

# Monsters Unleashed

## v. 3







# Monsters Unleashed

## Volume 2



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# ASHERAKE

*Tall and powerful, these tiger-headed winged humanoids exude a cruel menace. Wide bat-like wing protrude from their fur-covered bodies.*

## ASHERAKE CR 4 (XP 1,200)

LE Large monstrous humanoid

**Init** +7; **Senses** darkvision 60 ft., scent; Perception +12

### DEFENSE

**AC** 16, touch 12, flat-footed 13

(+2 armor, +3 Dex, +2 natural, -1 size)

**hp** 45 (6d10+12)

**Fort** +4, **Ref** +8, **Will** +4

### OFFENSE

**Speed** 30 ft, fly 60 ft. (average)

**Melee** bastard sword +9/+4 (1d10+6/19-20) or 2 claws +9 (1d6+4 plus grab), bite +9 (1d8+4)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** flying grapple

### STATISTICS

**Abilities** Str 19, Dex 17, Con 14, Int 14, Wis 11, Cha 13

**Base Atk** +6; **CMB** +11 (+15 grapple); **CMD** 24

**Feats** Flyby Attack, Improved Initiative, Skill Focus (Perception)

**Skills** Fly +10, Intimidate +7, Perception +12, Stealth +8

**Languages** Asherake, Common, Sylvan

### ECOLOGY

**Environment** warm forests

**Organization** solitary, patrol (4-9), crew (20-80 plus 20-160 noncombatant humanoid slaves, three 5<sup>th</sup> level fighter lieutenants, two 7<sup>th</sup> level sorcerers, and one 11<sup>th</sup> level cleric as captain)

**Treasure** NPC Gear (bastard sword, leather armor, other gear)

### SPECIAL ABILITIES

**Flying Grapple (Ex)** If a flying asherake hits a Medium or smaller opponent with both claws, the asherake can start a grapple as a free action without provoking an attack of opportunity. An asherake who gets

a hold usually flies off with the victim, preferably to be added to the ranks of asherake slaves or dropped from a height.

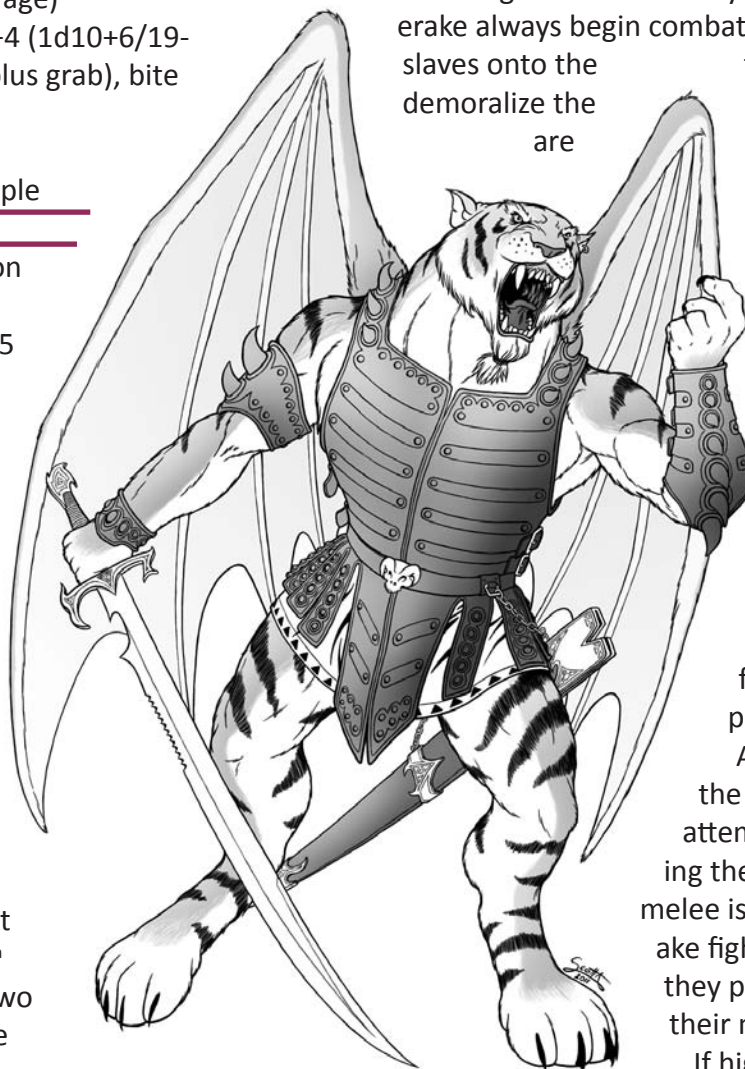
The feared asherake are a loathsome race of flying tigerlike humanoids. They stand about 7 feet tall, are covered with thick fur, and have wings that spread out 10 feet. They are intelligent and organized, and their society is hierarchical and highly advanced. The origin of the asherake is not clear. Some say that they hail from a far off plane, while others claim they evolved in distant jungles from hungry beasts. Whatever the explanation, the asherake are here to stay.

Asherake are typically raiders, their floating ships attacking a town and carrying off its inhabitants. Asherake always begin combat by dropping a few dozen slaves onto the town in an attempt to demoralize the defenders. These slaves

dropped from a great height for maximum effect. This same tactic is used if the asherake are attacking a military unit, except that the dropped slaves are used as missile weapons to flatten the opposing troops. Falling bodies inflict 1d6 damage for every 20 feet they fall. Typically asherake drop the slaves from 200 feet, for 10d6 points of damage.

After the bombardment, the asherake swoop down and attempt to carry off slaves, using their flying grapple ability. If melee is necessary, or if the asherake fight with flying opponents, they prefer bastard swords to their natural weapons.

If higher level asherake are present, they direct troops and relay orders from the captain, who usually remains on the ship, using his magic to immobilize and bind captured opponents. Asherake sorcerers also remain with their ship, casting fireball or stinking cloud spells from portholes at the town or troops below.



## Asherake Society

The foundation of asherake culture is the principle that all other races are inferior and subservient to them. Their colonies spread like plagues over the land, and they overrun and enslave anyone in their path. Asherake make their homes in huge black flying ships, kept aloft by some arcane magic. These blasted hulks with tattered sails and rank upon rank of black oars are filled with snarling asherake, who attack land-based populations and carry them off to a life of bitter servitude. No one has ever gone into the center of their lands and returned, but it is rumored that they are ruled from a mountain kingdom by a mad emperor.

As asherake rarely have peaceful contact with other races, little is understood about their society. It is known that they speak their own language, which has a 30 character alphabet, and is oddly similar to Dover. Asherake almost never learn other languages as they have no respect for other cultures. They do know basic commands in Common, which they find useful for giving orders to their slaves. Slaves who manage to escape from their ships say that the asherake are extremely cruel masters; slaves rarely survive more than a year in servitude.

Asherake soldiers are highly organized, and all quite mindful of rank. They perform no labor of their own except for killing and enslaving. All of their needs are catered to by slaves of all races, who feed them, clean for them, manufacture their armor and clothes, entertain them, man the oars on the ships, and even serve as meals for the asherake when no prey population is available. One odious asherake habit is to fatten humans through overfeeding, keeping them in small, tight pens. Refusal to eat is punished by death. Once a poor soul has fattened to a gross degree, he is used as the main course at a sacred asherake feast.

The one exception to the slave labor rule is weapon crafting. The asherake never let any slave touch a weapon upon penalty of death. Asherake are quite proud of their weaponsmiths, and the weapons they create are of the highest quality.

Asherake have their own religion, which seems to be the driving force behind their actions. Their chief god, Baraka, is worshipped as the god of mastery, and all other gods are viewed as servants to him.

Each flying ship is captained by a priest of Baraka who directs its course and actions. These ships levitate by inherent enchantments and are propelled through the air by huge oars manned by slaves. Each

ship holds an entire crew of asherake (see organization). Asherake navies are led by a flagship manned by two crews and a 15<sup>th</sup> level sorcerer admiral.

Knowledge (nature) DC	Lore
14	Asherake never keep prisoners alive long. They are fattened and consumed.
19	Asherake fly over the land aboard magical flying ships.
24	Asherake prefer to swoop at prey from high above, grab them and fly off with them.
29	Asherake are quick to rebuke any lesser creature that rises above its appointed station.

## KAHRN

*This furry creature possesses four powerful arms that end in grasping three-fingered hands. Its mouth is filled with multiple rows of teeth and its eyes are a solid purple colour.*

### KAHRN, ADULT CR 7 (XP 3,200)

CN Large magical beast

**Init** +5; **Senses** low-light vision; Perception +15

#### DEFENSE

**AC** 20, touch 10, flat-footed 19

(+1 Dex, +10 natural, -1 size)

**hp** 115 (10d10+60); fast healing 5

**Fort** +12, **Ref** +8, **Will** +5

#### OFFENSE

**Speed** 30 ft.

**Melee** 4 claws +14 (1d6+5 plus grab), bite +14 (1d8+5 plus anti-poison)

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

**Special Attacks** rend (2 claws, 2d6+7)

#### STATISTICS

**Abilities** Str 21, Dex 12, Con 20, Int 7, Wis 15, Cha 14

**Base Atk** +10; **CMB** +16 (+20 grapple); **CMD** 27 (31 vs. trip)

**Feat** Combat Reflexes, Improved Initiative, Light Sleeper, Power Attack, Toughness

**Skills** Perception +15

**SQ** spawn

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** standard

**SPECIAL ABILITIES**

**Anti-Poison (Ex)** Bite – *save* Fort DC 20; *frequency* 1/round for 5 rounds; *effect* heals 2d8; *cure* 1 save; The save DC is Constitution-based.

**Spawn (Su)** After 4 rounds of continuous combat, the kahrn can, as a full-round action, attempt to reproduce. The spawn forms as a bud on its back, which spurts open the following round, producing a larval kahrn. The creature can use this ability only once every six months.

Kahrn are creatures of evolved to live and thrive in an environment of violence. Asexual creatures, these magical beasts draw energy from combat with other sentient creatures in which to fuel their own propagation. They are not mindless beasts though and will often take the time to evaluate a foe at a distance to determine if it can provide them with the energy they need before attacking.

For obvious reasons, the kahrn seeks out combat. It has no interest in fighting an opponent it cannot defeat. In combat, it usually refrains from using its bite. However, if a weak opponent appears to be faltering, the kahrn uses the healing poison in its bite to restore and sustain it, so it can continue to fight. The kahrn will never use its bite on an obviously superior foe.



**Light Sleeper**

You sleep lightly and are ready for action the moment you awake.

**Benefit:** The character makes Perception checks while asleep as though awake. Further, he can act immediately upon waking.

**KAHRN, LARVA CR 2 (XP 600)**

CN Small magical beast

**Init** +2; **Senses** low-light vision; Perception +6

**DEFENSE**

**AC** 18, touch 13, flat-footed 16  
(+2 Dex, +5 natural, +1 size)

**hp** 17 (2d10+6); fast healing 2

**Fort** +6, **Ref** +5, **Will** +1

**SPEED**

**Speed** 30 ft.

**Melee** 4 claws +3 (1d3), bite +3 (1d4)

**Special Attacks** rend (2 claws, 2d3)

**STATISTICS**

**Abilities** Str 11, Dex 15, Con 17, Int 5, Wis 12, Cha 9

**Base Atk** +2; **CMB** +1; **CMD** 13 (17 vs. trip)

**Feat** Light Sleeper

**Skill** Perception +6

Kahrn larvae look like smaller versions of the parents. They feed on combat like adults, and they are born hungry, eager to join in the battle that gave them life. They are about 4 feet high and 3 feet long. Their hairless bodies are covered in moist grey flesh. After about a year, the larvae mature into adults, but they are forced to fend for themselves immediately. Their rend attack inflicts only 2d3 points of damage. They have no venom, nor can they create spawn.

Knowledge (arcana) DC	Lore
17	These nomadic creatures find it easier to seek the prey they need when they are not tied to a particular area.
22	Kahrn shy from heavily populated areas. Although these areas provide many viable opponents they find the noise and smell of civilization repulsive.
27	The anti-poison possess by the kahrn is sought by wizards who wish to develop arcane healing options.
32	Kahrn cannot spawn through conflict with their own species and find others of their own kind to be threat to their reproductive success.



## JEWEL GOLEM, SAPPHIRE

*Composed completely of blue sapphires, this humanoid construct sports sharp needles along the length of its arms and legs.*

### SAPPHIRE GOLEM CR 8 (XP 4,800)

N Medium construct

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +8

#### DEFENSE

**AC** 20, touch 12, flat-footed 18

(+2 Dex, +8 natural)

**hp** 64 (8d10+20)

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

**DR** 10/magic; **Immune** construct traits, magic

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +13 (1d6+5/19-20)

**Ranged** 8 sapphire needles +10 (1d4)

**Spell-Like Abilities** (CL 8<sup>th</sup>; concentration +10)

Constant – *magic circle against evil*

At-will – *detect evil, detect good, neutralize poison*

1/month – *atonement*

#### STATISTICS

**Abilities** Str 20, Dex 15, Con —, Int 16, Wis 15, Cha 15

**Base Atk** +8; **CMB** +13 (+15 disarm); **CMD** 25

**Feats** Bodyguard, Combat Expertise, Combat Reflexes, Improved Disarm, Improved Initiative<sup>B</sup>

**Skills** Intimidate +10, Knowledge (history) +11, Knowledge (local) +11, Sense Motive +10, Perception +10

**Languages** telepathy 100 ft.

#### SPECIAL ABILITIES

**Immunity to Magic (Ex)** A sapphire golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below

- Any spell with the sonic descriptor ignore this resistance but do no damage on a successful save and only half damage on a failed save.

**Sapphire Needles (Ex)** Sapphire golems are capable of shooting 24 sapphire needles per day from their fingertips as a ranged attack. The golem can fire up to 8 sapphire needles in one round as a full attack.

Sapphire golems are intelligent constructs designed to act as bodyguards and advisors within royal courts. They contain the history of the land they serve and possess a keen sense into the motives of corporeal beings that come before the court. They communicate telepathically with their charge and with other

guards within the royal chamber to help co-ordinate defences against nefarious actions.

They possess neither innate love for their charge nor devotion to the concepts of law, chaos, evil or good. They are simply dedicated to the solemn duty they are charged with and will do their utmost to see that they fulfill those duties.

### Construction

The birthing gem of a sapphire golem must be a sapphire worth at least 2,500 gp. Preparing the gem requires a Craft (gemcutting) DC 15.

### SAPPHIRE GOLEM

**CL** 17<sup>th</sup>; **Price** 55,125 gp

#### CONSTRUCTION

**Requirements** Craft Construct, *atonement, detect evil, detect good, polymorph any object, limited wish, magic circle against evil, wish*; **Skill** Craft (gemcutting) DC 15; **Cost** 28,812 gp

Knowledge (arcana) DC	Lore
18	Sapphire golems are intelligent constructs charged with the protection of an individual.
23	Sapphire golems are able to fire sharp crystalline needles from their arms and legs.
28	Sapphire golems are susceptible to the power of sonic-based magic and psionics.
33	It is rumored that a sapphire golem was once directed to defend the kingdom and not the lord of the kingdom. Finding the lord a threat to the longevity of the kingdom, the sapphire golem killed and replaced him.

## ABOUT JEWEL GOLEMS

### CONSTRUCTING JEWEL GOLEMS

The cost listed for jewel golems includes all materials and spell components that are consumed or become a permanent part of it.

The first step in the creation of a jewel golem is the selection and enchantment of the birthing gem, from which the golem's physical body will eventually

be crafted. In game terms, this requires a character of the appropriate level, possessing the Craft Construct feats. The initial preparation of the birthing gem requires two weeks of work, during which the creator must spend at least 8 hours each day in a specially prepared laboratory or workroom, in which (among other things) a circle of carefully aligned mirrors is used to focus solar and lunar energy into the birthing gem. This chamber is similar to an alchemist's laboratory and costs 500 gp to establish.

In addition, this preparation process consumes 1/10th of the total cost of the golem in question. Only the most exceptional of gems are capable of focusing the intense mystic energies that form the heart of a jewel golem. Lesser stones, or flawed stones, will shatter during the preparation process, but only after consuming the preparation cost.

Once the birthing gem has been prepared, the true work of creating the golem can begin. An extensive process of magical rituals, requiring two additional months to complete, must be performed. During this time, the gem is used as a crystalline matrix from which the body of the jewel golem is spontaneously created. In addition, the elemental spirit that powers the golem is gathered and bound to the evolving structure of the golem's body.

During this period, when not working on the rituals, the creator must rest and can perform no other activities except eating, sleeping, or talking. Interruption of this work for any reason will cause the creator to lose control of the energies he is attempting to harness, destroying the birthing gem and forcing him to start from scratch if he wishes to continue. Note, however, that once the

birthing gem is prepared, the creator can wait as long as he likes before using that gem to actually construct a jewel golem. A gem prepared by one person can even be used by another person.

## Controlling Jewel Golems

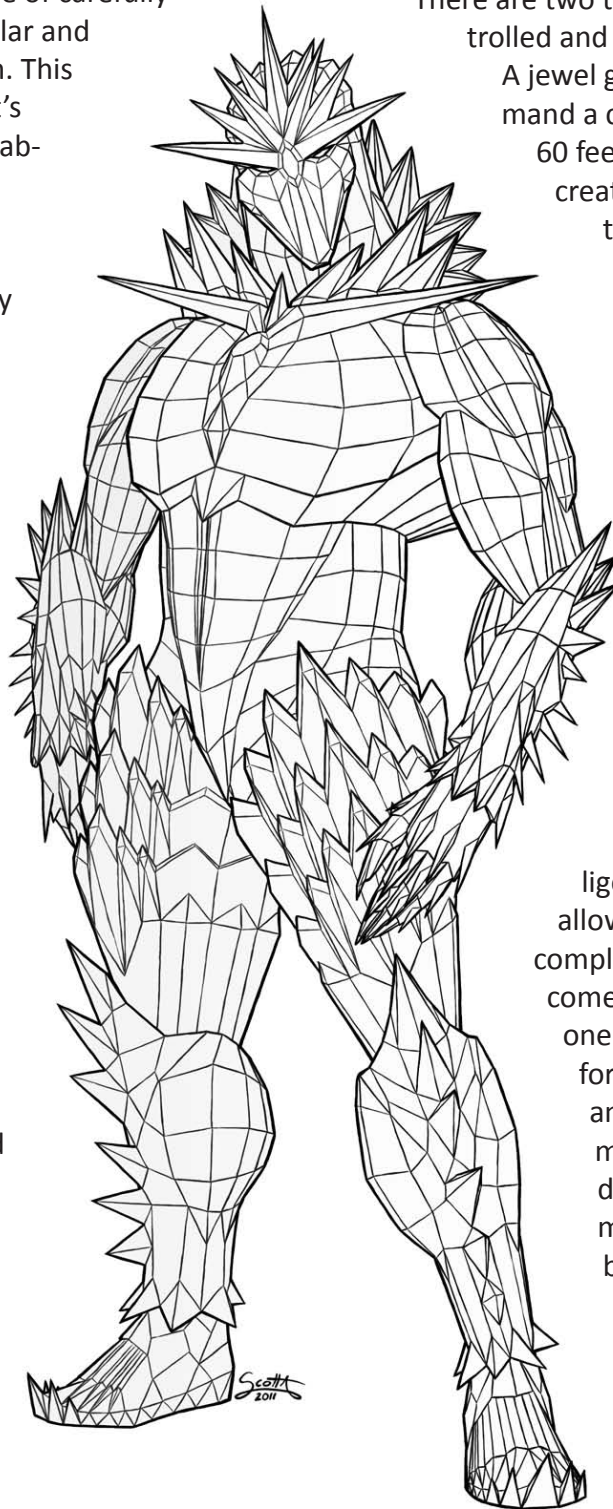
There are two types of jewel golem: controlled and free.

A jewel golem's creator can command a controlled golem if it is within 60 feet and can see and hear its creator. If uncommanded, a controlled golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack.

The creator can give the golem a simple program to govern

its actions in his or her absence, such as "Remain in this area and attack all creatures that enter" (or only a specific type of creature), "Ring a gong and attack," or the like.

However, jewel golems are generally more intelligent than traditional golems, allowing them to carry out more complex tasks. A jewel golem becomes free in one of two ways: if one is separated from its master for more than 3 months without an active command — or if its master dies while the golem does not have an active command — it will automatically become free and capable of pursuing its own goals. If, however, it is separated from its master for more than 3 months — or its master dies while it has an active command — the jewel golem must make an Intelligence check once per year against a DC equal to the caster level of its master in order to become a free golem.

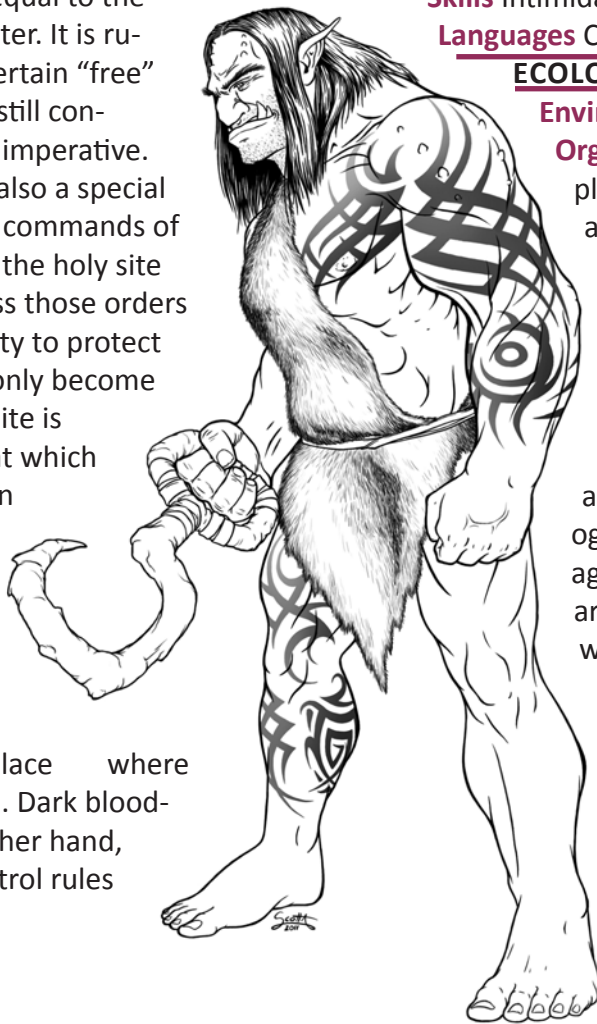


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per year against a DC equal to the caster level of its master in order to become a free golem.

There are several exceptions to this: the aquamarine and opal golems are never controlled — they begin their existence as free golems. Diamond and pearl golems are always considered controlled, unless their master specifically gives them their freedom. Moonstone golems are constantly contesting their control — they make an Intelligence check at the moment of their creation, and will continue to make Intelligence checks every year until they are successfully free, against a DC equal to the caster level of their master. It is rumored, however, that certain “free” moonstone golems are still controlled by some greater imperative. Bloodstone golems are also a special case: they will obey the commands of anyone associated with the holy site they are guarding, unless those orders interfere with their ability to protect the holy site. They can only become free golems if the holy site is completely destroyed, at which point they must make an Intelligence check against a DC equal to the caster level of the divine spellcaster involved in their creation — otherwise they continue guarding the place where the holy site once stood. Dark bloodstone golems, on the other hand, follow the standard control rules described above.



## OGRILLON

*This ugly brute appears to be a mix of orc and perhaps ogre blood. Its skin is covered in closely fitting bony plates and nodes akin to an alligator. Its hair is greasy, ragged, and generally unkempt. It exudes a strong sour odor from its body.*

### OGRILLON CR 1/3 (135 XP)

Ogrillon warrior 1

CE Medium humanoid

**Int** +1; **Senses** darkvision 60 ft.; Perception +1

### DEFENSE

**AC** 13, touch 11, flat-footed 12  
(+1 Dex, +2 natural)

**hp** 8 (1d10+2)

**Fort** +4, **Ref** +1, **Will** +1

### OFFENSE

**Speed** 30 ft.; 40 ft. charge, run, withdraw

**Melee** ogre hook +5 (1d10+4/x3)

### STATISTICS

**Abilities** Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 10

**Base Atk** +1; **CMB** +4; **CMD** 15

**Feats** Desperate Battler, Weapon Focus (ogre hook)

**Skills** Intimidate +4

**Languages** Common, Orc

### ECOLOGY

**Environment** any land or underground

**Organization** solitary, gang (2-5), tribe (5-30 plus 1 sergeant of 4<sup>th</sup> level per 10 adults and 1 leader of 5<sup>th</sup>-7<sup>th</sup> level) or warband (3-8 plus 10-24 orcs)

**Treasure** NPC Gear (ogre hook, other treasure)

Ogrillons are a fierce half-ogre race born of a union between a female orc and a male ogre. They tend to act like ogres, but they are far more violent and aggressive than their larger kin. Ogrillons are usually only slightly taller than orcs, with features that strongly favor their orc parent — so much so that most ogrillons are indiscernible from normal orcs.

Ogrillons love nothing more than combat. They are a race so inborn to be warriors that they seem almost depressed and dejected when they are not involved in melee. Their only time an ogrillon laughs is when it is the center of a whirlwind of melee and covered in its opponent's blood. Ogril-

lons do not care for armor or weapons and in fact carry very little gear at all. They do, however, like gold pieces and usually keep a few in a filthy pouch with other shiny trinkets as lucky charms.

Ogrillons disdain the use of armor, relying solely on their natural armor to protect them. They also disdain the use of weapons, preferring to leap headlong into a fray with fists swinging madly.

### Ogrillon Society

Ogrillons have no society to call their own. Since they are born of female orcs, ogrillon children are generally raised in orc clans. Their size, strength, and ferocity



are welcomed by the orcs, and ogrillons usually occupy a place of reverence in an orc clan. Ogrillons, of course, think little of the admiration of their orc kin. Battle is the only thought that regularly enters the ogrillon mind.

**Desperate Battler (Combat)**

Your experiences fighting against numerous foes that have already overwhelmed your allies, friends, and family have forced you to excel at fighting on your own.

**Benefit:** When no ally is within 10 feet of you and you are not receiving benefits from the aid another action, you gain a +1 morale bonus on melee attack and damage rolls.

**OGRILLON RACIAL TRAITS (10 RP)**

**+2 to Strength, Wisdom and -2 Intelligence:** Ogrillon characters tend to be strong and observant but poorly learners.

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

**Normal Speed:** Ogrillons have a base speed of 30 ft.

**Darkvision:** Ogrillons can see in the dark up to 60 ft.

**Combat Ready:** Ogrillons begin play with one combat feat for which they qualify, typically Improved Unarmed Strike.

**Dense Hide:** Ogrillons possess a +2 natural armor bonus.

**Orc/Ogre Blood:** Ogrillons count as both orcs and ogres for any effect related to race.

**Sprinter:** Ogrillons gain a +10 ft. racial bonus to speed when using the charge, run or withdraw actions.

**Weapon Familiarity:** Ogrillons are proficient with greataxes and any weapons with the word “orc” or “ogre” in its name as a martial weapon.

**Languages:** Ogrillons begin play speaking Common and Orc. Ogrillons with high intelligence scores can choose from the following: Abyssal, Giant, Infernal, Goblin, or Undercommon.

Knowledge (local) DC	Lore
11	Ogrillon have perfected a form of mixed martial arts that include many trips and holds.

16	Ogrillons often have tribal sleeve tattoos. Ogrillon gifted with natural magical prowess or a fondness for book work often become proficient in creating spell tattoos (see <i>Inkantations - A Sourcebook of Tattoo Magic &amp; Body Art</i> by <b>4 Winds Fantasy Gaming</b> ).
21	Ogrillons collect bone trophies from foes they have killed.
26	Occasionally an albino ogrillon is born with natural psionic potential. The young, if not killed outright, often train as psionic warriors or soulknives.

**Sample Non-Player Character**

**KARESH, PIT SLAVE CR 1/2 (200 XP)**

Male ogrillon rogue 1  
NE Medium humanoid  
**Init** +2; **Senses** darkvision 60 ft.; Perception +6

**DEFENSES**

**AC** 14, touch 12, flat-footed 12  
(+2 Dex, +2 natural)  
**hp** 9 (1d8+1)  
**Fort** +1, **Ref** +4, **Will** +2

**OFFENSE**

**Speed** 30 ft.; 40 ft. charge, run, withdraw  
**Melee** unarmed strike +3 (1d4+3)  
**Special Attacks** sneak attack +1d6

**STATISTICS**

**Abilities** Str 16, Dex 14, Con 13, Int 8, Wis 14, Cha 8  
**Base Atk** +0; **CMB** +3; **CMD** 16  
**Feats** Defensive Combat Training, Improved Unarmed Strike  
**Skills** Acrobatics +6, Bluff +3, Climb +7, Escape Artist +6, Knowledge (local) +3, Perception +6, Stealth +6  
**SQ** trapfinding  
**Languages** Common, Orc  
**Gear** none

Karesh was captured in a raid on an orcish encampment. He was thrown into the fighting pits of Al-A-Acktir after he managed to kill and almost escape captivity three times. Grudgingly respected for his cunning, the ogrillon has begun to develop a bit of a following among the patrons of the fighting pits.

# REAPER FALCON

*This bird of prey is silver in color. Razor-sharp, bone blades extend down the outside edge of the bird's wing.*

## REAPER FALCON CR 2 (600 XP)

N Tiny animal

**Init** +3; **Senses** darkvision 120 ft., low-light vision; Perception +9

### DEFENSE

**AC** 15, touch 15, flat-footed 12  
(+3 Dex, +2 size)

**hp** 18 (4d8)

**Fort** +4, **Ref** +7, **Will** +3

### OFFENSE

**Speed** 20 ft., fly 60 ft. (average)

**Melee** 2 claws +8 (1d2-2), wing bone +8 (1d3-2/18-20)

**Special Attacks** bleeding strike (+1d4 bleed)

### STATISTICS

**Abilities** Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6

**Base Atk** +3; **CMB** +4; **CMD** 17

**Feats** Flyby Attack, Weapon Finesse

**Skills** Fly +9, Perception +9

### ECOLOGY

**Environment** any land

**Organization** solitary, pair or family (1-2 plus 2-5 offspring)

**Treasure** none

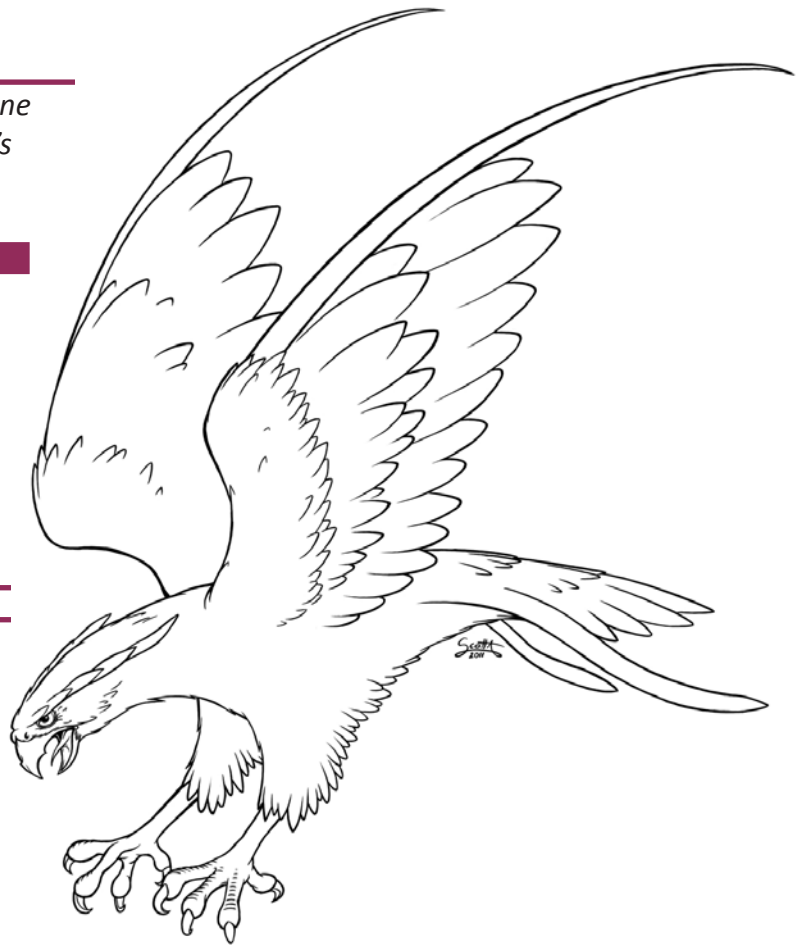
### SPECIAL ABILITIES

**Augmented Criticals (Ex)** The wing bones of the reaper falcon are razor sharp and threaten a critical hit on a roll of 18-20.

**Bleeding Strike (Ex)** When a reaper falcon deals a critical hit with its wing bones it deals an additional 1d4 points of bleed damage.

Reaper falcons are fearless hunters. They are known that their razor sharp wing bones can slice through any foe in their path. They know that virtually any creature can offer them a meal, though they are rarely interested in fighting for the sake of fighting. Fiercely loyal to their mates, one will always fight to the death if their mate is killed. They also make stalwart animal companions.

**Variant Reaper Falcons:** Some reaper falcons possess the ability to dismember an opponent on a critical hit. Mechanically any creature dealt a critical hit by



the reaper falcon would immediately lose 25% of their maximum hit points and one limb. If the damage reduces the creature to 0 hit points or less, it is decapitated and dies instantly. Reaper falcons with the dismemberment special ability cannot be trained as animal companions.

## REAPER FALCON COMPANIONS

**Starting Statistics:** **Size** Tiny; **Speed** 20 ft., fly 40 ft (average); **Attacks** 2 claws (1d2); **Ability Scores** Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6; **Special Qualities** darkvision 60 ft., low-light vision

**7<sup>th</sup> Level Advancement:** **Size** Small; **Speed** fly 60 ft (average); **Attacks** 2 claws (1d3), wing bone (1d4); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** augmented critical, bleeding strike

At 5<sup>th</sup> arcane caster level, the reaper falcon can be selected as an Improved Familiar.

## MONSTERS BY ROLE

**Any Role:** Ogrillon

**Combat:** Asherake

**No Role:** Reaper Falcon, Sapphire Golem

**Special:** Adult Kahrn, Larva Kahrn



## WRITING FOR THE DUCKS

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