir (1-4 songmasters plus 10-100 commoners)
Treasure	masterwork or magical instrument	standard	standard

Climate Immune (Ex): Hosshin have an innate immunity to fluctuation in weather. Their metabolisms provide the equivalent of an *endure elements* spell that is always in effect.

Deadly Instruments (Ex): Any musical instrument in the hands of a hosshin can become a weapon. Such instruments deal sonic damage when played, dealing 1d6 per 2 hit dice of the hosshin (rounded down) to a single target. The range increment on most instruments is 30 feet. If used as a melee weapon, the instrument deals 1d8 + the hosshin's Strength modifier and deals triple damage on a critical hit. Though the hosshin's magic prevents the instrument itself from taking damage, not all instruments can be used in melee (very small or very fragile instruments for example); the GM should be able to adjudicate appropriately.

Voices of the God (Su): Hosshin have incredible voices that can entertain or create magical effects. Each hosshin has the ability to cast a number of spells per day as if he were a sorcerer of level equal to his hit dice. These spells are entirely cast by voice; all a hosshin's spells function as though under the Still Spell and Eschew Materials feats with no level adjustment. Each hosshin has five separate voices, although songmasters have more. To cast a spell, a hosshin must simply dedicate one or more of its voices to singing the spell into existence. Voices must be dedicated for at least one standard action per level of the spell to be cast. (These standard actions must be consecutive if split across multiple rounds.)

For example, in order to cast a second level spell, a hosshin can either dedicate one of his five voices for two standard actions or two of his voices for one standard action. Once the requisite time has been spent singing, the spell triggers. A hosshin can use all of its voices simultaneously when casting spells each round. For example, in one round, a hosshin could use its five voices separately to cast five first level spells, use four voices to begin casting an eighth level spell and the fifth voice to cast a first level spell, or it could cast a third level spell with three voices and let the other two rest. Anything that would cause a caster to make a concentration check requires the same for a hosshin in the midst of spell singing. Interrupted spells are lost. Hosshin cast cleric spells, but are technically sorcerers. They cast from the cleric spell list, but use Charisma to determine their bonus spells and their DC. Hosshin do not need to prepare their spells beforehand. Metamagic spell feats other than Silent Spell and Quicken Spell may be added, thus increasing the number of voices and/or standard actions required to complete a song. Hosshin still get a move action when singing, and may perform any move actions that do not interrupt their singing, such as moving, drawing a weapon, and so on.

THE HOSSHIN

The hosshin are a relatively recent import from a realm where they were able to commune with their god on a regular, personal basis. In fact, their former deity made the hosshin wholly dependent on its presence, offering daily communion and guidance to the race. On the Forge, the hosshins' connection to their god has been severed, and the majority of the hosshin here have found themselves unable to adapt. These people had been utterly dependent on their god for guidance on everythingfrom diplomatic issues to moral codes to much more mundane topics. Without this divine guidance, the hosshin are now floundering, and their behavior has only become more erratic over time as they ever more desperately seek their god's attention. Their society has fractured, and the two main groups have come up with almost diametrically opposed philosophies. The Devoted offer overly extreme acts of devotion, while the Provokers willfully break the most sacred tenets of the hosshin faith in an attempt to get a response from their god. This makes relations with other bounders very tense, as the hosshin may be suing for peace one moment and then massacring a village the next.

The hosshin are a humanoid race, in appearance like a very beautiful human. When creating music though, a hosshin's divine connection manifests. Faintly glowing crystals appear on his skin when he sings, forming intricate patterns that can linger for up to a minute before fading. Each pattern is unique to the song performed—the longer and more complex the song, the more complex and colorful the pattern. These markings are sacred to the hosshin, and the hosshin tend to avoid wearing clothing so as to not cover them. Fortunately for the hosshin, their race is comfortable in most weather and temperatures—another supposed gift from their god.

The songs of the hosshin are sung more than just for entertainment; they are used for communication and battle, and they once were the conduit through which their god spoke to the hosshin. A hosshin can sing up to five different notes at once, although a rare few, known as songmasters, can sing more. All hosshin have also been trained in multiple musical instruments, although most of them favor one type in particular. By combining their sung notes into specific patterns, hosshin can create a variety of magical effects. More than a few bards have come to live with the hosshin in order to study this style of singing.

Hosshin songmasters are identified as youths and are raised in a lifestyle promoting praising their god to the exclusion of all else. Whether leading choirs of hosshin, singing with other songmasters, or by themselves, songmasters truly stand out, even among the other hosshin. Their notes are more pure, convey more emotion, and carry more perfectly than any others. As a songmaster ages, he or she gains the ability to sing even more notes, with some of the oldest able to sing over a dozen notes at a time. This makes elder songmasters very powerful, and they are considered the main bastion of defense within a hosshin community. Intriguingly, songmasters are highly trained in moral intelligence, and they have the right to refuse service if they do not feel it is the will of their god for the hosshin to participate in a given battle.

A hosshin in battle is a bizarre thing to witness. In addition to wielding their instruments as weapons, hosshin sing as they fight. A hosshin will sing multiple separate songs all at the same time, some for defense, and some for offense, creating beautiful and complex harmonies between them. The hosshin's singing unleashes effects all across the battlefield, raining devastation amongst his foes, and providing a variety of protective effects for his allies. To hear an army of hosshin singing is said to be akin to hearing a choir of heavenly hosts singing you off to eternal sleep.

In the past few decades, a splinter group of hosshin has attempted to develop an independent lifestyle not centered on their god. These upstarts view the fact that their crystal patterns continue to manifest as a sign that their god was a false idol, and that the hosshin themselves are the source of their own power. They maintain that they are free from all gods and able to seek their own paths and their own destinies. Whether or not this interpretation is correct, it is gaining a strong following among the youngest of their race. Followers of this belief wear a scarf tied somewhere on their body. Most still make an effort to live a honorable life—adhering philosophically to the basic moral tenets of their former religion. Tradition is a strong force to break completely.

ADVICE FROM AN OLD RASHER

Never before have I seen an entire race looking lost. The hosshin have a temple where you can hear the most beautiful music being sung and played. I have seen the most hardened warriors laughing like children and crying like new-born babes after hearing a single song. But their music all has the same tone to it-a pleading call to their god to guide them. Without their god, they don't know how to act. I saw one of them begin pummeling a friend out of the blue, crying out, "Strike me down for my evil, Great One, for violating your sacred precepts!" And when nothing happened, he drew a knife and nearly killed his friend until I tackled him. I'm no theologian, but I do know that his approach wasn't going to work. But as I wrestled with him, I heard the confusion from the other hosshin around me-they weren't sure whether his actions were right or not. Their god had them so trained to rely on it that they can't function without its aid. People joke that their state of undress is due to the fact that, without their god, they don't know how to put pants on. There may be more truth to that joke than people realize. The example I saw was an extreme one, but the fact that the hosshin are so desperate to hear something from their god is not a good thing.

On the other hand, the hosshins' battle singing is something they do have right. I saw a village of hosshin get raided by a group of asherakes. As the war party advanced, twenty hosshin guards began singing in their multiple voices, creating one of the most beautiful sounds I've ever heard. Their voices were like pure crystal bells mixed with the rumble of a landslide with... well, I can't do it justice. But the end! When the asherakes were still about 200 feet away, their army was doused in fire—100 pillars of flame obliterated most of the enemy in a well-coordinated attack that lasted all of a few seconds. If the hosshin ever decide to become conquerors, we may have a problem.

HOVARA

A giant, hovering manta ray traces an arcane gesture with its tail, unleashing a deadly magical assault as it swoops down, its maw wide enough to swallow your face.

	HOVARA SOLDIER	HOVARA SLAVER	HQVARA IEADER
CR	3	5	9
Size	Medium	Medium	Medium
Туре	Magical Beast	Magical Beast	Magical Beast
XP	800	1,600	6,400
Init/Senses	Init +9; Senses darkvision 60 ft.; Perception +8	Init +9; Senses darkvision 60 ft.; Perception +10	Init +9; Senses darkvision 60 ft., blind- sense (30 ft. in water); Perception +16
Defense	the second se		
AC	17, touch 15, flat-footed 12 (+5 Dex, +2 natural)	18, touch 16, flat-footed 12 (+5 Dex, +2 natural, +1 dodge)	18, touch 15, flat-footed 12 (+5 Dex, +3 natural, +1 dodge)
HP	22 (4d6+8)	39 (7d6+14)	72 (13d6+26)
Saves	Fort +3, Ref +6, Will +4	Fort +3, Ref +6, Will +4	Fort +6, Ref +9, Will +8
Special	none	none	Resist cold 5
Offense			
Speed	5 ft., fly 60 ft. (good), swim 30 ft.	5 ft., fly 60 ft. (good), swim 30 ft.	5 ft., fly 60 ft. (good), swim 30 ft.
Attacks	Melee bite +7 (1d6/19-20), tail +5 (1d4/x3)	Melee bite +8 (1d6/19-20), tail +6 (1d4/x3)	Melee bite +11 (1d6/19-20), tail +9 (1d4/x3)
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.
Special Atks	steal breath	steal breath	steal breath
Bloodline Ability	(CL 4, +7 touch) 6/day— dehydrating touch (1d6+2)	(CL 7, +8 touch) 6/day— dehydrating touch (1d6+3)	(CL 13, +11 touch) 6/day—dehydrating touch (1d6+6)
Sorcerer Spells Known	CL 4th 2nd (4/day)—slipstream, touch of idiocy (DC 15) 1st (7/day)—charm person (DC 14), hy- draulic push, mage armor, magic missile 0—daze, detect magic, mage hand, mending, open/close, read magic	CL 7th 3rd (5/day)—aqueous orb (DC 17), hold person (DC 18), suggestion (DC 18) 2nd (7/day)—eagle's splendor, see invis- ibility, slipstream, touch of idiocy (DC 17) 1st (7/day)—charm person (DC 15), mage armor, comprehend languages, hydraulic push, magic missile, sleep (DC 15) 0—daze (DC 15), detect magic, mage hand, mending, message, open/close, read magic	CL 13th, +11 ranged touch 6th (4/day)—beast shape IV, mass sugges- tion (DC 21), greater dispel magic 5th (6/day)—control water, dominate person (DC 20), hold monster (DC 20), mind fog (DC 20) 4th (7/day)—black tentacles, charm monster (DC 19), geyser (DC 18), lesser geas (DC 19), resilient sphere (DC 18) 3rd (5/day)—aqueous orb (DC 17), deep slumber (DC 18), hold person (DC 18), suggestion (DC 18), ray of exhaustion 2nd (7/day)—eagle's splendor, hypnotic pattern (DC 16), invis- ibility, see invisibility, slipstream, touch of idiocy (DC 17) 1st (7/day)—charm person (DC 15), comprehend languages, hydraulic push, mage armor, magic missile, sleep (DC 15) 0—daze (DC 15), detect magic, mage hand, mend- ing, message, open/close, read magic
Bloodline	aquatic	aquatic	aquatic

Statistics		A CARLENA CAR	a for the former have
Stats	Str 10, Dex 21, Con 14, Int 16, Wis 11, Cha 17	Str 10, Dex 21, Con 14, Int 16, Wis 11, Cha 18	Str 10, Dex 21, Con 14, Int 16, Wis 11, Cha 19
Base	Atk +2; CMB +2; CMD 11	Atk +3; CMB +3; CMD 18	Atk +6; CMB +6; CMD 21
Feats	Eschew Materials, Improved Initia- tive, Weapon Finesse	Dodge, Eschew Materials, Improved Initiative, Spell Focus (enchantment), Weapon Finesse	Combat Casting, Dodge, Eschew Materi- als, Improved Initiative, Persuasive, Spell Focus (enchantment), Weapon Finesse
Skills	Fly +21, Intimidate +11, Perception +8, Stealth +23 Racial Modifiers +10 to Stealth	Diplomacy +11, Fly +17, Intimidate +12, Perception +10, Sense Motive +7, Stealth +25 Racial Modifiers +10 to Stealth	Diplomacy +15, Fly +18, Intimidate +20, Perception +16, Sense Motive +15, Stealth +26 Racial Modifiers +10 to Stealth
Special Qualities	magical blood, skilled caster, telekinetic mastery	magical blood, skilled caster, telekinetic mastery	magical blood, skilled caster, teleki- netic mastery, aquatic telepathy
Ecology			
Environment	any, but primarily Cage	any, but primarily Cage	any, but primarily Cage
Organization	solitary, family (1 leader + 1-2 sorcerers + 4-6 soldiers + 12-36 commoners), or slaver raid- ing party (2-4 slavers + 3-18 soldiers)	solitary, family (1 leader + 1-2 sorcerers + 4-6 soldiers + 12-36 commoners), or slaver raid- ing party (2-4 slavers + 3-18 soldiers)	solitary, family (1 leader + 1-2 sorcer- ers + 4-6 soldiers + 12-36 commoners)
Treasure	none	none	none

Magical Blood (Su): A hovara has highly magical blood. Because of this, it can ignore the verbal and material components of all sorcerer spells (although components worth more than 100gp cannot be ignored). A sorcerer of another race that somehow transfuses at least one quart of fresh hovara blood (less than an hour old, or magically preserved in some way) can receive this same ability for 2d8 hours.

Skilled Caster (Ex): A hovara can attack with its jaws and cast spells with its tail at the same time. When a hovara casts a spell, it does not provoke an attack of opportunity.

Steal Breath (Ex): If a hovara hits with his mandibles, the victim must make a Reflex save (DC 18) or the hovara will attach itself to his face and begin to draw out his breath. The victim must make a Constitution check immediately, and another each round thereafter until the hovara is removed (DC = 10, increases by 1 each round). Failure means the victim falls unconscious (0 hp). Removing the hovara after it is attached requires a Strength check (DC 20) and deals full mandible damage to the victim. Telekinetic Mastery (Su): Hovara have natural telekinesis. This ability works as the spell, and can only affect one object at a time. Range is equal to the hovara's Int score times 5. DCs are equal to 15 plus the Hovara's Int bonus. A hovara cannot wield weapons except with its telekinesis. In such a case, it can only use one weapon at a time, and its Int score takes the place of Dex. A hovara does not have a Strength bonus or penalty when using a weapon.

THE HOVARA

The hovara are a cruel race of sorcerous slave traders. They are similar in appearance to manta rays, but have adapted to life on land through the development of flight. Most hovaras on the Forge make their living exclusively by kidnapping members of other races and selling them to buyers in Arena and in the cities of Penance and Eclipse. It is not uncommon to find hovara who have taken levels in the Slaver prestige class (see *Oathbound: Eclipse* page 52 for more information).

A hovara is a broad and flat creature, with bluish, rubbery skin and oversized eyes. They have silent air jets under their wings that serve to keep them aloft and provide propulsion. Their mouth is puckered and is lined with sharp teeth. Two fleshy mandibles shoot off from either side of the mouth in order to grasp prey. The hovara's tail is quite dexterous, and is used to cast its spells. Like the ceptu, hovaras have no hands, thumbs, or claws with which to grip objects, but they make up for this with powerful telekinesis abilities.

Most hovara on the Forge dwell in the slave city of Cage, near where the Aegis crosses into Arena. Hovara travel out across the plains from Cage in small bands looking for good slave material. When they find something that pleases them, they attack swiftly, attempting to either disable, subdue, or immobilize their opponents. Captured victims are then carried off by the hovara and placed in cages mounted on wagons driven by heavy kith to be transported to slave markets for sale. Hovaras are cruel, and their minds seem to be wired so as to derive joy from the sufferings of others. They are extremely intelligent, and are able to devise very effective means of capture, restraint, torture, and discipline. Hovara spend most of their spare time performing strange psychological experiments on their captives. Hovaras also like to collect, and are always on the lookout for rare and valuable creatures. Seeds unique to the Forge are favorite targets, as are bizarre monsters and those who have taken prestige races.

Oddly enough, hovaras seem to get along quite well with each other. They work in family groups and do not marry, but mate whenever they feel like it. Young are usually taken by one of the two parents' family groups and raised by the family in general, not simply by the parent. Hovara buildings are large, conical structures, build somewhat like enormous beehives. The hovara sleep on small platforms set around the interior

walls.

A hovara will tell you that it hates all other creatures because they despise and persecute the hovara. The argument that perhaps other races would not despise the hovara if they didn't enslave other races doesn't seem to register with a hovara.

Hovaras are carnivorous; they will eat any kind of meat, intelligent or not. Their most common meal is gorak, which they keep in large herds near their city of Cage, although they do indulge in the eating of any slaves that they are unable to sell or properly subjugate.

Tactically, a hovara uses spells in combat before swooping in and knocking out opponents by sucking out their breath. It can attack with its mandibles and cast spells with its tail simultaneously. When outnumbered, a hovara will affix itself to the face of the strongest member of the group opposing it, and suck his breath out. While attached, it will continue to use its spells with its tail to fight off other attackers. Against a larger or more powerful group, a hovara is likely to remain at a distance and attempt to defeat them entirely with its spells.

Hovara are generally feared and hated by all those they encounter, and therefore do not mix in with other communities. They take shelter amongst themselves in their own walled prison city under the rule of a hovara Bloodlord. However, hovara are appreciated by those with whom they trade, and they may be encountered unmolested in Arena and in slave-owning regions in the City of Penance. Hovara in other civilized areas are generally considered monsters and attacked on sight. Hovara are respectful of the power of the Bloodlords, and generally will not attack a group bearing the banner of a lord for fear of drawing their city into the Bloodwars. Many warlords in Arena are closely tied to the hovara, and would likely defend them from an attack, as the loss of slaves and profit would be undesirable. Hovara have strong relationships with their personal slaves, and may be encountered with haze, humans, valco, or other typical slave races.

ADVICE FROM AN OLD RASHER

When the Flock pull a race into the Forge, you know they have a good reason behind it. But no one has ever figured out why in all the hells of all the religions they pulled the hovara. My guess is that whoever pulled them was a bit off their mark that day and didn't have the balls to clean up their mistake. So now we have giant manta rays flying around trying to enslave half the population and then sell them to the other half.

Word of advice: Never argue philosophy with a hovara. They just don't get that there might be another valid interpretation than the one they know. I knew a paladin who made it her mission to convert the whole race from slavery. She captured one of them—a young one, at that—and I didn't see her for six months as she tried to convince it to change its ways. Well, not the whole six months. Seems she had a bit of a nervous breakdown around month four and ended up spending the better part of two months sequestered in a monastery. Now she and I see eye-to-eye—you see one, you kill it, and you don't think twice about doing so.

JAGGON

Rising from a writhing mass of black tentacles is a horrific head topped with twitching antennae. You see a shudder pass over its body, but whether it is from joy or hunger, you cannot tell.

	- Mar Aller - Mr.		Charles and the start
157112	JAGGON, YOUTH	JAGGON	JAGGON. ELDER
CR	10	17	20
Size	Large	Huge	Gargantuan
Туре	Aberration	Aberration	Aberration
XP	9,600	102,400	307,200
Init/Senses	Init +1; Senses blindsight 60 ft., trem- orsense 60 ft.; Perception +13	Init +1; Senses blindsight 60 ft., trem- orsense 60 ft.; Perception +23	Init +1; Senses blindsight 60 ft., trem- orsense 60 ft.; Perception +42
Defense			
AC	18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)	28, touch 11, flat-footed 25 (+3 Dex, +17 natural, -2 size)	32, touch 11, flat-footed 27 (+5 Dex, +21 natural, -4 size)
HP	102 (12d8+48)	263 (25d8+150)	486 (36d8+324)
Saves	Fort +8, Ref +5, Will +7	Fort +15, Ref +11, Will +14	Fort +21, Ref +17, Will +20
Offense		A CARLON AND A CAR	
Speed	30 ft.; burrow 20 ft.	30 ft.; burrow 20 ft.	30 ft.; burrow 20 ft.
Attacks	Melee bite +12 (3d10+5), 2 stings +10 (1d4+2 plus hallucinogen (DC 19))	Melee bite +25 (5d10+9), 2 stings +23 (2d4+4 plus hallucinogen (DC 24))	Melee bite +34 (8d10+14), 2 stings +32 (3d6+7 plus hallucinogen (DC 27))
Space	10 ft.; Reach 10 ft.	15 ft.; Reach 15 ft.	20 ft.; Reach 20 ft.
Statistics			A Ware A Local
Stats	Str 21, Dex 12, Con 19, Int 6, Wis 9, Cha 7	Str 29, Dex 16, Con 24, Int 7, Wis 10, Cha 8	Str 38, Dex 21, Con 29, Int 8, Wis 11, Cha 9
Base	Atk +8; CMB +14; CMD 25	Atk +18; CMB +29; CMD 42	Atk +24; CMB +42; CMD 57
Feats	Alertness, Greater Drag, Improved Drag, Mul- tiattack, Power Attack, Stealthy, Vital Strike	Alertness, Critical Focus, Following Step, Greater Drag, Greater Vital Strike, Improved Drag, Im- proved Vital Strike, Multiattack, Power Attack, Stealthy, Step Up, Step Up and Strike, Vital Strike	Alertness, Bleeding Critical, Critical Focus, Critical Mastery, Combat Reflexes, Following Step, Greater Drag, Greater Vital Strike, Improved Drag, Improved Vital Strike, Multiattack, Power Attack, Staggering Critical, Stealthy, Step Up, Step Up and Strike, Stunning Critical, Vital Strike
Skills	Acrobatics +7, Perception +13, Stealth +10 Racial Modifiers +10 bonus to Stealth in shadowy areas	Acrobatics +16, Perception +23, Stealth +22 Racial Modifiers +10 bonus to Stealth in shadowy areas	Acrobatics +37, Perception +42, Stealth +44 Racial Modifiers +10 bonus to Stealth in shadowy areas
Special Qualities	glowing mouth, horrific appear- ance, sightless, resistant to blows	glowing mouth, horrific appear- ance, sightless, resistant to blows	glowing mouth, horrific appear- ance, sightless, resistant to blows
Ecology			
Environment	underground	underground	underground
Organization	solitary or brood (2-7)	solitary or brood (2-7)	solitary or brood (2-7)
Treasure	none	none	none
The second		82	

Glowing Mouth (Ex): The jaggon's mouth, when open, gives off a bluish light that sheds light like a torch. If a being is suffering from a jaggon's hallucinogen and can see the light, the being will choose to run toward that light before pursuing any others, even if it is further away than another source of light. If multiple jaggons emit the glow, the being runs toward the closest, with ties left to the discretion of the hallucinator. A jaggon may open or close its mouth as a free action. It must choose to open its mouth and let go if its prey after a bite attack if it wishes to continue to display its glow.

Horrific Appearance (Su): The sight of a jaggon is so revolting that anyone who sets eyes on one must succeed at a Will save (DC [see above]) or become weakened, suffering 1d6 points of temporary Strength damage. Creatures that succeed at this Fortitude save cannot be affected by the same jaggon's horrific appearance for an entire day. This counts as a fear effect.

Hallucinogen (Ex): Creatures struck by the jaggon's antennae must succeed at a Fortitude save (DC [see above]) or experience vivid hallucinations (equivalent to the spell *confusion*) for 2d6 minutes. If the roll on the *confusion* table results in the character doing nothing, he or she instead runs toward the nearest source of light.

Resistant to Blows (Ex): Due to their thick, rubbery hide and near lack of vital organs, physical attacks deal only half damage to jaggons.

Sightless (Ex): Jaggons are immune to gaze attacks, visual effects, illusions, sonic attacks, sonic spells, and all other attack forms that rely on sight or sound. They are still susceptible to scent-based attacks, however.

THE JAGGON

Well-known and widely feared throughout Penance, jaggons are harrowing, ever-hungry creatures that dwell in the bowels of the undercity—as well as any other place that is large and dark enough to hide their horrifying forms. Jaggons are large, bizarre, pitch-black creatures that seem freshly plucked from a madman's nightmare. Lacking eyes and ears, they exist entirely in a world of complete darkness; it is only when jaggons are driven by their insatiable hunger, or when they happen by chance upon the surface, that they are encountered above ground.

A jaggon has a large, flat, triangular head, crowned with scores of long, supple antennae, each of which terminates in a narrow stinger. The creature's face is dominated by a massive maw filled with several mismatched rows of long, razor sharp teeth. The jaggon's head sits atop a gangly, segmented neck, which in turn is attached to a roughly spherical body, comprised entirely of a mass of writhing tentacles. Jaggons lack either eyes or ears; a jaggon must rely solely on its hypersensitive pheromonalsensing antennae for information about the world around it. It is therefore quite surprising that jaggons emit an eerie bluish glow from within their mouths. This light can only be seen when the jaggon's maw gapes open, a most fearsome—and often fatal—sight to behold.

Jaggons are eternally hungry and are always on the move seeking their next meal. They continually roam the dark tunnels beneath the streets of Penance, often carving new pathways by burrowing with their countless tentacles. Once a jaggon detects a potential meal nearby, it will lie in wait, becoming no more than a shadow in the darkness. A jaggon strikes first with its antennae, which inject a mild hallucinogen. Once it lands a blow with its stingers, it will then just sit back with its massive jaw open and wait for its delirious victim to stumble toward its light. If the victim does not cooperate, the jaggon will just strike out from the utter blackness, attacking with its great jaws. Occasionally, these evil creatures toy with their hallucinating victims for some time before devouring them.

ADVICE FROM AN OLD RASHER

I learned the hard way that you should deal with jaggons immediately. They are one of those rare creatures that just continue to grow more powerful as they age, and apparently without limit. When I saw my first one, it was big, but not all that dangerous compared to the other creatures in the cavern. In fact, we were able to scare it off after smacking it around a bit. Five years later, we stopped by that same cavern, and it had grown. A lot. The fight was much more brutal, and I only remember about half of it. I got hit by its antennae and spent most of the fight in a haze. Apparently, on two separate occasions one of my partners tackled me to the ground before I ran headlong into the jaggon's mouth.

After that last encounter, we decided to explore deeper into the cavern. Ended up finding a brood of those bastards. Fortunately, the priest with us mind blanked the lot of us front-liners before we had gone in. Not that it did much good; their bodies are designed to take punishment and our weapons were bouncing around more than dealing damage. The only things that get through are spells, and our mage was a stupid illusionist. I mean, what good are illusions on creatures that can't see? But he spent half the battle trying to scare them with phantasms until I ran back, broke his nose with my fist, and threatened to kill him if he didn't start dealing some damage. He was effective for all of a few seconds until he got hit by one of the jaggons that snuck around to the back. Next thing I know, I'm wrestling his mangled body out of its mouth. I'd say the real lesson here is that illusionists are idiots.

JAGLOM

Horns, teeth, and claws flash before you in a blur. Something fast and furry barrels against your chest, sending you flying backwards out of control.

	A CARLES AND A CARLES		
	JAGLOM	RABID JAGLOM	Dire jaglom
CR	1/2	2	5
Size	Small	Small	Medium
Туре	Animal	Animal	Animal
XP	200	600	1,600
Init/Senses	Init +3; Senses low-light vision; Perception +5	Init +1; Senses low-light vision; Perception +0	Init +4; Senses low-light vision; Perception +11
Defense	The fail of the second		
AC	16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)	14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)	20, touch 15, flat-footed 15 (+4 Dex, +5 natural, +1 dodge)
HP	8 (1d8+3)	12 (1d8+7)	59 (7d8+28)
Saves	Fort +6, Ref +6, Will +1	Fort +10, Ref +8, Will -3	Fort +10, Ref +9, Will +3
Offense			
Speed	40 ft.; climb 10 ft.	40 ft.; climb 10 ft.	40 ft.; climb 20 ft.
Attacks	Melee bite +3 (1d3+3), 2 claws +3 (1d2+3), ram +3 (1d3+3 plus special)	Melee bite +5 (1d3+5 plus rabies), 2 claws +5 (1d2+5), ram +5 (1d3+5 plus special)	Melee bite +4 (1d6+5), 2 claws +4 (1d4+5), ram +4 (1d6+5+special)
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.
Special Atks	driving pounce	driving pounce, rabies	driving pounce
Statistics			
Stats	Str 16, Dex 16, Con 16, Int 2, Wis 12, Cha 8	Str 20, Dex 12, Con 24, Int 2, Wis 2, Cha 2	Str 20, Dex 18, Con 18, Int 2, Wis 12, Cha 10
Base	Atk +1; CMB +3; CMD 17	Atk +1; CMB +5; CMD 17	Atk +5; CMB +10; CMD 23
Feats	Multiattack	Multiattack	Dodge, Lunge, Multiattack, Power Attack
Skills	Acrobatics +7, Climb +11, Perception +5	Acrobatics +5, Climb +13, Perception +0	Acrobatics +12, Climb +18, Perception +11
Ecology			
Environment	woods, forests, hills	woods, forests, hills	woods, forests, hills
Organization	pair or pack (3-12)	pair or pack (3-12)	pair or pack (3-12)
Treasure	none	none	none

Driving Pounce (Ex): The jaglom has developed exceptionally strong back legs for a creature its size. It can pounce straight forward at its enemies when attacking, sending them flying backwards. Driving Pounce is a fullround attack. When employed, the jaglom must be within 10 feet of its opponent. The jaglom makes a ram attack (dealing ram damage and not provoking an attack of opportunity), if the ram connects, the jaglom gets a +6 bonus to its CMB and then rolls against the victim's CMD. If this CMB roll is successful, the opponent is knocked prone. Also, for every point the roll succeeds by, the opponent is pushed back one foot. So if the roll succeeds by 10, the opponent is knocked prone and pushed back 10 feet. This ability works only on creatures up to one size category larger than the jaglom. The jaglom is smart enough to know when to use this ability, and typically chooses its battles in spots where opponents can be toppled off cliffs or the like. The jaglom can then simply climb down and eat the crumpled victims at its leisure. This attack can be used to knock mounted opponents off their mounts.

Rabies (Ex): Bite—injury; *save* Fort DC 14; *onset* 1d8x10 days; *frequency* 1 day, *effect* 1 Con damage, *cure* 3 consecutive saves. If a creature infected by rabies loses half of its Constitution from the disease, it gains the rabid template:

- All Con damage is healed
- +4 to Str, -4 Dex, and +8 Con; the disease causes the victim to act like a zombie, much stronger and able to ignore injuries, but movements become jerky and stilted
- Intelligence, Wisdom, and Charisma scores drop to 2; if already at 2, no further change happens to that statistic
- The victim is compelled to bite other potential hosts and spread the infection
- The creature gains hydrophobia (fear of water)
- The base creature's CR increases by +1
- The creature will live for 1d3 days before dying unless it receives treatment

THE JAGLOM

The ornery jaglom is one of the more overlooked pests of the Forge. In a fair fight, it is no more deadly than a small cat or badger, but on advantageous terrain, the creature becomes deadly. A distant relative of the common wolverine, the jaglom is distinguished by a tripod of three blunt horns on its head. These are used to great effect in ferocious driving leaps that knock opponents backwards. Skilled climbers, jagloms have little concern for where their victims come to rest. The typical jaglom ambush involves knocking prey off a cliff and then climbing down to eat the dead bodies.

Jagloms travel in packs and generally go after larger animals, such as deer or elk, but they are not afraid of people and will attack if hungry or threatened. They are not entirely carnivorous, but like bears, will eat whatever they can get their paws on. Jagloms are not easily frightened, and will stand their ground and fight to the death if their dens are threatened.

ADVICE FROM AN OLD RASHER

A druid friend of mine introduced me to jagloms—she had one as a companion. I admit that seeing the little critter brought out the kid in me, and we played together for nearly half an hour. We stopped when a man who was clearly strung out on some suspicious substance came over. He opened his mouth to begin his spiel about needing money, and my friend gave a signal. Her little ball of fur launched itself at the guy and sent him flying fifteen feet backwards. Nowadays that little furball comes up to my shoulder, and he sends scum even further. I know that most people view them as pests, but after that first encounter, I can't help imagining how useful they would be in a fight. But were I on the receiving end, I'd do everything to keep my distance. I haven't tried it, but a hit-and-run approach might work best. So long as there's only one. If there's two, they'll probably just bounce you back and forth between themselves.

JOKHU A colorful orb floats through the air, slowly revolving, the world around it coming to a stop.

	MONOCHROME JOKHU	RADIATING JOKHU	PRISMATIC JOKHU
CR	18	18	18
Size	Tiny	Tiny	Tiny
Туре	Aberration	Aberration	Aberration
XP	153,600	153,600	153,600
Init/Senses	Init +14; Senses darkvision 120 ft., blindsight 30 ft.; Perception +34	Init +14; Senses darkvision 120 ft., blindsight 30 ft.; Perception +34	Init +14; Senses darkvision 120 ft., blindsight 30 ft.; Perception +34
Defense			
AC	36, touch 26, flat-footed 22 (+14 Dex, +10 natural, +2 size)	36, touch 26, flat-footed 22 (+14 Dex, +10 natural, +2 size)	36, touch 26, flat-footed 22 (+14 Dex, +10 natural, +2 size)
HP	200 (24d8+96)	200 (24d8+96)	200 (24d8+96)
Saves	Fort +13, Ref +23, Will +20	Fort +13, Ref +23, Will +20	Fort +13, Ref +23, Will +20
Special	DR 20/+5; Resist acid 20, cold 20, elec- tricity 20, fire 20, sonic 20; SR 28	DR special/+5; Resist special; SR special	DR special/+5; Resist special; SR special
Offense			
Speed	fly 50 ft. (perfect)	fly 50 ft. (perfect)	fly 50 ft. (perfect)
Attacks	Ranged concentrated light lance +37 (21 plus light lance effect (DC 24)) or flickering light lance +37/+32/+27/+22 (7 plus light lance effect (DC 21))	Ranged concentrated light lance +37 (6d6 plus light lance effect (DC 24)) or flicker- ing light lance +37/+32/+27/+22 (2d6 plus light lance effect (DC 21))	Ranged concentrated light lance +37 (3d6+11 plus light lance effect (DC 24)) or flicker- ing light lance +37/+32/+27/+22 (1d6+4 plus light lance effect (DC 21))
Space	2 ¹ / ₂ ft.; Reach special (see text)	2 ¹ / ₂ ft.; Reach special (see text)	2 ¹ / ₂ ft.; Reach special (see text)
Statistics			
Stats	Str 1, Dex 38, Con 19, Int 20, Wis 19, Cha 3	Str 1, Dex 38, Con 19, Int 20, Wis 19, Cha 3	Str 1, Dex 38, Con 19, Int 20, Wis 19, Cha 3
Base	Atk +21; CMB 16; CMD 38 (can't be tripped)	Atk +21; CMB 16; CMD 38 (can't be tripped)	Atk +21; CMB 16; CMD 38 (can't be tripped)
Feats	Alertness, Far Shot, Point-Blank Shot, Precise Shot, Improved Precise Shot, Pinpoint Targeting, Rapid Shot, Skill Focus (Knowledge (arcana)), Skill Focus (Knowledge (dungeoneering)), Skill Focus (Knowledge (engineering)), Skill Focus (Knowledge (geography)), Skill Focus (Knowledge (planes))	Alertness, Far Shot, Point-Blank Shot, Precise Shot, Improved Precise Shot, Many Shot, Pinpoint Targeting, Rapid Shot, Shot on the Run, Skill Focus (Knowledge (arcana)), Skill Focus (Knowledge (history)), Skill Focus (Knowledge (local)), Skill Focus (Knowledge (nature)), Skill Focus (Knowledge (religion))	Alertness, Far Shot, Point-Blank Shot, Precise Shot, Improved Precise Shot, Many Shot, Pinpoint Targeting, Rapid Shot, Shot on the Run, Skill Focus (Knowledge (arcana)), Skill Focus (Knowledge (dungeoneering)), Skill Focus (Knowledge (history)), Skill Focus (Knowledge (local)), Skill Focus (Knowledge (religion))
Skills	Appraise +33, Fly +42, Knowledge (arcana) +39, Knowledge (dungeoneering) +39, Knowledge (engi- neering) +39, Knowledge (geography) +39, Knowl- edge (planes) +39, Perception +34, Spellcraft +33 Ra- cial Modifier +20 on Stealth checks involving sound	Fly +42, Knowledge (arcana) +39, Knowledge (history) +39, Knowledge (local) +39, Knowledge (nature) +39, Knowledge (religion) +39, Linguistics +33, Perception +34, Sense Motive +33 Racial Modifier +20 on Stealth checks involving sound	Disable Device +42, Fly +42, Knowledge (arcana) +39, Knowledge (dungeoneering) +39, Knowledge (history) +39, Knowledge (local) +39, Knowledge (religion) +39, Perception +34, Spellcraft +33 Racial Modifier +20 on Stealth checks involving sound
Special Qual	sphere of stillness	chaotic energies, sphere of stillness	fluctuating energies, sphere of stillness

Ecology		AND A CONTRACTOR	
Environment any	any	any	
Organization solitary	solitary	solitary	
Treasure none	none	none	

Chaotic Energies (Ex): Radiating jokhus have resistances in constant fluctuation. Each time a radiating jokhu is affected by an acid, cold, electricity, fire, or sonic effect or hit by an attack, roll 1d6 and 1d10 and multiply the two numbers together. This is the radiating jokhu's resistance to that spell or DR for that hit. Spell resistance for any given spell is determined by rolling 1d8 and 1d10 and multiplying the two numbers together.

Fluctuating Energies (Ex): Prismatic jokhus have resistances in moderate fluctuation. At the start of each turn, roll 1d10+15. This is the acid, cold, electricity, fire, and sonic resistance and DR for the prismatic jokhu. Add 8 to that value to calculate spell resistance.

Light Lance (Ex): Jokhus store the energy from the sounds they still internally and can then convert it into light, which they can use as a weapon. The light lance has a 100 foot range increment. The jokhu can use a concentrated beam and hit one creature once hard, or it can flicker its light into multiple smaller pulses to hit one creature repeatedly or to attack multiple foes. Attacking with the light lance does not provoke an attack of opportunity. This lance has different effects depending on the type of jokhu.

- Monochrome—A creature hit by the concentrated light lance must make a Fort save (DC 24) or be turned into a statue. A creature hit by the flickering light lance must make a Fort save (DC 21) or be partially changed, inflicting a permanent, cumulative -2 penalty to all attack, damage, skill, and ability rolls. The transformation in either case turns the target's flesh into a material that endures for centuries, such as stone or crystal.
- Radiating—A creature hit by the concentrated light lance must make a Will save (DC 24) or be changed as if by the *polymorph any object* spell. A creature hit by the flickering light lance must make a Will save (DC 21) or be changed as if by a *polymorph*

spell. The new form is permanent (unless magically dispelled) and seemingly chosen at random. (The limitation that the subject be willing does not apply to these polymorph effects).

- **Prismatic**—A creature hit by the concentrated light lance suffers two of the below effects. A creature hit by the flickering light lance suffers only one. Each effect deals a different type of energy damage. Damage is 40 hp, with a Reflex save for half damage (DC 24 if concentrated, DC 21 if flickering). Roll a d6 to determine the effect(s).
 - o 1-40 points of acid damage
 - o 2-40 points of cold damage
 - o 3-40 points of electricity damage
 - o 4-40 points of fire damage
 - o 5-40 points of force damage
 - o 6-40 points of sonic damage

Sphere of Stillness (Ex): A jokhu suppresses all sound in a 30 foot radius sphere as though it were under the effects of a *silence* spell. As a being approaches the center of the bubble (or as the jokhu moves towards the being), the following effects and penalties are applied to the being at the start of its turn (large or larger creatures suffer the effect of the part of their body closest to the jokhu):

- At 20 feet away from the center, the jokhu's aura begins to still the sources of noise. It becomes more difficult to move, reducing base movement by 5 feet.
- At 15 feet away from the center, the jokhu's aura starts to still the internal processes of any living creature. The creature's heartbeat and breathing start to slow, dealing 1 point of Constitution damage each round. It becomes more difficult to move, reducing base movement by 10 feet.

- At 10 feet away from the center, breathing becomes difficult and the heart begins skipping, missing entire beats. Creatures suffer 2 points of Constitution damage each round and are limited to only a single standard action each round. All actions suffer a -2 penalty from the pain of being stilled. It becomes very difficult to move, reducing base movement by 15 feet.
- At 5 feet away from the center, the aura begins stilling the central nervous system of living beings. Creatures suffer 4 points of Constitution and 2 points of Strength and Dexterity damage each round. They are limited to only a single move action each round. All actions suffer a -4 penalty from the crippling pain this process causes. Any action requiring thought or concentration requires a Fortitude save (DC 24) to perform. It becomes extremely difficult to move, reducing base movement by 20 feet.
- At the center of the bubble, complete stillness reigns. Until the creature is pulled from the center or the jokhu leaves, a creature at the center is treated as though under the effect of a *temporal stasis* spell. If the creature leaves the center and survives, it will remember having visions of magical devices and structures (monochrome jokhu), the psychological and sociological underpinnings that motivate individuals (radiating jokhu), or maps to ancient treasures (prismatic jokhu).

THE JOKHU

No one is quite sure where the jokhu came from. Whether they evolved on the Forge or were pulled here by one of the Flock, none can say. The jokhu have a physiology alien from anything around them, and their motivations, if indeed they have any, do not appear to match anything the various intelligent races pursue. The jokhu may be a magical remnant, a lingering technology from one of the Forge's long-dead races, or a fragment of the consciousness of a god. Theories and guesses abound, because no one has been able to study them. Reported sightings of jokhu are very rare, and anyone who attempts a close reconnaissance either dies or comes remarkably close to doing so.

What is known is that jokhus exist in a bubble of complete silence. The farther into that bubble one progresses, the quieter it becomes. However, unlike a *silence* spell, this silence is not magically created, but rather is a natural feature of the jokhu. Furthermore, the silence actually causes damage to living creatures. The silence effect actively stills the sources of sounds, and the closer to the center of the bubble (and to the jokhu) a creature goes, the more invasive the stilling becomes. Whereas a being on the outer edge of the bubble may find that it cannot speak, one next to the jokhu will lose much more than that. People who have gone within the bubble and survived have reported that their hearts stilled and they blacked out just as they stopped being able to hear the humming of their nervous system. The stilling process is incredibly painful, however, those who survive to the center of the bubble report having incredible visions of ancient civilizations and treasures, deep insights into how people behave and think, or a wealth of ideas for building powerful magical items or structures.

It is not even clear that jokhu's are living creatures. They share no traits with other races, and have no discernable features to distinguish them. Jokhu are simply small floating spheres of colored energy. They do not appear to be bound by gravity or other physical laws, and their movements are often quite erratic. On the rare occasion that a jokhu is killed, it leaves behind only a small, white sphere about the size of a shooter marble. This sphere is opaque, heavy, and completely indestructible. It is also made of no material known to science. It is thought that perhaps something powerful can be created from these seeds, but so far, no one has even been able to cut one open, let alone harness its wonders. Jokhu seem to respond to light, and in fact they generate light themselves, possibly as a form of communication. However, this light is not just displayed on its surface; if something threatens the jokhu, it will lash out with its light, either in a long, continuous stream or in short bursts. These "light lances" have additional effects, with people hit by the longer beams suffering worse consequences. Typically, a jokhu will try to hit all foes first with the short beams, possibly to scare them off or to test how strong they are. Then it will follow up with the longer beams against any individual still attacking it. Fortunately, jokhu seem to be able to distinguish what is aggressive behavior and what is not and do not typically force a fight. Most jokhu appear to be studying the world around them, but it is hard to differentiate this from just drifting around. How they observe the world through their bubble is not known.

Jokhu have been reported in a variety of colors, with some showing multiple colors. Of the multi-colored jokhu, there are two types: radiating, which slowly change colors from the inside out, and prismatic, which have different colors all over their bodies in fixed locations. No one is quite sure if these are different species or variations or are simply a natural progression of the johkus as they age.

ADVICE FROM AN OLD RASHER

I encountered a jokhu once, and every time I relive it, I feel my adrenaline spike.

I was out minding my own business after having done a successful delve into the undercity of Penance. I had decided to take a walk through a nearby field, just enjoying the dusk, when I saw this glowing orb drifting low to the ground. My curiosity compelled me to investigate, so I began to walk towards it. A few dozen feet away, I sensed something was wrong. I froze and realized that there was no sound-no wind in the grass and trees, no birds singing, nothing. The orb was a rainbow of colors, and it looked like a cross between a gemstone the size of my head and gigantic bug eyes. It started to float near me, and it shifted colors through what looked like a pattern. I didn't move, and it came closer. That's when I felt it-my heart skipped. Not just once, but dozens of times. I was having a heart attack. I tried to scream, but no sound came out, and the orb just glowed a bit brighter. I remember collapsing, and then things get vague. I'm pretty sure it came even closer and my limbs started locking, like they all got cramps at the same time. It may have done a dance of some sort, floating around erratically, or that may have been the dizziness that came over me.

It left at some point after I blacked out from the pain, and it took me days to recover. I only got back to the town because of a couple of friends came out looking for me. All I remember after that are the images of ancient buildings and secret alcoves of treasure. When I recovered, I started my true career as a rasher.

KARNOS

A massive, demon-faced hulk of muscle and horn towers before you. Its sneer and its heavy, well-worn weapon easily give away that this creature lives only for the thrill and gore of battle. Jul late

	VARIACE FOOT COLDER	MADNOS VETERAN	
CR	KARNOS FOOT SOLDIER	KARNOS VETERAN 8	KARN9S BATTLEPRIEST 14
Size		Large	Large
	Large Humanoid	Humanoid	
Туре			Humanoid
XP	800	4,800	38,400
Init/Senses	Init +1; Senses Perception +5	Init +2; Senses Perception +16	Init +2; Senses Perception +26
Defense	the second second second		
AC	16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)	17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)	17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)
HP	32 (3d12+12)	114 (10d12+50)	225 (18d12+108)
Saves	Fort +6, Ref +2, Will +0	Fort +11, Ref +5, Will +2	Fort +16, Ref +8, Will +6
Special	A CARLER AND A COMPANY	DR 2/—	DR 6/-
	none		
Offense	10.6	40 ft.	40 ft.
Speed	40 ft.		
Attacks	Melee totem weapon +7 (2d8+7), bite +2 (2d6+2) or bite +5 (2d6+5), 2 claws +0 (1d6+2)	Melee totem weapon +20/+15 (2d8+14) or bite +17 (2d6+8), 2 claws +12 (1d6+4)	Melee totem weapon +29/+24/+19 (2d8+17) or bite +26 (2d6+9), 2 claws +21 (1d6+4)
Space	10 ft.; Reach 10 ft.	10 ft.; Reach 10 ft.	10 ft.; Reach 10 ft.
Special Atks	rage	rage	greater rage
Rage Powers	no escape	knockback, no escape, raging leap- er, smasher, superstitious	come and get me, increased damage reduc- tion x2, knockback, no escape, raging leaper, roused anger, smasher, superstitious
Statistics		and the second sec	
Stats	Str 20, Dex 12, Con 16, Int 8, Wis 8, Cha 8	Str 26, Dex 14, Con 18, Int 10, Wis 9, Cha 8	Str 28, Dex 14, Con 20, Int 10, Wis 10, Cha 12
Base	Atk +3; CMB +9; CMD 20	Atk +10; CMB +19; CMD 31	Atk +18; CMB +33; CMD 45
Feats	Power Attack, Toughness	Cleave, Great Cleave, Power Attack, Toughness, Weapon Focus (totem weapon)	Cleave, Combat Reflexes, Dazzling Display, Great Cleave, Improved Vital Strike, Power Attack, Tough- ness, Vital Strike, Weapon Focus (totem weapon)
Skills	Acrobatics +5, Intimidate +10, Per- ception +5, Survival +5	Acrobatics +14, Intimidate +16, Per- ception +16, Survival +14	Acrobatics +24, Intimidate +22, Per- ception +26, Survival +24
Languages	Battlespeak, Common	Battlespeak, Common	Battlespeak, Common
Special Qualities	armor skin, trap sense +1, totem weapon	armor skin, improved uncanny dodge, indomi- table will, trap sense +3, totem weapon	armor skin, improved uncanny dodge, indomitable will, tireless rage, trap sense +6, totem weapon
and the second			

Ecology

Environment plains, deserts, hills

Organization pair or pack (3-12)

Treasure none

plains, deserts, hills pair or pack (3-12) none

plains, deserts, hills pair or pack (3-12) none

Special Abilities

Armor Skin (Ex): The unusual hide of the karnos grants them a +6 natural armor bonus. They are incapable of wearing armor of any kind that is not specially crafted for their immense frame.

Totem Weapon (Ex): So immersed is the karnos culture in the arts of war that they are capable of taking the cast off remnants of old weapons, armors, and trash, and fashioning them into a weapon unique to their individual personality. This weapon bears a personal connection to the crafter, as it embodies his martial soul and a signature of his ability to survive. Such a weapon deals damage as a large bastard sword (2d8), the type of which is determined at the weapon's creation. The totem weapon also gains a +1 attack and damage bonus for every 4 levels of its creator. Thus a 15th level karnos can construct a slashing, bludgeoning, or piercing totem weapon that has an inherent +3 bonus to attack and damage. Only one totem weapon can be possessed at a time. If it is lost, destroyed, or if a different damage type is desired, a new totem weapon can be crafted, taking a week and the necessary components.

THE KARNOS

A relatively recent addition to the tumultuous domain of Arena, the karnos are an alien race that lives for honor and the chaotic din of war and little else. Unlike many of the creatures that have been pulled into the Forge by the Flock, the karnos actually sought out the War Maiden of Arena and requested access to Arena after learning of its existence. In a quest to replace their deceased goddess of war, the powerful priests of the karnos scoured the cosmos through mighty magic. After centuries of searching, the high clergy of the karnos finally discovered Barbello, and implored her to bring their race to the Forge. Piqued and intrigued, the Mask of Fury acquiesced (in the minds of the karnos) and pulled a force 20,000 strong into one of the foulest, harshest parts of Arena—the Sandmyre. Located in the northwest reaches of Arena, near the border to Anvil, the Sandmyre (or Sea of Sand) is a wide swath of desolation that makes the rest of the barren domain look positively inviting. Inhabited by ravenous beasts known as sand sovereigns, Barbello thought this region would prove a fitting test for the karnos. These savage, brutal folk not only survived the rigors of the Sandmyre, but also thrived within it; it was as if they had been transported to the glorious afterlife of their own mythology, a land of endless battle and eternal opportunities to prove their martial prowess. The karnos worship the Oath, seeing it as the divine device that allows them to live in this paradise. They have discovered that worshipping Barbello brings her wrath, so, every two years, the best fighters stand in the open amidst their brethren and offer a prayer—more lip service than any actual worship—to Barbello, who appears and immediately attacks. It is considered a great honor to fight the bearer of the Oath, and Barbello seems to enjoy the ritual.

Standing at an average of 9-10 feet tall, the massively built and heavily muscled karnos are terrible to behold from a standpoint of sheer girth and height—not to mention their fearsome visages. The face of a karnos is dominated by three features: a large, fang-filled maw; a set of three, deep seated eyes; and a trio of massive, swept-back horns that literally compose the bulk of the creature's skull. These serrated horns not only sweep back past the karnos' head but also run down the length of its back in an odd skin-and-bone combination to form a wickedly barbed form of limited plate armor.

This armor-skin sprouts from the karnos' back and runs along the back of their tremendously muscled arms to form spiky, bony gauntlets that end in three massively clawed digits. The bulky shoulders and barrel-like chests of these creatures are pale in color and are generally kept free of clothing but are adorned with strange tattoos and pictograms. At their waist, the armor-skin again makes an appearance, wrapping around from the creature's back, and is supplemented with a shaggy coat of fur ringlets. This fur gradually descends over the tree-trunk-like legs (growing thinner over the calf and thigh) and resumes its thickness as it approaches the ankle and heel. The feet of the karnos are actually tri-cloven hooves, very wide and splayed, allowing for speed and mobility on nearly any surface.

Karnos wear no clothing or armor of any kind, but are fond collectors of unusual and unique weapons. From these collections the karnos manufacture their totem weapons. Though piecemeal in appearance, these weapons are immense and vicious looking, and are the sole possessions the karnos hold dear for they relate their history of personal battle.

Female karnos are typically less jagged and spiky-looking than the males and are slightly smaller. Otherwise, to the untrained eye, they are identical.

The karnos' eternal search for battle and a chance to prove their might leads them to classify those they come into contact with in one of two ways: battle-mate or enemy. They always assume the latter, but if they ever encounter the former, they are honor-bound to protect and aid them as best they can. Becoming a battle-mate requires saving a karnos from certain death through an act of bravery and honor in battle. Once spared death, the karnos is forever bound by tradition to his savior. This social mechanism knits a close community amongst the karnos, but one in which outsiders can enmesh themselves.

Karnos as a race display a propensity for chaos and eager butchery, with a curious sense of battle etiquette that at times seems contradictory. This ethical behavior is battle-related and does not seep into the mundane affairs of their general lives. When locked in combat, a karnos will never take the life of someone who is unconscious or otherwise cannot defend themselves. These souls are seen as treading the gray path between worlds, and to kill them would cause them to rise as a spirit to torment their slayer. Because of this, it is common for karnos warriors to collect unconscious foes on the battlefield only to dispatch them once they wake up.

ADVICE FROM AN OLD RASHER

Nothing is more battle-hungry than a karnos. Nothing. You want to die? Go visit the karnos. You want to live? Don't.

There is one exception. If you can somehow get on their good graces, go see their fights with Barbello. Happens every couple of years. You've never seen such carnage! And I guarantee that you'll never see such a bloodbath with the people at both the giving and receiving ends smiling the whole time. The audience gets into it, too, howling for more death and more blood, and you just get swept up in the moment. And at the end, everyone eats the losers. I still haven't decided if that was one of the most disturbing things I've seen, or the most fun.

KINE

The animal before you looks like someone took a camel and a chameleon and mixed them together. Incorrectly.

and the			
	KINE. AVERAGE	KINE. WAR	KINE. MUTANT
CR	5	8	15
Size	Large	Large	Huge
Туре	Animal	Animal	Magical Beast
XP	1,600	4,800	51,200
Init/Senses	Init +0; Senses tremorsense 60 ft.; Perception +10	Init +0; Senses tremorsense 60 ft.; Perception +14	Init +3; Senses tremorsense 60 ft.; Perception +16
Defense		and the second s	and the second sec
AC	19, touch 9, flat-footed 19 (+10 natural, -1 size)	23, touch 9, flat-footed 23 (+14 natural, -1 size)	32, touch 9, flat-footed 19 (+3 Dex, +21 natural, -2 size)
HP	29 (3d8+15); regeneration 5 (fire, cold)	67 (7d8+35); regeneration 5 (fire, cold)	150 (13d10+78); regeneration 15 (sonic, force)
Saves	Fort +8, Ref +3, Will -2	Fort +10, Ref +5, Will -1	Fort +20, Ref +11, Will +2
Offense			
Speed	60 ft.	60 ft.	60 ft.
Attacks	Melee bite +6 (1d8+7 plus grab)	Melee bite +11 (1d8+10 plus grab)	Melee 5 bites +23 (2d8+12 plus grab)
Space	10 ft.; Reach 10 ft.	10 ft.; Reach 10 ft.	15 ft.; Reach 15 ft.
Special Attacks	spit (DC 18), swallow whole (2d6+2 crushing and 6 acid damage, AC 15, 3 hp), tail grab, tongue whip	spit (DC 21), swallow whole (3d6+6 crushing and 10 acid damage, AC 17, 7 hp), tail grab, tongue whip	spit (DC 24), swallow whole (4d6+6 crushing and 20 acid damage, AC 20, 3 hp), tail grab, tongue whip
Statistics			
Stats	Str 21, Dex 10, Con 21, Int 2, Wis 3, Cha 2	Str 24, Dex 10, Con 21, Int 2, Wis 3, Cha 2	Str 35, Dex 18, Con 23, Int 13, Wis 7, Cha 8
Base	Atk +2; CMB +8; CMD 18	Atk +5; CMB +13; CMD 23	Atk +13; CMB +27; CMD 40
Feats	Alertness, Run	Alertness, Improved Overrun, Power Attack, Run	Alertness, Combat Reflexes, Greater Overrun, Improved Overrun, Power Attack, Run, Stealthy
Skills	Perception +10, Stealth +14 Racial Modi- fiers +12 bonus to Stealth, +8 to Perception	Perception +14, Stealth +18 Racial Modi- fiers +12 bonus to Stealth, +8 to Perception	Acrobatics +10, Perception +16, Stealth +16 Racial Modifiers +12 bonus to Stealth, +8 to Perception
Ecology			
Environment	any land	any land	any land
Organization	solitary, pair, or herd (6-15)	solitary, pair, or herd (6-15)	solitary or pair
Treasure	none	none	none
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Spit (Ex): A kine can be trained to spit a large wad of mucous at an opponent's feet. Anyone hit with this mucous must succeed at a Reflex save (DC [see above]) or become glued to the spot (as per an *entangle* spell, but limited to a duration of three rounds). This ability is a ranged touch attack with a range increment of 15 feet. A kine may spit once per round.

Tail Grab (Ex): As a full-attack action, a kine can attempt to grab an opponent with its long, dexterous tail without provoking an attack of opportunity. If this attack succeeds, the opponent is firmly contained in the tail's coil, and is considered *grappled*. Kine can elect to drop a held creature as a free action.

Tongue Whip (Ex): A kine can lash out with its long, sticky tongue in an attempt to grab its opponents or prey. This formidable natural weapon can strike up to 20 feet away. If the kine hits with its tongue, its sticky surface immediately adheres to its opponent's body. This strike deals no damage, but draws the stuck opponent to the kine's mouth (no attack of opportunity) unless the opponent performs a successful Escape Artist check or Strength check opposed by the kine's CMB roll. The kine may then either bite the creature or attempt to swallow it whole.

THE KINE

The kine is the iconic mount of the domain of Arena, and one of the most important animals on the Forge. Kine are unique to the Forge and are almost exclusively seen amongst the sands of the red desert. Their unusual physical characteristics and abilities make them perfectly adapted to the harsh conditions of Arena. Kine are domesticated and are considered priceless in the eyes of many warlords. In fact, kine are so highly prized that the export of a kine from Arena is a punishable offense in many areas—sometimes by death.

Physically, kine are a bizarre combination of a camel and a giant chameleon, with all of the worst personality traits of each accentuated. The beasts are truculent, indignant, smelly, and loathsome, and are often known to attack their riders for no reason at all. Their value, though, is in their unique abilities to survive in the desert and to serve as formidable mounts and beasts of burden, making them nearly perfect for the harsh, war-torn fields of Arena.

A kine is a giant lizard with a body shaped much like that of a camel. Down its back run two rows of tough plates of cartilage, resembling those of some dinosaurs. The kine's skin is covered with thick, pebble-like scales. These scales constantly change both in color and texture as the beast moves from one environment to another, providing camouflage. A long, prehensile tail runs out behind the kine, but is usually kept coiled and tucked neatly beneath the creature's belly. When extended to its full length, the tail is easily twice the length of the kine's massive body. The kine's tail is used both for balance and as an effective weapon in combat.

The kine's neck is roughly the same length as the body and sports a small, bullet-shaped head. Two massive, bulging eyes, which are situated on either side of the creature's head, serve to guide it through the stinging sands of Arena. Each eye is conical in shape, is able to move independently, and has an incredible 180-degree range of vision, thus giving the creature all-around vision. A set of small, airtight, nostril slits sit above a large mouth that runs nearly to the creature's neck and that is filled with small, peg-like teeth. Within the kine's gaping maw is a long, elastic, purplish tongue that it uses to snare its prey. This remarkable organ can move with lightning speed and fantastic precision and can distend up to twice the length of the creature's entire body.

A rider can be mounted cross-legged upon the kine's back in a specially crafted, webbed harness, with its straps anchored between two of the shield-like plates. This rigging is known as a kine casket, as the harness configuration is so secure that warriors, once slain in battle, will remain upon the kine's back until removed.

In combat, trained kine bring all of their abilities and qualities to bear in a frightening display of combative prowess. While camouflaged, they can entangle opponents from a distance with their spittle, then close and follow up with tongue whip and swallow whole attacks as one coordinated and fluid attack. If cornered, the kine will rely upon its strong bite as a last resort. When outnumbered (or when commanded by its handler) the kine can use its tail to grapple and capture opponents for dealing with later. Wild, untrained kine generally retreat when threatened, using camouflage to ensure their safety.

Recently, a new type of kine has appeared sporadically among the herds. These mutants are born with five heads. This mutant kine draws on and combines the brainpower of all five of its heads, giving it a collective intelligence much greater than a typical animal. These mutants are much larger than typical kine, and they tend to exhibit other unusual properties as well, such as being weak against force effects and sonic attacks instead of fire and cold. No one is quite sure what causes these rare mutations, and most are killed at birth by superstitious handlers as evil omens.

ADVICE FROM AN OLD RASHER

Kine are the perfect herd animal for three reasons. First, they are dumb, but not so dumb as to be a danger to anyone. And they are smart enough to protect themselves from predators. Second, they are actually effective at defending themselves and hiding, so you can leave the herd alone for days and find them all safe and sound when you return. And third, they are profitable. Kine farming is a pretty lucrative industry. So if you plan on retiring, kine farming is a wonderful option for those rashers who need a job that involves hours of laying around and standing in spit.

KITH Before you stands a massive feline with long, lanky legs, fierce teeth and claws... and a saddle.

	And the second s		
	KITH, COMMON	KITH, RACING	KITH. BATTLE
CR	2	2	3
Size	Large	Large	Huge
Туре	Animal	Animal	Animal
XP	600	600	800
Init/Senses	Init +3; Senses low-light vision; Perception +5	Init +5; Senses low-light vision; Perception +5	Init +4; Senses low-light vision; Perception +8
Defense	the fait of the second		
AC	15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)	17, touch 14, flat-footed 12 (+5 Dex, +3 natural, -1 size)	17, touch 13, flat-footed 12 (+4 Dex, +4 natural, +1 dodge, -2 size)
HP	23 (3d8+9)	23 (3d8+9)	43 (5d8+20)
Saves	Fort +7, Ref +6, Will +1	Fort +6, Ref +8, Will +1	Fort +8, Ref +8, Will +2
Offense			
Speed	45 ft., climb 15 ft.	60 ft., climb 15 ft.	50 ft., climb 10 ft.
Attacks	Melee 2 claws +5 (1d6+4), bite +0 (1d4+2)	Melee 2 claws +4 (1d6+3), bite -1 (1d4+1)	Melee 2 claws +8 (1d6+5), bite +2 (1d4+2)
Space	10 ft.; Reach 10 ft.	10 ft.; Reach 10 ft.	15 ft.; Reach 15 ft.
Statistics			
Stats	Str 18, Dex 17, Con 16, Int 2, Wis 13, Cha 8	Str 16, Dex 21, Con 16, Int 2, Wis 13, Cha 8	Str 20, Dex 19, Con 18, Int 2, Wis 13, Cha 8
Base	Atk +2; CMB +7; CMD 20	Atk +2; CMB +6; CMD 21	Atk +3; CMB +9; CMD 23
Feats	Fleet, Run	Fleet, Run	Dodge, Endurance, Weapon Focus (claws)
Skills	Acrobatics +11, Climb +16, Perception +5, Stealth +4, Survival +5 Racial Modifiers +4 bonus to Acrobatics and Perception, +8 bonus to Climb	Acrobatics +13, Climb +15, Perception +5, Stealth +6, Survival +5 Racial Modifiers +4 bonus to Acrobatics and Perception, +8 bonus to Climb	Acrobatics +12, Climb +17, Perception +8, Stealth +2, Survival +5 Racial Modifiers +4 bonus to Acrobatics and Perception, +8 bonus to Climb
Special Qualities	homing	homing	homing
Ecology			
Environment	warm plains, cities, or deserts	warm plains, cities, or deserts	warm plains, cities, or deserts
Organization	domesticated	domesticated	domesticated
Treasure	none	none	none

Homing (Ex): A kith has a strong intuitive sense as to the location of its stable and is skilled at finding its way home through the winding streets of Penance. This allows kith to be hired out easily, as a rider can get to where he wants to go, and then let his kith find its own way back to its master. Kith riders often rely on their steeds to take them safely home, especially if they are inebriated or otherwise incapacitated. Kith normally home in on the stable of their birth unless they are specially trained to a new location. Such training requires a week to complete and a successful Handle Animal check (DC 17).

Carrying Capacity: A light load for a kith is up to 250 pounds; a medium load, 251–500 pounds; a heavy load 501-750 pounds. A kith can drag up to 3,750 pounds.

THE KITH

The kith is the iconic mount of the Forge. A kith is a large and trustworthy domesticated feline. It is long and sleek, with short fur and padded paws with retractable claws. Kith have longer necks than most cats and have longer, more narrow heads, with a full mouth of omnivorous teeth. They are used as steeds in Penance, as their padded paws are better suited than hooves for the cobblestones and hard roads of the city. Kith are also renowned for their homing abilities, which makes them especially useful in the city environment.

Kith can feed on either vegetation or meat. In Penance, kith are normally fed hay or other common grasses. Often their diet is augmented by the flesh of fish or small pest animals, such as rats or mice. Kith have bright, pleasant personalities and often bond closely with their masters. They can be loyal and often protect the bodies of their fallen riders in combat. Kith are the most common type of steed in Penance, and they are used both as mounts and as beasts of burden.

With their sharp claws, kith are also adept climbers. A kith can climb even when it bears a rider. The vertical nature of the Pedestal makes having a kith essential to getting around. A kith with a light load suffers no climb penalty; a kith with a medium load suffers a -4 circumstance penalty to climb checks, and a kith with a heavy load suffers a penalty of -8. A kith dragging a load cannot climb at all.

Any creature trained in riding a mount finds riding a kith a simple task. (All of the rules of the Ride skill still apply.) Kith are domesticated and rarely enter combat unless threatened or commanded to do so by their riders. When in combat, they attack with their foreclaws and their teeth. Kith are both strong and swift, making them dangerous opponents. A kith can attack while being ridden if its rider succeeds at a Ride check (DC 10).

ADVICE FROM AN OLD RASHER

Respect your kith. I know, I know—you hear that from everyone. But talk to any rasher who has done the job for more than a year, and they'll stress the same thing. A good kith mount will make sure that you get back to the inn after a celebration at an upscale tavern or funeral at the church—or any other time you aren't paying attention. They will make sure, even when you are unconscious, delirious, paralyzed, barely able to sit upright, or even asleep, that you get back home safely. Without a good kith mount, your adventure where you barely survived a fight with an elder dragon will go unknown because you got lost and died of dehydration on the way back.

That being said, pay attention when you are heading *to* your next adventure. Kith like to head home, and are known to have brought more than a few seeds back to their starting location within a few hours because they didn't pay attention to where their kith were going.

KYTUS

A pack of feral dog-like animals races toward you, hard exoskeletons shielding their vulnerable places. Their movements seem oddly synchronized, as if they are merely blurred images of one another.

	KYTUS YOUTH	KYTUS	KYTUS. HIVE MIND
CR	4	5	7
Size	Medium	Medium	Medium
Туре	Magical Beast	Magical Beast	Magical Beast
XP	1,200	1,600	3,200
Init/Senses	Init +4; Senses darkvision 60 ft., low light vision; Perception +9	Init +4; Senses darkvision 60 ft., low light vision; Perception +10	Init +4; Senses darkvision 60 ft., low light vision; Perception +11
Defense			
AC	19, touch 14, flat-footed 15 (+4 Dex, +5 natural)	20, touch 14, flat-footed 16 (+4 Dex, +6 natural)	29, touch 11, flat-footed 24 (+3 Dex, +16 natural)
HP	34 (4d10+12)	43 (5d10+15)	51 (6dl0+18)
Saves	Fort +7, Ref +8, Will +2	Fort +7, Ref +8, Will +2	Fort +8, Ref +9, Will +3
Offense	S A DECAR		
Speed	40 ft.	45 ft.	45 ft.
Attacks	Melee bite +7 (1d8+4)	Melee bite +8 (1d8+4)	Melee bite +10 (1d8+6)
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.
Special Attacks	attack as one	attack as one	attack as one, breathe as one
statistics			
Stats	Str 16, Dex 19, Con 16, Int 2, Wis 12, Cha 7	Str 16, Dex 19, Con 16, Int 2, Wis 12, Cha 7	Str 18, Dex 19, Con 16, Int 2, Wis 12, Cha 7
Base	Atk +4; CMB +7; CMD 21	Atk +5; CMB +8; CMD 22	Atk +6; CMB +9; CMD 23
Feats	Alertness, Power Attack	Alertness, Fleet, Power Attack	Alertness, Fleet, Power Attack
Skills	Acrobatics +9, Perception +9, Stealth +10	Acrobatics +10, Perception +10, Stealth +10	Acrobatics +10, Perception +11, Stealth +11
cology			
Environment	temperate plains and hills (Penance)	temperate plains and hills (Penance)	temperate plains and hills (Penance)
Organization	team (4-16) or pack (6-60+hive mind)	team (4-16) or pack (6-60+hive mind)	team (4-16) or pack (6-60+hive mind)
Treasure	None	none	none
The strength			

Attack as One (Ex): A pack of kytuses has a uniquely shared mind, somewhat akin to that of an anthill. Each individual in the pack is aware of what the other members of the pack are doing at all times, as if they were different limbs of the same body. When more than one kytus is attacking a single target, their attacks are coordinated, so that each one attacks at precisely the same instant. This makes it extremely difficult for an opponent to dodge or block the kytuses' attacks. For each additional kytus past the first that attacks the same target, each kytus attacking the target gets a +2 circumstance bonus to its attack roll. For example, if eight kytuses attack a single human at once, each kytus receives a +14 bonus to its attack roll. A kytus may use its Power Attack feat in conjunction with this ability, making it an extremely deadly foe.

Breathe as One (Ex): A kytus hive mind takes the coordination inherent to kytuses and increases its potency. In addition to the benefits from the attack as one ability, each kytus in its pack also gains the following for each kytus within 10 feet of it that shares its same mind:

- +1 base attack
- +1 damage
- +1 dodge AC bonus
- +1 CMB
- +1 CMD
- +1 on Stealth and Perception checks

Thus, a kytus surrounded by five pack members would gain +5 AC, +5 on Stealth and Perception checks, +5 to attack and damage rolls, +5 to CMB checks, and +5 to CMD. These benefits last as long as the kytus hive mind lives and is no more than 100 yards from the pack.

THE KYTUS

Packs of kytuses roam and terrorize the fertile fields, rolling hills, and open plains of Penance. They are a severe problem for merchant caravans and small parties of travelers and are one of the reasons why most travel in Penance is done on the rivers. These ferocious predators look much like coyotes, except for the chitinous plates that line their backs. The most dangerous feature of the kytus is its hive-like mind that allows the entire pack to think like a single individual. These creatures are able to coordinate their attacks against a single opponent, allowing them to decimate

creatures far larger than themselves with frightening ease. Packs of kytuses are endemic in Penance and generally only attack creatures of medium size or larger.

A lone kytus is impossible to find, unless the rest of its pack or team has been slaughtered. Kytuses feel safe in their groups and never separate from the pack. Occasionally, a pack will send out a smaller team to reconnoiter an area and look for food, but otherwise the creatures are only encountered in large numbers. Kytuses prefer to attack large prey, as the larger the target, the more kytuses can attack at a single time, which is the pack's main advantage. If attacking a group of individuals, the pack will generally focus its attack on a single member of the group, with pack members only attacking other members of the group if they physically can't get at the first. If the pack is in danger of being destroyed, it will sacrifice some of its members to stay behind and engage opponents while the bulk of the pack flees.

ADVICE FROM AN OLD RASHER

Isolation is the key when fighting kytuses. Get one by itself, and you're much less likely to get torn to shreds. The problem is that their hive mind makes sure they don't let any of their group get separated like that. The next best option is to make sure you don't get completely surrounded. Limit the number you face—find a corner, a narrow cave or crevice, anything to prevent them from all attacking you at once. However, they like to attack in the open, so that doesn't work too well, either.

The third best option if you have to fight is to fight back to back. Get your group together, form a circle, and face outwards. Keep the kytuses from swarming any one person. Have a healer in the center going around, if you have a big enough group. If you see one move a bit faster than the others, kill it first. That's their hive mind. Depending on how big the pack is, you may just survive long enough and do enough damage to make them look elsewhere for easier prey. But probably not.

LECTOR

A grim skeleton with an odd collection of dreck adorning it walks towards you, its eye sockets fixed on a single item in your possession. An almost tangible aura of evil surrounds it.


		and the second sec	and the stand
	IECTOR	IECTOR, OLD	ECTOR, VENERABLE
CR	9	18	23
Size	Medium	Medium	Large
Туре	Undead	Undead	Undead
XP	6,400	153,600	820,000
Init/Senses	Init +5; Senses darkvision 60 ft.; Perception +14	Init +6; Senses darkvision 60 ft.; Perception +25	Init +6; Senses darkvision 60 ft.; Perception +36
Defense			
AC	27, touch 21, flat-footed 21 (+5 Dex, +6 natural, +1 dodge, +5 profane)	42, touch 27, flat-footed 35 (+6 Dex, +15 natural, +1 dodge, +10 profane)	61, touch 36, flat-footed 54 (+6 Dex, +25 natural, +1 dodge, +20 profane, -1 size)
HP	74 (10d8+30)	150 (20d8+60)	225 (30d8+90)
Saves	Fort +10, Ref +8, Will +4	Fort +15, Ref +12, Will +8	Fort +20, Ref +16, Will +13
Special	Immune undead traits	Immune undead traits	Immune undead traits
Offense		A STATE AND A STAT	Canal And
Speed	30 ft., climb 20 ft.	30 ft., climb 20 ft.	30 ft., climb 20 ft.
Attacks	Melee 2 claws +14 (1d8+9), bite +12 (1d6+7+curse (DC 17))	Melee 2 claws +29 (1d8+14), bite +27 (1d6+12+curse (DC 25))	Melee 2 claws +47 (1d8+28), bite +45 (1d6+24+curse (DC 30))
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	10 ft.; Reach 10 ft.
Statistics			
Stats	Str 18, Dex 20, Con —, Int 14, Wis 12, Cha 17	Str 18, Dex 22, Con —, Int 15, Wis 14, Cha 17	Str 26, Dex 22, Con —, Int 16, Wis 16, Cha 17
Base	Atk +7; CMB +11; CMD 26	Atk +15; CMB +19; CMD 35	Atk +22; CMB +31; CMD 47
Feats	Alertness, Combat Expertise, Com- bat Reflexes, Dodge, Multiattack	Alertness, Combat Expertise, Combat Reflexes, Dodge, Greater Disarm, Greater Trip, Improved Disarm, Improved Trip, Multiattack, Stealthy	Alertness, Combat Expertise, Combat Reflexes, Dodge, Greater Disarm, Greater Reposition, Greater Trip, Improved Disarm, Improved Reposition, Im- proved Trip, Mobility, Multiattack, Power Attack, Skill Focus (Knowledge (arcana)), Spring Attack, Stealthy
Skills	Disable Device +18, Intimidate +16, Knowledge (ar- cana) +15, Perception +14, Spellcraft +15, Stealth +18	Disable Device +29, Intimidate +26, Knowledge (ar- cana) +25, Perception +25, Spellcraft +25, Stealth +31	
Special Qual	greater darksight, 60 ft., profane aura, sense bad juju	greater darksight, 60 ft., profane aura, sense bad juju	greater darksight, 60 ft., profane aura, sense bad juju
Ecology	CHARLES AND THE REAL PROPERTY OF		
Environment	any	Any	any
Organization	solitary	Solitary	solitary
Treasure	special (see text)	special (see text)	special (see text)
		109	

Curse (Su): The profane aura that surrounds a lector's head empowers its bite attacks with deadly magic. Anyone bit by a lector must make a Will save (DC [see above]) or be cursed (as *bestow curse*). The lector may choose which of the three standard curses to bestow on its victim each time it bites him. Typically, a lector uses the befuddlement curse, where its opponent is unable to act 50% of the time.

Greater Darksight (Su): A lector receives the effect of a permanent *greater darksight* spell from its profane aura, giving it darkvision to a range of 60 feet, as well as the ability to see in all forms of magical darkness, including deeper darkness.

Profane Aura (Su): As a lector gathers items of power around it, it begins to acquire an aura of profane energy. In appearance, this aura makes it look as if the creature's head is engulfed in flames. The aura serves both to protect the creature as well as to empower its attacks and damage rolls. The strength of the aura is equal to half the lector's Hit Dice, rounded down and is added to all attack rolls, damage rolls, saving throws, and to the creature's Armor Class. These adjustments have been made in the stat blocks above.

Sense Bad Juju (Su): If a lector comes within a 100 feet of an object considered by the GM to have an evil taint, it feels a psychic tug in the direction of the item. The range of this ability may be extended with particularly evil objects.

THE LECTOR

Lectors are intelligent undead creatures that spend their days scouring the lost city and undercity areas of Penance, looking for items imbued with powerful negative psychic auras, which they then use to augment their physical bodies. It is not entirely known how a lector forms, though it is believed that a lector is created when an ordinary skeletal undead creature comes into contact with a powerful evil object. The skeleton is then endowed with a powerful intelligence and a desire to seek out and find other such items and absorb them into its collection. The items that the lector acquires bestow it with intense power, making it a dangerous and frightening opponent.

The objects that lectors seek are unique, and need not be magical in nature; they must simply have histories involving evil acts. A lector may be attracted to a kitchen knife that a woman used to murder her husband, a teddy bear that was used to smother a child, a manacle that kept a slave imprisoned for 40 years, or a toy that caused one child to push another out of a window in a fit of greed. Weapons are the most common types of objects sought, especially those that have been used to kill good creatures. The typical rasher is a common target for a lector, as his equipment often contains any number of magic items of dubious provenance.

Once a lector acquires such an item, it attaches it somehow to its grotesque body. Lectors often add knives and blades to their claws and teeth, embellishing their already cruel and wicked nature. Other items are tied on or wedged between bones, often left dangling strangely. As a lector acquires objects, it takes on their evil energies, becoming more and more powerful. A lector has no lair, but if it is ever destroyed, it leaves its objects behind as a form of treasure. These items are equivalent to standard treasure for the creature, but all magical items in the horde are cursed, and all non-magical items—if not cursed as well—are sure to call down bad luck to anyone who takes them.

A lector roams at random, following its ability to sense powerful magic items of evil taint. When it picks up on an aura, it moves toward it, attacking and killing anything that makes an effort to prevent it from getting what it wants. It slices foes to bits with sharp claws and pierces and curses them with its jagged teeth. A lector fights to the finish and never retreats or flees once a fight has begun. Lectors are not stupid, and if they feel greatly outmatched by an opponent, they can be quite patient, remaining in hiding and waiting for the right opportunity to strike.

ADVICE FROM AN OLD RASHER

You will never find a greater font of knowledge about cursed magical items than an old lector. You will never find a greater collection of evil items than that attached to an old lector. And you should pray that you never encounter one. No one knows how they infuse the evil of those items into their bodies. No one really wants to. Just seeing one will cause even the most dedicated of scholars to change their mind about studying them. I was recruited once to kill one that was building its own cult. It had all of three cultists after several years of effort, and they were really more prisoners than cultists.

What I learned from that experience was two things. First, the more items you see in it, the harder it is to hit. Trying to move through that aura is like moving through a cloud of honey. Spells are probably your best bet, but not with anything they can resist. That aura protects them from those, too. Second, don't get close. Their bite isn't just painful, it's a conduit for their corrupted magics. It's not a pleasant experience.

UKAX

The two creatures before you are identical: six legs connecting to a spindly body topped by a bulbous head that opens to reveal misshapen, thrashing, barbed tentacles.

	And		
CT	LUKAX. TWIN	UKAX, TWIN SURVIVOR	LUKAX, SINGLE BORN
CR	8	9	16
Size	Medium	Medium	Huge
Туре	Aberration	Aberration	Aberration
XP	4,800	6,400	76,800
Init/Senses	Init +2; Senses blindsight 120 ft.; Perception +15	Init +6; Senses blindsight 120 ft.; Perception +15	Init +0; Senses blindsight 120 ft.; Perception +20
Defense	And the second second		
AC	22, touch 12, flat-footed 20 (+2 Dex, +10 natural)	22, touch 12, flat-footed 20 (+4 Dex, +10 natural, +4 dodge)	31, touch 8, flat-footed 31 (+23 natural, -2 size)
HP	90 (12d8+36); fast healing 5	90 (12d8+36); fast healing 10	324 (24d8+216); fast healing 10
Saves	Fort +7, Ref +6, Will +12	Fort +7, Ref +8, Will +12	Fort +16, Ref +9, Will +18
Offense			
Speed	30 ft.	60 ft.	30 ft.
Attacks	Melee 4 tentacles +16 (2d6+6 plus grab)	Melee 4 tentacles +18/+18 (2d6+6 plus grab)	Melee 4 tentacles +32 (4d6+14 plus grab/19-20)
Space	5 ft.; Reach 10 ft.	5 ft.; Reach 10 ft.	15 ft.; Reach 15 ft.
Special Atks	constrict (2d6+6), tentacle whip	constrict (2d6+6), tentacle whip	constrict (4d6+14), tentacle whip
Statistics			
Stats	Str 22, Dex 15, Con 16, Int 6, Wis 18, Cha 4	Str 22, Dex 19, Con 16, Int 6, Wis 18, Cha 4	Str 38, Dex 11, Con 26, Int 6, Wis 18, Cha 4
Base	Atk +9; CMB +15 (+19 grapple); CMD 27	Atk +9; CMB +15 (+19 grapple); CMD 27	Atk +18; CMB +32 (+36 grapple); CMD 42
Feats	Alertness, Cleave, Great Cleave, Improved Natural Weapon (tentacles), Power At- tack, Weapon Focus (tentacles)	Alertness, Cleave, Combat Reflexes, Great Cleave, Greater Lighting Reflexes, Improved Initiative, Improved Natural Weapon (tentacles), Lighting Reflexes, Power Attack, Weapon Focus (tentacles)	Alertness, Awesome Blow, Bleeding Critical, Cleave, Critical Focus, Great Cleave, Im- proved Critical (tentacles), Improved Natural Weapon (tentacles), Power Attack, Strike Back, Toughness, Weapon Focus (tentacles)
Skills	Climb +15, Perception +15, Stealth +10, Swim +15	Climb +15, Perception +15, Stealth +12, Swim +15	Climb +26, Perception +20, Stealth +11, Swim +26
Special Qual	death change, never separate	none	none
Ecology	STATISTICS I		
Environment	any forest	any forest	any forest
Organization	pair	solitary	solitary

Death Change (Ex): A lukax born as a twin immediately and permanently changes upon the death of his twin. The surviving twin's base movement, fast healing, and rate of attack double, its Dexterity increases by 4, it gains a +4 dodge bonus to AC, a +2 bonus to its attacks, and it gains the Improved Initiative, Lightning Reflexes, Greater Lightning Reflexes, and Combat Reflexes feats.

Never Separate (Ex): Lukax born as twins will never willingly go more than 20 feet apart from each other. If they are forced apart by circumstance, both twins will enter a state of desperation as they try to get back together. Both lukax gain +4 Strength and act as if under a *haste* spell as they struggle to rejoin. This state lasts until one of the pair is knocked unconscious or killed or 10 rounds have elapsed. Both lukax will ignore any other consideration besides what gets them closer together, even committing suicidal actions to rejoin.

Tentacle Whip (Ex): Lukax can lash their tentacles like whips so as to flay their foes alive. For each tentacle strike in a round beyond the first that deals damage to a target, the target suffers 1 point of Con damage in addition to normal tentacle damage.

THE LUKAX

Even on a planet chock full of unique species, the lukax is easily one of the more unique species of the Forge. Biologically, they are unclassifiable; their genetics are as alien as their actions. Lukax are noticeably more intelligent than most forest animals, but not quite enough to be considered sentient. These primitive predators can build crude shelters and set basic traps, but they seem to have little interest in interacting with anyone besides their own twin. It is only after a lukax's twin dies that it will even bother to seek out and find a mate—and then nearly all of its offspring will be twinned pairs as well. Lukax are superstitious, and seem to shy away from magic and civilization. Though lukax are probably best left alone, they are still widely considered a danger. While the bulk of lukax are smart enough to stay away from sentient prey, there are always some pairs that either have little else to hunt in their environments, or that have simply acquired a taste for talking meat. It only takes a few to give a creature a bad reputation.

Many people mistake the lukax for some sort of heavily-mutated, walking tree. While understandable, this idea is completely wrong. While the lukax's body structure is, at first glance, somewhat similar, the lukax is no plant. The lukax has six skinny legs that support an equally slender body. The body is cylindrical, much like a tree trunk. The lukax's body is topped by a misshapen sphere that continually writhes as though a nest of eels were trapped underneath—this is, for lack of a better word, its head. The top of this head can unfold like a flower, revealing four long, barbed tentacles that unceasingly thrash about when extended. The tentacles look like they should overbalance the lukax, but their writhing actually acts as a stabilizer. A typical lukax is approximately 7 feet tall when its top is closed, and it weighs approximately 170 pounds. Its exterior is a motley of muted colors with a metallic sheen.

Lukax are born in one of two ways. Either they are born as twins, or they are born alone. Paired lukax are never willingly separated from the day they are born. If something tries to pull them apart as infants, they will wrap their tentacles around each other or intertwine them and then secrete a strong adhesive that will bond them together for an hour. As the pair grows older, this ability fades as the lukax grow strong enough to fight to keep themselves together. These two twins will do everything together and will never intentionally be more than tentacle-length apart. If the two are ever separated, they will fight to rejoin by any means available, even engaging in suicidal behavior. Rejoining becomes the ultimate goal.

Lukax twins are linked at a mental level. When the two are separated, what happens to one affects the other's reactions. For example, attacking one causes the other to enter a battle rage. This may explain the seemingly erratic behavior of some of the lukax in the Wildwood. They are a favorite for monster gladiatorial games, and they are easier to capture and control if both twins live. Plus, the combats last much longer with two, which means more betting. Separation is traumatic. More than a few lukax currently wander the Forge seeking their twins, flying into rages at unexpected times as they seek to track their siblings. This explains various incidents where a lukax has wandered through a town and killed townsfolk in an unexpected blind rage.

If one of the pair is killed, however, the surviving lukax undergoes an immediate and permanent physical change. The survivor stops trying to reunite with its sibling and its speed doubles—it moves twice as fast, it fights twice as fast, and it heals twice as fast, and if it survives long enough, it ages twice as fast. Lukax that have lived with their twin for more than three years tend to be unable to function without their sibling, resulting in basic—and usually fatal—mistakes such as consuming the wrong type of food or fighting instead of running. Lukax that lose their twins at a much younger age adapt much better and are able to survive on their own, using their enhanced speed to compensate for their loss.

Lukax are not always born as twins, however. Sometimes only one lukax is born. Some scholars argue that these are actually twins that fused during their incubation inside their parent. Others theorize that one of the twins cannibalizes the other, leaving only one and changing its physiology. Regardless of the reason, it does appear that receiving all of the nutrients instead of splitting them results in a larger lukax. Lukax born without a twin begin the same size as all other newborn lukax, but they grow at twice the rate for the same length of time. These unusual lukax grow to be 14 feet in height, with the strength to match.

ADVICE FROM AN OLD RASHER

When hunting lukax, you need to be aware of two things. First, are you hunting a single lukax, or a pair? Second, if it's single, was it born that way, is it separated from its twin, or did its twin die? These are very important to get straight because it can drastically affect how you proceed. For example, if you have a set of twins, you want to kill them at the same time or else the remaining one gets incredibly fast, which can change the tide of the battle faster than you'd think. Yes, it's only one creature, but it's now able to flay you alive before you realize what's going on and then skedaddle, leaving you to die of blood loss. If your target was born by itself, then you meed to go in prepared for dealing with a giant that can easily crush you with its tentacles. And if you're tracking a former twin, be sure that you can move fast or else you'll never catch up to it.

LYRMIR

A large, blurred shadow slinks towards you, almost invisible against the deep forest foliage. At odd moments, a wisp of a tail seems to flit out of the effect, revealing a wicked set of spikes adorning its end.

	LYRMIR FEMALE	LYRMIR MALE	LYRMIR PRIDEMASTER
CR	7	9	15
Size	Large	Large	Large
Туре	Magical Beast	Magical Beast	Magical Beast
XP	3,200	6,400	51,200
Init/Senses	Init +7; Senses darkvision 60 ft., low light vision; Perception +12	Init +7; Senses darkvision 60 ft., low light vision; Perception +14	Init +7; Senses darkvision 60 ft., low light vision; Perception +19
Defense	A BOARD		
AC	20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)	23, touch 12, flat-footed 19 (+4 Dex, +10 natural, -1 size)	29, touch 12, flat-footed 17 (+5 Dex, +15 natural, -1 size)
HP	77 (9dl0+27)	114 (12d10+48)	230 (20dl0+120)
Saves	Fort +10, Ref +10, Will +3	Fort +12, Ref +12, Will +4	Fort +19, Ref +16, Will +6
Special	DR 10/magic	DR 10/magic	DR 15/magic
Offense			
Speed	50 ft., climb 20 ft.	50 ft., climb 20 ft.	50 ft., climb 20 ft.
Attacks	Melee 2 claws +11 (1d8+4), bite +6 (1d8+2), or tail +13 (2d6+4)	Melee 2 claws +14 (1d8+5), bite +9 (1d8+2), or tail +16 (2d6+5)	Melee 2 claws +25 (2d6+6), bite +23 (1d8+3), or tail +27 (3d6+6)
Space	10 ft.; Reach 5 ft. (10 ft. tail)	10 ft.; Reach 5 ft. (10 ft. tail)	10 ft.; Reach 5 ft. (10 ft. tail)
Special Attacks	swallow whole (2d8+12 crush- ing + 8 acid, AC 14, 8 hp)	swallow whole (2d8+15 crush- ing + 10 acid, AC 15, 12 hp)	swallow whole (2d8+20 crush- ing + 12 acid, AC 17, 23 hp)
Statistics			
Stats	Str 19, Dex 17, Con 17, Int 4, Wis 10, Cha 10	Str 20, Dex 18, Con 18, Int 4, Wis 10, Cha 10	Str 26, Dex 21, Con 22, Int 4, Wis 10, Cha 10
Base	Atk +9; CMB +12 (+16 grapple); CMD 25	Atk +12; CMB +16 (+20 grapple); CMD 30	Atk +20; CMB +27 (+31 grapple); CMD 42
Feats	Cleave, Dodge, Improved Initia- tive, Power Attack, Stealthy	Cleave, Dodge, Improved Initiative, Mobility, Power Attack, Stealthy	Awesome Blow, Cleave, Dodge, Improved Initiative, Improved Natural Attack (claw), Improved Natural Attack (tail), Mobil- ity, Multiattack, Power Attack, Stealthy
Skills	Climb +16, Perception +12, Stealth +20 Racial Modifiers +8 bonus to Climb, Stealth	Climb +17, Perception +14, Stealth +25 Racial Modifiers +8 bonus to Climb, Stealth	Climb +20, Perception +19, Stealth +37 Racial Modifiers +8 bonus to Climb, Stealth
Special Qual	greater blur	greater blur	greater blur
Ecology		ALL	4- Contraction
Environment	any forest	any forest	any forest
Organization	solitary or pride (3-5)	solitary or pride (3-5)	solitary or pride (3-5)
Treasure	None	none 117	none

Greater Blur (Su): This works in exactly the same way as the *blur* spell except for the fact that the ability remains constantly in effect, and the miss chance is 40%.

THE LYRMIR

The lyrmir is a carnivore with indiscriminate tastes and an iron stomach. Often mistaken for a great cat, it stalks the forests and woods of the Forge for anything that moves. When hunting, it silently follows its prey, generally waiting for its victims to stop and rest in an opportune ambush site. The lyrmir first attacks with its two claws and its bite. If its enemies use reach weapons against it, the lyrmir will sit back and attack with its tail. When hunting a smaller foe, a lyrmir will often swallow its enemy whole and withdraw from the fray. With helpless prey, though, a lyrmir often enjoys toying with it, offering it a chance to escape just to pounce on it again and again. It is only when the victim no longer tries to escape that the lyrmir finally ends its suffering.

In its shape, a lyrmir is indeed similar to a large feline, having a long body and tail, and four powerful clawed legs. The neck of the creature, however, is longer and more snakelike, and its head resembles that of a dragon, with an elastic membrane as its cheeks, allowing its jaws to open unusually wide. The back and legs of the lyrmir are covered in a thick fur, while the rest of it is hard and scaly, like a large lizard. This fur extends up the back of the creature's neck to the top of its head, offering it basic camouflage. Lyrmir come in wide a range of different fur colors and patterns, including muted gold, black, mottled green, and even white. These colors can be lighter, darker, solid, striped, or spotted from one individual to the next. The claws of the lyrmir are longer than those of great felines, and its tail is long and barbed, making it effective as a weapon as well as for balance.

What probably makes lyrmir mistaken so often for big cats is their nonbasic camouflage. Lyrmir at all times are enshrouded in a magical aura that blurs them out, making them seem fuzzy and blending them into the background. It also make them rather hard to hit. It seems like the lyrmir can bend light around itself, making it difficult to determine exactly where it is. It's not until the lyrmir is dealt a fatal blow that this aura fades-meaning that only those who have seen a dead lyrmir have really seen a lyrmir.

Lyrmir are either solitary or live in a pride consisting of one male and two to four females. A female that gives birth usually leaves the pride to raise its young elsewhere, since males often view their own young as threats, killing them if given the chance. The mother typically excavates small caves or dens beneath the ground in which to raise her cubs.

Some hunters specialize in capturing and training lyrmirs for use as hunting animals, fighters in gladiatorial games, or guard animals. These lyrmirs are taken from their natural habitat and transplanted into an underground environment or civilized setting. Forced to fend for themselves in unfamiliar settings, lyrmirs find food wherever possible, often provoking confrontations with the local inhabitants. Lyrmirs adapt well to non-forest habitats, provided that they are able to locate ample food sources.

ADVICE FROM AN OLD RASHER

First thing when fighting lyrmirs: cast *enlarge* on everyone. Otherwise you'll find your friends disappearing while you are busy fighting to stay alive. Of course, you won't have time to do that because they'll sneak up on you. Second, if they let you go, they haven't really let you go. They're just toying with you. Catch your breath and plan something big to hit them back, or else you're going to be eaten. You'll have about thirty seconds before they catch you, and that's if you're running hard, so you better be able to think on your feet. And coordinate with your friends, unless your plan is to have them be eaten in your stead. Not a good plan, by the way. I worked with a witch once who tried that strategy with me. Sadly enough, she didn't make it out of the Wildwood.

MAAKANTU

A large serpent slithers through the forest, a trail of gas leaking from its mouth, and amber eyes gleaming with rage at the defilers of its sacred habitat.

	MAAKANTU	DREAD MAAKANTU	VENERABLE MAAKANTU
CR	13	13	22
Size	Large	Large	Huge
Туре	Dragon	Dragon	Dragon
XP	25,600	25,600	615,000
Init/Senses	Init +8; Senses darkvision 60 ft., low light vision, scent; Perception +24	Init +8; Senses darkvision 60 ft., low light vision, scent; Perception +23	Init +7; Senses darkvision 60 ft., low light vision, scent; Perception +58
Defense			
AC	28, touch 13, flat-footed 19 (+4 Dex, +15 natural, -1 size)	30, touch 13, flat-footed 19 (+4 Dex, +17 natural, -1 size)	32, touch 11, flat-footed 29 (+3 Dex, +21 natural, -2 size)
HP	158 (15d12+60)	158 (15d12+60)	473 (35d12+225)
Saves	Fort +13, Ref +13, Will +13	Fort +13, Ref +13, Will +13	Fort +27, Ref +22, Will +28
Offense	A PARA	A LAND	
Speed	30 ft., climb 30 ft., swim 30 ft.	30 ft., climb 30 ft., swim 30 ft.	30 ft., climb 30 ft., swim 30 ft.
Attacks	Melee bite +21/+16/+11 (2d6+7), sting +20 (1d8+3 plus poison (DC 21))	Melee bite +25/+20/+15 (2d6+10+4d6 acid) or bite +25 (2d6+10+4d6 acid), 2 claws +22 (1d8+10+1d6 acid), 2 wings +22 (1d6+5), sting +22 (1d6+10 plus poison (DC 21))	Melee bite +45/+40/+35/+30/+25 (3d6+12), sting +44 (2d6+6 plus poison (DC 31))
Space	10 ft.; Reach 5 ft.	10 ft.; Reach 5 ft.	15 ft.; Reach 10 ft.
Special Attacks	breath weapon (40-ft. cone, DC 21, poison gas)	breath weapon (40-ft. cone, DC 21, corrupt- ing gas, or 80-ft. line, DC 21, 12d8 fire)	breath weapon (40-ft. cone, DC 31, poison gas)
Druid Spells Per Day	CL 7th; 4th (2/day); 3rd (3/day); 2nd (4/day); 1st (5/day); 0 (4/day)		CL 17th; 9th (2/day, DC 28); 8th (3/day, DC 27); 7th (4/day, DC 26); 6th (5/day, DC 25); 5th (6/day, DC 24); 4th (6/day, DC 23); 3rd (6/day, DC 22); 2nd (6/day, DC 21); 1st (7/day, DC 20); 0 (4/day, DC 19)
Statistics			
Stats	Str 24, Dex 18, Con 18, Int 12, Wis 18, Cha 12	Str 30, Dex 18, Con 18, Int 6, Wis 10, Cha 12	Str 34, Dex 16, Con 28, Int 22, Wis 28, Cha 21

Statistics			
Stats	Str 24, Dex 18, Con 18, Int 12, Wis 18, Cha 12	Str 30, Dex 18, Con 18, Int 6, Wis 10, Cha 12	Str 34, Dex 16, Con 28, Int 22, Wis 28, Cha 21
Base	Atk +15; CMB +23; CMD 25	Atk +15; CMB +26; CMD 40	Atk +35; CMB +49; CMD 62
Feats	Alertness, Combat Reflexes, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Skill Focus (knowledge (nature)), Weapon Focus (sting)	Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Weapon Focus (bite)	Ability Focus (breath weapon), Ability Focus (sting), Acrobatic Steps, Alertness, Augment Summoning, Combat Casting, Combat Reflexes, Improved Initia- tive, Improved Sunder, Multiattack, Nimble Moves, Power Attack, Skill Focus (knowledge (nature)), Skill Focus (spellcraft), Skill Focus (survival), Spell Focus (conjuration), Stand Still, Weapon Focus (sting)
Skills	Acrobatics +15, Climb +25, Knowledge (nature) +25, Perception +24, Spellcraft +19, Stealth +23, Swim +21, Survival +23	Acrobatics +18, Climb +28, Percep- tion +23, Swim +25, Survival +21	Acrobatics +40, Climb +46, Knowledge (nature) +56, Knowledge (local) +50, Perception +58, Spell- craft +50, Stealth +44, Swim +52, Survival +54

Ecology			
Environment	warm forest	warm forest	warm forest
Organization	solitary, pair, or clutch (3-6)	solitary	solitary, pair, or clutch (3-6)
Treasure	standard	standard	standard
Special Abilities			

Corrupting Gas Breath (Ex): Contact; save Fort DC [see above], frequency 1/ round for 2 rounds, effect 1d6 Con + 7d6 acid, cure 1 save.

Greater Blur (Su): This works in exactly the same way as the blur spell except for the fact that the ability remains constantly in effect, and the miss chance is 40%.

Poison Gas Breath (Ex): Inhalation; save Fort DC [see above], frequency 1/ round for 2 rounds, effect 2d6 Dex, cure 1 save.

Poison Sting (Ex): Injury-sting; save Fort DC [see above], frequency 1/ round for 2 rounds, effect 2d6 Con, cure 1 save.

THE MAAKANTU

The feared maakantu slithers through the dense undergrowth and trees of Wildwood's jungle regions, challenging all lesser creatures for supremacy. Deadly jaws, poisonous breath, a venomous stinger, and an affinity for magic make this creature a stalwart ally of druids and fair folk and a fearsome foe to all that threaten tree and glade.

A maakantu resembles a cross between a limbless green dragon and a massive serpent. Brown and green scales with a texture of old tree bark cover much of its body, while its underbelly is a dappled green and yellow, not unlike the color of fallen leaves. A green and mottled brown fin glides down its back to the tip of its tail, culminating in a large, needlesharp stinger. Its solid amber eyes contain no visible pupil or iris, making its terrifying gaze even more unsettling. The typical maakantu measures around twenty feet long and three feet in diameter, although it will usually conceal its true length by coiling itself around a tree root or beneath a mass of exposed tree roots.

Maakantu regard sentient creatures as enemies, however they are known to befriend druids and other servants of nature who share the same ideology. Maakantu perceive themselves as the true guardians of the jungle, maintaining nature's precarious balance against civilization and the incursions of non-native species. The maakantu's enmity with green dragons is legendary.

Maakantu are solitary creatures by choice, preferring the quiet loneliness of the deep jungles where they can contemplate the balance of nature in peace. Only rarely do they get the urge to mate. In such instances, the female seeks out the male, accepting him only if his knowledge of nature exceeds her own. The intensive courtship takes two to five weeks before the male finally convinces her of his worthiness. She then lays three to seven eggs roughly six weeks after mating, although only three-quarters of these will hatch after six months of incubation.

Maakantu young, having only 3 HD and none of the powers of their mother, will remain with her for up to five years as they learn the ways of the jungle. Young gain 1 HD per year, with abilities increasing commensurately. Eventually, maakantu young will decide they must seek solitude, and drift away, likely never to see or be seen by their mother again. Adolescent maakantu (8 HD) gain 1 HD every five years, until they reach middle age (15 HD at age 40). They then continue to grow at a rate of 1 HD every 10 years, gaining additional spellcasting abilities as they mature. Maakantu cast and receive the spells of a druid ¹/₂ their HD. Their growth slows tremendously at 140 years (25 HD) gaining thereafter only 1 HD every 100 years. The most venerable maakantus are well over 1,000 years old.

For all its size and bulk, the maakantu is an extremely agile and supple beast, able to twist and whip its body so as to bite and sting the same target simultaneously. It also knows well how to employ its druid spells to best impede its opponent's movement and summon aid from nearby wildlife.

A few maakantu descend from an unnatural mating between a maakantu and a red dragon. These terrible beasts, known as dread maakantu, combine the best and worst of their parents, being huge, winged, two-armed monstrosities that despise nature and do all they can to destroy jungles. Their cloud of venom is poisonous to vegetation as well as to living creatures, and they use it to create great swaths of death and destruction wherever they pass. They can also breathe a line of fire that burns when it contacts flesh or foliage.

ADVICE FROM AN OLD RASHER

Maakantu hate you. Yes, you specifically. Don't worry, though. They hate pretty much everyone equally. In their minds, as soon as you step foot into their domain, you're a pest they must destroy, and they take it personally that you decided to enter their area. You're like a cockroach that knowingly entered their home just to piss them off. The dread maakantu, on the other hand, hate you because you're alive. Much less focused in their hatred.

If you see a normal maakantu, make every effort to show that you respect their forest and are helping it to grow and flourish. And for all the gods' sakes, don't let your ego get in the way! I had a druid friend—one of the only people in the world maakantu are slightly not as pissed at—who tried to argue with one about whether one herb was better for the area over another. After about two minutes, the druid had no left arm and was dying from poison.

If you see a dread maakantu, try to find an area with tons of foliage. Those creatures hate all green things, and they may get a bit distracted trying to destroy it all. I've seen one aim horribly with its breath just so it could kill some extra trees.

MARA

The man before you whispers a few words into the ear of an attentive little black songbird, which suddenly vanishes when it sees you looking at it.

1 Marian

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	MARA. STANDARD	MARA, SONGBIRD	MARA, PEACEMAKER
CR	1/2	1	1
Size	Fine	Fine	Fine
Туре	Magical Beast	Magical Beast	Magical Beast
XP	200	400	400
Init/Senses	Init +9; Senses darkvision 60 ft., low light vision; Perception +7	Init +9; Senses darkvision 60 ft., low light vision; Perception +7	Init +9; Senses darkvision 60 ft., low light vision; Perception +7
Defense	A PLANE VE		a desident and a second
AC	19, touch 19, flat-footed 14 (+5 Dex, +4 size)	19, touch 19, flat-footed 14 (+5 Dex, +4 size)	19, touch 19, flat-footed 14 (+5 Dex, +4 size)
HP	13 (2d10+2)	13 (2d10+2)	13 (2d10+2)
Saves	Fort +4, Ref +8, Will +1	Fort +4, Ref +8, Will +1	Fort +4, Ref +8, Will +1
Special	SR 18	SR 18	SR 18
Offense			
Speed	10 ft., Fly 70 ft. (average)	10 ft., Fly 70 ft. (average)	10 ft., Fly 70 ft. (average)
Attacks	Melee bite +7 (1)	Melee bite +7 (1)	Melee bite +7 (1)
Space	1 ft.; Reach 0 ft.	1 ft.; Reach 0 ft.	1 ft.; Reach 0 ft.
Special Atks	-	FERNIN	calming coo
Statistics		and a second	
Stats	Str 4, Dex 21, Con 13, Int 4, Wis 12, Cha 11	Str 4, Dex 21, Con 13, Int 4, Wis 12, Cha 11	Str 4, Dex 21, Con 13, Int 4, Wis 12, Cha 11
Base	Atk +2; CMB —; CMD 17	Atk +2; CMB; CMD 17	Atk +2; CMB —; CMD 17
Feats	Improved Initiative, Weapon Finesse (bite)	Improved Initiative, Weapon Finesse (bite)	Improved Initiative, Weapon Finesse (bite)
Skills	Perception +7, Stealth +25	Perception +7, Stealth +25	Perception +7, Stealth +25
Special Qual	home, repeat, teleport	glorious singing, home, repeat, teleport	home, repeat, teleport
Ecology			
Environment	warm and temperate hills and plains	warm and temperate hills and plains	warm and temperate hills and plains
	1	domesticated	domesticated
Organization	domesticated	uomesticaleu	uomesticaleu

Calming Coo (Ex): For those instances when warlords wish to initiate peace talks, peacemaker maras are often sent as part of the first contact. When these special birds coo, their voice affects all creatures in a 20-foot radius as though targeted by a *calm emotions* spell cast by a 3rd level bard (DC 12). The goal is to allow clear heads to hear and consider the ideas presented, rather than letting emotions cloud judgment. However, on a few occasions, the birds have been sent to encourage a warlord to relax his or her guard long enough that an assassin could strike, and so many warlords now refuse to come near the birds.

Glorious Singing (Ex): Some maras are bred to have beauteous voices, and serve as both a messenger bird and a piece of art. Such birds can employ the bardic performance abilities of a 6th level bard when they sing, up to four times per day.

Home (Ex): Like a kith or a carrier pigeon, a mara can home in on an exact location. This location is by default the bird's birthplace, but it can be changed in a week's time with a successful Handle Animal check (DC 20). When a mara is set free, it always returns to this location, no matter how far the journey. A mara can fly up to 250 miles in a day.

Repeat (Ex): The mara is trained to listen to short spoken messages, and then repeat them again upon command. The bird can hold one message at a time in its mind, which can be up to one minute in length. A command word tells the bird to start recording, and a separate command tells it to repeat the message it has stored. Each bird is trained with its own unique command words. Bloodlords tag their maras and keep a book that lists the command for each bird.

Teleport (Sp): Three times per day, a mara can teleport itself to any location within 480 feet. This ability functions exactly like the spell *dimension door*. A mara can teleport upon command from its owner, or on its own if it is threatened. Maras are trained not to teleport out of their cages. A mara commonly teleports directly towards a sun if one is present in the sky, both to guarantee an open space and to prevent its egress from being spotted.

THE MARA

The mara are a creation of the well-known artificer, Athra. Athra crafted these tiny creatures for the benefit of the Bloodlords of Illium, so as to allow them to better enforce their protection contracts. The mara have proved extremely useful and have been bred fervently, and can now be found all across the Forge. Maras were engineered to be perfect message bearers. They possesses unique magical abilities that allow them to both convey spoken words and evade attacks. Maras were inspired by the common mynah bird, and like the mynah, are able to speak the language of man.

In form, maras are small black songbirds with white highlights, a sharp beak, and bright eyes. In addition to ordinary flight, maras can teleport short distances to evade pursuit and to exit from a situation without being noticed. Maras are generally kept in cages and have a bright, friendly demeanor. Often their owners become quite attached to them.

The primary feature of the mara is its ability to recall exactly short messages of spoken text. Maras are an important part of the protective contract of a Bloodlord, Warlord, or a Guildmaster. These individuals often gift or loan maras to those under their protection. The protected person then takes the mara with him on his travels. If the person is then attacked, he can describe his location and attackers to his mara and then release it to hurry home. The mara will then convey the message back to the protecting lord, who presumably will enact revenge on the aggressors.

Maras do not engage in combat except perhaps with the tiny bugs or worms they make use of as food. If attacked, a mara will simply blink away, escaping the conflict altogether. Mara's are well known, and intelligent attackers will often recognize one for what it is and pursue it as it homes back to its roost to deliver its message. A careful mara owner, therefore, will send his bird away before his enemies are even aware of its presence, eliminating this threat completely.

Of a late, there have been a few new breeds of the mara popping up on the Forge. These involve a mara with its natural magic directed into its singing ability. Some are used as battle companions, and others by diplomats. Maras can be bought easily in the larger cities, and range in price from a few hundred gold to a few thousand, depending on their exact abilities. There is no doubt that this simple bird will grow and adapt as the Forge finds uses for it—and no doubt either that there are many more uses to be found.

ADVICE FROM AN OLD RASHER

One of the best ways to send messages is via a mara—fast, reliable, and able to teleport away from danger. But if you're smart, you can still hunt them down. The best hunters hunt at night. They first scare them—a surprise light spell works great—and then aim for the air above them. Mara tend to just teleport straight up if they don't see a sun. Also, after stunning one, keep it in a magical cage, either one reinforced with force magic or enchanted with *dimensional anchor* unless you want to risk having all your hard work go for naught.

MAZE DEMON

Tentacles snake out from an eerily featureless humanoid creature. All you can clearly make out is a large, curved horn jutting from the creature's head and a huge, shark-like mouth filled with rows and rows of razor-sharp teeth.

	MAZE DEMON, MEDIUM	MAZE DEMON, LARGE	MAZE DEMON. HUGE
CR	п	15	20
Size	Medium	Large	Huge
Туре	Outsider (demon, extraplanar)	Outsider (demon, extraplanar)	Outsider (demon, extraplanar)
XP	12,800	51,200	307,200
Init/Senses	Init +7; Senses darkvision 60 ft.; Perception +14	Init +6; Senses darkvision 60 ft.; Perception +20	Init +5; Senses darkvision 60 ft.; Perception +30
Defense			
AC	25, touch 13, flat-footed 29 (+3 Dex, +12 natural)	27, touch 11, flat-footed 25 (+2 Dex, +16 natural, -1 size)	32, touch 9, flat-footed 31 (+1 Dex, +23 natural, -2 size)
HP	150 (10d10+40)	168 (16d10+80)	325 (26d10+182)
Saves	Fort +7, Ref +10, Will +8	Fort +10, Ref +12, Will +11	Fort +15, Ref +16, Will +16
Special	DR 10/cold iron and gold; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 18	DR 10/cold iron and gold; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 21	DR 10/cold iron and gold; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 26
Offense			The second se
Speed	40 ft.	40 ft.	40 ft.
Speed Attacks	40 ft. Melee 4 tentacles +15 (2d6+5 plus grab) or 2 claws +15 (2d6+5), bite +10 (3d6+2)	40 ft. Melee 4 tentacles +24 (3d6+9 plus grab) or 2 claws +24 (3d6+9), bite +19 (4d6+4)	40 ft. Melee 4 tentacles +37 (4d6+13 plus grab) or 2 claws +37 (4d6+13), bite +32 (5d6+6)
MT . Lett	Melee 4 tentacles +15 (2d6+5 plus grab) or	Melee 4 tentacles +24 (3d6+9 plus grab) or	Melee 4 tentacles +37 (4d6+13 plus grab) or
Attacks	Melee 4 tentacles +15 (2d6+5 plus grab) or 2 claws +15 (2d6+5), bite +10 (3d6+2)	Melee 4 tentacles +24 (3d6+9 plus grab) or 2 claws +24 (3d6+9), bite +19 (4d6+4)	Melee 4 tentacles +37 (4d6+13 plus grab) or 2 claws +37 (4d6+13), bite +32 (5d6+6)

Statistics			
Stats	Str 21, Dex 16, Con 18, Int 17, Wis 13, Cha 7	Str 29, Dex 14, Con 20, Int 17, Wis 13, Cha 7	Str 37, Dex 12, Con 24, Int 17, Wis 13, Cha 7
Base	Atk +10; CMB +15; CMD 28	Atk +16; CMB +26; CMD 38	Atk +26; CMB +41; CMD 53
Feats	Bloody Assault, Combat Reflexes, Furious Focus, Improved Initiative, Power Attack	Bloody Assault, Cleave, Combat Reflexes, Dazing Assault, Furious Focus, Improved Initiative, Power Attack, Stealthy	Bloody Assault, Bleeding Critical, Cleave, Combat Reflexes, Critical Focus, Dazing As- sault, Furious Focus, Improved Initiative, Improved Natural Armor, Power Attack, Stag- gering Critical, Stealthy, Stunning Critical
Skills	Bluff +11, Disable Device +16, Escape Art- ist +16, Knowledge (arcana) +16, Knowledge (dungeoneering) +16, Perception +14, Sense Motive +14, Sleight of Hand +16, Stealth +16	Bluff +17, Disable Device +21, Escape Art- ist +21, Knowledge (arcana) +21, Knowledge (dungeoneering) +22, Perception +20, Sense Motive +20, Sleight of Hand +21, Stealth +19	Bluff +27, Disable Device +30, Escape Art- ist +30, Knowledge (arcana) +32, Knowledge (dungeoneering) +32, Perception +30, Sense Motive +30, Sleight of Hand +30, Stealth +24
Languages	Abyssal, Celestial, Draconic, telepathy 100 ft.	Abyssal, Celestial, Draconic, telepathy 100 ft.	Abyssal, Celestial, Draconic, telepathy 100 ft.
Ecology		A Star	
Environment	any land or underground	any land or underground	any land or underground
Organization	solitary or pair	solitary or pair	solitary or pair
Treasure	standard items, double goods	standard items, double goods	standard items, double goods

Crushing Coils (Ex): A creature that takes damage from a maze demon's constrict attack must succeed on a DC [see above] Fortitude save or lose consciousness for 1d8 rounds.

Mind Haze (Su): Once per round, as a free action, the maze demon can shoot a ray from one of its eyes that induces a mind haze. If the maze demon succeeds at a ranged touch attack, the creature struck is allowed a Fortitude save (DC [see above]). If the save is successful, the mind haze shows glimpses of the maze demon's origin plane to the target, inducing an immediate reaction of fear and revulsion, but no other effect happens. If the save is failed, the creature takes 1d4 points of Intelligence damage and is stunned for 2d4 rounds. This ability acts as a 5th level spell as cast by a 15th level wizard.

THE MAZE DEMON

Maze demons, more formally known as Ch'tinuin, are the left-over fragments of an ancient summoning experiment gone horribly wrong. Summoning on the Forge is a tricky business at best, and it is surmised that the ch'tinuin are all pieces of some great demon lord that was shattered when his gate back to his dark, smoky plane in the Abyss collapsed. Whatever their origin, ch'tinuin prefer to make their homes in darkness and they hate all natural living things. The bulk of maze demons on the Forge dwell in the undercity region of the Pedestal. The theory is that they all scattered into the nearest dark hole they could find when there were made, and now they constantly roam the maze looking for one another. What might happen if they all joined together again is unknown, but undoubtedly terrible.

A maze demon's physical form is vaguely humanoid. It is hunched over in its posture and has a sickly green color to its mottled skin. In place of arms, four rubbery tentacles sprout just below the creature's neck. Its head bears a humanoid shape, but appears to be featureless, with the exception of a single horn that juts from its forehead, six bulging eyes, and an enormous maw filled with needle-sharp teeth.

Maze demons are intelligent, and there have been reports that they have made alliances in the past with some of the more unsavory inhabitants of the undercity—particularly those locked in conflict with surface creatures. Ch'tinuin otherwise generally kill any living thing that crosses their path. Occasionally ch'tinuin come together on their wanderings, and when this happens, they merge physically. The flesh of the two demons will melt together and form into a single, larger demon, even more powerful then the originals. Because of the danger they present, nearly all Bloodlords have maze demons tracked down and dispatched whenever they are spotted nearby.

ADVICE FROM AN OLD RASHER

I still remember hearing stories when I was younger of the brave rasher who pulled out his handy mirror at the key battle and caused a medusa to turn herself to stone, and so when I started out, I always carried around one of those mirrors. Over the years, I realized that the mirror wasn't as useful as I first thought, and I stopped carrying it. Then I encountered one of those maze demons with rays shooting out its eyes. I don't know if a mirror would be much use, but I carry around one anytime I go into the undercity, just in case. After seeing the demon's home world once, you'll do whatever you can to not repeat the experience.

MERAIN

What appears to be an unbelievably massive raven swoops down from the sky, blotting out the suns. Before it hits, it releases two small boulders from its talons, sending them plummeting heavily towards you.

	MERAIN. JUVENILE	MERAIN	MERAIN. MUTANT
CR	6	8	20
Size	Medium	Large	Gargantuan
Туре	Magical beast	Magical beast	Magical beast
XP	2,400	4,800	307,200
Init/Senses	Init +5; Senses darkvision 60 ft., low light vision; Perception +10	Init +4; Senses darkvision 60 ft., low light vision; Perception +14	Init +7; Senses darkvision 60 ft., low light vision; Perception +30
Defense	IST CONTRACT OF CONTRACT		
AC	18, touch 15, flat-footed 13 (+5 Dex, +3 natural)	18, touch 13, flat-footed 14 (+4 Dex, +5 natural, -1 size)	39, touch 10, flat-footed 26 (+4 Dex, +29 natural, -4 size)
HP	60 (8d10+16)	114 (12d10+48)	486 (36d10+288)
Saves	Fort +9, Ref +10, Will +3	Fort +11, Ref +12, Will +5	Fort +28, Ref +23, Will +13
Offense			
Speed	30 ft., swim 50 ft., fly 80 ft. (average)	30 ft., swim 50 ft., fly 80 ft. (average)	30 ft., swim 50 ft., fly 80 ft. (average)
Attacks	Melee 2 talons +9 (1d6+3), bite +4 (1d8+1)	Melee 2 talons +15 (1d8+7), bite +10 (2d6+3)	Melee 2 talons +38 (3d8+15), bite +33 (4d6+7)
Space	5 ft.; Reach 5 ft. (15 ft. wingspan)	10 ft.; Reach 10 ft. (30 ft. wingspan)	25 ft.; Reach 20 ft. (75 ft. wingspan)
Special Atks	drop (+11/+6)	drop (+12/+7), snatch	drop (+26/+21), snatch
Statistics	Carlos Ca		
Stats	Str 16, Dex 20, Con 15, Int 3, Wis 13, Cha 9	Str 24, Dex 18, Con 17, Int 3, Wis 13, Cha 9	Str 40, Dex 16, Con 26, Int 3, Wis 13, Cha 9
Base	Atk +6; CMB +9; CMD 24	Atk +9; CMB +17; CMD 30	Atk +27; CMB +46; CMD 59
Feats	Alertness, Flyby Attack, Snatch, Stealthy	Alertness, Flyby Attack, Snatch, Stealthy, Toughness	Alertness, Endurance, Flyby Attack, Improved Initiative, Improved Natural Armor (x9), Light- ning Reflexes, Run, Snatch, Stealthy, Toughness
Skills	Fly +20, Perception +10, Stealth +14 Racial Modi- fier +10 on all Perception checks involving sight	Fly +20, Perception +14, Stealth +12 Racial Modi- fier +10 on all Perception checks involving sight	Fly +30, Perception +30, Stealth +24 Racial Modi- fier +10 on all Perception checks involving sight
Special Qual	amphibious	amphibious	amphibious
Ecology			
Environment	warm and temperate hills, plains, and aquatic regions	warm and temperate hills, plains, and aquatic regions	warm and temperate hills, plains, and aquatic regions
Organization	solitary, mated pair, or flight (2-8)	solitary, mated pair, or flight (2-8)	solitary, mated pair, or flight (2-8)
Treasure	standard	standard	standard

Amphibious (Ex): Merains are able to breathe naturally both in air and water environments, including both fresh and salt water.

Drop (Ex): Merains love to initiate combat by dropping heavy objects (usually rocks) from great heights onto their prey. A merain can carry up to two such objects at a time, one in each talon. This drop attack has a range increment of 120 ft. Merains usually carry rocks as large as they can manage without impairing their flying ability. Damage dealt by the rocks is 1d6 per 30 feet the object falls for those carried by medium merains, 1d6 per 20 feet for large merains, 1d6 per 10 feet for huge merains, and 2d6 per 10 feet for gargantuan merains (distances beyond 200 feet are calculated as 200 feet).

Snatch (Ex): A merain that hits a creature at least one size smaller than it with a talon attack may attempt to start a grapple as a free action without provoking an attack of opportunity. If the merain achieves a hold it can fly off with its prey and automatically make a bite attack each round in lieu of a claw attack. It can drop a snatched creature as a free action or use a standard action to fling it aside. A flung creature travels 60 feet and takes 6d6 points of damage. If the merain flings it while flying, the creature suffers this amount of damage or falling damage, whichever is greater.

THE MERAIN

The fabled merain makes its nest in deep water areas in and around the domain of Penance. It can be found near the ocean coast or within a few dozen miles of the many rivers that meander throughout the plains. Merains are a constant threat to farmers, as they frequently carry off livestock, as well as to small parties of individuals, whom the birds often crush beneath a heavy barrage of falling rocks before swooping in to eat. A few merains are thought to live in the Wellspring, but sightings in the City of Penance are rare.

The merain is an enormous amphibious avian with scaly feathers that are adapted to both water and flight. In shape, the merain is somewhat like an enormous raven, with sharp claws, a large, heavy beak, and strong, powerful wings. A merain's feathery scales are tough and waxy, and offer it some slight protection against foes. Merains spend most of their time underwater, except when they are hungry, when they take to the air to find something to eat. Merains generally carry their prey back to their nest to feed their young, and a fair amount of treasure tends to pile up nearby over time. Merain are difficult to wipe out altogether from an area as their underwater nests are rather hard to locate.

Merains typically carry two heavy rocks with them when they go out to hunt for food, one in either talon. When they spot something desirable, they drop these rocks onto their prey, often killing it outright. Once the bird has expended its ammunition, it then swoops down and attacks, if necessary. If there are several creatures in a group along with its chosen target, it will try to simply snatch its prey and carry it off. Creatures that cause a problem for the merain may be flung about bodily until they stop moving. If a situation ever goes badly for it, a merain will generally retreat back to its underwater redoubt. A merain can fight perfectly well underwater, and will defends its nest and young at all costs if it is threatened.

ADVICE FROM AN OLD RASHER

Always have someone looking up. If you are in a cave, they'll protect you from the rock that will crush you or the monster lurking in the darkness. When you're in the Wildwood, they'll let you know when the tree branches are going to drop some horrible, deadly creature—which is pretty much all of the time. And out in the plains of Penance, they'll let you know when a merain is coming to drop rocks on your heads. The problem with the merain, though, is that they are so high up that most of your weapons and spells will be ineffective. So, here's what I do whenever someone sees one. First, find shelter or something to hide under. That way you don't get crushed straight out. Second, fireballs are excellent deterrents. A wand or two will work in a pinch. Add in a few expert archers to clip their wings, and they'll be flying back home or easy prey for your fighters.

MIRAJII

The villager lets out a primal roar and charges. Her features melt and reform before your eyes, revealing a grotesque alien countenance with dead eyes and a toothy, puckered mouth.

	MIRAJII. NEWBORN	MIRAJII	MIRAJII BLADEMASTER
CR	6	9	12
Size	Medium	Medium	Medium
Туре	Undead	Undead	Undead
XP	2,400	6,400	19,200
Init/Senses	Init +9; Senses darkvision 60 ft.; Perception +23	Init +9; Senses darkvision 60 ft.; Perception +24	Init +9; Senses darkvision 60 ft.; Perception +27
Defense	the second second		
AC	18, touch 15, flat-footed 13 (+5 Dex, +3 natural)	19, touch 16, flat-footed 13 (+5 Dex, +3 natural, +1 dodge)	18, touch 15, flat-footed 13 (+5 Dex, +3 natural)
HP	60 (7d8+28)	88 (7d8+3d10+40)	117 (7d8+6d10+52)
Saves	Fort +10, Ref +9, Will +8	Fort +13, Ref +10, Will +9	Fort +15, Ref +11, Will +10
Special	Immune undead traits	Immune undead traits	Immune undead traits
Offense			
Speed	30 ft.	30 ft.	30 ft.
Attacks	Melee touch +11 (ability drain (DC 14))	Melee touch +16 (ability drain) or long- sword +11/+6 (1d8+2/19-20)	Melee touch +19 (ability drain) or +2 shock long- sword +17/+12/+7 (1d8+4+1d6 electric/19-20)
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.
Special Atks	spawn mirajii	spawn mirajii	spawn mirajii
Statistics			
Stats	Str 14, Dex 20, Con -, Int 14, Wis 16, Cha 18	Str 14, Dex 22, Con -, Int 14, Wis 16, Cha 18	Str 14, Dex 23, Con –, Int 14, Wis 16, Cha 18
Base	Atk +5; CMB +7; CMD 22	Atk +9; CMB +11; CMD 27	Atk +12; CMB +14; CMD 30
Feats	Alertness, Improved Initiative, Weapon Finesse (touch), Weapon Focus (touch)	Alertness, Combat Reflexes, Dodge, Im- proved Initiative, Track, Weapon Finesse (touch), Stealthy, Weapon Focus (touch)	Alertness, Combat Reflexes, Deceitful, Dodge, Improved Disarm, Improved Initiative, Stealthy, Track, Weapon Finesse (touch), Weapon Fo- cus (touch), Weapon Focus (longsword)
Skills	Climb +12, Disguise +22, Escape Artist +15, Knowledge (local) +12, Perception +23, Stealth +23 Racial Modifier +8 on all Disguise, Percep- tion, and Stealth checks, and +8 on Escape Artist checks when using its malleable form ability	Acrobatics +9, Climb +12, Disguise +24, Escape Artist +16, Knowledge (local) +15, Perception +24, Stealth +29 Racial Modifier +8 on all Disguise, Perception, and Stealth checks, and +8 on Escape Artist checks when using its malleable form ability	Acrobatics +12, Bluff +6, Climb +15, Disguise +29, Escape Artist +18, Knowledge (local) +15, Perception +27, Stealth +32 Racial Modifier +8 on all Disguise, Perception, and Stealth checks, and +8 on Escape Artist checks when using its malleable form ability
Special Qualities	malleable form, resilient	armor training 1, bravery +1, malleable form, resilient	armor training 1, bravery +2, malleable form, resilient, weapon training (blades +1)

Ecology

Environment warm deserts

Organization solitary, pair, or pack (2-12)

standard

Treasure

Special Abilities

Ability Drain (Su): Once per round, anyone touching a mirajii must make a Will save (DC [see above]) or lose two points of Constitution. This act may go unnoticed at the time, being passed off by the victim as a slight dizzy spell or mild nausea. Lost points can be regained normally with rest. Note that the mirajii can use this ability when the victim places himself in contact with the mirajii, as well as the other way around.

Spawn Mirajii (Su): Victims whose Constitution scores are reduced to zero by means of a mirajii's ability drain become full powered mirajiis the following dusk. Such a change is permanent and can only be reversed by a *wish* or *miracle* followed by a *true resurrection*. Newly spawned mirajiis retain their living resemblance for about one week, after which they quickly take on their true form. During this interim time, they feed as often as possible.

Malleable Form (Su): Mirajii can take the form of anything that they have seen, ranging in size from small to large, per the *polymorph* spell. They can change shape as a standard action. This form can be static or mobile, and can possess a high degree of detail. They are more than capable of duplicating another creature, a wavering bank of shimmering heat, or an oasis plant. They gain none of the abilities from the form they adopt. Thus a mirajii posing as a poisonous plant is not poisonous. This ability is not magical and cannot be dispelled or negated by any means. A *true seeing* spell shows only a faint, vague outline of the mirajii's true form.

Resilient (Ex): A mirajii has a +4 racial bonus on Fortitude and Reflex saves (included in the statistics blocks).

warm deserts

solitary, pair, or pack (2-12) standard warm deserts

solitary, pair, or pack (2-12) standard

THE MIRAJII

The mirajii are undead shapeshifters that are said to walk at whim between the worlds of reality and dreams, truth and falsehood, life and death. Don't spend too much time pondering that though, or you might fall prey to their endless hunger. Mirajii are a rampant plague in the domain of Arena, stereotypically making their lairs of the many verdant oasis that dot the red desert, rendering them sadly unfit for habitation. Most mirajii are the cunning remnants of brigands, bandits, mercenaries, or other unfortunate souls who escaped a lost battle only to meet their fates once they reached their expected safe haven.

As true polymorphs, mirajii are seldom encountered in their real form. Even when destroyed, they retain their adopted form, leaving many to wonder if there are not several types of the mirajii in existence. They take their true forms only when feeding on the flesh of their victims, and then only if they feel secure. Mirajii are humanoid in shape, but lack all definition, appearing rubbery and malleable. Their head has few standard facial features save for a tooth-ringed sucker mouth. Their skin is pallid, ashen, and completely devoid of hair. Mirajii speak the languages they knew in life, but do not often speak to those they consider to be food—which is pretty much everyone.

Fighting a mirajii is an exceedingly difficult task, in that it can generally change into anything it desires. A mirajii only attacks when it is hungry or if it thinks it can kill without discovery. Often it will employ its ability drain by discretely touching its victim (such as when it has taken the form of a leafy plant) or by having its victim touch it (posing as a convenient rock upon which the victim sits). Some evidence suggests that mirajiis actually seek out specific targets, following them even when easier prey is readily available. It may be that the mirajii had some connection to these individuals when it once lived.

ADVICE FROM AN OLD RASHER

There's a reason most travelers in Arena carry around holy symbols. It's a tradition started long ago, and I think it was largely a result of the mirajii. You see, no matter what, you can never tell when you'll encounter one. That dune of sand you're sleeping on? That cricket that just landed on your shoulder? That ogre smashing your skull in? Any of those could be a mirajii in disguise, slowly sucking away your life.

What's worse is that they can still learn and grow like they did as the creatures they once were. I've heard of some that grew to enjoy disguising themselves as drunken thugs to lure in a group of young rashers only to suddenly unleash a trap or whip out some swords stored nearby and drop them in a few minutes.

The only upside to mirajiis is that they rarely drain a being until they want to turn it into new spawn. Unlike most undead, they're smart enough to make sure there isn't too much competition in the area. Not sure how that helps you, though. Food that isn't drained is usually still dead in the end.

MOAB

A colossal behemoth of a whale launches out of the water and begins flying upwards through the air, its open mouths swallowing anything and everything in its path.

Bertowith the

	MOAB CALF	MOAB ADULT	MOAB SKYLORD
CR	16	19	27
Size	Gargantuan	Gargantuan	Colossal
Туре	Magical Beast	Magical Beast	Magical Beast
XP	76,800	204,800	3,280,000
Init/Senses	Init +1; Senses darkvision 60 ft., low light vi- sion, blindsight 120 ft.; Perception +19	Init +1; Senses darkvision 60 ft., low light vi- sion, blindsight 120 ft.; Perception +31	Init +1; Senses darkvision 60 ft., low light vision, blindsight 120 ft.; Perception +57
Defense	and the second second		
AC	17, touch 7, flat-footed 16 (+1 Dex, +10 natural, -4 size)	21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)	33, touch 3, flat-footed 32 (+1 Dex, +30 natural, -8 size)
HP	152 (16d10+64)	322 (28d10+168)	729 (54d10+432)
Saves	Fort +14, Ref +11, Will +5	Fort +22, Ref +17, Will +9	Fort +37, Ref +30, Will +17
Offense	The second s		
Speed	Swim 70 ft., Fly 90 ft. (average)	Swim 70 ft., Fly 90 ft. (average)	Swim 70 ft., Fly 90 ft. (average)
Attacks	Melee bite +27 (4d8+16 plus grab), 2 slams +25 (2d8+9), tail +25 (2d10+9)	Melee bite +44 (4d8+22 plus grab), 2 slams +42 (2d8+11), tail +42 (2d10+11)	Melee bite +72 (6d8+27 plus grab), 2 slams +72 (4d8+15), tail +72 (4d10+15)
Space	20 ft.; Reach 10 ft.	20 ft.; Reach 10 ft.	30 ft.; Reach 20 ft.
Special Attacks	swallow whole (2d6+7 crushing + 2d6+2 acid, AC 15, 15 hp)	swallow whole (2d6+9 crush- ing + 2d6+3 acid, AC 17, 32 hp)	swallow whole (4d6+14 crush- ing + 4d6+4 acid, AC 20, 73 hp)
Statistics			
Stats	Str 38, Dex 13, Con 18, Int 4, Wis 10, Cha 9	Str 46, Dex 13, Con 22, Int 4, Wis 10, Cha 9	Str 56, Dex 13, Con 26, Int 4, Wis 10, Cha 9
Base	Atk +16; CMB +34; CMD 45	Atk +28; CMB +50; CMD 61	Atk +54; CMB +86; CMD 97
Feats	Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (slam), Weapon Focus (tail), Weapon Specialization (bite), Weapon Special- ization (slam), Weapon Specialization (tail)	Awesome Blow, Cleave, Greater Weapon Focus (bite), Greater Weapon Focus (slam), Greater Weapon Focus (tail), Greater Weapon Specializa- tion (bite), Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (slam), Weapon Focus (tail), Weapon Specialization (bite), Weapon Specialization (slam), Weapon Specialization (tail)	Awesome Blow, Cleave, Great Cleave, Greater Pen- etrating Strike, Greater Weapon Focus (bite), Greater Weapon Focus (slam), Greater Weapon Focus (tail), Greater Weapon Specialization (bite), Greater Weapon Specialization (slam), Greater Weapon Specialization (tail), Improved Natural Attack (bite), Improved Natural Attack (slam), Improved Natural Attack (tail), Improved Natural Armor (x5), Multiat- tack, Penetrating Strike, Power Attack, Weapon

tack, Penetrating Strike, Power Attack, Weapon Focus (bite), Weapon Focus (slam), Weapon Focus (tail), Weapon Specialization (bite), Weapon Specialization (slam), Weapon Specialization (tail)

Fly +39, Perception +57, Swim +46

Skills

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Ecology

Environment any aquatic

Organization solitary, pair, or pod (2-12)

Treasure special

Special Abilities

Levitate (Ex): A moab has full control over the magical oil stored in its glands, allowing it to levitate out of the water. With its powerful flukes and tail, the moab can then propel itself through the air, allowing it to effectively fly.

THE MOAB

The massive moab is the largest predator native to the northern ocean, and is an important part of the economy of Beacon, as well as the asherake culture on the Forge. A moab is a whale of colossal proportions, similar in appearance to a humpback but with doubled appendages and considerably increased size. A moab has a complex, three-piece jaw with two separate mouth openings, one with baleen for straining plankton and the other lined with sharp and deadly teeth. The moab is most famous, however, for the magical gravity-defying oil that it produces, which allows it to fly out of the water in pursuit of prey. Moab oil is used to power both anti-gravity and mana engines, the bulk of which are built in Beacon.

Moab are aggressive predators, and are a true terror for the people of the oceans, who have no qualms about them being hunted extensively by the mariners of Beacon. The moab's preferred diet is giant squids and sea birds, but they can and will eat almost anything. It is surmised that the moab evolved on a world with a great number of giant birds, and the whale adapted to flight when it ate the oceans clear of other prey. Unlike the engines built using its oil, the moab can control its lift and descent easily; it only requires food to power its flying.

Moabs can swim, and spend more time in the water than in the air. They are mammals, however, and must surface regularly to breathe. A moab can hold its breath for up to two hours at a time, and can dive as deep as 10,000 feet.

any aquatic solitary, pair, or pod (2-12) special any aquatic solitary, pair, or pod (2-12) special

The moab is an extremely difficult opponent. Not only can it swallow nearly anything with its powerful bite, but it can bash enemies and ships into smithereens with its flippers and tail. Like the humpback, the moab's fins are often coated with barnacles, making their blows particularly hard and lacerating. Moabs have been known to blast ships apart with a single thrash of their tails. The moab's primary weapon is still its bite, however, and it generally attempts to swallow its opponents whole if it can—food is better to have in one's stomach than falling rapidly out of the sky.

If a moab is attacked by a sizable force, it may forgo attacking and merely try to flee the situation. The moab's defense mechanism is usually to dive if attacked in the air, or fly out of the water if attacked below the surface, serving to either drown or suffocate any attackers that follow it.

Although interesting objects have occasionally been found in a moab's stomach, this leviathan's real treasure is its oil. A single beast produces about sixteen gallons of moab oil per hit die. (See *Oathbound Seven*, chapter 9, for more details on moab oil.)

ADVICE FROM AN OLD RASHER

If you want a lucrative career, hunt moabs. Of course, hunting moabs is also the career of choice if you want your career to be short and highly fatal. Being a moab hunter is like being a gladiator; you have incredible stories of near deaths, heroic fights, and giant monsters. It's enough to get pretty much anyone into bed, if that's your thing. You'll get some great meals too—some even on the house from ship captains who are happy to have a few less of those leviathans around. And then one day you'll get swallowed whole, drowned, or knocked out of the sky by one of the big galoots, and that'll be it.

The key to hunting moabs is to stay as far away from them as possible. Harpoons, arrows, bolts, and ranged spells are the way to go. If one gets close, you are going to die. Of course, once you shoot them, they're coming for you, so you better have a fast boat.

MOLESTI

A wicked-looking, upright insect drops down upon you from the darkness above. It comes at you on two legs with four, clawed arms whirling. There is no mercy showing in its dull, bulging eyes.

	Molesti. Juvenile	MOLESTI	MOLESTI. MUTANT
CR	8	10	13 .
Size	Medium	Medium	Large
Туре	Aberration	Aberration	Aberration
XP	4,800	9,600	25,600
Init/Senses	Init +6; Senses darkvision 60 ft., low light vision; Perception +14	Init +6; Senses darkvision 60 ft., low light vision; Perception +19	Init +6; Senses darkvision 60 ft., low light vision; Perception +23
Defense		Part prove a second	
AC	18, touch 13, flat-footed 15 (+2 Dex, +5 natural, +1 dodge)	19, touch 13, flat-footed 15 (+2 Dex, +6 natural. +1 dodge)	22, touch 12, flat-footed 19 (+2 Dex, +10 natural, +1 dodge, -1 size)
HP	65 (10d8+20)	98 (15d8+30)	238 (19d8+76)
Saves	Fort +5, Ref +5, Will +8	Fort +7, Ref +7, Will +10	Fort +10, Ref +8, Will +12
Special	Immune fire, poison	Immune fire, poison	Immune fire, poison
Offense			A Venue and Park A A Market
Speed	40 ft., burrow 40 ft.	40 ft., burrow 40 ft.	40 ft., burrow 40 ft.
Attacks	Melee 4 claws +11 (2d4+4 plus grab), bite +9 (1d6+2)	Melee 4 claws +15 (2d4+5 plus grab), bite +13 (1d6+2)	Melee 4 claws +20 (2d6+7 plus grab), bite +18 (2d4+3)
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	10 ft.; Reach 10 ft.
Special Attacks	breath weapon (20-ft. diameter cloud, DC 18, <i>blindness/deafness</i> and <i>stinking cloud</i>), clawed grip, crushing grip, dual grapple	breath weapon (20-ft. diameter cloud, DC 19, <i>blindness/deafness</i> and <i>stinking cloud</i>), clawed grip, crushing grip, death grip, dual grapple	breath weapon (20-ft. diameter cloud, DC 21, <i>blindness/deafness</i> and <i>stinking cloud</i>), clawed grip, crushing grip, death grip, dual grapple
Statistics	A A A A A		
Stats	Str 19, Dex 14, Con 14, Int 12, Wis 12, Cha 10	Str 21, Dex 14, Con 14, Int 12, Wis 12, Cha 10	Str 25, Dex 14, Con 18, Int 12, Wis 12, Cha 10
Base	Atk +7; CMB +11 (+15 grapple); CMD 23	Atk +10; CMB +15 (+19 grapple); CMD 27	Atk +14; CMB +22 (+26 grapple); CMD 34
Feats	Dodge, Improved Grapple, Improved Initiative, Mobility, Multiattack	Disruptive, Dodge, Greater Grapple, Im- proved Grapple, Improved Initiative, Mobility, Multiattack, Spring Attack	Disruptive, Dodge, Greater Grapple, Improved Grapple, Improved Initiative, Mobility, Multiat- tack, Power Attack, Spellbreaker, Spring Attack
Skills	Acrobatics +15, Climb +17, Percep- tion +14, Stealth +15, Survival +14	Acrobatics +20, Climb +23, Percep- tion +19, Stealth +20, Survival +19	Acrobatics +24, Climb +29, Percep- tion +23, Stealth +20, Survival +23
Special Qual	spawn molesti	spawn molesti	spawn molesti
Ecology	AND		
Environment	any land or underground	any land or underground	any land or underground
Organization	solitary, pair, or hive (3-30)	solitary, pair, or hive (3-30)	solitary, pair, or hive (3-30)
Treasure	standard	standard	standard
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Clawed Grip (Ex): A molesti's oversized claws inflict double normal claw damage for a creature of its size. Further, on a successful (and secondary) grapple check against a creature up to one size category larger that it has already grappled, the molesti can clutch the victim's throat. A victim so grasped cannot speak or cast spells with verbal components. This throat grab attack is a swift action.

Crushing Grip (Ex): A molesti holding a creature in a grapple can, as a free action, inflict claw damage upon it once per round.

Death Grip (Ex): As molestis age, they learn to use their claws more effectively when gripping prey. When gripping a victim by its throat via its *clawed grip* ability, a molesti can "encourage" a creature to die faster. Each round that it maintains a grapple after getting a hold of the victim's throat, it can grab the victim's torso and squeeze, inflicting additional normal claw damage and driving out its breath. Each round of this squeezing reduces the length of time the creature can hold its breath by 1d6 rounds. When the victim runs out of breath, it begins to suffocate (normal suffocation rules apply).

Breaking free from a *death grip* requires two successful grapple checks one to loosen the molesti's claw (which allows a single breath, restoring 1-6 lost rounds), and the other to extricate the neck without receiving further harm. However, a truly desperate creature can attempt to forcibly wrench its neck from the molesti's grip, thus suffering full claw damage in exchange for a chance to break free from the grapple with only a single check.

Dual Grapple (Ex): A molesti can grapple up to two separate opponents at the same time if it uses a full attack action. Whenever a molesti retains its grapple upon two opponents, it suffers the effect of two stacked *grappled* conditions (i.e. it cannot move, and takes a -8 to Dex and a -4 penalty to all attacks and combat maneuvers not related to the grapple.)

Spawn Molesti (Ex): Once per day, as a standard action, a molesti can spawn a number of younger molesti up to one half its total HD. These young spew out of blisters that grow along the backside of the creature's abdomen. Hit dice can be spread throughout the spawned creatures, as suits the desires of the spawning molesti. For instance, a juvenile 10 HD molesti can spawn five 1 HD young, one 5 HD young, or one 3 HD and one 2 HD young. By sacrificing one of its HD, a spawned molesti can be specialized—either giving it six claws (2 extra attacks) or an exceptionally thick exoskeleton (+2 to natural armor bonus). If two HD are sacrificed, both specializations can be given.

THE MOLESTI

The cruel molesti is a man-sized, bipedal insect with a merciless nature and a relentless hunger. Molesti range in height from six to seven feet, possessing chitin-like armor and four long arms ending in oversized claws. Legend has it that their name means "death in the darkness" in some forgotten tongue—apropos perhaps as these creatures roam only the dark places of the world, especially the cavernous mines beneath the sands of Arena. Molesti have also been spotted as far away as the undercity of Penance, Eclipse, and the great caverns of Anvil.

Physically, the molesti seems to be a strange cross between a demon, an insect, and a humanoid. Horns adorn its fiendish head, which is dominated by its four large, dull, bulbous eyes. Its slit-like mouth is almost invisible when closed, but it is filled with row upon row of sharp, serrated teeth. A molesti bears no external ears or nose, though it is well-known that these creatures possess a highly accurate sense of hearing and smell. Six strong, muscular, and stone-hard limbs (four arms and two legs) sprout from the creature's torso, each ending in highly-flexible, powerful claws. So strong is the grip of these claws that the molesti can use any one of them to suspend itself from overhanging rocks, pipes, or other such outcroppings for extended periods of time.

Molesti have never been known to speak, but some rashers have come across strange, spidery glyphs near their nesting grounds. These symbols, having been studied by some of the brightest minds of Penance, are believed to be the rudimentary beginnings of a molesti language.

Molesti are fearsome and intelligent combatants. They use every conceivable advantage they can find and exploit. They use sophisticated tactics, ambushes, and their superior numbers (if available) to initially disorient their prey before mercilessly swarming over them like a wave of flaying darkness.

ADVICE FROM AN OLD RASHER

Unlike most critters that love to grab you, the molesti are sadistic about it. I'm sure they have some intelligence in them because they know exactly where and how to grab you. I've seen a few strangle hill giants, squeezing out their breath so fast that the buggers passed out before they knew they were grabbed. They're not brilliant, though—I saw one try to strangle a kith instead of its rider because it was a bigger creature.

That's how the molesti think of danger—size first, then everything else second until proven otherwise. My guess is that they are so focused on choking things, they equate big necks with being hard to kill. But they will change their target to anyone who hits hard enough, so don't think that all they'll do is chase your mount.

Here's a tactic a group I once traveled with used. We sent the thief out ahead to lure them back towards us. Slippery fellow—could always get out of a tight spot like a greased eel. The fighters came next and got the jump on them for a few seconds before the blasted things started grabbing everything around them. Their problem is that they can only hold two people apiece, and if you surround one of them with three or more people bashing them, they are like a dog with a bunch of bones—can't choose which to go for. They'd grab two, then drop one of them to grab the gal who just stabbed it in the back, then drop the other to grab the fighter that just hacked off a limb, and round and round they go. Just keep it turning around until it dies. I haven't seen a dizzy molesti, but I'm hoping to one day.
NIGHT CRAWLER

The night crawlers of Eclipse are the fodder of legend—great indescribable masses of flesh that crawl out of the darkness to feed upon everything in their path.

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204	NIGHT CRAWLER. PIECE	NIGHT CRAWLER, TENTACLED	NIGHT CRAWLER, SIGHTED
CR	7	16	17
Size	Small	Huge	Huge
Туре	Ooze	Ooze	Ooze
XP	3,200	76,800	102,400
Init/Senses	Init +6; Senses blindsight 60 ft., scent; Perception +4	Init +6; Senses blindsight 60 ft., scent; Perception +22	Init +6; Senses blindsight 60 ft., darkvi- sion 60 ft., scent; Perception +30
Defense			
AC	20, touch 13, flat-footed 18 (+2 Dex, +7 natural, +1 size)	27, touch 10, flat-footed 25 (+2 Dex, +17 natural, -2 size)	27, touch 10, flat-footed 25 (+2 Dex, +17 natural, -2 size)
HP	125 (10d8+80)	300 (24d8+192)	300 (24d8+192)
Saves	Fort +11, Ref +5, Will +5	Fort +16, Ref +10, Will +8	Fort +16, Ref +10, Will +8
Special	Defensive Abilities ooze traits; Resist acid 10, electricity 10, fire 5; SR 15	Defensive Abilities ooze traits; Resist acid 20, electricity 20, fire 10; SR 25	Defensive Abilities ooze traits; Resist acid 20, electricity 20, fire 10; SR 25
Offense			
Speed	20 ft.	20 ft.	20 ft., burrow 30 ft.
Attacks	Melee 4 slams +13 (1d8+5/19-20 plus glom)	Melee 4 slams +31 (3d8+15/19-20 plus glom)	Melee 4 slams +31 (3d8+15/19-20 plus glom)
Space	5 ft.; Reach 10 ft.	15 ft.; Reach 20 ft.	15 ft.; Reach 10 ft.
Special Attacks	glom, smother (2d8 + 2d8 acid, AC 13, 12 hp), trample (1d8+7, DC 20)	glom, smother (2d8 + 2d8 acid, AC 18, 30 hp), trample (3d8+22, DC 36)	glom, smother (2d8 + 2d8 acid, AC 18, 30 hp), trample (3d8+22, DC 36), unnatural gaze (DC 22
Statistics	14		
Stats	Str 20, Dex 14, Con 26, Int -, Wis -, Cha -	Str 40, Dex 14, Con 26, Int -, Wis -, Cha -	Str 40, Dex 14, Con 26, Int -, Wis -, Cha -
Base	Atk +7; CMB +11; CMD 23	Atk +18; CMB +35; CMD 47	Atk +18; CMB +35; CMD 47
Skills	Climb +39, Perception +4, Swim +39	Perception +22	Perception +30 Racial Modifier +8 to Perception checks
Ecology		And a second have	
Environment	any underground, dark plains	any underground, dark plains	any underground, dark plains
Organization	solitary	solitary	solitary
Treasure	standard	standard	standard

Glom (Ex): A night crawler is coated in a thick sticky acid, which is how it digests its prey. Creatures that touch the crawler take acid damage and may stick to the crawler. Any time the crawler hits with a slam attack or tramples an opponent, the night crawler makes a free grapple check. If the grapple succeeds, the target has become stuck to the crawler. The victim is now *grappled*, and will take 2d8 points of acid damage per round until freed. Likewise, if a crawler is struck with a melee weapon, the weapon may stick. Roll a disarm check after the attack damage is dealt. A successful disarm means the weapon has glommed onto the crawler. The attacker can drop the weapon, or pull at it, in which case an additional disarm check is rolled each round until the weapon is freed. Glommed weapons take 2d8 points of acid damage each round, reduced by 4 points for each plus the item has.

Smother (Ex): If an opponent is trampled by the crawler, he will become glommed onto the underside of the crawler's body and will be dragged along with it, taking 2d8 points of acid damage per round plus 2d8 points of crushing and dragging damage. This functions essentially like a swallow whole attack, but cutting one's way out does not leave a hole in the crawler's body.

Unnatural Gaze (Su): A night crawler that has grown eyes can lock one or more of them onto a target within 60 feet. Once an eye is locked onto a target, the target must make a Will save (DC [see above]) or be compelled to walk toward the ooze and take no other action. For each additional eye focused on the target, the DC increases by 1. A typical sighted night crawler has 10 eyes. As the ooze does not think, it will focus 1d6 eyes on any given target with no preference given for distance, threat level, or any other consideration. This is a mind-affecting effect.

THE NIGHT CRAWLER

The "night crawler" is a problem unique to the domain of Eclipse. This is not a species but a loose category of gargantuan horrors that seem to spawn from the darkness itself. These creatures follow no patterned form, but grow like cancers, unchecked in all direction and with no limits. Some have eyes, some teeth, some tentacles, and so on, but never regularly arranged. For the most part, they are just huge nightmarish lumps of flesh with appendages bursting out in random places. It is not clear whether night crawlers think or have any kind of intelligence, they just seem to act on pure instinctive hunger. Night crawlers seem to have an affinity for the dark, and they will stay hidden in deep caverns for months, growing until they have expended their nutrients and need food again. They then emerge from their lairs when the mists are at their highest and roam the land, devouring as many people as they can find—often wiping out entire villages. When night crawlers have sated their hunger, they crawl back into their holes to sleep and grow again.

Night crawlers do not appear to breed, but small pieces of them that are cut or torn off may eventually crawl away and grow into creatures of their own.

ADVICE FROM AN OLD RASHER

If you ever have the misfortune of encountering one of these things, I bet you'll wish you had a gigantic hammer. I know I did. Drop that hammer's business end right on it, see it flattened in a gory mess, and then pound it a few dozen more times just because.

The problem with night crawlers is that no one ever carries around the equipment you need to fight them. You want universal solvent by the gallon and rings of freedom of movement and acid resistance. At a minimum. Some of those creatures have weird appendages that don't work like yours or mine and that require added precautions. It's like they are trying to change into something humanoid by looking at our shadows and guessing what a body part does. I saw one with eyes—or what I think were eyes. Or what I think *it* thinks were eyes, if it had any intelligence. Took me a few weeks to get that image out of my head.

NIGHTSONG APPARITION The beautiful, soulful melody draws you forward, until you see its source—an angry shade drifting through the air, red eyes burning at the world that has wronged it.

	NIGHTSONG APPARITION, DESPONDENT	NIGHTSONG APPARITION	NIGHTSONG APPARITION, WRATHFUL
CR	2	7	14
Size	Medium	Medium	Medium
Туре	Undead	Undead	Undead
XP	600	3,200	38,400
Init/Senses	Init +6; Senses darkvision 60 ft.; Perception +4	Init +7; Senses darkvision 60 ft.; Perception +10	Init +9; Senses darkvision 60 ft.; Perception +23
Defense			
AC	15, touch 15, flat-footed 12 (+3 Dex, +2 deflection)	18, touch 18, flat-footed 14 (+3 Dex, +4 deflection, +1 dodge)	24, touch 24, flat-footed 18 (+5 Dex, +8 deflection, +1 dodge)
HP	13 (2d8+4)	68 (8d8+32)	230 (20d8+140)
Saves	Fort +5, Ref +2, Will +0	Fort +9, Ref +5, Will +2	Fort +19, Ref +11, Will +6
Special	Defensive Abilities incorpo- real; Immune undead traits	Defensive Abilities incorpo- real; Immune undead traits	Defensive Abilities incorpo- real; Immune undead traits
Offense			
Speed	fly 30 ft. (perfect)	fly 30 ft. (perfect)	fly 30 ft. (perfect)
Attacks	Melee touch +1 (ability drain (DC 12))	Melee touch +9/+4 (ability drain (DC 18))	Melee touch +20/+15/+10/+5 (ability drain (DC 22
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.
Special Attacks	flame burst (30 ft. burst, DC 12, 1d6+1 fire), nightsong (DC 12)	flame burst (30 ft. burst, DC 18, 8d6+8 fire), nightsong (DC 18)	flame burst (30 ft. burst, DC 22, 14d6+14 fire), nightsong (DC 22)
Statistics		A STATISTICS	
Stats	Str -, Dex 15, Con -, Int 11, Wis 11, Cha 14	Str -, Dex 17, Con -, Int 11, Wis 11, Cha 18	Str -, Dex 21, Con -, Int 15, Wis 11, Cha 25
Base	Atk +1; CMB +1; CMD 13	Atk +6; CMB +6; CMD 19	Atk +15; CMB +15; CMD 30
Feats	Improved Initiative	Deceitful, Dodge, Improved Initia- tive, Weapon Finesse (touch)	Deceitful, Dodge, Improved Initia- tive, Weapon Finesse (touch)
Skills	Bluff +8, Intimidate +7, Perception +4, Stealth +7	Bluff +14, Intimidate +13, Perception +10, Stealth +13	Bluff +30, Diplomacy +27, Intimidate +29, Knowl- edge (geography) +22, Perception +23, Stealth +28
Special Qual	madness	madness	madness
Ecology	A LAND AND AND AND AND AND AND AND AND AND		
Environment	any land or underground	any land or underground	any land or underground
Organization	solitary	solitary	solitary
Treasure	none	none	none

Ability Drain (Su): On a successful touch attack, the creature hit must make a Will save (DC [see above]) or suffer 1d4 points of permanent Wisdom drain.

Flame Burst (Su): Once every 5 rounds, the nightsong apparition is able to attack using a 30 foot long burst of fire. This causes fire damage as listed above. Targets are allowed a Reflex save for half damage (DC [see above]).

Madness (Su): Anyone targeting a nightsong apparition with a mind-control or telepathic ability makes direct contact with its tortured mind and immediately takes 1d4 points of temporary Wisdom damage unless a Will save is made (DC [see above]).

Nightsong (Su): A nightsong apparition constantly sings a soulful and eerie song, creating a mesmerizing effect. All sane creatures within 60 feet of the nightsong apparition must succeed at a Will save (DC [see above]) or be compelled to follow the nightsong apparition for 2d6 rounds. This is a sonic, mind-affecting compulsion, and for the duration, the affected creature cannot take any actions except follow it. Opponents who successfully save cannot be affected by the same nightsong apparition's night-song for one day.

THE NIGHTSONG APPARITION

Nightsong apparitions are the tortured spirits of hosshin driven to madness and suicide by the loss of connection with their god on being drawn into the Forge. Their anguish is so profound that their spirits know no rest and continue on in misery, unable to pass on to the next world. They are most notable for their singing—a constant soulful mourning that is at once both enchanting and terrifying. The hosshin say that their god rejects all suicides, and will not collect these souls. Therefore, the nightsong apparitions supposedly sing to gain the attention of their god, but their tunes are madness, knowing no central theme or melody, simply desperate patterns of song and words. It is more likely that they have given up.

A few nightsong apparitions are harmless, but many actively hate living creatures out of jealousy, and will do all in their power to drag them to

their level of misery. As nightsong apparitions are unable to cause physical harm, they instead try to provoke or force their opponents to follow them so they can lead the beings to death in other ways. This may be into a trap, or into the lair of another monster or race. The apparition then feeds upon the death energies that result—whether it be from the intended victim or the apparitions' allies. For the nightsong apparition, all living creatures have betrayed it in some way, and any death will satisfy it.

When cornered, nightsong apparitions will lash out with a rageful blast of fire, and then smother their foes with their incorporeal forms, driving them to madness. Nightsong apparitions can be distinguished from other similar spirits by their unmistakable singing, their ability to channel elemental flame, and their angry, glowing red eyes.

ADVICE FROM AN OLD RASHER

Nightsong apparitions are dangerous, true, but they are fortunately very uncreative in their execution. The apparitions tend to find one technique that works for them and then they stick to it, even if it's not the best strategy. For example, I came across one that tried to lure me to follow it by claiming to have my loved one held captive. It was unnatural...the song it sang the whole time and how it worked its statement into the words. I did feel the pull, but I had just ended my first marriage, so I snapped at it that I didn't have anyone worth saving. Kind of ended any pull its song had on me—if it had my ex, I was fine with it doing whatever it wanted to him. But the important lesson from all this is to try to keep the nightsong apparition away from its allies (aka, pretty much any other nasty thing out there). By itself, it's not too much of a threat.

NKOLL

An upright serpent slithers towards you, four tentacles writhing from sockets fixed just below its scaly head.

	NKOLL, CIVILIZED	NKOLL, WILD	NKOLL PRIEST
CR	2	6	13
Size	Medium	Medium	Medium
Туре	Monstrous humanoid (reptilian)	Monstrous humanoid (reptilian)	Monstrous humanoid (reptilian)
XP	600	2,400	25,600
Init/Senses	Init +1; Senses darkvision 60 ft., low light vision; Perception +5	Init +1; Senses darkvision 60 ft., low light vision; Perception +10	Init +1; Senses darkvision 60 ft., low light vision; Perception +20
Defense	P P	A DATE OF THE OWNER	
AC	13, touch 11, flat-footed 12 (+2 Dex, +1 natural)	17, touch 11, flat-footed 16 (+2 Dex, +1 natural, +4 chain shirt)	19, touch 11, flat-footed 18 (+2 Dex, +1 natural, +6 +2 chain shirt)
HP	17 (3d10)	60 (8d10+16)	106 (3d10+12d8+30)
Saves	Fort +1, Ref +4, Will +2	Fort +4, Ref +7, Will +5	Fort +11, Ref +8, Will +15
Offense	and the second second		
Speed	30 ft.	30 ft.	30 ft.
Attacks	Melee 4 tentacles +4 (1d6 plus grab), bite +2 (1d4 plus poison)	Melee 4 tentacles +10 (1d6+2 plus grab), bite +8 (1d4+1 plus poison)	Melee 4 tentacles +16 (1d6+3 plus grab), bite +14 (1d4+1 plus poison), or +2 mace +15/+10/+5 (1d8+5), 3 +2 mace +16 (1d8+5), bite +14 (1d4+1 plus poison)
Space	5 ft.; Reach 10 ft.	5 ft.; Reach 10 ft.	5 ft.; Reach 10 ft.
Special Atks	constrict (1d8), poison (DC 13)	constrict (1d8+2), poison (DC 18)	aura, channel energy 6d6, constrict (1d8+3), poison (DC 20)
Domain Abilities	none	none	5/day—acid dart (ranged touch +13, 1d6+6); 6/day—heal/harm scalykind; 12 minutes/day—tunnel runner; unlimited—speak with scalykind
Cleric Spells Known	none	. none	CL 12th; 6th (2+1 domain/day, DC 20); 5th (3+1 domain/day, DC 19); 4th (4+1 domain/day, DC 18); 3rd (5+1 domain/day, DC 17); 2nd (5+1 domain/day, DC 16); 1st (5+1 domain/day, DC 15); 0 (4/day, DC 14)
Domains	none	none	scalykind, earth (caves)
Statistics			
Stats	Str 10, Dex 12, Con 10, Int 10, Wis 8, Cha 12	Str 14, Dex 12, Con 14, Int 10, Wis 8, Cha 12	Str 16, Dex 12, Con 15, Int 13, Wis 18, Cha 16
Base	Atk +3; CMB +3; CMD 14	Atk +8; CMB +10; CMD 21	Atk +12; CMB +15; CMD 26
Feats	Multiattack, Stealthy	Dodge, Multiattack, Nimble Moves, Power Attack, Stealthy	Ability Focus (poison), Channel Smite, Dodge, Iron Will, Leadership, Multiattack, Power Attack, Stealthy
Skills	Acrobatics +7, Escape Artist +7, Perception +5, Stealth +9	Acrobatics +10, Escape Artist +10, Perception +10, Stealth +12	Acrobatics +18, Escape Artist +18, Knowledge (re- ligion) +11, Perception +20, Stealth +20

Ecology

Environment any land or undergroundOrganization individual or troupe (2-8)Treasure standard

any land or underground individual or troupe (2-8) standard any land or underground individual or troupe (2-8) standard

Special Abilities

Poison (Ex): Bite—injury; Save: Fort DC [see above]; Onset: 1 round; Freq: 1/round for 3 rounds; Effect: 1d4 Con; Cure: 2 consecutive saves

THE NKOLL

The nkoll are an aggressive and willful snakelike species. Their bodies are long and coiled, reaching about twenty feet in length, all told. They keep their weight primarily on their coils, and their heads rise up to about six feet off of the ground. Four long tentacles sprout from below their head, two on either side of the body. These the nkoll use as limbs, twining them together in pairs to form opposable digits. Nkoll reproduce rapidly, often overrunning large areas with their spawn.

The nkoll originate from a world called Kasara, where they had long ago risen to a position of dominance over all other species. Even on the Forge, nkoll still believe that they are the supreme species. They are haughty, quick to anger, and they hold grudges against anyone that they perceive to have wronged them. Few individual nkoll break with this philosophy, and the ones that decide to follow a different set of values are severely reprimanded and must undergo years of intensive reeducation with nkoll priests. Those that leave nkoll settlements without first being given permission from the high priests are usually hunted down and killed.

The focus of the nkoll lifestyle is their worship of the god Akaya, an enormous serpent many miles long. Akaya teaches that the nkoll race must rise up and conquer all who would stand against them. In return for conquering the world, the nkoll will be rewarded upon their death, at which time they will be able to acquire anything or fulfill any desire they may have. Images of snakes, tentacles, and the skulls or other mutilated body parts of their enemies are common decorations in nkoll temples.

The wild nkoll of Wildwood are similar in many respects to their civilized counterparts, who are slowly but surely building their numbers beneath the surface of Penance, but there are some major differences. Wild nkoll live on the surface rather than hide in the sunless depths below. Wild nkoll are hunters, and are physically more powerful than their civilized

nkoll ancestors. Because of their feral lifestyles, wild nkoll are less civilized, less refined, and prone to barbaric behavior.

Nkoll rashers are rare but not unheard of. These are either acolytes who are on some sort of holy quest or individual runaways who have turned their backs on their own kind and survived their escape. Those that do escape their society are almost never foolish enough to return—anyone returning would have to come with an army to prevent them from being sacrificed to Akaya. Those few that seek out the company of other races tend to be quite opposite from the common nkoll—being possessed of a gentle and compassionate nature and the will to help others. They individuals have turned completely away from the worship of Akaya, and often try to warn the Bloodlords aboveground about the growing threat the nkoll pose to their holdings.

Nkoll normally initiate combat by attempting to use their improved grab and constrict attacks. If outnumbered, they simply try to deal as much damage with their tentacles as possible while biting and causing poison damage. Nkoll are physically capable of wielding melee and most ranged weapons, and many take professions that focus on these abilities. Nkoll troops normally contain at least one cleric.

ADVICE FROM AN OLD RASHER

One of the little known secrets of the Forge are the nkoll—and it's not a good secret to have. Mark my word, those snakes will be swarming up to the surface to take over the world in another decade or two unless some brave rashers put a premature end to them all. You know, poison their water supply, spread a virulent plague, something with impact. Now I can see that look on your face, saying, "Why can't I just wade in and kill a bunch of them with my sword?" Well, you certainly can, but they breed like flies and they'll just swarm you and crush you under their weight. You want to fight them? You have to fight as dirty as they do.

The ironic thing is that I learned about this threat from one of their escapees. Turns out the ones who leave their society are the good ones, but they are few and far between. And since the only ones most people see are the good ones, they think the rest are just as nice and don't see what all the fuss is about. Poor deluded fools. Unless some group of rashers intervenes now, they'll find out how wrong they are.

Did I mention I have maps to some of their underground cities?

OASIS STALKER A stocky, muscular form explodes from out of the sand, its cold, dead eyes already seeing you as mere meat.



	OASIS CTALKED	OASIS STALKER BARBARIAN	OASIS STALKER ROGUE
CR	OASIS STALKER	5	7
Size	Medium	Medium	Medium
Туре	Humanoid	Humanoid	Humanoid
XP	800	1,600	3,200
Init/Senses	Init +3; Senses blindsight 60 ft., trem-	Init +3; Senses blindsight 60 ft., trem-	Init +3; Senses blindsight 60 ft., trem-
MILL JCIBCS	orsense 60 ft.; Perception +7	orsense 60 ft.; Perception +10	orsense 60 ft.; Perception +10
Defense			
AC	15, touch 13, flat-footed 12 (+3 Dex, +2 natural)	19, touch 13, flat-footed 16 (+3 Dex, +2 natural, +4 hide armor)	19, touch 15, flat-footed 14 (+5 Dex, +2 natural, +2 leather armor)
HP	23 (3d8+9)	47 (3d8+2d12+20)	53 (7d8+21)
Saves	Fort +6, Ref +3, Will +0	Fort +10, Ref +3, Will +2	Fort +7, Ref +9, Will +3
Special	sandbalm (moderate)	sandbalm (serious)	sandbalm (critical)
Offense			A PARA
Speed	40 ft., burrow 50 ft., sand glide	50 ft., burrow 50 ft., sand glide	40 ft., burrow 50 ft., sand glide
Attacks	Melee 2 claws +4 (1d4+2 plus poison (DC 13) and grab), tail spike +2 (1d6+2 plus poison (DC 13))	Melee 2 claws +8 (1d4+4 plus poison (DC 14) and grab), tail spike +6 (1d6+4 plus poison (DC 14))	Melee 2 claws +7 (1d4+2 plus poison (DC 16) and grab), tail spike +5 (1d6+2 plus poison (DC 16))
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.
Special Atks	phasetouch	Rage, phasetouch	sneak attack +2d6, phasetouch
Class Abilities		rage powers—quick reflexes, uncanny dodge	evasion, rogue talents—fast stealth, trap sense +1, trapfinding, uncanny dodge
Statistics			
Stats	Str 14, Dex 17, Con 16, Int 10, Wis 10, Cha 6	Str 18, Dex 17, Con 19, Int 10, Wis 10, Cha 6	Str 14, Dex 21, Con 16, Int 11, Wis 10, Cha 6
Base	Atk +2; CMB +4; CMD 17	Atk +4; CMB +8; CMD 21	Atk +5; CMB +7; CMD 22
Feats	Combat Reflexes, Multiattack	Combat Reflexes, Iron Will, Multiattack	Combat Reflexes, Iron Will, Mul- tiattack, Stealthy, Step Up
Skills	Perception +7, Stealth +8 Racial Modifier +8 to Stealth checks when in natural element	Acrobatics +8, Perception +10, Stealth +8, Survival +6 Racial Modifier +8 to Stealth checks when in natural element	Acrobatics +15, Bluff +8, Disable Device +15, Escape Artist +17, Knowledge (local) +10, Perception +10, Sleight of Hand +15, Stealth +17 Racial Modifier +8 to Stealth checks when in natural element
Ecology			
Environment	any oasis or warm land	any oasis or warm land	any oasis or warm land
Organization	solitary, family (2-8), colony (6-24)	solitary, family (2-8), colony (6-24)	solitary, family (2-8), colony (6-24)
Treasure	standard	standard	standard
Marsher Marsher		156	Land I for

Phasetouch (Su): An oasis stalker can employ this ability whenever it successfully hits with its claw attack. The target must make a successful Will save (DC [see above]) or have its entire form phased, allowing the oasis stalker to drag it down into the ground with its *sand glide* ability. A phased target possesses the *sand glide* ability for one minute. A target that materializes while submerged is expelled from the earth by the shortest possible route, taking 1d6 points of damage per ten feet traveled (no save).

Poison (Ex): Claw or spike—injury; Save: Fort DC [see above]; Onset: 1 round; Freq: 1/round for 7 rounds; Effect: paralysis; Cure: 2 saves

Sand Glide (Ex): An oasis stalker can glide through sand, dirt, or any other sort of loose earth, excepting metal or rock, as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing oasis stalker flings the creature back 30 feet, stunning it for one round unless it succeeds on a DC 15 Fortitude save.

Sandbalm (Sp): Once per ten minutes, an oasis stalker can submerge itself beneath the sand and gain the benefit of a *cure wounds* spell. See above for which spell the ability duplicates. Caster level is equal to the oasis stalker's hit dice.

THE OASIS STALKER

Oasis stalkers are said to be some of the original inhabitants of Arena. At one time they had a culture and a society, but over the eons they have gradually been altered by the strange energies of the Forge. There is little recognizable joy or wonder in the canny, merciless predators that they are today.

Oasis stalkers are short and broad, much like dwarves in size and shape. The oasis stalker is no mammal though, but a desert creature closer to a shellless tortoise in physiology. They range in height from three to five feet and are heavily muscled. Their large hands and feet are tipped with retractable claws that deliver a powerful poison. Over the whole of their mottled red skin (which blends in perfectly with Arena's red sand), oasis stalkers are covered with wisps of sharp spines similar to those found on a cactus. These act much like the whiskers of a cat, providing sensory information to oasis stalkers as they lie in wait for their prey. The stalker's strong tail ends in a hard, fin-like appendage that can extend poisonous spikes when the oasis stalker feels threatened.

The head of an oasis stalker is roughly oval and displays a terrapin-like visage. At the line of the chin are two tiny protrusions that are tipped with fins similar to the one seen on the creature's tail. No one knows exactly what these fins are for, but many believe that they are used either as sensory organs, as a method of respiration when the creature is buried in the sand, or both. Lastly, the head is adorned with a wide, thick shock of somewhat rigid, vibrant green spines. This "hair" looks remarkably like desert grass. In fact, some stalkers have been encountered whose hair seemed to be specialized to fit the specific local flora of their oasis.

Oasis stalkers are intelligent predatory creatures that attack from an ambush position. They prefer to lie in wait, their entire bodies (with the exception of their grass-like "hair") submerged beneath the sand within a lush, cooling oasis. They wait patiently as their prey comes close. Then the oasis stalker bursts forth from the sand with blinding speed, grabs its startled victim, and drags him into the earth with its phasetouch ability. Once there, the oasis stalker injects the victim with its poison to immobilize him before moving to a more convenient location to feed. If caught unawares above ground, oasis stalkers dive into the sand, escaping with a few powerful sweeps of their tail. Oasis stalkers can speak and understand

a very rudimentary from of Common if pressed.

Occasionally, particularly wicked and sadistic members of the race will move their victims to a place beneath the sand and then wait until the phasetouch effect wears off. They then gleefully look on as the poor soul is torn apart as it is expelled from the ground. And then they eat the remains.

ADVICE FROM AN OLD RASHER

Oases are the lifeblood of Arena. They are also some of the most dangerous places. Oasis stalkers have evolved to be perfect matches for their environment, and I've seen more than a few caravan guards who let down their guard when drinking. You'd think that given the name of their profession they wouldn't do that. It's a mistake they only make once.

The only thing you can do if someone is pulled under the sand is either have a powerful spell-slinger around to cast *move earth* wherever they think the person is, or pray for their soul to go speedily to their gods. The only counter I've ever seen is wearing a lot of metal—something like full-plate is best. Even if they hit you, they can't phase you through your armor, and their ability doesn't seem to work on metal. Of course, you have other issues like dying of heat stroke to think about if you walk around looking like a portable stove.

ORT

A shifting pile of trash sprouts a number of short, black legs and scuttles towards you, the corroded remains of a sword lingering behind, disintegrating slowly in a light coating of slime.



	ORT	ORT Rogue	VENERABLE ORT CLERIC
CR	1/2	2	8
Size	Medium	Medium	Medium
Туре	Aberration	Aberration	Aberration
XP	200	600	4,800
Init/Senses	Init +2; Senses darkvision 60 ft.; Perception +7	Init +3; Senses darkvision 60 ft.; Perception +11	Init +2; Senses darkvision 120 ft.; Perception +31
Defense			
AC	15, touch 12, flat-footed 13 (+2 Dex, +3 natural)	17, touch 12, flat-footed 15 (+2 Dex, +3 natural, +2 ort leather armor)	27, touch 24, flat-footed 25 (+2 Dex, +3 natural, +10 deflection, +2 insight)
HP	5 (1d8)	17 (3d8+3)	72 (11d8+22)
Saves	Fort +0, Ref +2, Will +4	Fort +2, Ref +6, Will +3	Fort +9, Ref +7, Will +14
Offense			the second of the second secon
Speed	30 ft., burrow 5 ft.	30 ft., burrow 5 ft.	30 ft., burrow 5 ft.
Attacks	Melee 4 slams +0 (1d3+1d4 acid, 5 ft. reach) or 2 slams +0 (1d3+1d4 acid, 10 ft. reach) or slam +0 (1d3+1d4 acid, 15 ft. reach)	Melee 4 short swords +5 (1d6/19-20, 5 ft. reach) or 2 short swords +5 (1d6/19-20, 10 ft. reach) or short sword +5 (1d6/19-20, 15 ft. reach)	Melee 4 +3 light maces +13 (1d6+3, 5 ft. reach) or 2 +3 light maces +13 (1d6+3, 10 ft. reach) or +3 light maces +13 (1d6+3, 15 ft. reach)
Space	5 ft.; Reach 5-15 ft.	5 ft.; Reach 5-15 ft.	5 ft.; Reach 5-15 ft.
Class Abilities	none	Rogue: evasion, rogue talent—finesse rogue, sneak attack +2d6, trap sense +1, trapfinding	Cleric: aura, channel energy 6d6
Domain Abilities	none	none	10/day—artificer's touch (1d6+5, ignore 11 hardness and DR), bit of luck 1/day—dancing weapons, tugging strands
Cleric Spells Known	none	none	CL 11th; 6th (2+1 domain/day, DC 23); 5th (3+1 do- main/day, DC 22); 4th (4+1 domain/day, DC 21); 3rd (6+1 domain/day, DC 20); 2nd (6+1 domain/day, DC 19); 1st (6+1 domain/day, DC 18); 0 (4/day, DC 17)
Domains	none	none	artifice, luck (fate)
Statistics			
Stats	Str 10, Dex 14, Con 10, Int 12, Wis 14, Cha 11	Str 10, Dex 17, Con 12, Int 12, Wis 14, Cha 11	Str 10, Dex 15, Con 14, Int 12, Wis 24, Cha 12
Base	Atk +0; CMB +0; CMD 12	Atk +2; CMB +2; CMD 15	Atk +8; CMB +8; CMD 20
Feats	Alertness	Alertness, Stealthy	Alertness, Combat Casting, Leadership, Selective Channeling, Turn Undead, Weapon Finesse
Skills	Appraise +5, Climb +4, Knowledge (undercity) +4, Perception +7, Stealth +5 Racial Modifier +6 to Stealth checks in the undercity or refuse piles	Appraise +7, Climb +6, Craft (ort armor) +7, Escape Artist +11, Knowledge (undercity) +8, Perception +11, Sense Motive +10, Stealth +12 Racial Modifier +6 to Stealth checks in the undercity or refuse piles	Appraise +15, Knowledge (undercity) +15, Per- ception +31, Sense Motive +23, Stealth +16 Racial Modifier +8 to Perception, +6 to Stealth checks in the undercity or refuse piles
Special Qual	corrosive, malleable	corrosive, malleable	corrosive, countless eyes, malleable
1. 16	Stand Stand Stand As	160	and the second second

Ecology

Environment underground

underground

solitary, pair, family (3-12 plus 1 5th level cleric, 2 Organization 3rd level rogues) or colony (10-100 plus 1 11th level cleric, two 10th level rogues, five 7th level fighters, seven 5th level clerics, and ten 3rd level rogues)

Treasure

standard

Special Abilities

Corrosive (Ex): Whenever an ort hits with one of its tentacles, it can choose to secrete a corrosive acid onto its target, dealing an extra 1d4 points of damage. Normally, the acid is applied to the creature's flesh. However, an ort has the option of striking an object instead, ignoring its hardness and dealing its acid damage directly to the object's hit points. When faced with well-armored foes, orts often strike at their opponents' armor (a touch attack), often destroying the armor in a few rounds. An ort can also use its acid to burrow, albeit at a slow rate.

Countless Eyes (Su): Orts gradually acquire new eyes over the years. These eves do not provide any benefit until an ort reaches a critical number, which usually takes at least 50 years. For each ort, that threshold is different, but upon reaching that critical number, an ort that is not covering its eves (meaning it does not have armor or any sort of protective covering) gains the following benefits:

- +10 deflection bonus to armor
- +8 racial bonus to Perception
- Darkvision to 120 feet
- Immunity to blindness and light-based spells and abilities
- 1/day-true seeing for up to one minute
- Permanently under the effects of the foresight spell •

Malleable (Ex): Orts can flex their bodies into unusual proportions, from a 10x10 foot sheet a few inches thick, to a 3-foot diameter sphere, to a 20-foot-long cylinder a few inches in diameter. They also can create appendages as needed. This ability also allows them to vary their attacks and to squeeze through unusual openings not accessible to most mediumsized creatures. When attacking, an ort may either use four five-foot long tentacles, two 10-foot long tentacles, or one 15-foot long tentacle. It takes

solitary, pair, family (3-12 plus 1 5th level cleric, 2 3rd level rogues) or colony (10-100 plus 1 11th level cleric, two 10th level rogues, five 7th level fighters, seven 5th level clerics, and ten 3rd level rogues) standard

underground

solitary, pair, family (3-12 plus 1 5th level cleric, 2 3rd level rogues) or colony (10-100 plus 1 11th level cleric, two 10th level rogues, five 7th level fighters, seven 5th level clerics, and ten 3rd level rogues) standard

an ort a single standard action to reconfigure itself.

THE ORT

Native to the massive, labyrinthine underpinnings of Penance, orts aresimply stated-living rubbish. While their exact origins are utterly unknown, it is widely believed that the orts were created simultaneously with Penance itself, and that a measure of Israfel's life force sparked their initial creation and continues to compel them to this very day.

Typically shy and reclusive, little is known about the ort race other than the fact that they are exclusively found in (or rather, beneath) Penance and nowhere else on Forge. They make excellent guides for the undercity, when they can be coerced into doing so. Most orts tend to befriend parties that show respect to Penance, and they also occasionally befriend particular rafters. Some orts, however, are known to become very possessive and protective of their particular piece of the undercity and may attack individuals or parties who pass through their "homes".

It is said throughout Penance that the musical chirps of the orts, which are more often heard the deeper one travels beneath Penance, are a sign of good fortune and luck. There are recorded a few instances of orts assisting a badly wounded party with their powerful divine magic. Exactly why many of these creatures come to the aid of what others see as interlopers into their homes is unknown.

Orts vary from benevolent to cruel in disposition, but are not overly fond of society or order. Orts claim no lands of their own, but are always found beneath Penance. There has never been a time since the creation of the city that the orts have not been found trolling its murky bowels.

While it has never been confirmed, it is said that the orts worship Israfel. While this is utterly unfounded and for the most part deemed complete nonsense, it could very well explain the orts' heightened ability at casting divine spells. If the rumor is true, it is unclear then why the orts were not destroyed by Israfel long ago like any other creature daring to worship one of the Flock. In any case, the orts should be free now under Belus' rule to practice whatever form of religion they desire—perhaps the truth will come out.

Ort appearance varies significantly from individual to individual, as their very composition is formed from the miscellaneous and cast-off piles of junk left behind by the inhabitants of Penance. However, orts in general share the following characteristics: all orts are generally oval in shape, and when at rest are best described as sphere-like masses of trash roughly four feet in circumference. Of course, depending on the exact items that compose their outer shells, some orts might be considerably larger, smaller, or differently shaped as dictated by those materials.

Beneath this outer shell of refuse lies an inky black skin that is the consistency of a thick, leathery wineskin. This tough, rubbery skin allows an ort a measure of flexibility for squeezing into tight nooks and crannies. Orts are also able to shape and extend their skin into tentacle-like legs at will, which they use for locomotion throughout the immense tangle of debris that is found beneath Penance. Orts can project up to eight legs at one time (a practice which has gained them the moniker "heap spiders"), each of which can extend to a length of two feet. Orts can elect to project a fewer number of limbs and instead concentrate the associated lengths of those legs into a single appendage, measuring anywhere between 2-16 feet in length, as desired.

Scattered in random intervals beneath an ort's junk-ridden shell are luminescent, oval, glowing eyes. Strangely, it seems that orts grow additional eyes as they age, and some sages believe this to be some form of a defensive mechanism.

Orts are not eager to jump into combat, and generally fight only when cornered; most will try to burrow away if attacked. Orts fight with their tentacles, although some with professional training will use weapons instead. Orts often train as clerics and are able to cast divine spells. Some are practiced as rogues and rely more on stealth. A few orts train as fighters.

Orts have two avenues in melee. First are their natural weapons in the form of their tentacles, of which they can create several. These tentacles are relatively solid and can pack a firm punch. In addition, an ort can secrete acid from its tentacles, allowing it to inflict extra damage. Secondly, an ort can wield weapons with its tentacles, but only those with non-metallic hafts or handles, as their corrosive touch destroys metal ones. Ort fighters can be quite devastating, fighting with up to four separate melee weapons at once.

ADVICE FROM AN OLD RASHER

I have one or two ort "friends," but I use the term loosely. Oh, they're friendly enough—when you track them down and they don't try to kill you outright. They can even be incredibly helpful. I had one time where my group had just fought a small horde of derelicts, and we were in pretty bad condition, when this one ort came out of the shadows, said "thank you", proceeded to heal us, and then left without another word. One of the more bizarre days in my rasher years, I'll tell you.

The problem is that it's hard to relate to something that is so completely different from you. Humans, dovers, pickers—the regular races all have identifiable heads and mouths and don't vary too widely in mentality. Sure our philosophies may be all over the place, but that's nothing compared to any of us and the ort. They shift their form all the time, unless they don't, and half the time they want to talk extensively about "the flow", whatever that is. Best I can figure, it's something happening in the undercity, and given their sensitivity to divine magic, maybe it's connected to that. All I know is that's it's not my issue—let some young rashers go figure it out.

PACYNKA

If you look very closely, the small insect crawling up your arm has the gleam of intelligence in its eyes.

2 And

	PACYNKA	PACYNKA SWARM	PACYNKA HOST, ZEALOT (FORMER BAKER)
CR	1/8	3	8
Size	Fine	Fine	Small
Туре	Aberration	Aberration (swarm)	Humanoid (picker, Fighter 5/ Zealot6)
XP	50	800	4,800
Init/Senses	Init +3; Senses darkvision 60 ft.; Perception +3	Init +3; Senses darkvision 60 ft.; Perception +8	Init +3; Senses Perception +12
Defense			
AC	21, touch 21, flat-footed 18 (+3 Dex, +8 size)	21, touch 21, flat-footed 18 (+3 Dex, +8 size)	32, touch 17, flat-footed 26 (never surprised) (+4 Dex, +2 insight, +1 natural, +9 +3 breastplate, +5 winged shield, +1 size)
HP	2 (1d8-3)	18 (4d8)	88 (5d10+6d8+33)
Saves	Fort -3, Ref +3, Will +4	Fort +3, Ref +4, Will +5	Fort +12, Ref +10, Will +11 (+12 vs. fear)
Offense			
Speed	20 ft.	20 ft.	15 ft.; climb 15 ft.
Attacks	Melee bite -4 (1 plus infest)	Melee swarm (1d6 plus infest)	Melee +3 keen longsword +16/+11 (1d6+6) (17-20x2)
Space	0 ft.; Reach 0 ft.	10 ft.; Reach 0 ft.	5 ft.; Reach 5 ft.
Class Abilities	none	none	bravery +1, armor training 1, weapon training 1 (blades, heavy), smite the heathen, divine protec- tion, convert the unbeliever, divine knowledge, empower congregation, divine foresight
Cleric Spells	none	none	CL 5th; 3rd (1/day, DC 15); 2nd (2/day, DC 14); 1st (3/day, DC 13); 0 (4/day, DC 12)
Special Atks	infest	infest	none
Statistics			
Stats	Str 1, Dex 16, Con 4, Int 17, Wis 18, Cha 21	Str 1, Dex 16, Con 10, Int 17, Wis 18, Cha 21	Str 15, Dex 18, Con 16, Int 12, Wis 15, Cha 16
Base	Atk +0; CMB -12; CMD 1	Atk +2; CMB +2; CMD 15	Atk +8; CMB +9; CMD 23
Feats	Stealthy	Alertness, Stealthy	Cleave, Dazzling Display, Iron Will, Leader- ship, Power Attack, Skill Focus (Knowledge: Religion), Weapon Focus (longsword)
Skills	Bluff +9, Diplomacy +9, Disguise +9, Perception +8, Sense Motive +8, Spellcraft +7, Stealth +25	Bluff +9, Diplomacy +9, Disguise +9, Perception +10, Sense Motive +10, Spellcraft +7, Stealth +25	Acrobatics +10, Bluff +12, Climb +15, Diplomacy +18, Heal +11, Intimidate +15, Knowledge (Religion) +13, Linguistics +10, Perception +15, Sense Mo- tive +13, Stealth +8, Swim +8, Urban Survival +11
Special Qualities	puppeteer	puppeteer	sticky grip, scales, detect magic, en- hanced memory, host, keen senses
		164	

Ecology			
Environment	any populated area	any populated area	any populated area
Organization	solitary	solitary	solitary or war party (zealot plus 10- 50 1st to 3rd level fighters)
Treasure	none	none	standard

Centuries of Experience (Ex): Once a year after taking control of a host, a pacynka can change the host's class levels, class abilities, feats, and skills. The host's ability scores remain the same, but over the span of two months, the pacynka can reprogram its puppet to be any class the host qualifies for. This can be as radical as turning a barbarian into a wizard or as subtle as changing the domains of a cleric. These changes are permanent, barring a *wish* or *miracle* spell.

Host (Ex): Upon the death of the host, a swarm of pacynkas appear in its square. The swarm has hit dice equal to that of its host.

Infest (Ex): A potential host is usually unaware of a pacynka's attempt to control him. The pacynka enters the host's body through an existing opening or through a small incision it makes. Swarms dealing swarm damage automatically create the potential opening. The individual must make a Fortitude save (DC 20) each time he takes damage or unknowingly become the next host. A successful Fortitude save means the pacynka cannot merge with the individual on that attempt.

Puppeteer (Ex): A pacynka slowly gains control of its host over the span of years by laying a few eggs at a time and then gradually gaining control over the body and mind as the infestation spreads. A person infested with a pacynka changes as the pacynka gains control over his body.

- After 3 months of infestation, the host will suffer a rash, causing a -1 penalty to skill checks for one week as the body attempts to fight off the infestation—and fails.
- After 6 months of infestation, the host will permanently lose one point of Intelligence, Wisdom, and Charisma as the pacynkas begin integrating themselves into the host's brain. The person appears tired and burned out, and the loss is often attributed to that.

This stage passes after about a month. If the pacynkas are ever removed, the person will suffer a -2 to all mental ability scores until the target of a *heal* spell.

- After 9 months, the person will suffer 1 point of Strength and Dexterity damage each week for 4 weeks as the pacynkas gain control of the nervous system. During this time, the victim is more likely to stumble or fumble objects. The ability damage heals normally, being restored each night. If the pacynkas are ever removed, the person will suffer a -2 to all ability scores until the target of a *heal* spell.
- After 12 months, the pacynkas begin infiltrating the senses, causing sporadic loss of them over the next 4-6 weeks. These are momentary lapses and are quickly covered up. (e.g. "Could you say that again?" or doing a double-take.) If the pacynkas are ever removed, the person will suffer a -4 to all ability scores until the target of a *heal* spell.
- After 15 months, the pacynkas starts to take control and the person's mental processes shift towards whatever personality the pacynka desires. This shift in language and mentality is very gradual, requiring 6-9 months before becoming complete, depending on the individual's starting mentality. The person never acts in a way completely contrary to a rational being, and friends often mistake the change as growing up or a natural evolution based on personal experiences. If the pacynkas are ever removed, the person will suffer a -6 to all ability scores until the target of a *heal* spell.
- After 24 months, the pacynkas have full control of the body and mind. The person sets out to seek adventure and glory. If the pacynkas are ever removed or leave, the person will suffer an immediate -8 to all ability scores and continue to suffer a cumulative -1 penalty to all ability scores each day until the target of a *heal* spell. There are now enough pacynkas to create a swarm.

THE PACYNKA

Pacynkas are very small insect-like creatures that enter a host's body and, over the course of several years, gradually take control of its mind. They have small pincers that can be used to burrow through skin and flesh, and their bodies excrete a simple anesthetic that allows them to move within their host's body undetected. They live for centuries, and they remember all their experiences with perfect clarity. The initial invader creates a colony in its host's body, with each individual pacynka storing a copy of the original pacynka's memories and personality.

Pacynkas desire to leave their mark upon the world and to remake it in their image. Each pacynka has a goal of spreading its own manipulation to the masses. One may try to start a new and lasting religion, while another will create a cabal of wealthy nobles to control Penance. Some change their behavior regularly, trying out different approaches to see which one works best. The thrill of freeing slaves may only be half the fun of brutally putting down a slave rebellion. Some of the greatest atrocities ever committed on the Forge were the results of pacynkas exploring new ways to control people, but the same can be said of some of the greatest and noblest of acts. So long as there are people around, the pacynka will play.

If a pacynka has overplayed its hand and its host dies, or if the pacynka thinks that it can get no further use from its current host, it will leave. A swarm of pacynkas then leave the body (usually a few at a time, although in dangerous situations it will be a swarm) and attempt to gain control of new victims. Any that fail to find a new host within the next hour will die, which is why pacynkas are always attracted to areas with large numbers of people. Without the controlling organism, the host then wastes away, with many slipping into comas or dying outright. The pacynka, on the other hand, will sneak over to its next victim and begin the process again. So long as it has easy access to other hosts, a pacynka has no problems with reckless or suicidal behavior, although it does like to keep its host alive, since the challenge of doing so is part of the fun. Pacynkas also enjoy reprogramming their hosts, drawing on their vast experiences to create unique individuals for the purposes of manipulating others. Some pacynkas are even willing to handicap themselves to increase the challenge.

Over a thousand years ago, one very bold pacynka had its host challenge a member of the Flock, knowing that its host would likely die, but hoping that it could gain control of one of the most powerful beings on the Forge. It chose Israfel, seeing her position in Penance as an excellent starting point for its next scheme. In a public square, the pacynka called out to Israfel, challenging her to a fight. When Israfel appeared before the pacynka's host and the assembled throng, she simply said, "No more," and immolated the pacynka inside its host's body. Israfel began an extermination campaign against the pacynkas, personally killing several hundred in her city and sending assassins against suspected others, driving the species nearly to extinction. Since then, pacynkas have never operated in Penance, and they are much more careful with their ambition.

ADVICE FROM AN OLD RASHER

Imagine having a friend since childhood, someone you knew for twenty years, gradually change. You don't even notice the changes at first, they're that subtle. Over the years, she becomes more eager to go adventuring. You start feeding that desire with stories of your own adventures. You even offer to take her out on an expedition—a simple one. And then she goes off to become a rasher herself, and you feel all kinds of proud for having helped your friend realize her passion.

Now imagine coming across that friend a bit over ten years later, delving with her, seeing the incredible skill with which she wields her blade, marveling at her expertise. Imagine watching with pride at the townsfolk who practically worship the ground she walks on thanks to her great efforts to rid the area of bandits and slavers. You see her showered with accolades, hear the excitement and passion in her voice when she talks about saving the people. Imagine your horror when a assassin hired by slavers runs her through as you are having lunch one day. Imagine everyone's horror when a swarm of bugs crawl out of her body and onto the assassin and then start chasing after people all around.

Imagine how you feel realizing that your friend has been dead and gone for years, and the pacynka have been controlling her all this time, making her into this great icon for the people that she never could have become on her own.

PALETHIAN

An otherworldly combination of almost every race you have ever seen stands before you, emanating an immense intelligence and unbeatable will.



	PALETHIAN, SHARK-EVOLVED	PALETHIAN, LIGHT-EVOLVED	PALETHIAN, ARACHNID-EVOLVED WARRIOR
CR	20	20	25
Size	Medium	Medium	Medium
Туре	Monstrous humanoid	Monstrous humanoid	Monstrous humanoid
XP	307,200	307,200	1,640,000
Init/Senses	Init +16; Senses perfect sight; Perception +28	Init +16; Senses perfect sight; Perception +28	Init +16; Senses perfect sight; Perception +26
Defense			
AC	43, touch 23, flat-footed 30 (+12 Dex, +20 natural, +1 dodge)	43, touch 23, flat-footed 30 (+12 Dex, +20 natural, +1 dodge)	43, touch 23, flat-footed 30 (+12 Dex, +20 natural, +1 dodge)
HP	315 (18d10+216); regeneration 10	315 (18d10+216); regeneration 10	420 (24dl0+288); regeneration 10
Saves	Fort +18, Ref +23, Will +21	Fort +18, Ref +23, Will +21	Fort +23, Ref +25, Will +23
Special	DR 50/+5; Immune see below; SR 35	DR 50/+5; Immune see below; SR 35	DR 50/+5; Immune see below; SR 35
Offense		and the second second	
Speed	50 ft.	50 ft.	50 ft., climb 20 ft.
Attacks	Melee 2 claws +26 (1d10+9+2d6 electric- ity), face saw +23 (1d8+4+2d6 electric- ity), tail +23 (1d12+4+2d6 electricity)	Melee 2 claws +26 (1d10+9)	Melee +5 keen dancing longsword +34/+29/+24/+19 (1d8+16/17-20), 5 +5 keen dancing longswords +34 (1d8+16/17-20), bite +28 (1d8+5 plus poison)
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.
Special Atks	dominate	dominate	dominate
Spell-like Abilities Evolution	(CL 20th) At will—comprehend languages, dispel magic, fear, fly, identify, invisibility, legend lore, locate object, make whole, silence, speak with plants 3/day—break enchantment, dimensional anchor, dimension door, divination, scry- ing, improved invisibility, sending 1/day—greater dispelling, etherealness, gate, greater scrying, teleport without error none	(CL 20th) At will—comprehend languages, dispel magic, fear, fly, identify, improved invis- ibility, invisibility, legend lore, locate object, make whole, silence, speak with plants, true seeing 3/day—break enchantment, dimensional anchor, dimension door, divination, scrying, sending 1/day—greater dispelling, etherealness, gate, greater scrying, teleport without error beacon (18d6, 18d8 in sunlight, 18d10 un-	(CL 20th) At will—comprehend languages, dispel magic, fear, fly, identify, invisibility, legend lore, locate object, make whole, silence, speak with plants 3/day—break enchantment, dimensional anchor, dimension door, divination, scry- ing, improved invisibility, sending 1/day—greater dispelling, etherealness, gate, greater scrying, teleport without error agile climber, eight-legged, expert climber, hunter,
Abilities		der two suns, DC 31), bend light, flash (DC 31), illuminated, laser (18d4, 18d6 in sunlight, 18d8 under two suns), radiant	jumping spider, toxic (Injury; Save: Fort DC 31; Onset: immediate; Freq: once; Effect: Paralysis 10 to 60 minutes; Cure: 1 save), tremorsense, web-spinnir
Class Abilities	none	none	armor training 1, bravery +2, weapon training (blades +1)

Statistics			
Stats	Str 28, Dex 34, Con 34, Int 40, Wis 30, Cha 36	Str 28, Dex 34, Con 34, Int 40, Wis 30, Cha 36	Str 32, Dex 34, Con 34, Int 40, Wis 30, Cha 36
Base	Atk +18; CMB +25; CMD 47	Atk +18; CMB +25; CMD 47	Atk +24; CMB +33; CMD 55
Feats	Combat Reflexes, Dodge, Evolve, Mobil- ity, Multiattack, Spring Attack, Improved Initiative, Track, Weapon Focus (claws)	Combat Reflexes, Dodge, Evolve, Mobil- ity, Multiattack, Spring Attack, Improved Initiative, Track, Weapon Focus (claws)	Combat Reflexes, Cleave, Combat Patrol, Critical Focus, Dodge, Evolve, Greater Cleave, Mobility, Multiattack, Spring Attack, Improved Initiative, Power Attack, Staggering Critical, Stand Still, Stunning Critical, Weapon Focus (longsword)
Skills	Acrobatics +30, Appraise +33, Bluff +31, Climb +25, Craft (alchemy) +33, Diplomacy +31, Dis- able Device +30, Escape Artist +30, Intimidate +31, Knowledge (arcana) +33, Knowledge (dun- geoneering) +33, Knowledge (history) +33, Knowledge (religion) +33, Knowledge (un- dercity) +33, Linguistics +33, Perception +28, Sense Motive +28, Spellcraft +33, Stealth +30	Acrobatics +30, Appraise +33, Bluff +31, Climb +25, Craft (alchemy) +33, Diplomacy +31, Dis- able Device +30, Escape Artist +30, Intimidate +31, Knowledge (arcana) +33, Knowledge (dun- geoneering) +33, Knowledge (history) +33, Knowledge (religion) +33, Knowledge (un- dercity) +33, Linguistics +33, Perception +28, Sense Motive +28, Spellcraft +33, Stealth +30	Acrobatics +34, Appraise +33, Bluff +31, Climb +34, Craft (alchemy) +33, Diplomacy +31, Dis- able Device +30, Escape Artist +30, Intimidate +31, Knowledge (arcana) +33, Knowledge (dun- geoneering) +33, Knowledge (history) +33, Knowledge (religion) +33, Knowledge (un- dercity) +33, Linguistics +33, Perception +28, Sense Motive +28, Spellcraft +33, Stealth +34
Special Qualities	ageless, evolve, perfect sight, telepathy	ageless, evolve, perfect sight, telepathy	ageless, evolve, perfect sight, telepathy
Ecology			
Environment	any temperate or warm land or underground	any temperate or warm land or underground	any temperate or warm land or underground
Organization	solitary or coven (2-7)	solitary or coven (2-7)	solitary or coven (2-7)
Treasure	double standard	double standard	double standard

Ageless (Ex): The palethian have evolved to the point where their bodies have become perfect. They do not age, nor do they require food, drink, sleep, or any other type of sustenance to survive. They do not need to breathe, and they cannot become ill or fall susceptible to toxins. They also cannot reproduce, as they no longer need to replicate themselves in order to survive as a species.

Dominate (Sp): The palethian can control anyone in their line of sight as a standard action at will. In order to do so, the palethian must focus on the creature to be dominated and succeed at a battle of wills with it (opposed Will saves). The effect of this ability is much like the spell *dominate monster*. The palethian may dominate more than one creature at a time, although it suffers a cumulative -2 penalty to its opposed Will checks for

each creature it already has under its control. The dominate effect lasts until the creature moves out of range of the palethian's telepathy or until the palethian cancels the link.

Evolve (Ex): The palethian have actually developed conscious control over their own genetic code. Whenever they discover a new type of possible mutation, they can take it upon themselves, without cost, as a full-round action. In game terms, this means that if a creature has a prestige race that the palethian does not have, and if the palethian can gain a bit of the creature's genetic material (typically by hitting it with a claw attack), it can adopt the evolution without paying an experience point cost.

Immunities (Ex): The palethian have evolved to the extent that they are immune to an amazing number of effects. They are immune to acid, aging effects, cold, disease, electricity, fire, gaze attacks, poison, paralysis, polymorphing, sleep, sonic attacks, stunning, and suffocation.

Perfect Sight (Ex): The palethian have evolved perfect sight, allowing them to see without the aid of light, sound, or any kind of stimulus. This ability is exactly like blindsight, except its range is unlimited like normal sight, and its field is a full sphere around the palethian. Solid objects block this vision, just like with normal eyesight. The palethian cannot be flanked or blinded. They are immune to illusions and can see invisible and ethereal creatures. The Stealth skill is still effective against them though.

Telepathy (Ex): The palethian no longer need to speak, but can communicate with all living creatures within a two mile radius. To communicate with a creature the palethian needs to know of its presence, by either being able to see it, by having dominance over it, or by scrying it.

THE PALETHIAN

The legendary palethian are the oldest race of intelligent creatures on the Forge. The palethian were the first to dwell on the banks of the Well-spring and build the first settlement there. Many of the names of things in Penance were named by the palethian, such as the seven great rivers, the suns and the moons, and a number of the cities of the plains. The palethian developed the calendar still in use on the Forge, penned and refined the six traditional laws of Penance, started a number of the current holidays, built the first city wall around Penance, and named the first Bloodlord of the city. The palethian also developed and employed the most advanced technology ever to have existed on the Forge. All of this took place eons ago, and all of it has passed far beyond knowledge, because many hundreds of thousands of years ago, the palethian disappeared.

The palethian did not disappear all at once; their culture had been slowly dwindling for many millennia before the last one faded out of history. Palethian society was too advanced, and the creatures had become too reliant on their magic and their devices to bother doing anything for themselves. When their machines finally failed them, they died. New races took over Penance and changed it, shaping it to their liking, paving over the works of beauty and wonder that the palethian had built, and eventually forgetting them altogether.

At the current day, the greatest secret of the palethian is that they still exist. Not all these creatures were destroyed by the march of time; a few were able to adapt, to evolve, to find a hole to crawl into and hide away from the blight of the ages that destroyed their glory. These few that survived still hide themselves away, waiting for a time that may never come, a time in which the palethian shall rise again and reclaim all of the Forge as their rightful possession. The palethian still live in the past. They dwell in the lowest, deepest bowels of the undercity, haunting the ruins of what once was their home. They watch as the weight of time slowly grinds everything they have made into dust, and they continue to dream about what once was, and what shall again be.

The palethian wallow in prophesy and in forbidden lore. They possess an incredible wealth of knowledge regarding the Forge. They know why it exists, and what forces drive it onward. They know of its past and of its future. They know who the Seven are and why they are bound. They know how the world was made and how it will end, and this knowledge has driven them mad.

The goal of the palethian is to discover how to siphon the power of the Forge and wield it themselves. They have made advances in their discoveries, but are still far from mastering this process. This power that provides the gifts of the Forge and generates its intense sensations fascinates them. The Palethian have pioneered the method of self-evolution, or enchantments of the flesh.

The palethian today look nothing like they once did when they ruled the city, even though they are still the same individuals. Not even they themselves remember what they originally were, or might once have been, although Israfel still knows. The palethian have survived over the ages by evolving their bodies and minds, believing they are slowly absorbing the Forge's divine power over time, and that one day they shall become gods themselves. Unfortunately for the palethian, they have run out of inspiration for their bodies. The palethian are always on the lookout for other creatures that are evolving, and occasionally kidnap a subject to study and to imitate its new physiology.

The palethian keep tabs on the events of the cities of the plains, and still to a small degree—control some of what goes on there. Their actions are subtle and their patience is unfathomable. The palethian do not age, and they may lay the groundwork for a plot thousands of years before it is ever put into action. There are few of them left anymore, and to act hastily would mean risking everything they have gained so far. Their actions are unpredictable and obtuse, and although their presence may be felt, their identity is never revealed.

The palethian do not care for physical combat of any kind. They have evolved past the point of finding it necessary, although they are still are able to fight if required. Instead, they desire control. The palethian control others with their magic and with force of will. If they do not have control of a situation, they try to get out of it or to change their tactics. If desperate, the palethian may simply teleport away from danger altogether.

ADVICE FROM AN OLD RASHER

To be honest, I have nothing to tell you. The one time I encountered one, I was with a group of nearly twenty rashers. That... thing. That palethian. I don't know if we had stumbled across its lair, if we had bad luck, or if it was waiting for us. All I know is that those of us it allowed to leave all vowed not to go back down there ever again. Pray to all the gods that you never meet one of them.

Polar

Before you looms a large, armored feline ornamented with wicked metallic horns. As this majestic predator approaches, your brain begins to buzz with the crackle of energy.

	POLAR	Volt Polar	SPARK POLAR
CR	8	10	10
Size	Large	Large	Large
Туре	Magical Beast	Magical Beast	Magical Beast
XP	4,800	9,600	9,600
Init/Senses	Init +3; Senses darkvision 60 ft., low light vision; Perception +12	Init +3; Senses darkvision 60 ft., low light vision; Perception +14	Init +3; Senses darkvision 60 ft., low light vision; Perception +14
Defense	the for the second		
AC	18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)	18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)	27, touch 13, flat-footed 23 (+4 Dex, +14 natural, -1 size)
HP	83 (10d10+22)	124 (13d10+52)	111 (13d10+39)
Saves	Fort +9, Ref +10, Will +4	Fort +12, Ref +11, Will +5	Fort +9, Ref +10, Will +5
Special	SR 20 (mind-affecting effects only)	SR 20 (mind-affecting effects only)	Resist acid 5, cold 5, fire 5, electricity 5, sonic 5; SR 20 (mind-affecting effects only)
Offense			
Speed	50 ft.	50 ft.	50 ft.
Attacks	Melee 2 claws +16 (1d8+5), bite +14 (2d6+2 plus grab)	Melee 2 claws +16 (1d8+5), bite +14 (2d6+2 plus grab)	Melee 2 claws +16 (1d8+5 plus charged fur), bite +14 (2d6+2 plus charged fur and grab)
Space	10 ft.; Reach 10 ft.	10 ft.; Reach 10 ft.	10 ft.; Reach 10 ft.
Special Atks	hindering static	polarizing blast (DC 22), rake (1d8+5)	rake (1d8+5 plus charged fur)
Statistics			
Stats	Str 20, Dex 16, Con 15, Int 3, Wis 12, Cha 7	Str 21, Dex 16, Con 19, Int 3, Wis 12, Cha 7	Str 20, Dex 18, Con 16, Int 3, Wis 12, Cha 7
Base	Atk +10; CMB +15 (+19 grapple); CMD 28	Atk +13; CMB +18 (+22 grapple); CMD 31	Atk +13; CMB +18 (+22 grapple); CMD 32
Feats	Alertness, Multiattack, Power Attack	Alertness, Multiattack, Power Attack	Alertness, Multiattack, Power Attack
Skills	Acrobatics +20, Perception +12, Stealth +14 Racial Modifier +8 on Acrobat- ics checks, +4 on Stealth checks	Acrobatics +22, Perception +14, Stealth +16 Racial Modifier +8 on Acrobat- ics checks, +4 on Stealth checks	Acrobatics +22, Perception +14, Stealth +16 Racial Modifier +8 on Acrobat- ics checks, +4 on Stealth checks
Special Qual	mental static	mental static	charged fur, mental static
Ecology			A A A A A A A A A A A A A A A A A A A
Environment	warm and temperate plains, hills, and deserts	warm and temperate plains, hills, and deserts	warm and temperate plains, hills, and deserts
Organization	solitary, pair, or pride (3-12)	solitary, pair, or pride (3-12)	solitary, pair, or pride (3-12)
Treasure	none (standard in den)	none (standard in den)	none (standard in den)

Charged Fur (Ex): A spark polar funnels its excess mental energies into its fur. This grants three benefits:

- The spark polar gains +8 natural armor. (This is included in its statistics above.)
- Whenever the spark polar hits with an attack or a foe hits the polar with a natural weapon, the spark polar deals 1d6 energy damage as sparks leap from its fur to its prey. Roll 1d6 to determine the energy of the spark: 1 = acid, 2 = cold, 3 = fire, 4 = electricity, 5 = sonic, 6 = an extra spark lands; roll again and increase the energy damage dealt by +1d6.
- The spark polar gains resist 5 against all energy attacks.

Hindering Static (Ex): A polar generates a constant excess of mental energies that it can direct up to 60 feet against one or more creatures. One polar generates enough energy to give a single creature a -4 penalty to all attack rolls, combat maneuver rolls, and saving throws. In addition, for each -2 of this penalty a creature suffers, its AC modifier from Dexterity decreases by 1 and its base movement speed decreases by 5 ft. A polar can focus its energies on one creature or spread it across multiple targets—giving two creatures -2 penalties or four creatures -1 penalties. Multiple polars can work together to hinder an opponent—their penalties stack.

Mental Static (Ex): Due to the polar's physiology, it generates excess psychic energies that interfere with any effects that would upset its mental processes. A polar gains spell resistance against all mental and mind-affecting effects as listed in its description.

Polarizing Blast (Ex): Every three rounds, a volt polar may fire a focused blast of polarized mental energy up to 60 feet at a single opponent. The target must succeed at a Will save (DC [see above]) or collapse and become helpless and prone for 2d4 rounds.

THE POLARS

Polars come in several varieties, but the most common is simply called the polar, which can be confusing for people new to Penance. The polar is a large feline that grows flexible armor-like skin, similar to dragon's scales, over its more vulnerable areas as it reaches maturity. In addition, a series of sharp metallic spikes starts at its eyes and runs down the head into its ruff in two ridges. The spacing and curvature of the spikes are slightly different for each polar, allowing astute observers to differentiate which one will be tearing out his or her throat.

Polars have an unusual physiology that generates too much psychic energy, and they use their metal spikes to constantly release that excess energy into the world. When chasing prey, the polars can focus this emission onto a group or even a single individual, hindering its ability to move, making the process of capturing prey much easier.

The majestic volt polar is probably the most deadly of the permanent residents of the plains, even more so than its more common cousin. A volt polar saves up its mental energy over time and can emit it in very concentrated and focused blasts. This attack, while it does not involve electrical energy, looks very similar to a lightning bolt emanating from the creature's forehead, a fact that has earned the creature its name. In actuality though, the volt polar's attack is more closely related to a magnetic field, whose effect is to polarize and disrupt the brain waves of those it strikes, essentially rendering them unable to think or to move for a short period of time. Unfortunately for its victims, this short time is more than long enough for the volt polar to advance and tear their throats out with its claws.

A volt polar is similar in size and appearance to an armored kith. This unfortunate similarity has caused the deaths of many an uneducated citizen of Penance, illustrating the need for a guide on one's first venture off of the pedestal. The volt polar is actually lower to the ground than the kith, has longer, saber-like teeth, and a collection of bony, bluish armor plates upon its forequarters. The first and fourth claw of each paw is also significantly longer then the second and third. Coloration of the volt polar's fur is usually a flat yellowish-brown color, like that of a mountain lion.

With the exception of a few unique monsters, volt polars are at the top

of the food chain in Penance. They have no natural predators, and can eat almost anything that moves. Volt polars have no fear of the intelligent races of the Forge, and are known for attacking suddenly and without warning. For the most part, volt polars are solitary hunters, with the females of the family groups wandering the plains in search of prey and then bringing what they catch back to the den, usually a secluded dale or depression where the male and the young dwell. If someone ever manages to defeat a volt polar, it is worth the effort to attempt to remove its exoskeleton (Survival DC 18), which can be crafted into kith barding and can fetch up to 1,000 gp from the right buyer.

Spark polars are a rare kind of polar. They can channel their psychic energies into their dark blue-black fur, making it as hard as steel and giving it an iridescent sheen—the spark in their name coming from the appearance of sparks cascading down their bodies. These "sparks" will jump off the spark polar's fur onto any creature it comes into contact with, helping to subdue its prey.

A polar of any kind is a clever and deadly opponent. It typically takes to high ground where it can see over great distances. When polars and volt polars spot a suitable opponent, they will target it with their blasts and then move in to dispatch it with their natural weaponry. Volt polars are more ruthless than other polars and will coup de grace polarized opponents immediately unless they are actively defended by their colleagues. Spark polars instead seek to rush their prey from an unexpected angle, taking them by surprise. A polar's physical attacks are devastating, consisting of a flurry of sharp claws and a vicious bite.

When combating a group of individuals, a polar will typically target the fattest-looking member of the bunch, move in, dispatch him, and then flee, carrying him off in its jaws. Only when it reaches a safe place will the polar stop to eat its victim.

Suitable prey for the polars are any creatures of small or medium size, and generally not in a group of ten or more. Volt polars in particular are swift killers, however, and have been known to lay in wait for a large caravan to ride within striking distance, then pounce through the column, taking a single member of the group, and disappearing into the distance.

ADVICE FROM AN OLD RASHER

First, make sure you can recognize a polar. More than a few people have mistaken them for simple animals and then met a very quick demise (especially volt polars, with their close resemblance to kith). Second, realize that each type of polar requires a different approach. Standard polars you want to fight with a large group. Their effects are weaker when spread across a large group of people, so either they hit one person hard, or a whole bunch of people very little. In either case, the majority of people should be able to act well enough to fight. Against volt polars on the other hand, you want to try to scare them off as quickly as you can. If you see one, hit it as hard as you can, or else you'll find that it's run off with one of your companions to eat. And for all the gods' sakes, don't leave a stunned comrade unprotected! And finally, for the spark polars, be careful about letting them get too close to you; those sparks are used both for protection and subduing prey.

If you come across a pack of polars or volt polars, get out while you can. They can disable an entire party of rashers before you even realize they are there. If you come across a pack of spark polars, run. Just a few of those claw swipes, and you'll find out how painful their sparks can be. There's a reason no one makes a living out of hunting polars.

QUILLION

The six-legged creature before you rolls up into a ball and hurtles toward you, spikes outward. It looks like the offspring of a porcupine and an armadillo, if its parents were giant, dire, mutant animals.

MILL MILL

The second			
	QUILLION. PUP	QUILLION	QUILLION. DIRE
CR	6	11	14
Size	Medium	Large	Huge
Туре	Magical Beast	Magical Beast	Magical Beast
XP	2,400	12,800	38,400
Init/Senses	Init +2; Senses darkvision 60 ft., low light vision; Perception +11	Init +2; Senses darkvision 60 ft., low light vision; Perception +14	Init +1; Senses darkvision 60 ft., low light vision; Perception +16
Defense			
AC	21, touch 13, flat-footed 18 (+2 Dex, +8 natural, +1 dodge) or Encircled: 28, touch 13, flat- footed 25 (+2 Dex, +15 natural, +1 dodge) 60 (8d10+24)	24, touch 12, flat-footed 21 (+2 Dex, +12 natural, +1 dodge, -1 size) or Encircled: 34, touch 12, flat-footed 31 (+2 Dex, +22 natural, +1 dodge, -1 size) 161 (14d10+84)	28, touch 10, flat-footed 26 (+1 Dex, +18 natural, + dodge, -2 size) or Encircled: 43, touch 10, flat- footed 41 (+1 Dex, +33 natural, +1 dodge, -2 size) 279 (18d10+180)
Saves	Fort +9, Ref +8, Will +3	Fort +14, Ref +11, Will +5	Fort +21, Ref +12, Will +9
Offense			
Speed	40 ft., climb 20 ft., roll 60 ft.	40 ft., climb 20 ft., roll 60 ft.	40 ft., climb 20 ft., roll 60 ft.
Attacks	Melee bite +11/+6 (1d10+3)	Melee bite +20/+15/+10 (1d10+7)	Melee bite +22/+17/+12 (2d6+11)
Space	5 ft.; Reach 5 ft.	10 ft.; Reach 5 ft.	15 ft.; Reach 10 ft.
Special Atks	roll (1d8+6 plus poison (DC 16))	roll (2d8+10 plus poison (DC 20))	roll (3d8+15 plus poison (DC 21))
Statistics			
Stats	Str 17, Dex 14, Con 18, Int 2, Wis 13, Cha 9	Str 24, Dex 14, Con 22, Int 3, Wis 13, Cha 9	Str 32, Dex 12, Con 30, Int 3, Wis 13, Cha 10
Base	Atk +8; CMB +11 (+13 roll); CMD 23	Atk +14; CMB +22 (+24 roll); CMD 34	Atk +18; CMB +26 (+28 roll); CMD 37
Feats	Alertness, Dodge, Improved Overrun, Mobility	Alertness, Combat Reflexes, Dodge, Improved Overrun, Mobility	Alertness, Combat Reflexes, Dodge, Greater Overrun, Improved Overrun, Iron Will, Mobility, Power Attack, Run
Skills	Acrobatics +10, Perception +11, Stealth +11	Acrobatics +13, Perception +14, Stealth +13	Acrobatics +14, Perception +16, Stealth +12
Special Qual	encircle (+7 AC, resist fire, acid, and cold 7)	encircle (+10 AC, resist fire, acid, and cold 12)	encircle (+15 AC, resist fire, acid, and cold 20)
Ecology			
Environment	temperate plains, deserts, and underground	temperate plains, deserts, and underground	temperate plains, deserts, and underground
Organization	solitary, pair, or nest (3-10)	solitary, pair, or nest (3-10)	solitary, pair, or nest (3-10)

Encircle (Ex): The quillion can roll up into an armored ball as a defense (and offense) mechanism. When in such a state, its Armor Class is increased and it gains a damage reduction against fire, acid, and cold attacks. See above for details.

Poison (Ex): Quills—injury; *Save*: Fort DC [see above]; *Onset*: 1 round; *Freq*: 1/round for 2 rounds; *Effect*: 1d6 Dex; *Cure*: 1 save

Rott (Ex): From a standing position, a quillion can tuck its head down and propel itself forward with its hind legs, *encircling* itself as it rolls forward. When rolling in this manner, the quillion moves at extremely high speed (60 feet per round), although it must move roughly in a straight line—the quillion can shift its weight while rolling to vary from its original path by up to 10 feet over the 60 foot distance. While rolling, the quillion is considered to be using its Improved Overrun feat and is *encircled* as explained above. All creatures whose space the quillion moves through are potentially overrun—make a separate CMB check for each. Anyone overrun by the quillion takes full roll damage and must save vs. the quillion's poison.

When rolling, a quillion can move its entire 60 feet of movement in a round even if it rolls over one or more people or objects. In order to stop rolling, which it may do before it rolls the full 60 feet, the quillion must unroll itself, thus losing its *encircled* advantage for the rest of the round (unrolling itself is a free action.) A quillion that does not choose to stop itself continues rolling forward and can continue to make roll attacks on the next round against opponents in its path. However, it loses its momentum and only rolls half as far on each successive round (30 feet the second round, 15 feet the third, then 5 feet, and finally coming to rest on the fourth round). A quillion rolling on a significant upward slope can only roll at half speed (30 ft.), while a quillion rolling on a significant downward slope may roll at double its speed (120 ft.). A strong wall will stop a rolling quillion in its tracks without harming it.

THE QUILLION

The ferocious quillion is a large and unique predator that is often encountered in the undercity of Penance. The quillion has an appearance similar to a giant armadillo or porcupine. It has a wolf-like face, six-legs, and a thick set of hard armor plates that completely covers its back and neck. Growing out of these plates is a large number of sharp, dagger-like, poison-tipped quills. The quillion, if it desires, can roll its body up into a ball to form a spiky, armored sphere and propel itself forward at tremendous speeds. When it does this, it often rolls right over its enemies, crushing them to the ground and poisoning them.

Though mostly thought of as a denizen of the undercity, the quillion is at home in any relatively flat terrain and can be found on the Plains of Penance, as well as in the deserts of Arena and the hills of Anvil. The quillion has little fear, and will attack nearly any small or medium-size creature that crosses its path. The quillion usually has a nest but rarely keeps treasure, as it generally eats its prey right where it kills it. It is possible to find some items of value scattered around the quillion's hunting grounds. It may be necessary to dig, as often items get pressed forcibly into the dirt.

A quillion usually begins combat with a series of roll attacks in an attempt to cripple or kill its foes before it exposes its more vulnerable areas and then moves in to feed. The quillion keeps trying to roll over its foes until they stop moving. It will use its full movement if it can to roll over and then past its opponents, allowing it to repeatedly stop, unroll and change direction before its opponents can close with it. Once this approach seems to have had the desired effect, the quillion will unroll itself and approach to feed, dispatching any remaining resistance with its bite attack. Quillions are not used to taking a great deal of damage; if a quillion is reduced to least than half of its hit points and the fight doesn't seem to be going in its favor, it will attempt to retreat.

If a quillion is killed or otherwise immobilized, 2-12 doses of its poison may be harvested with a successful Survival check (DC 20). Failing the roll by 10 or more points indicates the harvester has accidentally poisoned himself.

ADVICE FROM AN OLD RASHER

When is the last time you fought something that you couldn't hit because it spent the fight rolling over and past you? You probably never have, because you would be dead. That's why so few people report having successfully fought a quillion. These beasts will roll all over you, and the poison on their quills seizes up your muscles, making it even harder for you to avoid them.

Now, normally I would say, climb a tree or a ledge, but quillions can follow you with no problem. So, the only thing I can recommend is to spread out your party and dive for cover if it rolls into a ball. Then chase after it and hit it hard as it slows down. Other than that, have a lot of healing on hand.

Rocanny

A beautiful, sleek, black panther with large wings glides silently through the air. As it lands, it surrounds itself with darkness.

	ROCANNY CUB	ROCANNY MOUNT	Rocanny Wild Adult
CR	2	5	6
Size	Medium	Large	Large
Туре	Magical Beast	Magical Beast	Magical Beast
XP	600	1,600	2,400
Init/Senses	Init +7; Senses darkvision 60 ft., low light vision; Perception +7	Init +7; Senses darkvision 60 ft., low light vision; Perception +8	Init +7; Senses darkvision 60 ft., low light vision; Perception +10
Defense			
AC	17, touch 13, flat-footed 14 (+2 Dex, +4 natural, +1 dodge)	20, touch 12, flat-footed 17 (+2 Dex, +8 natural, +1 dodge, -1 size)	21, touch 13, flat-footed 18 (+2 Dex, +8 natural, +1 dodge, -1 size)
HP	21 (3d10+6)	57 (6d10+24)	80 (8d10+32)
Saves	Fort +5, Ref +5, Will +2	Fort +9, Ref +8, Will +3	Fort +9, Ref +8, Will +3
Offense		And	
Speed	40 ft., fly 80 ft. (average)	40 ft., fly 80 ft. (average)	40 ft., fly 80 ft. (average)
Attacks	Melee 2 claws +5 (1d6+2), 2 wings +3 (wing buffet), bite +3 (1d4+1)	Melee 2 claws +10 (1d8+5), 2 wings +8 (wing buffet), bite +8 (2d4+2)	Melee 2 claws +12 (1d8+5), 2 wings +10 (wing buffet), bite +10 (2d4+2)
Space	5 ft.; Reach 5 ft.	10 ft.; Reach 5 ft.	10 ft.; Reach 5 ft.
Special Atks	pounce, rake (2 claws +5, 1d6+2)	pounce, rake (2 claws +10, 1d8+5)	pounce, rake (2 claws +10, 1d8+5)
Statistics			A FARA
Stats	Str 15, Dex 15, Con 14, Int 3, Wis 12, Cha 6	Str 21, Dex 16, Con 18, Int 3, Wis 12, Cha 6	Str 21, Dex 16, Con 18, Int 3, Wis 12, Cha 6
Base	Atk +3; CMB +5; CMD 15	Atk +6; CMB +12; CMD 25	Atk +8; CMB +14; CMD 27
Feats	Dodge, Multiattack	Dodge, Improved Initiative, Multiattack	Dodge, Improved Initiative, Mobility, Multiattack
Skills	Acrobatics +6, Fly +14, Perception +6, Stealth +7 Racial Modifier +8 to Stealth checks at night or in dark areas	Acrobatics +7, Fly +15, Perception +8, Stealth +8 Racial Modifier +8 to Stealth checks at night or in dark areas	Acrobatics +7, Fly +15, Perception +10, Stealth +10 Racial Modifier +8 to Stealth checks at night or in dark areas
Special Qual	aura of darkness	aura of darkness	aura of darkness
Ecology	The second se		
Environment	warm mountains, hills, or plains	warm mountains, hills, or plains	warm mountains, hills, or plains
Organization	solitary or mated pair	solitary or mated pair	solitary or mated pair
Treasure	none	none	none
Aura of Darkness (Su): At will, a rocanny can generate a field of magical darkness around itself (as the spell *darkness*, cast at 6th level). The rocanny can see in its own aura of darkness. This ability cannot be used in natural sunlight.

Wing Buffet (Ex): Each round, a rocanny can attempt to strike a foe on either side up to 15 feet away (10 feet for pups) with its wings. This is a melee touch attack and does not provoke an attack of opportunity. If a wing attack is successful, the target must make an opposed Strength check vs. the rocanny or be knocked down. The rocanny gets +4 to its Strength check due to its size. The rocanny can use this attack once per round with each wing. This ability cannot be used while the rocanny is flying.

THE ROCANNY

A rocanny is flying, nocturnal feline that resembles a jet black panther with flexible, bat-like wings. It is a creature of pure darkness and can envelop itself and its prey in a deep, inky blackness when desired. Rocanny are fairly intelligent as animals go, and can be domesticated by a skilled handler. If trained, a rocanny is capable of carrying a lightly-armored, medium-size humanoid, and is a rather agile flyer.

Wild rocanny rarely leave their dens during daylight hours, as they prefer the cool of darkness. At nightfall, a rocanny takes to the air and scouts the area for prey. Depending on the surface conditions, the rocanny either pounces on its prey from the air or lands at a distance to stalk it. A rocanny engages its aura of darkness ability when pouncing, depriving its prey of sight. The rocanny typically focuses its claws and bite on a single opponent and uses its wing buffet to defend itself from flank attacks. When attacking an airborne opponent, the rocanny will use its pounce attack during each pass.

The rocanny's preferred diet is larger herd animals, such as mountain goats, goraks, kine, and bison. The rocanny is versatile in its hunting tactics, and is as likely to stalk its prey on the ground as it is to swoop down upon it from the air. Rocanny also have a love for eggs, and often devour those of giant eagles, hippogriffs, and even griffons. This tends to make them unpopular among the other large flying races, which often

attack rocanny on sight.

Training a rocanny as an aerial mount requires a successful Handle Animal check (DC 23 for a young creature, or DC 30 for an adult) and the willingness of the creature. Wild rocanny are almost never willing to take on a rider unless some sort of magical calming effect has been placed on them. For this reason, trainers prefer to breed these creatures in captivity. Very young rocanny can also be brought in from the wild to be trained as mounts. A rocanny less than six months old may fetch up to 8,000 gp on the right market. Riding a rocanny requires an exotic saddle. A rocanny can fight while carrying a rider, but the rider cannot also attack unless he succeeds at a Ride check (DC 15). It is advisable that riders have a means of seeing through the creature's darkness aura, as it is instinctive for them to engage it when pouncing—a habit nearly impossible to control or train away. A light load for an adult rocanny is up to 350 pounds; a medium load, 351-700 pounds; and a heavy load, 701-1,050 pounds.

Rocanny are most popular in darker regions of the Forge, such as the city of Baradume in Eclipse. They are used in Penance, but are not as common as more mundane forms of transport, such as the kith. A number of warlords in Arena breed the beasts and mount their forces on them. Wild rocanny can be encountered in various places in the Wildwood, particularly in the north.

ADVICE FROM AN OLD RASHER

If someone told me that I was going to ride a trained flying cat that radiates darkness, I would have run him through as a service to intelligent races everywhere. And then I rode one. I don't remember much of the experience because I had my eyes closed, but I remember it being very jerky as the cat jumped around chasing after a rabbit.

Now, were I the rabbit, I'd try to run erratically. The rocanny don't seem to be able to follow non-linear movement. And even though they are much bigger and can fly, they have the same attention span as a house cat. Why someone would want to ride one into combat is beyond me.

Rozian

A giant, ugly bug skitters towards you on multiple sets of short, chitinous legs. Its mandibles hungrily click together as it scans up and down the length of your body for food.

2/1/2	ROZIAN. LARVA SWARM	Rozian	Rozian, Huge
CR	4	7	17
Size	Tiny	Medium	Huge
Туре	Vermin (swarm)	Vermin	Vermin
XP	1,200	3,200	102,400
Init/Senses	Init +2; Senses darkvision 60 ft.; Perception +0	Init +2; Senses darkvision 60 ft.; Perception +0	Init +2; Senses darkvision 60 ft.; Perception +0
Defense			
AC	20, touch 20, flat-footed 18 (+2 Dex, +8 size)	20, touch 12, flat-footed 18 (+2 Dex, +8 natural)	28, touch 8, flat-footed 28 (+20 natural, -2 size)
HP	28 (5d8+5)	85 (10d8+40)	311 (27d8+189)
Saves	Fort +5, Ref +3, Will +1	Fort +10, Ref +5, Will +3	Fort +10, Ref +5, Will +3
Special	Immune mind-affecting effects	Immune mind-affecting effects	Immune mind-affecting effects
Offense			
Speed	30 ft.	40 ft.	40 ft.
Attacks	Melee swarm (3d8 plus devouring swarm)	Melee bite +10/+5 (1d10+3) Ranged spike +9/+4 (1d8+3)	Melee bite +29/+24/+19/+14 (4d6+11) Ranged spike +18/+13/+8/+3 (3d6+11)
Space	5 ft.; Reach 0 ft.	5 ft.; Reach 5 ft.	10 ft.; Reach 10 ft.
Special Atks	devouring swarm	devour, ravenous bite	devour, ravenous bite
Statistics	A STREET AND		
Stats	Str 2, Dex 14, Con 12, Int -, Wis 10, Cha 3	Str 16, Dex 14, Con 18, Int -, Wis 10, Cha 3	Str 33, Dex 10, Con 24, Int -, Wis 10, Cha 3
Base	Atk +3; CMB +9; CMD 11	Atk +7; CMB +10; CMD 32	Atk +20; CMB +33; CMD 43
Skills	Acrobatics +2, Perception +0, Stealth +10	Acrobatics +2, Perception +0, Stealth +2	Acrobatics +0, Perception +0, Stealth -6
Special Qual	destructive	destructive	destructive
Ecology			
Environment	underground	underground	underground
Organization	solitary, brood (2-8), or nest (4-24)	solitary, brood (2-8), or nest (4-24)	solitary, brood (2-8), or nest (4-24)
Treasure	none	none	none
and all			

Destructive (Ex): Rozians can eat any kind of stone, metal, or wood. This talent allows the creatures to bore its way though such substances at a rate of one inch per round. If a rozian attempts to feed on the supports of part of the undercity, it can cause serious structural damage. A rozian can feed for up to 25 rounds before becoming engorged and having to rest for 2-8 hours.

Devour (Ex): Delvers universally despise rozians for their ability to devour their equipment. A rozian can attack an opponent's armor, shield, or weapon without provoking an attack of opportunity. A rozian normally goes after the object with the highest concentration of metal first—normally armor first, then shields, and finally weapons. To attack an opponent's weapon or shield, the rozian must win an opposed attack roll with its opponent. To attack an opponent's armor, a rozian need only make a melee touch attack against the opponent. A rozian that successfully hits an object ignores the object's hardness rating and deals full bite damage directly to the object's hit points. Rozians can damage magical objects normally, with the exception that such objects have their hit points increased by 10 per point of enchantment. (See Chapter 7 of the *Pathfinder Core Rulebook* for the hit points of most objects. Armor is considered to have the hit points of a one inch thickness of its material.)

Devouring Swarm (Ex): A rozian larval swarm unthinkingly goes for food first and foremost. A rozian swarm normally goes after the object with the highest concentration of metal first—normally armor first, then shields, and finally weapons. A rozian swarm deals its damage to its victims' equipment. This damage ignores an object's hardness rating, directly damaging the object's hit points. Rozian swarms can damage magical objects normally, with the exception that such objects have their hit points increased by 10 per point of enchantment. (See Chapter 7 of the *Pathfinder Core Rulebook* for the hit points of most objects. Armor is considered to have the hit points of a one inch thickness of its material.) A swarm can always choose to deal its damage to flesh if it desires or if it meets with strong resistance—such as if there is a wizard nearby blasting it with spells.

Ravenous Bite (Ex): A rozian is so focused on eating that it can make multiple bite attack in a round if its base attack bonus is high enough (already calculated in the stats above).

THE ROZIAN

The mindless rozian is one of the biggest problems for the city of Penance. Though not as dangerous in a fair fight as many of the creatures that dwell in the maze, the rozian causes mass destruction by eating the supports of the city itself. Rozians are similar to termites, in that they derive sustenance from eating solid substances, except that the rozian can devour metal and stone as well as wood. A rozian in the maze typically devours harmless material, such as flooring, walls, or rubble, but occasionally one sets its culinary hopes on a pillar or other support, resulting in a terrible sinking in the city above.

A rozian is a truly frightening-looking creature. It has a large, fat body, similar to that of a tick, with multiple sets of crablike legs running down the length of its sides and a long, thick, chitinous tail at its back end. It has a thrusting neck that extends from its torso, ending in a powerful set of mandibles and a hungry mouth. At the end of its tail grows a number of sharp metal spikes. The creature's eyes are located at the base of its neck, giving it an eerie and frightening appearance.

A rozian lives to eat. It spends its time wandering about in the undercity, eating whatever happens to be near it when it gets hungry, which it nearly always is. All of a rozian's free time is spent in mating, and the creatures breed at a remarkable rate. Rozians don't have a queen, nor do they have genders; all rozians are hermaphrodites, and after a successful mating each partner usually goes off and starts its own nest. Fortunately for the city, many of the other hideous nasties living in the maze see the rozians as extremely tasty and help keep the population low.

Rozian infestations can be detected by the presence of rozian droppings. These are little piles of coarse sand with a dun hue. Rafters learn to look for these droppings, which help them notice weakened passageways and the probable presence of predators.

Ancient lore in the libraries of Penance tells of past creatures that found a way to control the actions of the rozian, using them as a terrible weapon against their rivals' territories. Such a talent or magic is likely to rise

again, presenting an urgent danger for the citizens of Penance.

Though rozians can eat stone, their favorite foods are metals and woods, which they can sense by smell. Such substances are often found in high amounts on delvers and attract the notice of nearby rozians. Rozians typically begin combat by approaching a delver and attempting to devour his equipment, starting with his armor or weapon. If the delver tries to fight back, the rozian will attack him until he stops moving; lying very still is a good way to survive a rozian attack. Rozians typically roam in groups and normally swarm over their opponents when attacking.

As a defense mechanism, a rozian may also whip its tail upward, launching one of its metallic tail spikes at an enemy. A rozian typically has 12 tail spikes at a time. These spikes regrow in two days as long as the rozian is able to eat some type of metal during that time.

ADVICE FROM AN OLD RASHER

Many rashers will tell you that rozians are their friend—you see their droppings, and you know not to go down a tunnel or in a building. That's stupid. The rozians *caused* those weakened tunnels with their incessant eating. If I could, I'd kill them all. I had some idiot scholar argue with me that it would "destroy the ecosystem of the undercity." I made my point with my fist in his face.

It took me over a year and tens of thousands of gold to track down this one relic and assemble a group to go into the undercity of Penance, and we fought every inch of the way to get to the ancient temple. And the next morning, as we started back, I woke up to find a group of those rozians eating not only the relic, but also all the other items we had gathered. I jumped up and started attacking, and one of them even tried to eat my sword as I was hacking it! The relic was in pieces by the time I carved it out of one of the bugs. I went out of my way to kill every last one of them I could find for the rest of that trip. And as for the person who fell asleep on watch... well, I let her tell the Bloodlord the news.

RUIN ZOMBIE

A living corpse shambles toward you, all rotting flesh and worn, dirty gear. However, the most unsettling detail is the unearthly gleam in its eyes.

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2 A	RUIN ZOMBIE	GREATER RUIN ZOMBIE, WIZARD	GREATER RUIN ZOMBIE, BARD
CR	5	10	12
Size	Medium	Medium	Medium
Туре	Undead	Undead	Undead
XP	1,600	9,600	19,200
Init/Senses	Init +0; Senses darkvision 60 ft.; Perception +9	Init +0; Senses darkvision 60 ft.; Perception +13	Init +0; Senses darkvision 60 ft.; Perception +17
Defense			
AC	14, touch 10, flat-footed 14 (+4 natural)	16, touch 12, flat-footed 14 (+1 Dex, +4 natural, +4 deflection, +1 dodge)	24, touch 13, flat-footed 21 (+2 Dex, +4 natu- ral, +7 +4 studded leather armor, +1 dodge)
HP	57 (6d8+30)	124 (13d8+65)	190 (20d8+100)
Saves	Fort +6, Ref +2, Will +5	Fort +6, Ref +2, Will +5	Fort +10, Ref +11, Will +14
Special	Immune undead traits	Immune undead traits	Immune undead traits
Offense			
Speed	20 ft.	20 ft.	20 ft.
Attacks	Melee slam +10 (1d8+6)	Melee slam +13 (1d8+6)	Melee slam +17 (1d8+6) or +3 flaming keen short sword (1d8+6+1d6 fire/17-20)
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.
Class Abilities	none	none	bardic knowledge, bardic performance, countersong, dirge of doom, distraction, fascinate, frightening tune, inspire com- petence +4, inspire courage +3, inspire greatness, jack-of-all- trades, lore master 2/day, soothing performance, suggestion, versatile performance (act, oratory, string, wind), well-versed
Special Atks	magical fury	magical fury	magical fury
Statistics			
Stats	Str 17, Dex 10, Con -, Int 7, Wis 10, Cha 18	Str 17, Dex 13, Con —, Int 17, Wis 11, Cha 18	Str 17, Dex 14, Con —, Int 12, Wis 10, Cha 18
Base	Atk +4; CMB +7; CMD 17	Atk +7; CMB +10; CMD 20	Atk +14; CMB +17; CMD 27
Feats	Toughness	Dodge, Combat Casting, Mobility, Spell Focus (evocation), Spell Penetration, Toughness	Deceitful, Dodge, Lingering Performance, Mobility, Skill Focus (Perform (sing)), Stealthy, Toughness, Weapon Finesse
Skills	Perception +9, Stealth +9	Knowledge (arcana) +16, Knowledge (dun- geoneering) +16, Knowledge (undercity) +16, Perception +13, Spellcraft +16, Stealth +9	Bluff +23, Climb +20, Disguise +23, Perception +17, Per- form (act) +21, Perform (oratory) +21, Perform (wind) +21, Perform (sing) +27, Sleight of Hand +19, Stealth +21
Special Q ual	ruin magic immunity	ruin magic immunity	ruin magic immunity

Ecology

Environmentunderground (Penance)Organizationsolitary or den (1-6)

standard

Treasure

underground (Penance)

solitary or den (1-6)

standard (bracers of armor +4, rod of the python, wand of fireballs, wand of ice storm) underground (Penance)

solitary or den (1-6)

standard (gauntlet of rust, helm of teleportation, lyre of building, pale lavender ioun stone, pipes of the sewers, +4 studded leather armor, +3 flaming keen short sword,)

Special Abilities

Magical Fury (Su): Due to the zombie's inherent magic, its physical attacks count as +3 magic weapons, the enhancement applying to both attack and damage rolls.

Ruin Magic Immunity (Ex): Because a ruin zombie is created by the inherent magics of Penance's undercity, they are immune to all harmful magical effects in the undercity. This includes magical fields, gravitational anomalies, and time distortions. This does not include an anti-magic field, which instantly renders a ruin zombie immobile.

THE RUIN ZOMBIE

A ruin zombie is the animated corpse of someone who has died a horrible death in the undercity of Penance—and not a quick or painless death in any case, but one where the victim suffered a ghastly end. This category includes, but is by no means limited to, suffocation, starvation, drowning, torture, immolation, and mutilation. The intense anguish felt by the victim in the final moments of life acts as a catalyst for the extraordinary magic of the maze, transforming the newly-deceased creature to an undead being that rises again to wreak havoc on the living, who they now despise with every fiber of their being.

More intelligent than the more mundane undead creatures of the Forge, ruin zombies can employ basic tactics in battle. On occasion, a ruin zombie will form with greater ability and experience. When such a zombie enters a combat, the battle is often lethal for the surprised rashers. Most ruin zombies use their slam attack in combat, although the greater versions employ the weapons that were common to them in life.

Due to the unique properties of their animating magic, greater ruin zom-

bies retain their intelligence and can draw on their experiences, although they are incapable of casting magic of any kind. Spells are lost to a ruin zombie, but they can use magical items applicable to their professions in life. Hence, ruin zombies who were once spellcasters often attempt to gather large caches of magical items with which to enact their revenge on the living.

Although almost all ruin zombies are found in the undercity of Penance, a ruin zombie can leave the undercity without suffering any harmful effects on its reanimation.

ADVICE FROM AN OLD RASHER

If you haven't learned to not trust initial impressions, you are either a seed or an idiot. And I'm not ruling out you being both.

Ruin zombies come in two types. The first are very similar to the zombies you are probably familiar with. They shuffle around and hit you hard. The second type shuffle around and hit you hard, then drop their ruse, pull out a magic sword, and blast you with a wand, all while stabbing you in your kidneys. And you can't tell which is which until it's too late.

SAND SOVEREIGN

The largest creature you have ever seen rises up out of the sand, dripping with slime and malice. You have to avert your eyes lest you lose yourself in the infinity of its open mouth.



	SAND SOVEREIGN, ACIDIC	SAND SOVEREIGN. HEAT	SAND SOVEREIGN, FROST
CR	15	18	22
Size	Gargantuan	Gargantuan	Colossal
Туре	Aberration	Aberration	Aberration
XP	51,200	153,600	615,000
Init/Senses	Init +4; Senses blindsight 60 ft., trem- orsense 60 ft.; Perception +19	Init +4; Senses darkvision 60 ft., low light vision; Perception +31	Init +4; Senses darkvision 60 ft., low light vision; Perception +47
Defense	PATRON		A she had and
AC	20, touch 6, flat-footed 20 (+14 natural, -4 size)	23, touch 6, flat-footed 23 (+17 natural, -4 size)	38, touch 13, flat-footed 38 (+36 natural, -8 size)
HP	270 (20d8+180)	429 (26d8+312)	834 (42d8+645)
Saves	Fort +15, Ref +6, Will +17	Fort +19, Ref +10, Will +20	Fort +31, Ref +16, Will +28
Special	DR 10/+2; SR 27	DR 10/+2; SR 30	DR 10/+2; SR 33
Offense			
Speed	50 ft., burrow 30 ft.	50 ft., burrow 30 ft.	50 ft., burrow 30 ft.
Attacks	Melee 6 tentacles +27 (2d6+16 plus grab), 4 claws +25 (2d6+16)	Melee 6 tentacles +34 (2d6+19 plus grab), 4 claws +32 (2d6+19)	Melee 6 tentacles +46 (2d6+24 plus grab), 4 claws +44 (2d6+24)
Space	20 ft.; Reach 15 ft.	20 ft.; Reach 15 ft.	30 ft.; Reach 20 ft.
Special Attacks	spittle (10d6+10 acid, DC 22, 5d6 residual), death from below, swallow whole (2d8+16 crushing + 10 acid, AC 17, 27 hp), tentacle sweep (6d6+16, DC 24)	spittle (12d6+12 fire, DC 23, 6d6 residual), death from below, swallow whole (2d10+20 crushing + 14 fire, AC 18, 43 hp), tentacle sweep (7d6+18, DC 26)	spittle (14d6+14 cold, DC 28, 7d6 re- sidual), death from below, swallow whole (3d6+26 crushing + 18 cold, AC 28, 84 hp), tentacle sweep (9d6+22, DC 31)
Spell-Like Abilities	CL 14th; At will—shout (DC 18), dispel magic, mirror image, slow (DC 17); 3/day—acid fog (DC 20), confu- sion (DC 18), feeblemind (DC 19); 1/day—greater dispel magic, greater teleport, dis- integrate (DC 20), horrid wilting (DC 22)	CL 17th; At will—shout (DC 19), dispel magic, mirror image, slow (DC 18); 3/day—fire storm (DC 22), confu- sion (DC 18), feeblemind (DC 20); 1/day—greater dispel magic, greater teleport, power word stun, sunburst (DC 23)	CL 20th; At will—shout (DC 21), dispel magic, mirror image, slow (DC 20); 3/day—freezing sphere (DC 23), confu- sion (DC 21), feeblemind (DC 22); 1/day—greater dispel magic, greater teleport, grasping hand, reverse gravity (DC 24);
Statistics			
Stats	Str 43, Dex 11, Con 28, Int 17, Wis 20, Cha 18	Str 48, Dex 11, Con 32, Int 17, Wis 20, Cha 21	Str 59, Dex 10, Con 41, Int 17, Wis 20, Cha 24
Base	Atk +15; CMB +35; CMD 45	Atk +19; CMB +42; CMD 52	Atk +30; CMB +62; CMD 72
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Feats	Ability Focus (tentacle sweep), Cleave, Combat Reflexes, Greater Cleave, Im- proved Initiative, Multiattack, Power Attack, Stealthy, Track, Weapon Focus (tentacle)	Ability Focus (tentacle sweep), Cleave, Combat Reflexes, Greater Cleave, Improved Initia- tive, Improved Lightning Reflexes, Lightning Reflexes, Multiattack, Power Attack, Stealthy, Toughness, Track, Weapon Focus (tentacle)	Ability Focus (tentacle sweep), Cleave, Combat Reflexes, Greater Cleave, Improved Initia- tive, Improved Natural Armor (x10) Lightning Reflexes, Multiattack, Power Attack, Tough- ness, Track, Weapon Focus (tentacle)
Skills	Climb +36, Knowledge (arcana) +23, Knowledge (geography) +23, Knowledge (nature) +23, Percep- tion +25, Stealth +22, Use Magical Device +24	Climb +45, Knowledge (arcana) +29, Knowledge (geography) +29, Knowledge (nature) +29, Percep- tion +31, Stealth +28, Use Magical Device +30	Climb +66, Knowledge (arcana) +45, Knowledge (geography) +45, Knowledge (nature) +45, Percep- tion +47, Stealth +42, Use Magical Device +46
1 . 10 1			
Special Qual	sand glide	sand glide	sand glide
Special Qual Ecology	sand glide	sand glide	sand glide
Ecology	sand glide warm deserts	sand glide warm deserts	sand glide warm deserts
Ecology	warm deserts		
Ecology Environment	warm deserts	warm deserts	warm deserts

Death from Below (Ex): When traveling underground, a sand sovereign can make a swallow whole attempt as it emerges beneath its prey's feet. Doing so provokes an attack of opportunity against the sand sovereign, but gains it an additional +4 bonus to the grapple check to resolve the swallow whole attack. Sand sovereigns must start the round underground in order to use this ability.

Sand Glide (Ex): A sand sovereign can glide through sand, dirt, or any other sort of loose earth except metal and rock as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing sand sovereign flings the creature back 30 feet, stunning it for one round unless it succeeds on a DC 15 Fortitude save.

Spittle (Ex): Three times per day, a sand sovereign can regurgitate and spit a glob of phlegm to a range of 100 feet. Each glob affects an area with a radius of 10 feet for every 10 HD the sovereign has. Opponents within this area suffer energy damage based on the type of sand sovereign unless they make a successful Reflex save (DC [see above]) for half. In addition, the syrupy consistency of the acidic snot slows the victims for 10 rounds (per the spell *slow* as cast by a 10th level sorcerer). The spittle will also continue to eat into its victims for two additional rounds unless neutralized somehow. This additional damage can be stopped immediately by flushing with water or an alkaline solution, although it takes two full rounds of flushing to overcome the slow effect. Note that flushing can only be done outside the original attack area.

Tentacle Sweep (Ex): As a full-round action, a sand sovereign can make a massive sweep with its tentacles. All targets within its reach are allowed a Reflex save (DC [see above]) to avoid suffering damage and being flung back 10d6 feet. A victim suffers an additional 1d6 damage for each 10 feet or fraction thereof he is not able to travel.

THE SAND SOVEREIGN

Sand sovereigns are arguably the most feared creatures to inhabit the sands of Arena. It is said that even the most potent warlords tremble at their approach, so formidable are their powers and so fierce their demeanor. Dwarfing all but the most tremendous of creatures, sand sovereigns are thought to have once been dragons or dragon-kin that long-ago were brought to the Forge. However, as it does to all who come to it, the magic of the Forge slowly altered these massive reptiles forever. Seeking large sources of food and ample room to roam, the battlefields of Arena quickly became a logical place to call home—and this choice has guided the sand sovereigns' fate until the present day. Those few who have seen one and survived will confirm that sand sovereigns do seem to have a remnant of a breath weapon (now reduced to spitting) and do vary slightly in hue based on the element of their spittle.

Whether or not the legend of the sand sovereign is true is a debate for the scholarly halls of Penance. However, what is fact is that they pose an intensely grave threat to all life in Arena. Thankfully, sand sovereigns are lazy creatures that only eat once or twice every decade—but when they do eat, entire settlements are emptied of their inhabitants. Also fortunate is that sand sovereigns are highly territorial and exceedingly picky about the types of environs they call home, providing some regulation of their numbers.

Sand sovereigns are gargantuan creatures that seem to be part worm, part dragon, and all nightmare. They have long, tapering, dusk-colored bodies from which sprout six tentacles at various points. The arrangement of these tentacles are unique to each sovereign. One's tentacles can be long and supple, while another's are squat, segmented, or punctuated with bony protrusions. When the entirety of the creature's bulk is out of the sand, four clawed limbs, atrophied and seemingly weak, can also be seen jutting from its sides. However, these clawed limbs are only small in contrast to the sand sovereign itself; despite their useless appearance, they are strong and quite capable of shredding metal and flesh. Finally, sand sovereigns also possess a pair of deformed and limp wings, a mocking parody of their noble lineage.

The head of the creature is shapeless and wormlike, being split into several folds of thick, pulpy flesh that are little more than the massive lips of a terribly formidable mouth. These folds blossom like an obscene flower when the creature roars or prepares to devour its prey, displaying a massive gullet ringed by rows of serrated teeth. Sand sovereigns have no discernable sensory organs, but the creatures are aware of their surroundings nonetheless, and make excellent use of their tentacles as well.

Sand sovereigns are territorial, and will attack anything that comes within range, regardless of whether they have just fed or are famished. They have no fear, and attack with power and coordination. While they do not use discernable tactics, the mere amalgam of their raw physical power and range of abilities is generally more than adequate to defeat opponents. Sand sovereigns are intelligent, and some of the older of them appear to understand an archaic form of draconic, like that used by the chromithians. In fact, some of the chromithians that wander the sea of sand worship these creatures as gods, and even sacrifice their enemies to them (often by directing them unawares into the sovereigns' territory). Sand sovereigns have never been known to speak, although anything is possible.

ADVICE FROM AN OLD RASHER

Think you know how to kill a dragon? Think again. I side with those sages saying they came from dragons, not because I've ever heard of a sand dragon, but because I fought a sand sovereign once, and its fighting style reminded me of a dragon in reverse. Whereas the dragon will take to the sky and then attack you from above, the sand sovereign will do the same, but from below. There's no good strategy for fighting either being—both will tear you apart in a matter of seconds. Sand sovereigns have tentacles instead of wings and tails, but it's about the same effect.

Your best bet for survival is to find a large concentration of food (which basically means anything moving) and escape while it's gorging itself. Of course, if you're one of those concerned about innocents, that makes it harder because oftentimes the closest source of sand sovereign food is an oasis town.

Failing that, try flying. Sand sovereigns appear to be able to sense the world around them, but they aren't able to fly, so if you get up high enough, hopefully they won't be able to sense you. Of course, this last idea is pure speculation. I chose the former option and left it as a present for a Bloodlord.



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AMALIN ANALASI - INC

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SCAVAN Adamantine blades whirl and buzz as the oversized serpent before you lunges for the nearest plant.

	SCAVAN, SMALL	SCAVAN	SCAVAN, LARGE
CR	6	12	17
Size	Large	Huge	Gargantuan
Туре	Animal	Animal	Animal
XP	2,400	19,200	102,400
Init/Senses		Init +4; Senses low-light vision, scent; Perception +19	Init +4; Senses low-light vision, scent; Perception +25
Defense			
AC	18, touch 13, flat-footed 14 (+4 Dex, +5 natural, -1 size)	23, touch 12, flat-footed 19 (+3 Dex, +11 natural, +1 dodge, -2 size)	28, touch 9, flat-footed 25 (+2 Dex, +19 natural, +1 dodge, -4 size)
HP	65 (10d8+20)	150 (20d8+60)	255 (30d8+120)
Saves	Fort +5, Ref +9, Will +8	Fort +9, Ref +11, Will +13	Fort +14, Ref +14, Will +18
Offense	N 49 1 1 5 1		
Speed	30 ft.	30 ft.	30 ft.
Attacks	Melee bite +14/+9 (1d10+12 plus grab)	Melee bite +25/+20/+15 (2d6+18 plus grab)	Melee bite +34/+29/+24/+19 (3d6+24 plus grab)
Space	10 ft.; Reach 5 ft.	15 ft.; Reach 10 ft.	20 ft.; Reach 15 ft.
Special Attacks	constrict (2d6+8), shred	constrict (3d6+12), shred, swallow whole (1d6+2 acid, AC 15, 15 hp)	constrict (4d6+16), shred, swallow whole (2d6+4 acid, AC 19, 16 hp)
Statistics			
Stats	Str 26, Dex 19, Con 14, Int 2, Wis 12, Cha 8	Str 34, Dex 17, Con 16, Int 2, Wis 12, Cha 8	Str 42, Dex 15, Con 18, Int 2, Wis 12, Cha 8
Base	Atk +7; CMB +16; CMD 30	Atk +15; CMB +29; CMD 42	Atk +22; CMB +42; CMD 54
Feats	Combat Reflexes, Improved Natural Armor, Improved Lightning Reflexes, Lightning Reflexes, Run	Combat Reflexes, Dodge, Improved Natural Armor (x3), Improved Lightning Reflexes, Lightning Reflexes, Mobility, Run, Step Up	Combat Reflexes, Dodge, Improved Natural Armor (x6), Improved Lightning Reflexes, Lightning Reflexes, Mobility, Run, Stand Still, Step Up, Wind Stance
Skills	Climb +17, Perception +13, Stealth +10 Racial Modifier +8 on Stealth checks when in foliage	Climb +26, Perception +19, Stealth +13 Racial Modifier +8 on Stealth checks when in foliage	Climb +35, Perception +25, Stealth +16 Racial Modifier +8 on Stealth checks when in foliage
Special Qual	buzz	buzz	buzz
Ecology			
Environment	warm and temperate forests	warm and temperate forests	warm and temperate forests
Organization	solitary, pair, or nest (2-8)	solitary, pair, or nest (2-8)	solitary, pair, or nest (2-8)
Treasure	special	special	special
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Buzz: A scavan's teeth spin in a circular motion like a saw blade, dealing constant damage with pressure. The scavan can make multiple bite attacks in a round as warranted by his base attack bonus (already calculated in the stats above).

Shred (Ex): A scavan can bite through wood and other hard organic material as easily as through soft flesh. A scavan can ignore the hardness of any such substance. It also can ignore a thorn's +2 natural armor bonus and likewise any armor bonus gained from non-metallic armor or from a shield.

THE SCAVAN

Most citizens of the plains need have little fear of the ravenous scavan. This snake-like predator's diet consists entirely of mobile plants. To thorns however, the scavan is the most terrifying creature in the forest, a mindless beast that lives only to hunt them down and devour them. A scavan is built to cut through a thorn's woody exterior and get to the soft tissues underneath, its mouth equipped with spinning, adamantine-tipped, bone blades that rip through wood, bone, leather, and other hard material. The rest of the scavan's body is a long, thick mass of muscle that can slither at high speeds and can wrap around a medium sized creature, easily immobilizing it.

Scavans make their dens in narrow tunnels in the forest floor, hidden beneath the thick underbrush. Scavan dens are very hard to spot, a fact that has ensured the creature's survival, even though a great deal of energy has been expended on trying to stamp them out. Scavans generally lie in their dens until they scent a thorn in the area, and then slide out, typically surprising their victims. A scavan that has had to wait for a long time may decide to come out of its lair and crawl though the forest, hoping to pick up a scent. On occasion, it will follow a scent out onto the plains, but normally scavans stay beneath the canopy.

Scavans love the taste of thorns and are not afraid of attacking an entire group of people just to get to one thorn in their midst. A scavan typically heads straight for the nearest thorn, and attempts to immobilize it with constriction so that the scavan can then easily devour it. If the target thorn is actively defended, the scavan will constrict its prey so that it cannot get away, and then use its bite attack to fend off anyone attacking it. If a scavan is dropped to a third of its hit points and resistance is still strong, it will drop its coils and attempt to slither away into the underbrush. Larger scavans have been known to swallow thorns whole and then slither away to digest their meal in peace.

The only treasure that can be gained from a scavan is its adamantinetipped blades, which can be fashioned into wicked battle axes of the appropriate size. A scavan typically has about 1 pound of adamantine, which has a market value of 1,500gp.

ADVICE FROM AN OLD RASHER

If you are a plant, fear the scavan. Sure they have large serrated teeth edged in adamantine that could rip out your vital organs like most every other creature on the Forge, but scavan aren't carnivorous. They like to munch on plants. Another problem arises if you are friends with a thorn and one of these snakes comes along. Scavan like thorns over most other plants, and they don't take kindly to you beating them about the head trying to save your friend. On the positive side, while it is busy trying to crush your friend in their coils, the scavan is pretty easy to hit—it can't move very far all wrapped up like that. So the battle becomes one of speed—will you deter the scavan before it has a chance to kill your friend? Of course, if you come across a nest of them, scavan are known to work together to disable—for them that means kill—a group of foes and then share the meal, so don't get cocky if you see more than one.

SCYTHIN A crowd of humanoid-shaped insects swarms out of the ground en masse, grabs everyone it can find, and then quickly drags them back down into the lands below.



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	SCYTHIN LARVA SWARM	SCYTHIN FOOT SOLDIER	SCYTHIN BREEDER
CR	5	8	
Size	Tiny	Medium	Medium
Туре	Monstrous humanoid (swarm)	Monstrous humanoid	Monstrous humanoid
XP	1,600	4,800	12,800
Init/Senses	Init +6; Senses darkvision 120 ft., low light vision; Perception +9	Init +9; Senses darkvision 120 ft., low light vision; Perception +9	Init +5; Senses darkvision 120 ft., low light vision; Perception +16
Defense			1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
AC	23, touch 15, flat-footed 18 (+2 Dex, +8 natural)	23, touch 15, flat-footed 18 (+5 Dex, +8 natural)	23, touch 11, flat-footed 22 (+1 Dex, +12 natural)
HP	51 (6dl0+18)	85 (10d10+30)	147 (14d10+70)
Saves	Fort +5, Ref +7, Will +6	Fort +6, Ref +12, Will +8	Fort +9, Ref +10, Will +10
Special	Defensive Abilities swarm traits	none	none
Offense			
Speed	25 ft.	40 ft.	40 ft.
Attacks	Melee swarm (2d6+2 plus devour)	Melee 2 claws +15 (2d4+5), bite +10 (2d6+2), tail +10 (1d10+2 plus poison (DC 17)) Ranged spittle +15 (0 plus cocoon (DC 20))	Melee 2 claws +21 (2d4+7), bite +16 (2d6+3), tail +16 (1d10+3 plus poison (DC 17)) Ranged spittle +15 (0 plus cocoon (DC 20))
Space	10 ft.; Reach 0 ft.	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.
Special Atks	devour	cocoon, tail sweep	breed swarm, cocoon, tail sweep
statistics			
Stats	Str 2, Dex 14, Con 17, Int 1, Wis 13, Cha 3	Str 20, Dex 20, Con 17, Int 10, Wis 13, Cha 7	Str 25, Dex 13, Con 21, Int 10, Wis 13, Cha 7
Base	Atk +10; CMB +15 (+19 trip); CMD 30	Atk +10; CMB +15 (+19 trip); CMD 30	Atk +14; CMB +21 (+25 trip); CMD 32
Feats	Fleet, Improved Initiative	Combat Expertise, Combat Reflexes, Greater Trip, Improved Initiative, Improved Trip	Combat Expertise, Combat Reflexes, Diehard, Endurance, Greater Trip, Im- proved Initiative, Improved Trip
Skills	Climb +5, Perception +10, Stealth +23, Swim +5	Acrobatics +13, Climb +13, Disguise +10, Percep- tion +9, Sense Motive +9, Stealth +15, Swim +12	Acrobatics +12, Climb +16, Disguise +11, Percep- tion +16, Sense Motive +10, Stealth +14, Swim +14
Ecology			
Environment	caverns and wilds (Eclipse)	caverns and wilds (Eclipse)	caverns and wilds (Eclipse)
Organization	solitary or raid (3-30 foot soldiers plus 1-2 breeders)	solitary or raid (3-30 foot soldiers plus 0-2 breeders)	solitary (plus swarm) or raid (3-30 foot soldiers plus 1-2 breeders)
Treasure	incidental	incidental	incidental

Breed Swarm (Ex): A scythin breeder is not just a breeder, but also a carrier for infant scythin. A breeder carries around a scythin larva swarm in its body. As a full-round action, it can disgorge this swarm into its square. The swarm then moves to the nearest non-scythin creature and begins feasting on it. The swarm is not able to move well, and thus it can only rise to a height of one foot—creatures able to fly, hover, or somehow hold their feet above this height do not take swarm damage. The swarm never damages scythin. As a full-round action, the scythin breeder can absorb the swarm back into its body.

Coccoon (Ex): A scythin can eject a thick, sticky spittle. In lieu of a bite attack on a given round, the scythin can spit at an opponent. If the attack hits, the opponent must make a Reflex save (DC [see above]) or become *entangled* for 2d4 rounds. If the scythin paralyzes an opponent, it can use its spittle to cocoon him (the process takes 3d4 rounds), encasing him in a dry husk that holds the target totally immobile. The target may not free himself unless he has a strength of 20 or greater or has some other way out. The cocoon is difficult to cut open but will dissolve if immersed in water.

Devour (Ex): Scythin larva consume flesh voraciously. Each time a creature is damaged by the swarm, it has its movement reduced by 10 feet until it receives a *cure* spell. If a creature's speed is reduced to 0, it is knocked prone and is unable to stand until receiving a *cure* spell of at least 3rd level. If the swarm covers a person who is prone, it deals triple damage.

Poison (Ex): Tail—injury; *Save*: Fort DC [see above]; *Onset*: 1 round; *Freq*: 1/minute for 3 minutes; *Effect*: 1d2 Con + paralysis 1d4 hours; *Cure*: 1 save

Tail Sweep (Ex): A scythin can use its tail to trip as it is attacking with it. If the normal tail attack hits, roll damage, deal with any poison effects, and then roll a trip attack. If the trip attack succeeds, the scythin gets an attack of opportunity with its claws on the now prone opponent.

THE SCYTHIN

The scythin are a race of insects engineered to pass as humans from a distance and do their master's bidding. Their master-a figure no one has been able to identify-desires people for his experiments (or her or its experiments-some speculate that one or more Palethians are behind the scythin), and the scythin are the kidnappers. They breed quickly and have spread throughout the Cauldron, occupying the shallow caverns and hollows just below the surface. The scythin are far more intelligent than they are given credit for, and their tactics often catch the uneducated off guard. Though they cannot talk (except in disturbing chirps and chitters), they dress as humans and are passable in the mists of Eclipse. Scythin scout out their victims long before any attack is made, examining defenses, watching movements, and looking for magics and valuable items. Their attacks are always swift and unexpected, and while they typically fight to subdue, they will not hesitate to kill if necessary, and not all of their victims interest their master. These unfortunates serve as food for the ranks. Those that do interest the master are paralyzed, cocooned, and brought for examination. Scythin prefer to attack smaller parties and more vulnerable targets, often kidnapping farmers and travelers, leaving no witnesses behind but their footprints. Their insectoid appearance may be more than skin deep-of the handful of survivors, several have talked about a chittering language, and one even discussed a scythin molting throughout the battle. These may be just mad ravings, but they may also explain the odd dead maggots or pieces of bone found at the sites of struggles.

ADVICE FROM AN OLD RASHER

I actually talked to the survivor of a scythin attack. Poor sod was halfdrunk at the time and cried through his entire retelling. Lost his entire family, and the only reason he lived is because he was able to hide on the roof of his house. He was now trying to rally a group to track the scythin down and help him reclaim his family. I expressed interest-I was a bit of a soft touch for sob stories at the time-and asked him what they were like. He claimed that the group that attacked his village included a group of regular scythin and one bloated scythin. When the village was first being attacked, the bloated one squatted down and released a small swarm of what looked like maggots. They moved as a group toward the nearest creature-a guardsman, and as they crawled over his feet, he screamed. He tried to walk away, but the infant scythin had eaten his feet to the bone and he fell. The swarm quickly rolled over him and consumed the still struggling guardsman. In the span of only a few seconds, he was dead, and the bloated scythin returned to the swarm. The larvae rushed to re-enter its body, but about a third of them were not able to fit, fat from their recent feast. They began to fight amongst themselves, eating and killing each other as they attempted to fit into their carrier. The bloated scythin simply waited for them to sort it out and crawl back inside, stepped on a few that were still struggling on the ground, and then left.

We never did find his family, and to be honest, I don't know which is better for his sanity. But whenever I'm in Eclipse, I always wear metalreinforced boots that go up to my knees, just in case.

SEVERN

The standard mount of Eclipse, this massive seven-horned rhinoceros, while slow, is amazingly steady, sure of foot, and well suited for the dark.

The second			
	SEVERN CALF	SEVERN RUNT	SEVERN
CR	1	5	7
Size	Medium	Large	Huge
Туре	Animal	Animal	Animal
XP	400	1,600	3,200
Init/Senses	Init +1; Senses low-light vision, scent; Perception +7	Init +1; Senses low-light vision, scent; Perception +12	Init +1; Senses low-light vision, scent; Perception
Defense			
AC	14, touch 11, flat-footed 13 (+1 Dex, +3 natural)	20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)	19, touch 9, flat-footed 18 (+1 Dex, +10 natural, -2 size)
HP	11 (2d8+2)	53 (7d8+21)	155 (10d8+50)
Saves	Fort +12, Ref +8, Will +5	Fort +12, Ref +8, Will +5	Fort +12, Ref +8, Will +5
Offense	A AND		
Speed	30 ft.	30 ft.	30 ft.
Attacks	Melee gore +2 (1d8+1), bite +2 (1d8+1)	Melee gore +10 (1d10+6), bite +10 (1d10+6)	Melee gore +15 (2d10+10), bite +15 (2d10+10)
Space	5 ft.; Reach 5 ft.	10 ft.; Reach 5 ft.	10 ft.; Reach 5 ft.
Special Attacks	powerful charge (gore, 1d10+4), trample (1d10+2, DC 11)	powerful charge (gore, 3d10+12), trample (2d10+9, DC 19)	powerful charge (gore, 4d10+18), trample (2d10+15, DC 25)
Statistics			
Stats	Str 12, Dex 12, Con 12, Int 2, Wis 13, Cha 5	Str 23, Dex 12, Con 17, Int 2, Wis 15, Cha 5	Str 30, Dex 12, Con 20, Int 2, Wis 15, Cha 5
Base	Atk +1; CMB +1; CMD 12	Atk +5; CMB +12; CMD 23	Atk +7; CMB +19; CMD 30
Feats	Endurance	Endurance, Improved Bull Rush, Im- proved Overrun, Power Attack	Diehard, Endurance, Improved Bull Rush, Improved Overrun, Power Attack
Skills	Perception +7, Swim +7	Perception +12, Swim +16	Perception +18, Swim +20
Ecology			
Environment	dark plains	dark plains	dark plains
Organization	family (1-2 calves plus 1-2 adults), herd (5-50 calves and adults)	solitary or caravan (2-12)	solitary or caravan (2-12)
Treasure	harness and pack, possibly wagon contents	harness and pack, possibly wagon contents	harness and pack, possibly wagon contents

THE SEVERN

The severnbad, or "severn" is ubiquitous and essential to Eclipse. While no monster by anyone's estimation, these massive, domesticated creatures are dependable, have excellent defenses, and are bestial in a fight. Their hides are tough, their feet heavy, their weight tremendous, and their stamina unmatched. Their broad, flat feet do well in the spongy, rocky, and cavern-riddled terrains of Eclipse, and their tremendous strength allows them to pull wagons across rough and uneven surfaces with a minimum of effort. Even without a load to pull, they offer excellent protection for their riders, keeping them high up off the ground and safe from most land-bound predators. Severn seem to be able to survive on a diet of mushrooms and lichens, and are intelligent enough to understand basic spoken commands. While they do not seem able to respond to individual names, they will come when called, and will stop or charge at a word.

ADVICE FROM AN OLD RASHER

No animal is more trusted than the severn in Eclipse. The severn is like the kith—ubiquitous, loyal, and can take a hit and keep going. Unlike the kith, though, they do not have a homing instinct. In fact, the only instinct I've ever seen is their desire to graze constantly. They've mastered the art of eating while walking. I've even seen one grab a mouthful of mushrooms while charging an enemy! Now *that's* an ingrained instinct.

SHADOW STALKER The shadows around you start to move. see the claws coming for your throat. You pray that it is just the wind, until you

	SHADOW STALKER	SHADOW STALKER, CONSORT	SHADQW STALKER, IORD
CR	4	7	
Size	Large	Large	Large
Туре	Magical Beast	Magical Beast	Magical Beast
XP	1,200	3,200	12,800
Init/Senses	Init +7; Senses darkvision 60 ft., low light vision, scent; Perception +7	Init +7; Senses darkvision 60 ft., low light vision, scent; Perception +10	Init +7; Senses darkvision 60 ft., low light vision, scent; Perception +14
Defense	the second se		
AC	17, touch 13, flat-footed 15 (+3 Dex, +5 natural, -1 size)	17, touch 13, flat-footed 15 (+3 Dex, +5 natural, -1 size)	20, touch 13, flat-footed 16 (+4 Dex, +7 natural, -1 size)
HP	51 (6d10+18)	77 (9d10+27)	173 (15d10+90)
Saves	Fort +8, Ref +8, Will +2	Fort +9, Ref +9, Will +4	Fort +15, Ref +13, Will +7
Offense			A LINYAT
Speed	40 ft.	40 ft.	40 ft.
Attacks	Melee 2 claws +10 (1d8+4 plus grab), bite +4 (1d8+2)	Melee 2 claws +14 (1d8+5 plus grab), bite +8 (1d8+2)	Melee 2 claws +22 (1d8+7 plus grab), bite +16 (1d8+3)
Space	10 ft.; Reach 10 ft.	10 ft.; Reach 10 ft.	10 ft.; Reach 10 ft.
Special Atks	pounce, rake (2 claws +10, 1d8+4)	pounce, rake (2 claws +10, 1d8+4)	pounce, rake (2 claws +10, 1d8+7)
Statistics			With the second second
Stats	Str 18, Dex 16, Con 16, Int 3, Wis 10, Cha 6	Str 21, Dex 16, Con 17, Int 3, Wis 12, Cha 6	Str 24, Dex 18, Con 22, Int 4, Wis 14, Cha 6
Base	Atk +6; CMB +11; CMD 24	Atk +9; CMB +15; CMD 28	Atk +15; CMB +23; CMD 37
Feats	Improved Initiative, Multiat- tack, Weapon Focus (Claw)	Combat Reflexes, Improved Initiative, Multiat- tack, Stand Still, Weapon Focus (Claw)	Combat Reflexes, Cleave, Great Cleave, Improved Initiative, Multiattack, Power At- tack, Stand Still, Weapon Focus (Claw)
Skills	Climb +15, Perception +7, Stealth +6 Racial Modifier +4 to Climb, +10 to Stealth when amongst shadows	Climb +16, Perception +10, Stealth +10 Racial Modifier +4 to Climb, +10 to Stealth when amongst shadows	Climb +18, Perception +14, Stealth +20 Racial Modifier +4 to Climb, +10 to Stealth when amongst shadows
Special Qual	shadow blend	shadow blend	shadow blend
Ecology			A A A AND
Environment	temperate forest, hills, and mountains	temperate forest, hills, and mountains	temperate forest, hills, and mountains
Organization	solitary, pair, or pack (4-9)	solitary, pair, or pack (4-9)	solitary, pair, or pack (4-9)
Treasure	none	none	none
	TROMES	204	

Shadow Blend (Ex): Whenever a shadow stalker is in an area with moderate or deeper shadows (such as under a forest canopy), its natural camouflage kicks in, magically blending its form with the shadows. Under these conditions, it is difficult to discern where the shadow stops and the stalker starts—granting a 30% miss chance to all attacks against the shadow stalker.

THE SHADOW STALKER

Ghost cat, forest specter, death from the darkness—every culture in the Wildwood seems to have a different name for these cunning creatures. And it is no surprise, as the cats seem almost perfectly evolved to hunt under the vast canopy of the Wood. The shadow stalker is likely far more common a predator on the Forge than is recorded, as they are so elusive and as those who do see them rarely survive the encounter. Tribal legends say that one can only catch a glimpse of the shadow stalker just before it sinks its fangs into your throat.

Shadow stalkers are large feline creatures that resemble oversized black panthers, averaging 9 to 10 feet in length and weighing around 600 lbs. They have gold eyes and dark, nearly-black coats that change shades to match their surroundings. Their magical camouflage, resorting only to shades of grey, works best in shadow, hence giving the creatures their common name.

Shadow stalkers are carnivorous creatures with a taste for any large game animals that are unfortunate or stupid enough to wander into an ambush. (It is important to note that shadow stalkers consider rashers game animals.) Shadow stalkers use their chameleon abilities to camouflage themselves while they lie in wait for their prey to come within striking distance. It is quite common for a shadow stalkers to be found lying in wait on large tree limbs, as most prey animals tend not to look up.

The stalker's highly refined sense of smell alerts it to the presence of approaching food. If it has chosen its hiding place properly, it will blend in with the shadows of the area and its prey will not even be able to discern it from the background—even while it is attacking. Shadow stalkers consider it a mark of honor to bring down large game in close combat

without ruffling their fur.

Packs of shadow stalkers often work together to bring down large quarry. Usually, one shadow stalker distracts the prey by allowing itself to be seen from a distance. While the prey focuses on the decoy, the other shadow stalkers attack the prey simultaneously from one or more sides. The visible cat only joins in on the kill if necessary. Shadow stalkers are highly intelligent animals and often use terrain to their advantage. Even when they are resting, they will choose high hills or tall trees so as to gain the upper hand against their opponents. Most shadow stalkers on the Forge are found in Wildwood. However, it is quite possible families of stalkers to adapt to other climates, such as arctic and desert conditions, and their tactics will adapt accordingly, assuming they can find enough shadows.

Because of the stalkers' size and food requirements, it is rare to encounter packs with more than nine members. A single alpha female, called a lord, who generally has one main male consort and one or two stringers (in case her consort is killed), dominates the pack. Mating occurs once a year and produces one or two cubs, although triplets do occasionally occur. These big cats are territorial by nature, and their territory spans several miles.

Shadow stalker cubs are highly prized as potential familiars and can command as much as 7,500 gp if in good health. Wealthy magic wielders or mage guilds often employ rashers to procure living cubs for training as familiars.

ADVICE FROM AN OLD RASHER

I may have mentioned my dislike of the Wildwood before. Let me repeat it, though: I loathe the Wildwood. If something isn't actively trying to kill you, it's only because it's lying in wait. Shadow stalkers prove the rule. Sneaky, even for the creatures in the Wildwood, shadow stalkers are just the kind of thing I hate. They look at rashers as "game animals" things that are fun to kill. They sit in their trees all day, and then jump down and kill you. They are expert ambushers. Your only hope against them is to look up, and if you see one a bit in front of you, stay together and be prepared to fight something behind you.

SKELETAL RAVAGER A skeleton twirling a wicked sword stands before you, a sphere of pulsating energy suspended in its chest.



	SKELETAL RAVAGER	SKELETAL RAVAGER, MADDENED	SKELETAL RAVAGER, GREATER
CR	12	12	15
Size	Medium	Medium	Medium
Туре	Undead	Undead	Undead
XP	19,200	19,200	51,200
Init/Senses	Init +1; Senses darkvision 60 ft.; Perception +17	Init +1; Senses darkvision 60 ft.; Perception +15	Init +1; Senses darkvision 60 ft.; Perception +25
Defense			
AC	25, touch 11, flat-footed 24 (+1 Dex, +4 natural, +10 <i>+3 banded mail</i>)	26, touch 15, flat-footed 21 (+4 Dex, +4 natural, +7 <i>+3 chain shirt</i> , +1 dodge)	27, touch 11, flat-footed 24 (+1 Dex, +4 natural, +12 <i>+5 banded mail</i>)
HP	78 (12d8+24)	78 (12d8+24)	114 (20d8+24)
Saves	Fort +10, Ref +5, Will +10	Fort +10, Ref +8, Will +8	Fort +16, Ref +7, Will +14
Special	DR 15/+1; Immune undead traits; SR 22	DR 15/+1; Immune undead traits; SR 22	DR 15/+1; Immune undead traits; SR 25
Offense	A LAND		
Speed	30 ft.	30 ft.	30 ft.
Attacks	Melee +3 bastard sword +19/+14/+9 (1d10+14 or 1d10+12 one-handed) or bone daggers +17/+12/+7 (1d4+5+2d4 negative energy/19-20)	Melee +3 bastard sword +15/+10/+5 (1d10+10 or 1d10+9 one-handed)	Melee +4 bastard sword +34/+29/+24/+19 (1d10+20/17- 20 or 1d10+16/17-20 one-handed) or bone daggers +28/+23/+18/+13 (1d4+8+2d4 negative energy/19-20) or bone stones +28/+23/+18/+13 (1d4+2d6 nega- tive energy plus negative level (DC 24))
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.
Special Attacks	breath weapon (40 ft. cone, 12d6 fire), fear aura (DC 18)	breath weapon (40 ft. cone, 12d6 acid), fear aura (DC 18), maddening touch (+17 touch, CL 12th , DC 21)	breath weapon (40 ft. cone, 20d6 cold), fear aura (DC 21)
Statistics			
Stats	Str 21, Dex 13, Con –, Int 12, Wis 15, Cha 14	Str 15, Dex 18, Con —, Int 7, Wis 11, Cha 16	Str 26, Dex 13, Con —, Int 12, Wis 15, Cha 18
Base	Atk +12; CMB +17; CMD 28	Atk +12; CMB +14; CMD 28	Atk +20; CMB +28; CMD 39
Feats	Alertness, Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Great Sunder, Greater Weapon Focus, Greater Weapon Specialization (bastard sword), Improved Sunder, Point Blank Shot, Power Attack, Track, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)	Alertness, Catch Off-Guard, Cleave, Combat Reflexes, Deceitful, Dodge, Exotic Weapon Proficiency (bastard sword), Great Cleave, Mobil- ity, Power Attack, Run, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)	Alertness, Cleave, Critical Focus, Deadly Aim, Dis- ruptive, Exotic Weapon Proficiency (bastard sword), Far Shot, Great Cleave, Great Sunder, Greater Weap- on Focus, Greater Weapon Specialization (bastard sword), Improved Critical (bastard sword), Improved Sunder, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Spellbreaker, Track, Weapon Focus (bas- tard sword), Weapon Specialization (bastard sword)

Skills Special Qualities	Acrobatics +14, Climb +18, Intimidate +15, Perception +17, Sense Motive +17, Swim +18 ferocious, undead expertise (replace bone, bone daggers, coat weapon)	Acrobatics +17, Climb +15, Intimidate +16, Per- ception +15, Sense Motive +15, Swim +15 ferocious	Acrobatics +20, Climb +27, Intimidate +25, Per- ception +25, Sense Motive +23, Swim +24 ferocious, undead expertise (replace bone, bone daggers, coat weapon, bone stones, infuse weapon, dual style fighting)
Ecology	A COLOR HAND THE REAL		
Environment	any land or underground	any land or underground	any land or underground
Organization	solitary, pair, or patrol (3-12)	solitary, pair, or patrol (3-12)	solitary, pair, or patrol (3-12)
Treasure	standard	standard	standard

Breath Weapon (Su): Each skeletal ravager has one of the breath weapons listed below, which is chosen at its creation. Save DCs for breath weapons are listed above. The ravager may use its breath weapon up to three times per hour.

- Fire: The skeletal ravager breathes a cone of fire 40 feet long, doing 1d6 points of fire damage per hit die of the skeletal ravager to every creature caught within the cone. Opponents caught within the cone may make a Reflex save for half damage. Those struck may catch on fire, as described in the *Pathfinder Core Rulebook*.
- Ice: The skeletal ravager breathes a cone of ice shards 40 feet outward, doing 1d6+1 points of cold damage per hit die of the skeletal ravager to every creature caught within the cone. Opponents caught within the cone may make a Reflex save for half damage. In the area of the cone, the floor remains icy for 1d4 rounds, during which time creatures passing through it must make an Acrobatics check each round (DC 15) to avoid falling prone.
- Acid: The skeletal ravager breathes a cone of acid 40 feet, doing 1d6 points of acid damage per hit die of the skeletal ravager to every creature caught within the cone. Opponents caught within the cone may make a Reflex save for half damage. Those who fail their Reflex save sustain 1d4 additional points of acid damage each round for 1d6 rounds after the attack unless they take measures to remove the acid from their skin.

Fear Aura (Su): Skeletal ravagers are shrouded in foul energies, requiring all

within 5 feet of them to succeed at a Will save (DC [see above]) or be affected as if by a *fear* spell cast by a sorcerer of the listed level.

Ferocious (Ex): Skeletal ravagers are skilled warriors and receive the attack bonus, good Fort save, and extra combat feats of a fighter equal in level with the ravager's hit dice.

Maddening Touch (Su): Skeletal ravagers driven insane by their condition can pass that insanity to others, giving their soul a brief period of respite before their minds begin to fall back into the pathways that caused the insanity. If an insane skeletal ravager succeeds on a touch attack, the target must make a Will saving throw (DC [see above]) or be affected as if by a *confusion* spell, and when its effect ends, by a *feeblemind* spell, as cast by a sorcerer of equal level to the ravager's hit dice. If the target fails its save, the skeletal ravager gains +3 to its attacks, damage, AC, skill checks, CMB, CMD, and saves for the next 5 rounds as its mind clears of the confusion that hindered it. The ravager cannot use this ability again until these five rounds have passed.

Undead Expertise (Su): Skeletal ravagers that embrace their nature and are not driven insane by it learn to fully utilize their unique status as self-aware creatures of bone that feel no pain. Based on the creature's hit dice, it gains the following abilities:

• 4 HD, Replace Bone—The ravager can use any bones it finds to replace any missing bones and repair damaged ones. As a full-round action, the ravager can "eat" a pound of bone and either

heal 1d8+5 hit points or regrow five hand bones, two wrist bones, or one other lost bone. A skeletal ravager cannot gain more hit points than it started with using this ability, nor can it grow extra bones.

- 8 HD, Bone Daggers—By sacrificing a hand, the skeletal ravager gains the ability to throw its hand bones as daggers, giving it 19 ranged piercing attacks per hand at its full attack bonus. Each bone is infused with negative energy, dealing an additional 2d4 points of negative energy damage on a hit. Many ravagers simply flick their arms to throw the bones, allowing them to throw with one arm while wielding their bastard swords in their other hand. The negative energy in the bones dissipates one round after being separated from the body.
- 10 HD, Coat Weapon—By expending one use of its breath attack, a skeletal ravager can coat its weapon with the element of its breath weapon, giving the weapon the *flaming*, *frost*, or *acidic* (1d6 points of acid damage on a successful hit) weapon property for 10 rounds.
- 13 HD, Bone Stones—After throwing all of its bone daggers or by removing its hand in some other way (pulling it off, for example), the ravager can throw its wrist bones (7 per arm). These count as sling stones for both range and damage. In addition, they are infused with negative energy and deal an extra 2d6 points of damage, and the target must succeed on a Fortitude save (DC 10 + ½ skeletal ravager's HD + skeletal ravager's Cha modifier) or gain a negative level. Hand bones may not be reattached until all eight wrist bones are restored. Wrist bones are thrown by snapping the forearm, allowing ravagers to throw with one arm while wielding their bastard swords in their other hand. The negative energy in the bones dissipates one round after being separated from the body.
- 16 HD, Infuse Weapon—When using its Coat Weapon ability, the weapon also gains the *flaming burst, icy burst,* or *acidic burst* (+1d10 acid damage per critical multiplier on a critical hit) weapon property for 10 rounds.
- 20 HD, Dual Style Fighting—The skeletal ravager can use both of its arms independently when fighting. Instead of its normal full attack action, the skeletal ravager can make a its full attacks with each arm so long as one of those arms is using either the Bone

Dagger or Bone Stones ability. All its attacks this round are made with a -2 penalty to hit.

THE SKELETAL RAVAGER

Skeletal ravagers are a powerful form of undead, first created by the Spectral Hand, a necromantic organization originating in The Vault. Skeletal Ravagers excel at combat, forming the primary defense of the Spectral Hand's stronghold. These monstrosities can be built from the skeletal remains of any sentient being (almost all are humanoid due to availability of parts), and are imbued with large quantities of negative energy.

Skeletal ravagers appear as swift and graceful skeletons with cruel, blazing gleams where their eyes once were. Most are encountered dressed in the same type of armor and clothes that they wore during life, though these accoutrements usually show signs of wear and age. If the rib cage is exposed, the source of the ravager's breath weapon can be seen where its heart once was, looking like a sphere of swirling energy. Most ravagers wield bastard swords, as this weapon type allows them to switch between two and one-handed attacks after using their hands as missile weapons.

Skeletal ravagers speak any languages they knew in life, although they do not remember the skills and abilities they once had. The creation process strips the ravager's soul of its memories of how to do things, lest it rebel. However, the memory of once having certain skills is not removed, and some skeletal ravagers are slowly driven insane by the constant reminder of what they once had and the horrors of what they are now. These skeletal ravagers can be commanded by their masters to unleash their madness on their foes. Most, however, learn to accept—and even embrace—their change, allowing them to rapidly develop skills that fully embrace their undead nature, allowing them to act in ways no living creature voluntarily would.

Skeletal ravagers typically wade into combat with their melee weapons. If a group attacks, it is normal for one to hang back and weaken stronger opponents first by firing their hand bones as missile weapons. If they are in confined quarters, skeletal ravagers typically use their breath weapon against their opponents.

ADVICE FROM AN OLD RASHER

Skeletons are usually the weakest of the undead. You can pretty easily knock off their vital parts because they have nothing protecting their bones. Even zombies fare better—at least they have rotting flesh to reduce the force of your blow. It's not much, but it's better than a skeleton with their brittle bones and jerky movements.

But the skeletal ravagers are the Spectral Hand's masterpieces—their words, not mine. These skeletons retain some of their experiences and skills and have the ability to *learn*. And I don't just mean read a book and remember; I mean come up with brand new ideas and then teach them to each other. Admittedly, their ideas all revolve around their bones, but it still makes you wonder how close the Spectral Hand are to making undead that are essentially no different than any other race on the Forge.

If you are so noble as to try to thwart the Spectral Hand, or you are just unlucky enough to get wrapped up in one of their plots, you will likely have to fight at least one group of skeletal ravagers. They are strong fighters, but be careful of their ranged attacks as well. Make sure you carry some sort of negative energy protection and that you destroy any and all bones in the area unless you want them reforming behind you. I've seen some fake being dead, and it's almost impossible to tell because they have no breath, no muscles, and no real indication that they aren't alive. Or dead. Or somewhere in-between.

SLAG As a mass of rubble oozes forward, glimpses of the muscles animating it appear.



	SLAG	SLAG	SLAG
CR	9	14	19
Size	Huge	Gargantuan	Colossal
Туре	Aberration	Aberration	Aberration
XP	6400	38,400	204,800
Init/Senses	Init +4; Senses echolocation 30 ft.; Perception +15	Init +4; Senses echolocation 30 ft.; Perception +23	Init +4; Senses echolocation 30 ft.; Perception +31
Defense			
AC	13, touch 8, flat-footed 13 (+5 natural, -2 size)	17, touch 6, flat-footed 17 (+11 natural, -4 size)	21, touch 2, flat-footed 21 (+19 natural, -8 size)
HP	95 (10d8+50)	207 (18d8+126)	351 (26d8+234)
Saves	Fort +11, Ref +3, Will +9	Fort +12, Ref +6, Will +13	Fort +16, Ref +8, Will +17
Special	DR 8/; Resist fire 10	DR 12/; Resist fire 15	DR 16/-; Resist fire 20
Offense			C C C C C C C C C C C C C C C C C C C
Speed	5 ft., climb 5 ft.	5 ft., climb 5 ft.	5 ft., climb 5 ft.
Attacks	Melee bite +17 (4d8+18 plus grab)	Melee bite +26 (6d8+24 plus grab)	Melee bite +32 (8d8+30 plus grab)
Space	15 ft.; Reach 0 ft.	20 ft.; Reach 0 ft.	25 ft.; Reach 0 ft.
Special Attacks	swallow whole (2d6+2 crushing plus 2d4+2 acid, AC 12, 10 hp)	swallow whole (3d6+3 crushing plus 3d4+3 acid, AC 15, 10 hp)	swallow whole (4d6+4 crushing plus 4d4+4 acid, AC 19, 10 hp)
Statistics		The Name	
Stats	Str 34, Dex 10, Con 19, Int 2, Wis 14, Cha 5	Str 42, Dex 10, Con 23, Int 2, Wis 14, Cha 5	Str 50, Dex 10, Con 27, Int 2, Wis 14, Cha 5
Base	Atk +7; CMB +21; CMD 31	Atk +13; CMB +33; CMD 43	Atk +19; CMB +47; CMD 57
Feats	Improved Initiative, Improved Natural Armor, Power Attack, Toughness, Vital Strike	Improved Initiative, Improved Natural Armor (x3), Improved Vital Strike, Power Attack, Toughness, Vital Strike, Weapon Focus (bite)	Greater Vital Strike, Improved Initiative, Improved Natural Armor (x6), Improved Vital Strike, Power Attack, Toughness, Vital Strike, Weapon Focus (bite)
Skills	Perception +15, Stealth +5 Racial Modifier +10 on Stealth checks when not moving	Perception +23, Stealth +9 Racial Modifier +10 on Stealth checks when not moving	Perception +31, Stealth +13 Racial Modifier +10 on Stealth checks when not moving
Special Qual	blind, fortification, inconspicuous	blind, fortification, inconspicuous	blind, fortification, inconspicuous
Ecology			
Environment	warm and temperate hills, plains, and underground	warm and temperate hills, plains, and underground	warm and temperate hills, plains, and underground
Organization	solitary	solitary	solitary
Treasure	1/2 standard	1/2 standard	¹ / ₂ standard

Blind (Ex): A slag does not have eyes, and is therefore immune to any effects requiring vision. It can, however, "see" in all directions out to a range of thirty feet via a limited form of echolocation.

Fortification (Ex): Since a slag has few sensitive areas, it has a limited chance of being struck by a critical hit. If a critical hit is rolled against it, there is a 50 percent chance for the hit to be treated as a normal blow.

Inconspicuous (Ex): This creature hides in plain sight; until it moves, those around it will assume that it is ordinary rubble. To identify it, a person must use his Knowledge (local), Knowledge (undercity), or Survival skill (depending on the locale), instead of his Perception skill.

THE SLAG

In a city rife with rubble, the bizarre slag is, in essence, a living pile of it. Sharing a similar biology with the crysmids of Arena, the slag is a shapeless and boneless mass of rocks held tightly together with powerful internal musculature; it has no eyes, no limbs, and few internal organs. Slags are creatures of extraordinary patience and laziness. Though they can react quickly to prey, they are not at all fast, and in fact, most never move at all except to chew. Since slags do very little, their bodies are very efficient, and a single meal is enough to last a slag many months, or even years. Though the theory doesn't hold much weight, it is surmised that a slag is simply a very old crysmid—one grown so large that it can no longer support its own weight and must wait for food to come to it.

Slags spend their time lying amongst other types of rock. Passing creatures often mistake them as a heap of rubble, and sometimes clamber over them. This is exactly what the slag desires, as it can simply open its mouth, and the creature will drop right in. Slags are most often encountered in the lost city regions of Penance, as they like to feel the suns shining upon them, yet they are not entirely unknown in the maze. Despite the danger they pose, slags are exceedingly rare, and many experienced rafters have never even heard of them. Still, once one encounters a slag, it is difficult to forget it, and the paranoia that creeps into a rasher's daily existence afterwards is enough to make him go back to work at the bakery and forget all about making it rich as an explorer.

Slags are solitary and territorial creatures. They don't like one another's

presence, and are almost always encountered alone. Slags reproduce asexually by budding; at a certain age, a section of them swells up and then drops off, eventually growing into a full-size clone of its parent. Slags can eat anything, although they can only derive nourishment from living, dead, or undead flesh. Slags do not create solid waste, they simply grow larger over time. Sharp rocks within their stomachs grind whatever they eat to a fine grit. Unfortunately this means that no foreign objects can be found within a slag; only the occasional object dropped by a surprised victim can be legitimately called its treasure.

A slag sits in one place and waits for creatures to walk upon it. It has limited senses, and usually remains entirely motionless until it feels something contact its body; then it strikes. A slag attacks by separating some of its rocks and crushing its prey between them. Once it has crushed a creature, it then draws it into its interior, where the creature is ground up and digested. A slag has no face, and any part of it can suddenly become its "mouth." It can give limited chase, and may slowly creep up on a creature if it perceives that it has not moved in quite a while. It is very rare to find dead bodies of any size near a slag.

The key to a slag's success is location. In order to feed, it needs creatures to approach (and preferably climb on) it. Slags favor placing themselves in narrow pathways or in front of portals, thus blocking normal passage. They are instinctively drawn to areas where there is existing natural rubble; this helps support the illusion that they are simply the normal result of a common collapse.

ADVICE FROM AN OLD RASHER

You can always tell who has encountered a slag. They walk on the opposite side of the street from any trash pile. They jump over steps that look shaky. They avoid walking on cobblestones and refuse to climb rocks. For me, it took over a year before I could look at a mountain without breaking into a cold sweat.

Once you identify a slag (usually by having it start trying to digest one of your friends), your best bet is to hit it as hard and fast as you can—from a distance. Hopefully you'll be able to kill it before your friend is ground to death. If you don't care too much about the person, you still need to move quickly to kill it before their equipment is destroyed, too.

SPELLSEEKER The little ten-legged lizards scuttling forward seem almost cute as they come up to sniff you—but why are they sniffing at your weapons?

	SPELLSEEKER, O MAGIC CHARGES	CDELL CEEKED & MACK CHADGES	CDELL SEEKED ON MACIC CHADGES
CR	2	SPELLSEEKER & MAGIC CHARGES	SPELLSEEKER, 24 MAGIC CHARGES
Size	Small	Medium	Huge
	Magical Beast	Magical Beast	Magical Beast
Type XP	600		
		1,200	4,800
Init/Senses	Init +2; Senses darkvision 60 ft., low light vision; Perception +12	Init +2; Senses darkvision 60 ft., low light vision; Perception +14	Init +2; Senses darkvision 60 ft., low light vision; Perception +18
Defense			
AC	15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)	15, touch 11, flat-footed 14 (+1 Dex, +4 natural)	20, touch 7, flat-footed 21 (-1 Dex, +13 natural, -2 size)
HP	15 (2d10+4)	30 (4d10+8)	62 (8dl0+16)
Saves	Fort +5, Ref +5, Will +2	Fort +7, Ref +7, Will +4	Fort +11, Ref +11, Will +8
Special	SR 17	SR 21	SR 29
Offense			
Speed	20 ft., climb 10 ft.	30 ft., climb 15 ft.	50 ft., climb 25 ft.
Attacks	Melee 2 claws +3 (1d3), bite -2 (1d4)	Melee 2 claws +6 (1d4+2), bite +1 (1d6+1)	Melee 2 claws +16 (1d8+10), bite +11 (2d6+5)
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	10 ft.; Reach 10 ft.
Special Attacks	inhale magic	death throes (8d6, DC 13), in- hale magic, magic teeth (+2)	death throes (24d6, DC 29), in- hale magic, magic teeth (+6)
Statistics			
Stats	Str 10, Dex 15, Con 14, Int 6, Wis 14, Cha 12	Str 14, Dex 13, Con 16, Int 6, Wis 14, Cha 12	Str 30, Dex 9, Con 24, Int 6, Wis 14, Cha 12
Base	Atk +2; CMB +1; CMD 13	Atk +4; CMB +4; CMD 15	Atk +8; CMB +20; CMD 31
Feats	Alertness	Alertness	Alertness
Skills	Climb +12, Perception +12, Stealth +11 Racial Modifier +8 on Climb, +4 on Perception checks	Climb +14, Perception +14, Stealth +8 Racial Modifier +8 on Climb, +4 on Perception checks	Climb +21, Perception +18, Stealth +2 Racial Modifier +8 on Climb, +4 on Perception checks
Special Qual	enhancement, magic sense	enhancement, magic sense	enhancement, magic sense
Ecology			
Environment	any	any	any
Organization	solitary	solitary	solitary
Treasure	none	none	none
			TALL AND

Inhale Magic (Su): The spellseeker can breathe in magic from any magic item or active spell effect within a 5 foot range. This is a standard action that does not draw an attack of opportunity. This ability affects the item just as if it were targeted by a mage's disjunction spell as cast by a 20th level sorcerer. This ability does not affect artifacts, and it can only affect one item or effect at a time. The spellseeker gains a number of magical charges equal to the number of plusses of the item (for weapons, armors, enhancement equipment, rings of protection, etc.), one quarter the number of charges rounded down to a minimum of 1 (for wands, staves, etc.), or one third of the caster level rounded down to a minimum of 1 (for potions, rods, most wondrous items and rings, active spells or spell-like abilities, etc.). A spellseeker can never have more than 24 charges stored. Any additional charges absorbed are simply lost; most spellseekers wander off upon reaching their threshold. Inhalation can be interrupted with a readied action, much like a sorcerer's spell (concentration roll is d20 + Wis bonus + number of charges stored; spell is considered 2nd level). If the interruption attempt is successful, the inhaled item still loses its magical abilities for 1d4+1 rounds, after which it will return to normal.

Enhancement (Su): As the spellseeker consumes magical energies (see inhale magic above), it instantly grows in size and power. For every two magical charges absorbed, the spellseeker's spell resistance increases by 1. For every four magical charges, the spellseeker's Hit Dice, natural AC, saves, and attack bonus increase by 1, and the bonus from its magic teeth ability increases by 1. In addition, for every eight magical charges, the creature increases one size category (along with all associated adjustments to damage, Strength, Dexterity, Constitution, CMB, CMD, and natural armor per the Pathfinder Bestiary page 276), its base speed increases by 10 feet, and its climb speed increases by 5 feet. These benefits last 24 hours, after which the spellseeker begins to decrease in size and ability as it loses its magical charges at a rate of one charge every 12 hours. A spellseeker with no magical charges can survive up to three months before it enters magical withdrawal. Magical withdrawal causes a spellseeker to suffer each day a cumulative -1 penalty to all skill checks, attack rolls, saves, and Constitution. This process continues until the spellseeker consumes a number of magical charges equal to the penalty incurred, at which point it can again go up to three months without consuming magic. If a spellseeker's Constitution reaches 0, it dies. Spellseekers with charges will radiate magic

if detected—faint at 1 to 7 charges, moderate at 8 to 15 charges, strong at 16-23 charges, and overwhelming at 24 charges.

Death Throes (Su): A spellseeker's magical nature allows it to store magical energy in its body for future use. If the creature is killed, it releases all its stored magical charges in an explosive arcane burst. All creatures within 20 feet of the spellseeker when it dies must roll a Reflex save (DC = 5 + number of magical charges released) or suffer 1d6 hit points of damage per magical charge. Those who succeed take half damage. This explosion is pure magic energy and is not subject to defenses against elemental energies.

Magic Sense (Su): The spellseeker can *detect magic* within a 120-foot radius at all times.

Magic Teeth (Sp): As a standard action, the spellseeker may choose to "burn" a stored magic charge to gain the benefits of a *greater magic fang* spell. The bonus granted is one fourth the number of charges the spellseeker has before the sacrificed point is lost (maximum 6). This can only be done after the spellseeker has grown to medium size or greater.
THE SPELLSEEKER

Driven to consume magic in order to survive, spellseekers are a bane to the Warlords of Arena, as well as those coveting magic in other domains. These ravenous creatures are constantly sniffing about in search of enchantments and other items of magical power in order to feed off of their energies.

Spellseekers are mottled brown reptilian creatures with ten legs that end in three-toed claws. A spellseeker's foreclaws are fully twice the length of its other legs, ending in four-fingered claws that the beast can use to attack or manipulate items. Spellseekers have a short, stubby tail and a long, snakelike neck that allows the creatures to attack in nearly any direction.

While they can be found sniffing around ancient ruins and abandoned mines, spellseekers are most often encountered on the vast battlefields of Arena, rummaging through the detritus of battle. Sometimes these creatures are harnessed and used as magic-sniffing "bloodhounds." This is a quite difficult prospect, as the beasts are not domesticated and may turn on any magic the handler may possess. Said handlers either have to go without magic completely or protect themselves with an anti-magic aura or other such effect. Conversely, spellseekers can instinctively sense the presence of slade and they avoid the rare metal at all costs. The beasts can't normally be trained to sniff it out, but skilled handlers may notice a behavioral change in the creature and be able to deduce that a deposit of the metal may be nearby (requires a Knowledge (animal) or Knowledge (spellseeker) skill check of DC 18).

Spellseekers are carnivores, eating whatever small mammals, birds, and fish they can find. These asexual creatures search for and consume magical energies as their method of reproduction. In order to do this, a spellseeker must accumulate at least 13 or more charges. When a spellseeker reaches this level of satiation, it hides away deep underground to lay 1d6 cantaloupe-sized eggs. These eggs hatch in 30 to 40 days, producing 1 HD offspring who mature in three months. When its eggs are laid, the spellseeker loses one charge per egg, and will likely lose all of its remaining charge over the next week or so, as it will remain with its eggs until just moments before they hatch.

Spellseekers are always searching for either food or magic, and will generally leave most other creatures alone—unless of course they carry

enchanted items. It is not unheard of for spellseekers to attack others of their kind in order to control what little magical resources may be in an area. Unless a spellseeker is starving, it will only attack in order to obtain an enchanted item or to defend itself or its nest. As soon as the beast gets an opportunity to snatch a magic item, it will attempt to escape back to its lair to consume the item's enchantments in peace. These are clever and stealthy creatures—countless wizards have reported awakening in the middle of the night to find a spellseeker quietly inhaling the active enchantments they had placed on their person or items.

ADVICE FROM AN OLD RASHER

Spellseekers are pests, but even worse, they are dangerous pests, especially to well-equipped parties. To a group of rashers just starting out, you may lose the one magic item you have; for a skilled group, you may find several of your most powerful items suddenly rendered into hunks of metal or wood just as a huge ten-legged lizard appears in front of them—with an appetite to match its size! Clearly, the goal is to scare the spellseeker away or kill it before it can do any harm, which means anyone on watch at night needs to keep a sharp eye out for these critters *before* they can drain any magics.

On the other hand, having one or more around can be a great weapon. Tracking an evil wizard? Entering an ancient tomb filled with magical traps? Your rogue died on your last excursion? So long as you aren't bristling with magic, let the spellseekers lead the way. They may get filled pretty quickly in the lairs of more powerful beings, and they have been known to accidentally eat the magic from the item you are looking for, so make sure you have them on a short leash. Not too short, though, or else when they grow in size, they'll try to eat you as you wander the hallways. Keep them well-fed to avoid this problem—preferably on the monsters in the lair.

And for those wizards with more sense in their books than their heads, having a pet spellseeker leads to much frustration and early demise due to being digested by your pet.

STARK

The midnight-black, bulbous eyes blend eerily into the jet skin of the creature before you. The last thing you see before the light fades is white, foamy drool seeping from its jaws. Kole and

12/11/2	STARK	STARK	STARK
CR	8	15	19
Size	Medium	Large	Huge
Туре	Magical Beast	Magical Beast	Magical Beast
XP	4,800	51,200	204,800
Init/Senses	Init +6; Senses darkvision 120 ft.; Perception +11	Init +6; Senses darkvision 120 ft.; Perception +19	Init +6; Senses darkvision 120 ft.; Perception +25
Defense			
AC	24, touch 16, flat-footed 18 (+6 Dex, +8 natural)	33, touch 14, flat-footed 28 (+5 Dex, +19 natural, -1 size)	38, touch 12, flat-footed 34 (+4 Dex, +26 natural, -2 size)
HP	85 (10d10+30)	210 (20d10+100)	363 (29d10+203)
Saves	Fort +10, Ref +13, Will +4	Fort +17, Ref +17, Will +7	Fort +23, Ref +20, Will +10
Offense			
Speed	30 ft., burrow 10 ft.	35 ft., burrow 10 ft.	30 ft., burrow 10 ft.
Attacks	Melee 2 claws +14 (1d8+4), bite +12 (2d6+2)	Melee 2 claws +28 (2d6+9), bite +26 (3d6+4)	Melee 2 claws +40 (4d6+13), bite +38 (6d6+6)
Space	5 ft.; Reach 5 ft.	10 ft.; Reach 10 ft.	15 ft.; Reach 15 ft.
Special Atks	extinguish	extinguish	extinguish
Statistics			
Stats	Str 18, Dex 22, Con 16, Int 5, Wis 12, Cha 15	Str 29, Dex 20, Con 20, Int 5, Wis 12, Cha 15	Str 36, Dex 18, Con 25, Int 5, Wis 12, Cha 15
Base	Atk +10; CMB +14; CMD 30	Atk +20; CMB +30; CMD 45	Atk +29; CMB +44; CMD 58
Feats	Alertness, Combat Reflexes, Multiat- tack, Power Attack, Stealthy	Alertness, Cleave, Combat Reflexes, Fleet, Great Cleave, Multiattack, Nimble Moves, Power Attack, Run, Stealthy	Acrobatic Steps, Alertness, Cleave, Combat Reflexes, Fleet, Great Cleave, Improved Natural Attack (bite), Improved Natural Attack (claws), Lunge, Multiat- tack, Nimble Moves, Power Attack, Run, Stealthy
Skills	Acrobatics +12, Perception +11, Stealth +14	Acrobatics +15, Perception +19, Stealth +17	Acrobatics +20, Perception +25, Stealth +18
Special Qual	anti-light field, rattle	anti-light field, rattle	anti-light field, rattle
Ecology			
Environment	underground	underground	Underground
Organization	solitary or bevy (2-5)	solitary or bevy (2-5)	solitary or bevy (2-5)
Treasure	50% standard	50% standard	50% standard

Anti-Light Field (Sp): The stark has evolved in the undercity of Penance and has developed some unusual features over the centuries. In order to avoid contact with the various magical glows in the maze, the stark has evolved the ability to suppress all magical energies that radiate light. This effect is similar to the spell *anti-magic field*, except that it has a 60-foot radius and suppresses only light effects. A *light* spell is completely suppressed in this field, while a *fireball* functions normally, but doesn't give off a flash of light. Creatures with darkvision can see normally in an anti-light field.

Extinguish (Ex): Though a stark's anti-light field doesn't affect natural light sources, a stark has other ways of dealing with such things. A stark constantly produces a thick, foamy saliva that is a natural flame retardant. A stark can spit the saliva in a 30-foot cone, extinguishing any flame within its area of effect. Anyone actively guarding a flame, such as a character holding a lantern, can attempt a reflex save (DC 20) to protect it. Guarding a flame in this manner takes a standard action to perform. A stark can use this ability up to three times per day, and can put out a fire of bonfire size or smaller with one use. In one time in the past, starks actually saved part of the city by putting out an enormous fire that had engulfed an entire city block.

Rattle (Ex): A stark has an unusually constructed throat. Inside the thick bulk of the creature's neck are a number of bone plates and small hammer-like bones. The creature can, if it chooses to, flex its neck muscles, causing the plates to vibrate, producing a loud and harsh noise that echoes off the walls of the maze. This sound drowns out many other noises in the area, making it difficult for creatures that navigate by sound to find their way around. Anyone within 30 feet of the stark is unable to use the Blind-Fight feat or echolocation. This rattle also increases the miss-chance when fighting the stark in the dark by 10% (from 50% to 60% in most cases).

THE STARK

One of the most legendary creatures in the forgotten halls of the undercity, the stark is feared by delvers as well as by the other denizens of the maze. The stark is a vicious and hungry predator, vaguely lizard-like with a thick, deep-black hide. It has large, buggy eyes and a thick, foamy saliva that constantly drips from its sizable jaws. The creature has two stumpy arms ending in long, steely claws, which the creature can employ to burrow through solid stone.

The most famous feature of the stark is its ability to cancel light effects. Magical light simply winks out when brought anywhere near a stark. Non-magical light, while still able to abide the presence of a stark, is nearly always a quick victim of its thick spittle. The stark slinks through the dark of the undercity, looking for living creatures to eat. It dwells in small burrows that it carves out of the ruins, where it often stows objects that interest it. Such objects are not really treasure, but simply random objects that catch its interest. A stark may have a magical weapon in its stash, but more than likely it will have a handsome collection of smooth rocks.

The stark is a lurker and a creeper that works best when it spots its prey first. The stark likes to remain hidden while slowly creeping up within 30 feet of a party of rashers, causing any of their magical light sources to slowly blink out. At this point it will attack, beginning combat with its extinguish ability and then leaping in for the kill. Throughout combat, the stark will use its rattle ability to mask its location and make it harder for opponents to hit it. Once engaged, the stark will eviscerate its opponents with its teeth and claws. It can also use its Combat Reflexes to strike opponents as they wander around in the dark. If it is losing, the stark is likely to flee into the maze, often burrowing to safety.

ADVICE FROM AN OLD RASHER

One of the greatest fears of most species is the fear of darkness. It's in-built into us; without light, we don't know where the next danger is coming from. This is why the stark are so terrifying. Sure, they can eviscerate you in a few seconds. And they can tear through solid stone walls with little effort. But their ability to deny us light is what causes most rashers to jump every time they think their lights are dimming. Unless you can see in the dark, losing your light is akin to a death sentence. So make sure you pay attention to your light unexpectedly dying, and always have multiple back-ups.

STONE GUARDIAN

What you had thought a moment ago to be merely a statue comes to life loudly, delicately painted plaster shattering all around it to reveal hard, heavy stone beneath. And more importantly, it's got a really big stone club that it's about to hit you with.

	STONE GUARDIAN. FLYING	STONE CHARDIAN EARTHROUND	STONE GUARDIAN, MITHRIL
CR	2	STONE GUARDIAN, <u>E</u> ARTHBOUND 3	16
Size			
	Large	Large	Large
Туре	Construct	Construct	Construct
XP	600	800	76,800
Init/Senses	Init +1; Senses darkvision 60 ft., low light vision; Perception +0	Init +1; Senses darkvision 60 ft., low light vision; Perception +0	Init +2; Senses darkvision 60 ft., low light vision; Perception +10
Defense			A ABAL ANY DIT
AC	20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)	20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)	20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)
HP	47 (3d10+30)	52 (4dl0+30)	146 (21d10+30)
Saves	Fort +1, Ref +2, Will +1	Fort +1, Ref +2, Will +1	Fort +1, Ref +2, Will +1
Special	DR 4/adamantine; Immune construct traits	DR 4/adamantine; Immune construct traits	DR 20/+4 and adamantine; Im- mune construct traits, magic
Offense			
Speed	30 ft., fly 40 ft. (average)	30 ft., fly 40 ft. (average)	30 ft., fly 40 ft. (average)
Attacks	Melee stone maul +7 (2d8+7/19-20, x3), gore +5 (2d6+5)	Melee stone maul +10 (2d8+10/19- 20, x3), gore +8 (2d6+7)	Melee stone maul +35 (2d8+22/19-20, x3), gore +33 (2d6+15)
Space Special Atks	10 ft.; Reach 10 ft. (maul), 5 ft. (gore) none	10 ft.; Reach 10 ft. (maul), 5 ft. (gore) trample (2d6+10, DC 19)	10 ft.; Reach 10 ft. (maul), 5 ft. (gore)
	none		none
Statistics			
Stats	Str 20, Dex 12, Con –, Int –, Wis 10, Cha 10	Str 24, Dex 12, Con –, Int –, Wis 10, Cha 10	Str 40, Dex 15, Con —, Int —, Wis 10, Cha 10
Base	Atk +3; CMB +9; CMD 20	Atk +4; CMB +12; CMD 23	Atk +21; CMB +37; CMD 49
Feats	Flyby Attack, Multiweapon Fighting	Improved Overrun, Multiweapon Fighting	Disruptive, Multiweapon Fighting, Spellbreaker
Skills	none	None	Perception +10, Spellcraft +21
Ecology			
Environment	any	Any	any
Organization	solitary or pair	solitary or pair	solitary or pair
Treasure	none	None	none

Immunity to Magic (Ex): A mithril stone guardian is immune to any spell or spell-like ability to which spell resistance applies. However, each mithril stone guardian has four quirks to its spell immunities. Below are examples of quirks.

- An *anti-magic field* spell that includes the guardian in its area of effect is automatically nullified and instead acts as a *heal* spell on the guardian as cast by a 15th level cleric.
- Presenting an *arcane mark* will distract the guardian for one round the first time the guardian sees a particular mark as it attempts to determine what kind of spell the mark is. The guardian is considered stunned for one round. Subsequent showings of the mark have no effect.
- Any spell from the illusion school cast within sight of the guardian causes it to rage like a 10th level barbarian.
- A virtue spell deals 15 points of subdual damage to the guardian. If reduced to 0 hit points while suffering from subdual damage, the guardian will deactivate for 1 minute. At the end of the minute, the guardian will restart with all its subdual damage healed.
- An ability enhancing spell such as *bull's strength* or *owl's wisdom* has the opposite effect on the guardian. Such penalties are cumulative. It is immune to enhancement spells targeting Constitution or Intelligence.
- Casting *bear's endurance* on the guardian transforms it as though affected by the *form of the dragon III* spell cast by the caster with all hit points restored. Slaying it in dragon form causes the guardian to revert back to its original form minus 20 hit points.
- A *feeblemind* or *insanity* spell cast on the guardian gives it an Intelligence score of 50. The creature becomes passive and will answer the next three questions it hears, whether they were addressed to it or not. It is considered to have 15 ranks (plus its +20 bonus from its high intelligence) in all Knowledge skills. Upon answering the third question, it reverts to normal.
- A *blade barrier* spell's blades will shatter against the guardian's stone skin, spraying shards of metal in a 10 foot radius around the guardian dealing 6d6 damage to all creatures in the area and ending the spell.
- Warp wood causes the guardian's limbs to twist horribly, reducing its base speed to 5 feet and imposing a -20 penalty on all attacks.

• An evocation spell that normally deals energy damage instead grants the stone guardian a 60 foot cone breath weapon of the same energy type as the spell, usable once per round as a standard action. The breath weapon is usable three times before being exhausted and deals 16d4 damage.

STONE GUARDIANS

This unusual magical guardian is somewhat more durable than the clockwork knight, but still not nearly as powerful as his more well-known cousins. The stone guardian does not function via a command word, but is instead bound to a particular lock. Those who use the appropriate key to open the lock do not awaken the guardian, but those who attempt to bypass the lock without the proper key are attacked, generally until death.

A stone guardian appears as a large, stone statue until awakened, though it will radiate a faint magical aura if scanned. The guardian can take a variety of appearances; most (but not all) take the form of large winged humanoids. Some may appear more angelic in nature, while others seem almost demonic, and others simply primitive or animalistic. Usually the hard, rough stone surface of the golem is plastered over and painted to give it a more artistic appearance. When the guardian awakens for the first time, most of this plastering falls away, revealing the heavy stone beneath.

A stone guardian can attack twice in a round, once with its weapon, and once with its horn(s). The guardian will relentlessly pursue transgressors, though most are forbidden to pass more than 120 feet from their binding points. If a pair, one guardian is usually free to pursue enemies while the other blocks the portal or chest to be guarded.

A long-forgotten dwarven king once ordered the construction of stone guardians made entirely from raw mithril ore to be given as gifts to clan leaders. The stories are unclear whether he requested them to have unusual magical sensitivities or if that was a by-product of using a magic resistant material while crafting the guardians, but each has an unusual set of spells to which it reacts.

CONSTRUCTION

A stone guardian's body is chiseled from a single block of hard stone, such as granite, weighing at least 2,000 pounds. The stone must be of exceptional quality and costs at least 3,000 gp. The ability to craft mithril stone guardians has been long lost to the ages. CL 17th; Price 37,000 gp

Requirements Craft Construct, *lesser geas*, *fly* (for those that fly), *bull's strength*, *locate object*, creator must be caster level 17 Skill Craft(sculpture) or Craft(stonemasonry) DC 16; Cost 20,000 gp

ADVICE FROM AN OLD RASHER

Stone guardians, although relatively cheaply made compared to the more glamorous golems out there, are still formidable guardians. More than a few would-be tomb raiders met their end only feet away from their destination because they didn't want to bother finding the right key. In fact, I call stone guardians "pick killers" because anyone who pulls out a set of lockpicks is likely to end up dead if a stone guardian is nearby. And just because you have the big, burly warrior covering your back, don't get cocky. I've seen an expert thief get crushed to death when that same warrior tripped the guardian and it fell on him. Those things weigh close to a ton, and I've yet to meet a rogue who can handle that kind of load.

I've tracked some rumors about stone guardians made of mithril that behave differently from all other golems. The stories are all contradictory some say a certain spell makes them allies, others say those same spells make them more dangerous than one of the Seven, and still others don't mention those spells at all. I honestly don't know what to make of them, and my best advice is to either leave them alone, or be prepared to try everything and pray for the best.

SYTHISS The snake-like humanoid before you has a hooded crest, a tail, and an air of arrogance.

	SYTHISS SOLDIER	SYTHISS CLERIC	SYTHISS RESS'HA
CR	3	3	13
Size	Medium	Medium	Medium
Туре	Monstrous humanoid (reptilian)	Monstrous humanoid (reptilian)	Monstrous humanoid (reptilian)
XP	800	800	25,600
Init/Senses	Init +6; Senses darkvision 30 ft., scent; Perception +10	Init +2; Senses darkvision 30 ft., scent; Perception +8	Init +3; Senses darkvision 30 ft., scent; Perception +21
Defense			
AC	19, touch 12, flat-footed 17 (+2 Dex, +2 natural, +5 scale mail)	18, touch 12, flat-footed 16 (+2 Dex, +2 natural, +4 chain shirt)	27, touch 17, flat-footed 20 (+3 Dex, +2 natural, +8 bracers of armor +8, +4 ring of protection +4)
HP	26 (3d10+9)	26 (4d8+8)	135 (18d6+72)
Saves	Fort +6, Ref +3, Will +0	Fort +6, Ref +3, Will +8	Fort +9, Ref +9, Will +14
Special	Resist acid 5	Resist acid 5	Resist acid 5
Offense			
Speed	30 ft. (20 ft. armored)	30 ft.	30 ft.
Attacks	Melee battleaxe +7 (1d10+4), tail spike +5 (1d8+2)	Melee 2 claws +5 (1d4+2)	Melee +4 keen frost dagger +15/+10 (1d4+6+1d6 cold/17-20)
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.
Class Abilities	bravery +1, armor training 1	aura, channel energy 2d6	arcane bond, arcane school (universal- ist), cantrips, viper familiar
Domain/ School Abil	none	7/day—calming touch (1d6+4 hp), touch of glory	10/day—hand of the apprentice (+16 ranged, 1d4+2+1d6 cold/17-20) 6/day—metamagic master
Spells	none	Cleric CL 4th; 2nd (3+1 domain/day, DC 16); 1st (4+1 domain/day, DC 15); 0 (4/day, DC 14)	Wizard CL 18th; 9th (2/day, DC 26); 8th (3/ day, DC 25); 7th (4/day, DC 24); 6th (5/ day, DC 23); 5th (5/day, DC 22); 4th (5/day, DC 21); 3rd (6/day, DC 20); 2nd (6/day, DC 19); 1st (6/day, DC 18); 0 (4/day, DC 17)
Domains	none	community, glory	none
Special Atks	none	poison (DC 14)	poison (DC 28)
Statistics	A DOMESTIC A		
Stats	Str 18, Dex 15, Con 17, Int 10, Wis 9, Cha 11	Str 14, Dex 15, Con 15, Int 16, Wis 19, Cha 12	Str 14, Dex 16, Con 16, Int 24, Wis 17, Cha 18

Feats	Alertness, Exotic Weapon Proficiency (tail spike), Improved Initiative, Multiweapon Fighting	Brew Potion, Selective Channeling	Combat Casting, Craft Wondrous Item, Dodge, Empower Spell, Extend Spell, Leadership, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Penetration, Toughness, Widen Spell
Skills	Acrobatics +11, Perception +10	Heal +11, Intimidate +4, Knowledge (reli- gion) +8, Perception +8, Sense Motive +10	Craft (alchemy) +25, Craft (weapons) +17, Diplomacy +22, Intimidate +6, Knowledge (arcana) +25, Knowledge (history) +25, Percep- tion +21, Sense Motive +21, Spellcraft +25
Special Qual	prehensile tail	prehensile tail	prehensile tail
Ecology	TALL SAL		A shall the shall be
Environment	warm plains, hills, or deserts	warm plains, hills, or deserts	warm plains, hills, or deserts
Organization	solitary, squad (5-10 soldiers + 1 cleric) or platoon (12-48 soldiers + 2-8 clerics)	solitary, squad (5-10 soldiers + 1 cleric) or platoon (12-48 soldiers + 2-8 clerics)	solitary or with honor guard (+10-100 sol- diers + 20-80 clerics and wizards)
Treasure	standard	standard	standard

Poison (Ex): When a female sythiss bites a foe, she injects a paralytic poison that becomes more potent the older the female is. Bite—injury, *Save*: Fort DC [see above]; *Onset*: 1 round; *Freq*: once; *Effect*: paralysis 2d6 hours; *Cure*: 1 save

Prehensile Tail (Ex): The sythiss have a long, thin prehensile tail that can be used to grip small objects. Male tails are longer and stronger than females, and can be used to trip an opponent (granting the Improved Trip feat) or can even be fitted with exotic weapons (requiring the Exotic Weapons feat) to do normal damage. If the tail is ever sliced off the sythiss, it takes three temporary points of damage to both Constitution and Dexterity. The tail has the ability to grow back, and can also be restored through magical healing, which heals the Con and Dex damage.

THE SYTHISS

An old race of powerful warriors and magi, the sythiss once dominated the sands of Arena long ago. The reptilian sythiss are a race of snakelike humanoids with hooded cobra-like heads that were brought to the Forge from a dying world by Barbello over 100,000 years ago. The Mask of Fury pulled the entire race of the sythiss, nearly 12,000 strong, to depose a long forgotten warlord that could not stand against their racial might. Being an adaptive, conquering race, the sythiss quickly took hold of the western shores of Arena and began to build a new empire.

At the height of their power, the kingdom of the sythiss stretched from the waters of the Central Ocean to the western borders of Wildwood and even threatened to invade the plains of Penance before their realm began to crumble. The downfall of the sythiss took less than a year, and even the surviving members of the race who now occupy the Oasis of Lost Souls do not know exactly why their ancient empire fell. A myth passed down over the eons by sythiss elders blamed the fall on the intervention of Israfel, reasoning that only the Feathered Fowl of Penance could have stopped the invasion of her domain long ago. In the end, less than 100 of the sythiss race were left alive before they took refuge in a small oasis to the southwest of the Sea of Tears. The remnants of the sythiss empire now occupy the Oasis of Lost Souls, purposefully isolating their race from the rest of Arena while they continue to rebuild. Today their numbers are nearly 7,000 strong, and their current leader has visions of reconquest.

When the sythiss first came to this remote corner of Arena, one of the few females to survive used potent magic to hide the oasis from the rest of the Forge. Over the next few centuries, the sythiss built and cultivated it to the size it is today. So powerful was the magic that hid the true size of the oasis, that it is only in the past few centuries—as the magic has begun to fade—that the rest of Arena has taken note of the area.

The society of the sythiss is matriarchal in design, where the females are the leaders and the males are subservient. Serving as the warriors and generals of their race, sythiss males are possessed of greater strength and bravado and proudly serve as the protectors of their realm. Blessed with superior intelligence and wisdom, female sythiss are the spellcasters of their race as well as the traditional leaders. Sythiss society is further broken down into large clans, and once every decade, all clans vote to place one clan in charge of all racial decisions. The leader of this clan then becomes the ress'ha, which loosely translates into "chosen of the people." The current ress'ha is Nass'uu of the Clan Ka'val, a ruthless ruler with her eyes set firmly on establishing her race's superiority in Arena.

The sythiss possess great racial unity, and despite differences between clans and individuals, it is rare that any sythiss would take the life of another. This ethnic harmony is what once led their race to greatness upon Arena's dunes, and is very much prevalent in their defense and secrecy of the Oasis of Lost Souls. Collectively, male sythiss carry out the whims of their female leaders without question, fiercely defending their lands with unequaled primal savagery. As a whole, males are stalwart in their duty and loyal to their leaders. As for females, they are individually cunning and shrewd in their dealings with all races, genders, and clans, but when needed, they put petty personal gains aside for the prosperity of their race.

Sythiss females have also used their magic to mentally dominate the monstrous dinosaurs that dwell in their part of Arena, which legend says the sythiss brought with them to the oasis long ago. These ferocious monstrosities now serve the sythiss without the need for magical control, serving as mounts, pets, and natural border guards against encroaching warlord armies.

Sythiss are reptilian humanoids in appearance, having natural claws and fangs, cobra-shaped hoods, and long, thin prehensile tails. Male sythiss are tall and muscular, reaching a height of over six feet and having longer tails than their female counterparts. Smaller and more petite, female sythiss have a smaller physical frame with shorter tails and slightly longer fangs that contain a paralytic venom. All sythiss have deep green scales, sensitive forked tongues, and their lidless eyes grant both sexes darkvision to a range of 30 feet. Female sythiss experience a mating cycle once a year for two days, and if properly fertilized will produce 2–8 eggs which incubate over the next 90 days. However, if a female sythiss does not care for any males presented to her by the head of the clan during her mating cycle, then she may have to wait another year before attempting to mate again. Over 70% of sythiss females do not mate during their cycle, which has lead to a low population growth over the years.

Few other races know of the existence of the sythiss, and the sythiss truly trust no one outside of their race. Their isolation in the Oasis of Lost Souls over many thousands of years has resulted in the sythiss being forgotten by all in Arena except the Mask of Fury. Only in recent years, by the command of the new ruling ress'ha, have elite sythiss males and females ventured out into Arena in an effort to gain intelligence on the domain possibly prior to some future incursion.

The sythiss religion is an odd blend of animism and pantheism. While all sythiss venerate Nyzzz, The Scaled Mother (who is said to be the creator of their race), there are no sythiss clerics of their matron (who was supposedly killed in a battle with another god eons ago). Instead, priests in the sythiss culture worship the natural world as a whole, with the sythiss, now granted total free will, at the center of it all. Despite her demise, the Scaled Mother is paid reverence daily with the rise of the sun and during the hatching of young sythiss. Sythiss clergy hold faith that their continued loyalty will someday revive the Scaled Mother from her eternal slumber.

ADVICE FROM AN OLD RASHER

I have only ever met one sythiss. Its arrogance was astounding. It was by itself, and yet it kept demanding answers to all its questions. It had an incredible ability to insult you with every sentence and question, like you were a misbehaving child who should bow down and worship his parent. And yes, that doesn't really make sense, but that's how it felt. It was all I could do to not run it through right there and then—and I was just a bystander. Fortunately, a few other locals couldn't stand it, either, and they ran it off with a few bruises as souvenirs.

All its questions were all about defenses and troop numbers, which made me think it's trying to scout out the area for a potential attack. Let it and its little tribe try to attack even a village in Arena. If this one was any indication, the whole tribe of them will be a pushover. A far cry from the old stories about when they had a huge army that controlled all of Arena.

THAGEERA

A number of primitive, four-armed giants jump down from the trees, some armed with massive spears and clubs, and others with large branches held like javelins.

	THAGEERA	THAGEERA HUNTER	THAGEERA MATRIARCH
CR	10	16	20
Size	Large	Large	Large
Туре	Humanoid	Humanoid	Humanoid
XP	9,600	76,800	307,200
Init/Senses	Init +1; Senses low-light vision; Perception +10	Init +4; Senses darkvision 120 ft.; Perception +21	Init +5; Senses darkvision 120 ft.; Perception +34
Defense	and the second		
AC	25, touch 10, flat-footed 25 (+1 Dex, +15 natural, -1 size)	25, touch 10, flat-footed 25 (+1 Dex, +15 natural, -1 size)	25, touch 10, flat-footed 25 (+1 Dex, +15 natural, -1 size)
HP	133 (14d8+70)	216 (14d8+6d10+120)	358 (31d8+217)
Saves	Fort +14, Ref +5, Will +5	Fort +20, Ref +14, Will +8	Fort +25, Ref +12, Will +22
Special	none	none	Immune poison
Offense			
Speed	40 ft., climb 20 ft.	40 ft., climb 20 ft.	40 ft., climb 20 ft.
Attacks	Melee huge long spear +17/+14 (3d6+13/19- 20 x3), 2 great clubs +16 (1d10+9) Ranged branch +11/+6 (2d6+9)	Melee huge long spear +26/+21/+16 (3d6+15/19- 20 x3), 2 great clubs +23 (1d10+10) Ranged branch +25/+20/+15 (2d6+10)	Melee huge long spear +31/+26/+21/+16 (3d6+13/19-20 x3), 2 great clubs +28 (1d10+9) Ranged branch +22/+17/+12/+7 (2d6+9)
Space	10 ft.; Reach 10 ft.	10 ft.; Reach 10 ft.	10 ft.; Reach 10 ft.
Class Abilities	none	Ranger: favored enemy (animal, magi- cal beast), favored terrain (forest), hunter's bond, track, wild empathy	Druid: a thousand faces, nature bond, nature sense, orisons, resist nature's lure, timeless body, trackless step, venom immunity, wild empa- thy, wild shape (7/day), woodland stride
Spells	none	Ranger Spells: CL 6th; 1st (2/day, DC 12)	Druid Spells: CL 17th; 9th (2/day, DC 28); 8th (3/day, DC 27); 7th (4/day, DC 26); 6th (5/day, DC 25); 5th (6/day, DC 24); 4th (6/day, DC 23); 3rd (6/day, DC 22); 2nd (6/day, DC 21); 1st (7/day, DC 20); 0 (4/day, DC 19)
Special Atks	hurl branches	hurl branches	hurl branches
Statistics			
Stats	Str 29, Dex 13, Con 21, Int 10, Wis 12, Cha 9	Str 31, Dex 19, Con 23, Int 10, Wis 15, Cha 9	Str 29, Dex 13, Con 23, Int 12, Wis 27, Cha 13
Base	Atk +10; CMB +14; CMD 30	Atk +16; CMB +27; CMD 41	Atk +22; CMB +32; CMD 43

Feats	Improved Critical (long spear), Improved Sunder, Multiweapon Fighting, Power At- tack, Weapon Focus (long spear)	Endurance, Far Shot, Improved Critical (long spear), Improved Precise Shot, Improved Sunder, Multiweapon Fighting, Pinpoint Targeting, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (long spear)	Empower Spell, Extend Spell, Improved Criti- cal (long spear), Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Mul- tiweapon Fighting, Natural Spell, Power At- tack, Self-Sufficient, Silent Spell, Still Spell, Toughness, Weapon Focus (long spear)
Skills	Climb +21, Knowledge (nature) +8, Per- ception +10, Stealth +10, Survival +11	Climb +24, Knowledge (nature) +16, Per- ception +21, Stealth +23, Survival +16	Climb +25, Heal +28, Knowledge (nature) +28, Perception +34, Stealth +35, Survival +33
Special Qual	rigidity	rigidity	rigidity
Ecology			A A A A A A A A A A A A A A A A A A A
Ecology Environment	any forest	any forest	any forest
Environment	any forest solitary, gang (2-5), hunting party (6-9), or tribe (21-30 plus 35% noncombatants)	any forest solitary, gang (2-5), hunting party (6-9), or tribe (21-30 plus 35% noncombatants)	any forest solitary, gang (2-5), hunting party (6-9), or tribe (21-30 plus 35% noncombatants)

Hurl Branches (Ex): A thageera can throw a tree branch like a spear. The range increment for thrown branches is 100 feet.

Rigidity (Ex): The thageera's unique skeletal structure affords its vital organs additional protection against potentially lethal blows. As a result, there is a 50% chance of negating the extra damage applied from any critical hit or sneak attack scored against the thageera; however, the thageera still suffers normal damage from such attacks.

THE THAGEERA

Thageeras can be readily found throughout Wildwood. Spread throughout the feral domain's forests, these hulking giants dwell in small communities consisting of little more than a few scattered wooden huts and a large common building that serves as the hub of the settlement's community. Like most other subspecies of giant, thageeras are largely inbred, and are quite ugly and often misshapen. Unlike with other giants, thageera society is matriarchal, with all political and religious authority resting in the hands of one elder female druid.

Thageeras are large, four-armed, muscular humanoids with light brown skin and steely gray eyes. They stand upwards of ten feet tall and weigh roughly 900 pounds. They have grim, fleshy faces and greasy, black hair, which, regardless of gender, they prefer to tie back into an ornate braid. Thageeras shun armor, and typically wade into battle wielding a huge long spear with their upper pair of arms while grasping a pair of greatclubs with their lower set of appendages. Thageeras have strong teeth, and are particularly fond of eating bones. The resulting excess of calcium makes their bones unbelievably hard, offering them enough natural protection to forego armor. Thageera have their own, albeit primitive, language, though individuals may speak dover or elven as well, and a few matriarchs may even speak the common tongue of Penance.

A thageera's strategy during combat depends upon the nature of its group's mission. When defending their homeland, tribal members will typically utilize their climbing prowess and assume defensive positions high in the trees, from where they can rain a volley of gnarled branches and heavy limbs onto ground-based intruders. After weakening their foes with these crude projectiles, the giants will then descend from their perches and engage them hand to hand.

Thageera hunting parties are another matter entirely. In these, two thageeras first climb up trees and function as scouts, scanning the landscape from a vantage point high above the forest floor. The remaining forces then form a wide perimeter and, acting under the direction of their sentries, attempt to surround and encircle their selected prey.

Thageera are territorial about their hunting grounds, but not exclusively so. They have no issue with other intelligent beings moving through their territory or attempting to trade with them, but they will draw the line when someone starts poaching their food or doesn't take no for an answer. They are also quite prone to the drink, and can get violent at strangers when under the influence. Stay away from their religious ceremonies.

ADVICE FROM AN OLD RASHER

Thageera are an interesting race. They claim that their species has been around since the beginning of the Wildwood, implying that they are the perfect creatures for surviving the dangers of the forest. But they aren't arrogant about it—they accept that there are many possible perfect forms. They will spend hours with anyone who is willing to spend the time (if not days) debating which other creatures that they have encountered have achieved perfection, which still need to evolve, and what changes the imperfect need to improve.

I don't really care whether they are perfect or not. What I do care about is that when they decide they don't want you around, you better run underground. They throw large branches and small trees until either you die, or they get close enough to hit you with their spears and clubs—which are made from large branches and small trees. They are very nimble for giants, and they have no end of throwing supplies in the forest. Plus, they don't care about the equipment and weapons rashers bring to the Wildwood, and they are more than happy to destroy it in close combat. But unless you can compete with throwing logs, you need to engage them in hand-to-hand combat.

Maybe they are the perfect creatures for the Wildwood.

UTILITY GOLEM

This iron monstrosity fulfills its masters orders with well-oiled ease, whether they be knocking down a wall, excavating a castle, or grinding your bones to a paste.

	A Contraction of the second		
	UTILITY GOLEM	UTILITY GOLEM. LARGE	UTILITY GOLEM. GIANT
CR	15	18	26
Size	Large	Huge	Colossal
Туре	Construct	Construct	Construct
XP	51,200	153,600	2,460,000
Init/Senses	Init -1; Senses darkvision 60 ft., low light vision; Perception +0	Init -1; Senses darkvision 60 ft., low light vision; Perception +0	Init -1; Senses darkvision 60 ft., low light vision; Perception +0
Defense	PALAN		A share the share the
AC	30, touch 8, flat-footed 30 (-1 Dex, +22 natural, -1 size)	27, touch 7, flat-footed 19 (-1 Dex, +30 natural, -2 size)	41, touch 1, flat-footed 19 (-1 Dex, +50 natural, -8 size)
HP	168 (25d10+30)	233 (35d10+40)	410 (60d10+80)
Saves	Fort +8, Ref +7, Will +8	Fort +11, Ref +10, Will +11	Fort +20, Ref +19, Will +20
Special	DR 50/+3; Immune construct traits, magic	DR 55/+3; Immune construct traits, magic	DR 80/+5; Immune construct traits, magic
Offense			
Speed	20 ft.	20 ft.	20 ft.
Attacks	Melee 2 metal claws +39 (3d8+15 plus grab)	Melee 2 metal claws +53 (4d8+20 plus grab)	Melee 2 metal claws +84 (8d8+32 plus grab)
Space	10 ft.; Reach 10 ft.	15 ft.; Reach 15 ft.	30 ft.; Reach 30 ft.
Special Atks	constrict (3d8+15)	constrict (4d8+20)	constrict (8d8+32)
Statistics			
Stats	Str 40, Dex 9, Con -, Int -, Wis 11, Cha 1	Str 50, Dex 9, Con -, Int -, Wis 11, Cha 1	Str 75, Dex 9, Con -, Int -, Wis 11, Cha 1
Base	Atk +25; CMB +41 (+45 grapple); CMD 50	Atk +35; CMB +57 (+61 grapple); CMD 66	Atk +60; CMB +100 (+104 grapple); CMD 109
Skills	Perception +0, Stealth -4 Racial Modi- fier +10 on Perception checks for noticing dust, grime, or other signs of uncleanliness, +10 on Stealth checks related to moving quietly	Perception +0, Stealth -8 Racial Modi- fier +10 on Perception checks for noticing dust, grime, or other signs of uncleanliness, +10 on Stealth checks related to moving quietly	Perception +0, Stealth -16 Racial Modi- fier +20 on Perception checks for noticing areas of a castle that need to be repaired, +10 on Stealth checks related to moving quietly
Ecology			
Environment	any	any	any
	solitary or gang (2-4)	solitary or pair	solitary
Organization	solitary of gails (2-4)		A CONTRACT OF

Magic Immunity (Ex): A utility golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows.

- An electricity effect slows it (as the *slow* spell) for 3 rounds with no saving throw.
- A fire effect breaks any *slow* effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal, rounded down. For example, a utility golem hit by a *fireball* is healed 6 hit points if the damage total is 18. The golem rolls no saving throw against fire effects.
- The golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

UTILITY GOLEMS

Not by nature a foe, utility golems are quite common in the mines of Arena and the construction zones of the Pedestal. The utility golem is just that, an iron golem designed more for construction and demolition than combat. A utility golem can easily excavate large areas, knock down walls, or build new areas from raw materials. Still, while slow and cumbersome, they are nearly indestructible, and can be quite deadly when directed against flesh instead of stone or earth.

The body of the utility golem is enormous, though somewhat plain looking. The torso is oval shaped, and the head is round and featureless, except for two eyes and a mouth, which are added simply to give it a more human appearance. The golem's legs and arms are made of single, solid pieces of metal, joined to the torso magically. Each arm ends in four enormous flat fingers that are used for digging and manipulating objects.

Utility golems follow the orders of their handlers explicitly. When ordered to attack, the utility golem is a frightfully powerful foe. Rather than using slam attacks as ordinary golems do, the utility golem will try to hit its enemies with its enormous metal claws.

CONSTRUCTION

A large utility golem's body is sculpted from 5,000 pounds of iron, smelted with rare tinctures costing at least 10,000 gp, with an additional 2,000 gp worth of inlays for the head. A huge utility golem doubles all costs. Each size up from huge doubles the cost again as well.

CL 18th; Price 268,000 gp

Requirements Craft Construct, lesser geas, limited wish, polymorph any object, creator must be caster level 18

Skill Craft (armorsmithing) or Craft (weaponsmithing) DC 24; Cost 140,000 gp

ADVICE FROM AN OLD RASHER

Utility golems are basically a sign of status, and the bigger yours is, the better you are. Or so their owners like to think. To be honest, I can't see the advantage of having a twenty-foot tall butler that you have to dictate exactly what you want from it because it has no thought process of its own. Then again, having a twenty-foot tall guard made of iron that's immune to most magic always around can be useful—if you plan on getting attacked.

I've never been able to tell much of a difference between an iron golem and a utility golem, and my mage friends tell me there really isn't much of one, other than utility golems being much quieter and having "hands" specifically designed to handle delicate objects. They even recommend the same strategies for both—don't hit it with fire spells, use lightning spells to slow it down, and be careful of its blows.

VOLOSAUR

Without any warning, from out of the mists drops a gigantic leathery shadow of teeth, wings, and claws. Its talons reach greedily for you.

			and the second second second second
	VOLOSAUR, HATCHLING	VQLQSAUR, ADULT	Volosaur, <u>Fl</u> der
CR	6	10	14
Size	Large	Gargantuan	Gargantuan
Гуре	Animal	Animal	Animal
XP	2,400	9,600	38,400
Init/Senses	Init +4; Senses low-light vision, scent, echolocation 180 ft.; Perception +14	Init +6; Senses low-light vision, scent, echolocation 180 ft.; Perception +21	Init +6; Senses low-light vision, scent, echolocation 180 ft.; Perception +29
efense			
AC	21, touch 13, flat-footed 17 (+4 Dex, +8 natural, -1 size)	23, touch 8, flat-footed 21 (+2 Dex, +15 natural, -4 size)	27, touch 8, flat-footed 25 (+2 Dex, +19 natural, -4 size)
HP	60 (8d8+24)	128 (15d8+60)	190 (20d8+100)
Saves	Fort +8, Ref +9, Will +5	Fort +13, Ref +11, Will +8	Fort +17, Ref +14, Will +9
ffense		A Start of All and a	
peed	40 ft., fly 80 (average)	40 ft., fly 80 (average)	40 ft., fly 80 (average)
Attacks	Melee 2 claws +11 (1d6+6 plus grab), bite +11 (1d10+12/19-20 plus grab)	Melee 2 claws +19 (2d6+12 plus grab), bite +19 (2d10+24/19-20 plus grab)	Melee 2 claws +27 (2d6+16 plus grab), bite +27 (3d10+32/19-20 plus grab)
Space	10 ft.; Reach 10 ft.	20 ft.; Reach 20 ft.	20 ft.; Reach 20 ft.
Special Atks	flash (DC 16), swallow whole (1d8+6, AC 14, 13 hp)	flash (DC 19), swallow whole (2d8+12, AC 17, 13 hp)	flash (DC 22), swallow whole (2d8+18 AC 19, 13 h
tatistics	A STATE A STATE OF		
itats	Str 22, Dex 18, Con 17, Int 2, Wis 16, Cha 12	Str 35, Dex 15, Con 19, Int 2, Wis 16, Cha 12	Str 42, Dex 15, Con 21, Int 2, Wis 16, Cha 12
Base	Atk +6; CMB +13 (+17 grapple); CMD 27	Atk +11; CMB +27 (+31 grapple); CMD 39	Atk +15; CMB +35 (+39 grapple); CMD 47
Feats	Combat Reflexes, Flyby Attack, Im- proved Critical (bite), Snatch	Awesome Blow, Critical Focus, Endurance, Flyby Attack, Improved Critical (bite), Im- proved Initiative, Power Attack, Snatch	Awesome Blow, Critical Focus, Endur- ance, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Improved Natu- ral Attack (bite), Power Attack, Snatch
Skills	Fly +23, Perception +14	Fly +28, Perception +21	Fly +30, Perception +29
Special Qual	powerful bite	powerful bite	powerful bite
cology			
Environment	cliffs and nearby plains and hills	cliffs and nearby plains and hills	cliffs and nearby plains and hills
Organization	solitary or pair	solitary or pair	solitary or pair
Treasure	standard	standard	standard

Flash (Ex): A volosaur has evolved an unusual trait—it can cause a chemical reaction in the tip of its tail, which releases a bright flash of light. When in areas of dim or lower light, opponents must make a Reflex save (DC [see above]) or be partially blinded for 1d4 rounds, giving them a 40% miss chance, -4 to sight-based perception checks, and no precision attacks. Volosaurs are immune to their own flashes (and other similar effects).

Powerful Bite (Ex): The volosaur receives double its strength bonus on bite attacks.

THE VOLOSAUR

The volosaur is a distant relative of the feared and legendary tyrannosaurus, only evolved with wings and echolocation to survive in the mists and the dark of Eclipse. Volosaurs make their nests high up on the cliff walls of the Cauldron (the crater that houses Eclipse), where they are safe from hunters, but the whole of the Cauldron is their playground. Their size makes them unlikely to attack individual humanoids, but they love the taste of severn meat, and are known to swoop down out of the mists and carry off small caravans in the blink of an eye. Even parties on foot are vulnerable to these creatures, who often grab two of a party in a single swoop and then fly off to devour them in peace. Volosaurs are more common on the edges of the land, and are rarely found in the central areas near the Sea of Ink.

Volosaurs are the kings of the skies of Eclipse, and not just because of their size. They have evolved over millennia a way to see through the ever-present mists of Eclipse using echolocation, a huge advantage over nearly all potential prey. Mages regularly offer large sums of money or special magical items for anyone who can bring volosaur heads for study. So far, few such prizes have been paid, and several of those have been reclaimed when they were found to be fakes. Researchers are also interested in anything about the volosaur's lifestyle and mating habits, although few people are willing to venture near a volosaur nest for the duration that a proper study would entail.

Cliff scavengers love to find volosaur nests, as their droppings (usually found lower down) often contain valuable items once owned by their vic-

tims. Also, volosaur eggs, while large and fragile, fetch a high price from the right buyer. Volosaurs are more of a problem on the open plains of Eclipse than in the werran forests where the trees and fungi provide a natural cover.

ADVICE FROM AN OLD RASHER

Eclipse is bad enough with its constant darkness and mists, and you'll find yourself jumping at most every sound around. But the volosaur makes it even worse. Now you have something that can swoop down and snatch you from wherever you are. And if you get taken, that's it for you. If you escape, you fall hundreds of feet to your death. If you wait until it lands, the thing will rip you to shreds as it's flying. And if you actually make it back to the nest in one piece, it's probably because it wants to feed you to its newly-hatched young, which are bigger—and probably more deadly—than you.

I know there are several popular stories circulating the taverns now about noble knights riding volosaurs they befriended by healing their wounds, flying around the world to save princesses or some other ridiculous dogoodery. Let me tell you what actually happened. A noble knight and her friends somehow happened across a wounded volosaur. The group had a choice: either they kill it, or it eats them. The group promptly starts hacking at it as fast as they can, and eventually the beast drops. They are about to celebrate when they find out that the beast has a mate. They spend the next two days riding their severn to their limit so they aren't eaten. After the second day, the volosaur gives up on the pursuit, and the noble knight's bard friend creates a sarcastic song to celebrate the whole ordeal. The song is very catchy and spreads like wildfire throughout Eclipse. The noble knight promptly flees the Cauldron and vows never to go back to Eclipse until they stop playing that song. Stupid bard.

WISP

A small piece of mist detaches from the fog and dances through the air, desperate for your attention.

	MIST WISP	SAND WISP	WATER WISP
CR	5	5	5
Size	Small	Small	Small
Туре	Undead	Undead	Undead
XP	1,600	1,600	1,600
Init/Senses	Init +4; Senses darkvision 60 ft., low- light vision; Perception +10	Init +4; Senses darkvision 60 ft., low- light vision; Perception +14	Init +4; Senses darkvision 60 ft., low- light vision; Perception +11
Defense	The second s		
AC	16, touch 16, flat-footed 12 (+4 Dex, +2 size)	17, touch 17, flat-footed 12 (+5 Dex, +2 size)	15, touch 15, flat-footed 12 (+3 Dex, +2 size)
HP	46 (7d8+14)	46 (7d8+14)	60 (7d8+28)
Saves	Fort +4, Ref +6, Will +6	Fort +4, Ref +6, Will +6	Fort +6, Ref +6, Will +6
Special	none	none	DR 10/-
Offense			
Speed	fly 30 ft. (perfect)	30 ft., fly 40 ft. (good)	30 ft., swim 30 ft.
Attacks	none	none	none
Space	5 ft.; Reach 0 ft.	5 ft.; Reach 0 ft.	5 ft.; Reach 0 ft.
Spell-Like Abilities	CL 5th; At will—ghost sound, open/close; 3/day—dancing lights, mage hand; 1/day—prestidigitation	CL 5th; At will—mage hand, prestidigitation; 3/day—ghost sound; 1/day—dancing lights	CL 5th; At will—ghost sound, levitate (self only); 3/day—dancing lights; 1/day—mage hand
Special Atks	plaintive cries (DC 15), suffocate (DC 17)	plaintive cries (DC 15), suffocate (DC 18)	plaintive cries (DC 17), suffocate (DC 16)
tatistics			
Stats	Str 1, Dex 18, Con —, Int 6, Wis 12, Cha 14	Str 1, Dex 20, Con —, Int 8, Wis 12, Cha 14	Str 1, Dex 16, Con –, Int 6, Wis 12, Cha 18
Base	Atk +5; CMB; CMD 14	Atk +5; CMB ; CMD 15	Atk +5; CMB ; CMD 13
Feats	Stealthy	Stealthy	Stealthy
Skills	Fly +16, Perception +10, Stealth +20	Fly +16, Perception +14, Stealth +24	Perception +11, Stealth +19
Special Qual	incorporeal	incorporeal	none
cology			
Environment	temperate or humid forests, marshes, or plains	any desert	any body of water or beach
Organization	solitary	solitary	solitary
Treasure	standard	standard	standard
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Channeling Resistance (Su): When a wisp is inside its victim, it reduces all positive energy damage from channeling attempts by 5. This increases to channel resistance 10 when using its *suffocation* ability.

Plaintive Cries (Su): A wisp has no attack, but it is effective in defending itself all the same. When threatened, the wisp cries like a child, causing all who hear it within a 30-foot radius to make a Will save (DC [see above]) or be unable to attack it for the round. When also using its *suffocation* ability, this ability causes the sound to emanate from the victim's mouth. The strangeness of this reduces the save DC by 5.

Suffocation (Ex): When a wisp is ready to feed, it turns into a small ball about 6 inches across. It hovers over its sleeping victim's mouth, waiting for him to wake. When the victim awakens, he must make a Reflex save (DC [see above]) or else swallow the wisp. The victim immediately begins suffocating. (See the *Pathfinder Core Rulebook*, page 445.) Upon its victim's death, the wisp leaves the body fully healed of all damage. While hovering, the wisp loses the incorporeal quality (or DR if it has it). When a wisp is entirely inside its victim, it suffers only 1/4 of any physical or energy damage inflicted to the victim.

WISPS

Wisps are the souls of lost, abused, or neglected children who seek companionship. Such spirits sometimes remain behind because they want to be loved so badly that they cannot rest until they find affection, and because at their young age, they may not yet believe strongly in a religion so as to encourage their passing on. Such spirits become wisps, merging with the material of their surrounding environment in order to fulfill their last desire. Mist wisps are the most common, those who simply become a piece of mist. Sand wisps can sit still as a pile of sand, or they can move about as a small dust devil. Water wisps form as a small puddle of water. Other types of wisps can form, but are rare.

A wisp will follow people about until it finds a "friend", i.e. someone it likes. Over the next few days, it will play small jokes, given the limitations of its form. A mist wisp, for example, might create ghostly shapes at night. A sand wisp might "playfully" take a person's hat and blow it around, and a water wisp could tug on an empty fishing hook. Wisps are not intentionally malicious—all they want is to be as close to their unknowing friend as possible. The problem is that after a few days, they will try to establish physical contact with their friend, which is usually a lethal endeavor.

On the fateful night, the wisp will form into a small ball and hover over its sleeping victim's face, waiting for its friend to wake up so they can meet and play together. At some point, the victim will awaken and will either scream (if it sees the wisp) or yawn (if it doesn't). In either case, the wisp gets startled and drops into the victim's mouth. The victim panics and tries to scream, and the wisp panics and tries to escape, but it usually just gets lost in the lungs. The result is a several minute effort by both parties to separate that ends with the victim suffocated and the wisp forlorn and friendless. This would almost seem like an accident, if the wisp didn't commit the same exact pattern every time.

The truth of the matter is that wisps are driven by their need to consume life force to sustain themselves. They unconsciously feed on the victim's death energies, and their limited mental faculties prevent them from recognizing the pattern.

ADVICE FROM AN OLD RASHER

Wisps are the foe that make you hate yourself. If you defeat one, you're killing the soul of a child seeking to be loved. On the other hand, it's an undead abomination that kills the innocent people it thinks are its friends in order to sustain itself. Then again, it doesn't know that, and all it knows is that it's being attacked when all it wanted was a friend. But if you don't destroy it, more people will die, and... well, the arguments keep going back and forth, and I've said them all.

Here's the thing: If you have a wisp following you, either you confront it, or else you learn to survive without breathing. Because once it's inside of you, your friends are going to have a very difficult time getting it out.

WYRGITH

The figure before you clearly once was drow, but now it has multi-facetted eyes and a fanged mouth dripping with poison.

and ,

	WYRGITH	WYRGITH SERGEANT	WYRGITH ILEUTENANT
CR	1/2	3	5
Size	Medium	Medium	Medium
Туре	Humanoid (elf)	Humanoid (elf)	Humanoid (elf)
XP	200	800	1,600
Init/Senses	Init +1; Senses darkvision 160 ft., low- light vision; Perception +8	Init +4; Senses darkvision 160 ft.; Perception +12	Init +5; Senses darkvision 160 ft.; Perception +14
Defense			
AC	15, touch 11, flat-footed 14 (+1 Dex, +3 stud- ded leather, +1 light steel shield)	18, touch 13, flat-footed 15 (+3 Dex, +4 chain shirt, +1 light steel shield)	20, touch 13, flat-footed 17 (+3 Dex, +5 +1 chain shirt, +2 heavy steel shield)
HP	7 (2d8-2)	31 (2d8+3d10+5)	56 (2d8+5d10+19)
Saves	Fort +1, Ref +1, Will +0 (+2 versus enchantments)	Fort +5, Ref +4, Will +2 (+4 versus enchantments)	Fort +8, Ref +4, Will +2 (+4 versus enchantments)
Special	Immune magical sleep; SR 11	Immune magical sleep; SR 14	Immune magical sleep; SR 16
Offense			A CALL STOR OF LOOK OF HELESS
Speed	30 ft., climb 15 ft.	30 ft., climb 15 ft.	30 ft., climb 15 ft.
Attacks	Melee longsword +0 (1d8/19-20), bite -5 (1d4 plus poison (DC 12)) Ranged longbow +1 (1d8/x3) or web net +1	Melee longsword +6 (1d8+2/19-20), bite +0 (1d4+1 plus poison (DC 15)) Ranged longbow +7 (1d8/x3) or web net +6	Melee +1 longsword +10 (1d8+5/19-20), bite +3 (1d4+1 plus poison (DC 18)) Ranged longbow +9 (1d8/x3) or web net +8
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.
Class Abilities	none	Fighter: armor training 1, bravery +1	Fighter: armor training 1, bravery +1, weapon training (blades, heavy +1)
Spell-Like Abilities	CL 1st; At will— <i>spider climb;</i> 1/day— <i>dancing lights, darkness, faerie fire</i>	CL 4th; At will— <i>spider climb;</i> 1/day— <i>dancing lights, darkness, faerie fire</i>	CL 6th; At will—spider climb; 1/day—dancing lights, darkness, faerie fire
Statistics			
Stats	Str 10, Dex 12, Con 9, Int 10, Wis 10, Cha 10	Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8	Str 17, Dex 16, Con 15, Int 10, Wis 12, Cha 8
Base	Atk +0; CMB +0; CMD 11	Atk +3; CMB +5; CMD 18	Atk +5; CMB +8; CMD 21
Feats	Weapon Focus (longbow)	Alertness, Point Blank Shot, Precise Shot, Weapon Focus (longsword), Weapon Focus (longbow)	Alertness, Combat Reflexes, Point Blank Shot, Precise Shot, Toughness, Weapon Focus (longsword), Weapon Focus (longbow)
Skills	Climb +12, Perception +8, Stealth +6 Racial Modi- fier +4 to Perception checks, +8 to Climb checks	Climb +15, Perception +12, Stealth +10 Racial Mod- ifier +4 to Perception checks, +8 to Climb checks	Climb +16, Perception +14, Stealth +12 Racial Mod- ifier +4 to Perception checks, +8 to Climb checks
Special Qual	unshakeable faith, webbing	unshakeable faith, webbing	unshakeable faith, webbing
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Ecology

Environment any underground

Organization company (2-4), squad (11-20 plus 2 3rdlevel sergeants and 1 leader of 3rd-6th level), or band (30-100 plus 20% noncombatants plus 10 3rd-level sergeants, 5 5th-level lieutenants, and 3 7th-level captains)

Treasure standard

any underground

company (2-4), squad (11-20 plus 2 3rdlevel sergeants and 1 leader of 3rd-6th level), or band (30-100 plus 20% noncombatants plus 10 3rd-level sergeants, 5 5th-level lieutenants, and 3 7th-level captains)

standard

any underground

company (2-4), squad (11-20 plus 2 3rdlevel sergeants and 1 leader of 3rd-6th level), or band (30-100 plus 20% noncombatants plus 10 3rd-level sergeants, 5 5th-level lieutenants, and 3 7th-level captains)

standard

Special Abilities

Light Blindness (Ex): Abrupt exposure to bright light (such as a *lightning bolt* in a dark room), blinds a wyrgith for 1 round. When operating in an area of continual bright light (such as a *daylight* spell), a wyrgith suffers a –1 circumstance penalty on all attack rolls, saves, and checks.

Poison (Ex): Wyrgith poison is a paralytic with a slow onset. After biting someone, a wyrgith must wait 10 rounds before it can inject another victim with its poison. This does not hinder it from using its bite attack in the interim. Bite—injury; *Save*: Fort DC [see above]; Onset: 1d4 rounds; *Freq:* once; Effect: paralysis 6d10 minutes; Cure: 1 save

Unshakeable Faith (Ex): Due to their devout beliefs in their spider goddess, wyrgith receive a +2 racial bonus to Will saves against enchantment spells or effects.

Webbing (Ex): Wyrgith can spin silk much like a spider. This material is like a thin, sticky rope, and a wyrgith can produce roughly 50 feet of it per day. The strength and stickiness of this rope adds +4 to the DC of any *Escape Artist* checks made to escape from it, whether in rope or net form. It also increases the DC of snare traps by +4.

THE WYRGITH

The Forge changes all those who are brought here. Little by little, features change subtly, until over time, entire races are altered. The wyrgith are a good example of this. A few generations back, the wyrgith were drow, but the will of the Forge put it mark on them, twisting them into exaggerations of their former selves. The peaceful elven nature has been dimmed, and the hunter features of the spider have been brought to the forefront.

Wyrgith still appear somewhat similar to dark elves, with a number of key exceptions. First off, wyrgith have an additional body segment, a webspinning organ that descends just below the abdomen. Next, wyrgith have segmented eyes like arachnids, giving them enhanced perception. Additionally, wyrgith have fanged mouths that they can use to deliver a powerful poison when in combat. Finally, unlike with the drow, a wyr-gith's hair color can vary, ranging from white to blue, to blonde, to lav-ender, and beyond. While many drow consider the wyrgith to be cursed or tainted in some way, the wyrgith themselves do not. Their form more closely resembles a spider's, so they believe themselves to be closer to their spider goddess.

Wyrgith population centers are located in the undercity of Penance, as well as in the caverns of Eclipse and the deep tunnels of Anvil. Wyrgith are extremely insular and xenophobic. What they can't make themselves they steal from other races on raids, and they consider pretty much all other intelligent races (with the exception of the drow) to be food. Wyrgith would likely have been exterminated on the Forge a few centuries ago were it not for their excellent adaptation to nomadic life in the darkness.

In combat, the wyrgith prefer to get a sense of their enemies first before charging in headlong. It is normal for them to stay at a safe distance and shoot arrows when at all possible. When closing, they throw nets made of their webbing to trap their foes. At close range, they make use of their *darkness* or *faerie fire* abilities and then attack with their swords. Once melee combat has begun, a wyrgith will also use its bite attacks to try to neutralize its opponents.

ADVICE FROM AN OLD RASHER

Wyrgith are excellent examples of what happens when your whole race goes crazy—you change. And not gradually, either. After a few decades on the Forge, the drow in one region that were particularly devoted started all producing wyrgith. I blame unnatural relations with spiders; they claim it's their goddess favoring her chosen.

When fighting wyrgith, your first thought is always to get up close and fight them hand-to-hand so you don't die from the arrows. And to be honest, they aren't that great up close. First of all, you'll need a torch to burn off all the frustratingly sticky nets that they will throw at you. But you also have to watch out for their poison. It takes a bit to set in, but when it does, you're out of the battle. Get a group of them all biting you, and you're going to fall victim to one of them. You better have a someone with the ability to cure you, or else you all will be dead or captured. And if even a few of the rumors about what they do to their captives are true, you'd rather be dead.

XANTHU

Its top just above the water, you spy what appears to be a large section of tree trunk floating near the shore. Suddenly, it lunges, revealing a monstrosity hidden beneath.

	XANTHU, YOUNG ADULT	XANTHU	XANTHU, LARGE
CR	9	12	15
Size	Huge	Huge	Gargantuan
Туре	Magical Beast	Magical Beast	Magical Beast
XP	6,400	19,200	51,200
Init/Senses	Init +4; Senses darkvision 60 ft., low- light vision, scent; Perception +15	Init +4; Senses darkvision 60 ft., low- light vision, scent; Perception +20	Init +4; Senses darkvision 60 ft., low- light vision, scent; Perception +22
Defense		CONTRACTOR OF A	
AC	24, touch 12, flat-footed 20 (+4 Dex, +12 natural, -2 size)	26, touch 12, flat-footed 22 (+4 Dex, +14 natural, -2 size)	31, touch 10, flat-footed 27 (+4 Dex, +21 natural, -4 size)
HP	126 (12d10+60)	184 (16d10+96)	238 (19d10+133)
Saves	Fort +12, Ref +12, Will +5	Fort +15, Ref +14, Will +6	Fort +17, Ref +15, Will +7
Special	DR 3/-	DR 3/	DR 6/
Offense			A LANDAR AFA
Speed	30 ft., swim 45 ft.	30 ft., swim 45 ft.	30 ft., swim 45 ft.
Attacks	Melee bite +17 (3d8+7 plus grab), 2 claws +15 (1d6+3), tail slam +15 (1d10+7 plus trip)	Melee bite +23 (4d8+9 plus grab/19-20), 2 claws +21 (1d6+4), tail slam +21 (1d10+9 plus trip)	Melee bite +29 (6d8+14 plus grab), 2 claws +27 (2d6+7), tail slam +27 (2d10+14 plus trip)
Space	15 ft.; Reach 10 ft.	15 ft.; Reach 10 ft.	20 ft.; Reach 15 ft.
Special Atks	swallow whole (2d8+8, AC 16, 12 hp)	swallow whole (2d8+9, AC 17, 19 hp)	swallow whole (2d8+8, AC 20, 24 hp)
Statistics			
Stats	Str 25, Dex 18, Con 19, Int 2, Wis 12, Cha 2	Str 29, Dex 18, Con 21, Int 2, Wis 13, Cha 2	Str 38, Dex 18, Con 23, Int 2, Wis 12, Cha 2
Base	Atk +12; CMB +21 (+25 trip); CMD 35	Atk +16; CMB +27 (+31 trip); CMD 41	Atk +19; CMB +37 (+41 trip); CMD 51
Feats	Ability Focus (tail slam), Alertness, Im- proved Natural Attack (bite), Multiat- tack, Skill Focus (Stealth), Toughness	Ability Focus (tail slam), Alertness, Improved Critical (bite), Improved Natural Attack (bite) (x2), Multiattack, Skill Focus (Stealth), Toughness	Ability Focus (tail slam), Alertness, Improved Critical (bite), Improved Natural Attack (bite) (x2), Multiattack, Skill Focus (Stealth), Toughness
Skills	Perception +15, Stealth +10, Swim +20 Racial Modifier +4 to Stealth when un- derwater, +8 when floating on the water	Perception +20, Stealth +14, Swim +21 Racial Modifier +4 to Stealth when un- derwater, +8 when floating on the water	Perception +22, Stealth +14, Swim +2 Racial Modifier +4 to Stealth when un- derwater, +8 when floating on the water
Special Qual	strong swimmer, hold breath, keen scent	strong swimmer, hold breath, keen scent	strong swimmer, hold breath, keen scent
Ecology			A Start of the start
Environment	warm marshes, rivers, and lakes	warm marshes, rivers, and lakes	warm marshes, rivers, and lakes
Organization	solitary	Solitary	solitary
Treasure	none	None	none
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Hold Breath (Ex): A xanthu can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Keen Scent (Ex): A xanthu is capable of noticing creatures by scent within a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

Strong Swimmer (Ex): A xanthu has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It is able to use the run action while swimming, so long as it is swimming in a straight line.

THE XANTHU

The xanthu is the true ruler of the Xanthus River. At more than 20 feet in length and 2,000 pounds in weight, this creature fears nothing on land or in the water. A highly aggressive predator, it lies mostly submerged in rivers, marshes, or lakes, waiting for its unwary prey to drift too close to it.

At first glance, xanthu are often mistaken for some type of dire crocodile, as the body shape is very similar. The hide is heavily armored with thick skin and scales that deflect all but the sharpest blades. Its coloration is patterned in earthy greens and browns, giving it a natural camouflage. Another advantage that the xanthu has over other giant lizards is its longer and more powerful limbs, which allow it to hold its bulk off the ground with greater ease while on land, and also help rip apart any prey it captures in its great, teeth-filled maw. The xanthu's jaws are lined with three rows of serrated teeth that range from four to six inches in length. These teeth are quickly replaced if they snap off by new ones growing just under the skin, a perpetual regeneration cycle of natural weaponry for this voracious monster. Finally, the xanthu's great tail represents nearly one half of its total body length. The length gives the xanthu the ability to knock its prey into the water or to the ground (making for easy morsels) as well as to navigate the treacherous river currents close to the Pedestal, even through rapids.

A xanthu hunts by waiting patiently for its prey to come to it, then exploding in a flurry of motion in an attempt to clamp his deadly teeth around it. Once a hold is gained, the xanthu will immediately draw its prey into the water to drown it and rip it apart with its sharp teeth. Fiercely territorial, a xanthu will attack any creature in the water it perceives to be a threat or encroaching upon its domain, including boats.

Xanthu are solitary hunters that only come together in pairs during the mating season. Females tend to be larger and more aggressive than males and are the ones that choose a mate. Prospective males who aren't strong or fast enough may find themselves to be the main course for that day's meal. Only a male dominant and forceful enough to pin the female to a single position for mating will be accepted. The mating period is quite short (a matter of minutes), upon which the two creatures then go their separate ways never to see each other again.

Females lay their eggs in nests much the same way as an alligator or crocodile does. Once laid, the female guards the nest vigilantly, leaving it only to feed on whatever may be caught nearby. Once the eggs hatch, the newborn immediately take to the water where they remain under the mother's protection for three months. After that point, the babies are large enough to have a chance at survival on their own.

ADVICE FROM AN OLD RASHER

I saw a xanthu in action once. Incredible. There's this town on the Xanthus River, and they make their living by fishing. To make sure the xanthu leave them alone, they have a spot they offer up a meal twice a day—once in the morning when all the boats leave, and once in the evening when they return. It's not a perfect system—sometimes the xanthu apparently would rather have something other than goat, and then it's a sprint to get in before it reduces your boat to splinters. But watching what I thought was a log suddenly open a huge mouth and consume the goat in a single swallow, that was impressive. The townspeople hate it and would love to have someone kill it, and when they saw my sword they offered a few hundred gold to do so. I laughed in their faces and pointed out that my sword was about the size of its littlest tooth.

Eventually they convinced me to hire a mercenary band to solve their problem. The "ambush" didn't work. Most of the arrows bounced off its skin, and it started going on a rampage. They tried to drive the xanthu inland, but it was clever enough to head back toward the water, and it swallowed anyone who got in its way. And once it was in the water, it was master. Sunk five boats before it decided to leave. Not exactly my most successful attempt at helping.

XIAL This small yellow and black fish has a sharp beak and a taste for blood.

MIMAN

XIALXIALXIALSWARM.FRENZIEDCR1/41/25SizeTinyTinyTinyTypeAnimalAnimalAnimal (swarm)XP1002001,600Init /SensesInit +3; Senses low-light vision, scent; Perception +6Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +4Init +9; Senses darkvision 60DefenseZ2, touch 17, flat-footed 17 (+518, touch 13, flat-footed 15 (+3)	
SizeTinyTinyTypeAnimalAnimal (swarm)Type1002001,600Init/SensesInit +3; Senses low-light vision, scent; Perception +6Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +4Init +9; Senses darkvision 60Defense	
TypeAnimalAnimalXP1002001,600Init/SensesInit +3; Senses low-light vision, scent; Perception +6Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +4Init +9; Senses darkvision 60Defense	
XP 100 200 1,600 Init /Senses Init +3; Senses low-light vision, scent; Perception +6 Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +4 Init +9; Senses darkvision 60 Defense Defense Imit +3; Senses darkvision 60 Imit +3; Senses darkvision 60	
Init /Senses Init +3; Senses low-light vision, scent; Perception +6 Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +4 Init +9; Senses darkvision 60 light vision, scent; Perception Defense Defense Init +3; Senses darkvision 60 ft., low-light vision, scent; Perception +4 Init +9; Senses darkvision 60 light vision, scent; Perception	
light vision, scent; Perception +4 light vision, scent; Perception	
AC 20, touch 15, flat-footed 17 (+3 22, touch 17, flat-footed 17 (+5 18, touch 13, flat-footed 15 (+3	The set of
Dex, +5 natural, +2 size) Dex, +5 natural, +2 size)	B Dex, +5 natural)
HP 5 (1d8) 6 (1d8+1) 50 (9d8+9)	
Saves Fort +2, Ref +5, Will +0 Fort +2, Ref +7, Will +0 Fort +4, Ref +7, Will +0	
Offense	
Speed swim 40 ft. swim 40 ft. swim 40 ft.	
Attacks Melee bite -1 (1d6-5) Melee 2 bites +4 (1d6-4) Melee 2 swarms (2d6)	
Space 2 ½ ft.; Reach 0 ft. 2 ½ ft.; Reach 0 ft. 10 ft.; Reach 0 ft.	1613
Special Atks frenzied state none none	
Statistics	
Stats Str 1, Dex 16, Con 10, Int 1, Wis 10, Cha 4 Str 3, Dex 20, Con 12, Int 1, Wis 10, Cha 4 Str 3, Dex 20, Con 10, Int 1,	Wis 10, Cha 4
Base Atk +0; CMB -5; CMD -2 Atk +0; CMB -4; CMD 1 Atk +0; CMB -; CMD -	
Feats Alertness Weapon Finesse (bite) Alertness, Great Fortitude, Im Skill Focus (Perception), Skill	
SkillsPerception +6, Swim +11Perception +4, Swim +13Perception +6, Swim +13	
Special Qual expert swimmer, keen scent expert swimmer, keen scent expert swimmer, keen scent	
Ecology	
Environment warm aquatic warm aquatic warm aquatic	
Organization solitary, school (2-50), pack (51- solitary, school (2-50), pack (51- solitary, school (2-50), pack (51-	
100), swarm (101-300) 100), swarm (101-300) Treasure none none	
Treasure none none none	

Expert Swimmer (Ex): A xial uses its Dex bonus for its swim skill. It receives a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Frenzied State (Ex): Once a xial smells blood in the water, it enters a heightened state of arousal and hunger. Upon locating the source of the blood, the xial will swim directly in to feed. After its first successful attack, the xial becomes fully frenzied and may make two attacks per round instead of one. In addition, so long as it is not part of a swarm, it loses its Alertness feat and gains Weapon Finesse (bite) instead.

Keen Scent (Ex): A xial is capable of noticing creatures by scent within a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

THE XIAL

The slave trader slits the slave's arm, holding it over the water so the droplets of blood spread across the surface. Within seconds, the river seems to come alive with visibly agitated black and yellow fish. A quick push by the slaver and the woman plummets into the water. She comes up for air only once before the water around her turns to red foam from the activities of the little fish. The second time she breaks the water she is dead, with no flesh on her bones below her neck. The whole incident only lasts fifteen seconds, but it shows everyone on board why no one swims the Xanthus and lives.

The xial is a piranha-like fish native to the Xanthus River. Found primarily in the slower currents and pocket lagoons, xial are 2-foot-long, black and yellow fish with razor-sharp teeth inside of a beak-like mouth designed to penetrate even the toughest of skins.

Xial swarm and frenzy around any creature that bleeds while in the water. As the xial frenzy, they charge in and bite that creature, ripping off small chunks of flesh and causing more bleeding, which heightens the feeding frenzy of other xial. When exposed to a school of only 25 xial, a human could have every bit of meat stripped from his skeleton in less than 1 minute after the first attack.

Contrary to opinion, xial are not vicious fish that will eat anything that swims in the Xanthus. Rather; it takes the element of blood to excite them as a school or swarm and start the frenzied behavior they are so well known for. Without blood in the water, it is as safe to swim with them as it is any other fish.

Xial prefer to reside near the roots of the trees along the banks and the foliage that grows in the river itself. Along the shore, they are more likely to encounter food as it wades too far in the river, or falls from the branches above. Xial have also learned the value of being near boats that traverse the waterways of the Xanthus.

ADVICE FROM AN OLD RASHER

The stories about xial consuming you as you step into the water aren't true. Trust me, I've experienced it first-hand. They only react to blood. I once swam in xial-infested water for several minutes (not of my choosing), and they pretty much ignored me. You can even catch them barehanded, if you're dumb enough or have *very* thick skin. But if you so much as get a single nick from one of their beaks, you can kiss your arm goodbye. Possibly more if they start jumping out of the water. Smart fishermen know this and make sure to keep their limbs well away from the water. You'll note it's only the foreigners who jokingly push each other into the water—locals know that an unseen cut or an accidental scrape will spell the end of your friend.

ZYSSK

The reptilian warrior laughs in battle-lust as he charges, his mouth opening wider than it should, revealing rows of long, jagged teeth.



	TWORK	TVCCV DACED	TVCCV DACTIOND
CR	ZYSSK	ZYSSK RAGER	ZYSSK RAGELORD
Wilson Alt	6 M. F		14
Size	Medium	Medium	Medium
Туре	Monstrous humanoid (reptilian)	Monstrous humanoid (reptilian)	Monstrous humanoid (reptilian)
XP	2,400	9,600	38,400
Init/Senses	Init +9; Senses darkvision 60 ft.; Perception +11	Init +10; Senses darkvision 60 ft.; Perception +17	Init +10; Senses darkvision 60 ft.; Perception +22
Defense	the second second		
AC	22, touch 15, flat-footed 17 (+5 Dex, +5 natural, +2 heavy wooden shield)	22, touch 15, flat-footed 17 (+5 Dex, +5 natural, +2 heavy wooden shield)	22, touch 15, flat-footed 17 (+5 Dex, +5 natural, +2 heavy wooden shield)
HP	60 (7d8+28)	136 (7d8+5d12+72)	199 (7d8+10d12+102)
Saves	Fort +6, Ref +10, Will +6	Fort +12, Ref +12, Will +8	Fort +15, Ref +14, Will +10
Special	DR 3/; Resist cold 10, fire 10; SR 12	DR 3/; Resist cold 10, fire 10; SR 17	DR 5/; Resist cold 10, fire 10; SR 22
Offense			
Speed	30 ft.	40 ft.	40 ft.
Attacks	Melee bite +10/+5 (2d6+4), longsword +4 (1d8+2/19- 20) or bite +10/+5 (2d6+4), 2 claws +7 (1d4+1) Ranged shortbow +12/+7 (1d6/x3)	Melee bite +17/+12/+7 (2d6+8), long- sword +11 (1d8+4/19-20) or bite +17/+12/+7 (2d6+8), 2 claws +14 (1d4+2) Ranged shortbow +18/+13/+8 (1d6/x3)	Melee bite +23/+18/+13/+8 (2d6+10), longsword +17 (1d8+4/19-20) or bite +23/+18/+13/+8 (2d6+10), 2 claws +20 (1d4+2) Ranged shortbow +23/+18/+13/+8 (1d6/x3)
Space	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.	5 ft.; Reach 5 ft.
Class Abilities	none	Barbarian: fast movement, improved uncanny dodge, rage (15 rounds/day), trap sense +1, uncanny dodge	Barbarian: fast movement, improved uncanny dodge, rage (21 rounds/day), trap sense +3, uncanny dodge
Rage Powers	none	Intimidating Glare, No Escape	Increased Damage Reduction, Intimidating Glare, No Escape, Renewed Vigor, Terrifying Howl
Statistics	and the second second		
Stats	Str 14, Dex 20, Con 16, Int 8, Wis 12, Cha 5	Str 19, Dex 22, Con 20, Int 8, Wis 14, Cha 5	Str 20, Dex 22, Con 20, Int 8, Wis 14, Cha 5
Base	Atk +7; CMB +9; CMD 24	Atk +12; CMB +16; CMD 32	Atk +17; CMB +22; CMD 38
Feats	Improved Initiative, Multiattack, Tough- ness, Weapon Focus (bite)	Bleeding Critical, Critical Focus, Im- proved Initiative, Multiattack, Extra Rage, Toughness, Weapon Focus (bite)	Bleeding Critical, Combat Reflexes, Critical Focus, Extra Rage (x2), Improved Initiative, Multiattack, Toughness, Weapon Focus (bite)
Skills	Climb +12, Perception +11, Stealth +15	Climb +19, Perception +17, Stealth +21	Climb +25, Perception +22, Stealth +26
Special Qual	fighting frenzy, greater bite, unending battlefury	fighting frenzy, greater bite, unending battlefury	fighting frenzy, greater bite, unending battlefury

Ecology			
Environment	any warm or temperate land and underground	any warm or temperate land and underground	any warm or temperate land and undergrour
Organization	solitary, gang (2-12), pack (6-36), or mob (30-120)	solitary, gang (2-12), pack (6-36), or mob (30-120)	solitary, gang (2-12), pack (6-36), or mob (3
Treasure	half standard	half standard	half standard

Fighting Frenzy (Ex): The sounds, scent, or sight of a battle will drive a zyssk into a frothing battle rage. Any zyssk that perceives a battle of any size, and who is not under a direct command from his sythiss commander, must succeed at a Will save (DC 18) or dive headlong into the fray, gaining a +2 bonus to all attacks and damage rolls for the first two rounds.

Greater Bite (Ex): A zyssk possesses an abnormally large mouth filled with shark-like teeth. The nature of its teeth and its ability to gape widely allows it to inflict double normal bite damage. It also allows a zyssk with a high attack bonus to make multiple attacks with its bite each round, as if it had the Skilled Unarmed Attack feat.

Head Chomp (Ex): As a full-round action, a zyssk can make a bite attack that, if it hits, is considered an automatic critical threat. If the second attack roll is successful, the critical hit succeeds. This attack does not provoke an attack of opportunity from threatening opponents.

Unending Battlefury (Ex): Zyssk so love battle that even the pain of death does not deter them. They possess the ability to remain conscious and fully active in battle until they reach -10 hit points, at which point they attack one more round before collapsing in death.

THE ZYSSK

Fierce, brutal and utterly bloodthirsty, the zyssk are the fearsome foot soldiers of the sythiss. Many sages speculate that the zyssk were once human, but have since been magically altered to serve bloodlust and war. Whether or not this is true remains a mystery, but the fact that nothing humane exists within their tightly-wound forms is a grim reality.

ind

(30-120)

Zyssk range in height from six to seven feet and appear basically humanoid in body structure. However, their physical forms are honed for the battlefield. Their skin is tightly covered in hard, interlocking scales, and every chiseled muscle beneath quivers with barely-constrained fury. Their massive, demonic heads resemble those of dragons, and they possess a truly frightful mouth filled with several rows of serrated teeth. The most infamous feature of the zyssk is their unsettling ability to open their mouths wide enough to fit the heads of their enemies inside of them.

Zyssk wear no armor, though they generally employ heavy wooden shields, relying instead on their thick skin to turn most blows. They are often clad in pristine white loincloths, which they ritually clean after every battle. Each zyssk loincloth bears the symbol of the clan its wearer serves. It is said that these loincloths are a physical representation of the souls of the zyssk. The zyssk trust that the meticulous scouring of all stains of blood and battle also cleanses their souls of any responsibility for those terrible actions. As such, zyssk have no qualms about performing even the most heinous of actions while in the thick of battle, as purity is but a wash away.

Zyssk are relatively intelligent, and speak the tongue most often spoken by their masters (generally the sythiss). Occasionally, they may speak other languages that are common to the warrior castes of Arena. Zyssk love nothing so much as the symphonic sounds of rending flesh and breaking bone. Only the domineering will of the sythiss keeps them from leaping into any and all melee that occurs within the range of their acute senses. To question a sythiss is paramount to death in the eyes of the zyssk, and ironically, the fickle and scheming natures of their crafty masters is the only thing that has kept the zyssk from attempting to swarm over the whole of the Forge.

ADVICE FROM AN OLD RASHER

The only race that have ever matched the karnos in bloodlust are the zyssk, but they largely died out centuries ago. They were known for jumping into any fight and killing indiscriminately. There are several really old taverns that still have rules forbidding zyssk from entering. One drunken punch, and they'd end up with a bunch of dead patrons, most of them bitten to death. And then the zyssk would wash their loincloth and act like they were all good after having killed innocents. At least the karnos don't attack anyone who can't fight back.

In battle, though, the zyssk were a terror. They'd fight on, even after getting their throat slashed or their arm cut off. They get so lost in the battle, they don't care if they're mortally wounded. They just keep fighting. It's part of the reason the sythiss were so successful in their conquering days. Can you imagine fighting an army that refuses to die? It would be like fighting an army of intelligent, incredibly lethal zombies. I just hope that they don't come back—the stories are bad enough.

OATHBOUND SEVEN

The Oathbound Bestiary is part of the Oathbound Campaign Setting. It can be used as a standalone setting, but is designed to be used with the Oathbound Core Rulebook: OATHBOUND SEVEN, available now from Epidemic Books. <u>http://www.epidemicbooks.com</u>

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