



STRANGE LANDS

LOST TRIBES OF THE SCARRED LANDS



A CAMPAIGN AND CREATURE SOURCEBOOK
FOR V.3.5 FANTASY ROLEPLAYING

SCARRED
LANDS

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Special Thanks

To all the fans of Scarred Lands.

Correction

We accidentally left Lizard out of the writing credits for *Relics & Rituals: Olympus*. He contributed some great material; we're sorry for missing him in the credits. Mea culpa!



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**SWORDS
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STUDIOS**

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Other References

In addition to the *Player's Handbook*, *DMG* and *MM*, this book references key Scarred Lands titles. Rather than repeat the full titles every time, we use the notations listed below:

- * Creature Collection Revised
- ** Creature Collection II: Dark Menagerie
- *** Creature Collection III: Savage Bestiary
- † Relics & Rituals
- †† Relics & Rituals II: Lost Lore
- ††† The Divine and the Defeated

These have been three years of wonder.

The book you hold contains contributions from some of the most amazing authors, artists and creators ever to grace the Scarred Lands line. This book is packed with cool ideas, interesting places, terrors and wonders. But it is also more than that.

It is also the final book in the Scarred Lands line.

We had wonderful plans and places yet to take you, but all things must end. So, rather than see it trickle away, rather than spend these final releases on bits of minutiae like regions or organizations or a million other details, we figured we should flesh out the remaining portions of the world and put it into your hands.

This book contains the final three continents of the Scarred Lands, my friends. Given the amount of information to cover, we didn't have the space to put in all the wonderful details that our authors gave us — you should have seen my agony trying to figure out what to leave out! Nonetheless, we've given you a beautifully crafted set of thumbnails, ready for you to apply your own interests, strengths and campaign needs.

I have had the privilege to be around since the first Relics & Rituals, though I was just one name among many others who managed to contribute to that first, fateful Open Call. I love this setting dearly and have poured my heart and soul into it for three years now. It has become home to some of my most beloved ideas, and I will hold my years as a Scarred Lands writer and developer as some of my best work as an author, long after I have moved on.

But more than that, this setting has become home to so many of your ideas — the setting was grown on your imaginations, watered in your games and made strong through your efforts. None of us could have done this without each and every one of you, whether you were one of our frequent authors and Open Call contributors, one of the great idea people on our forums, or one the folks running a Scarred Lands game 'cause you like your fantasy a little grittier.

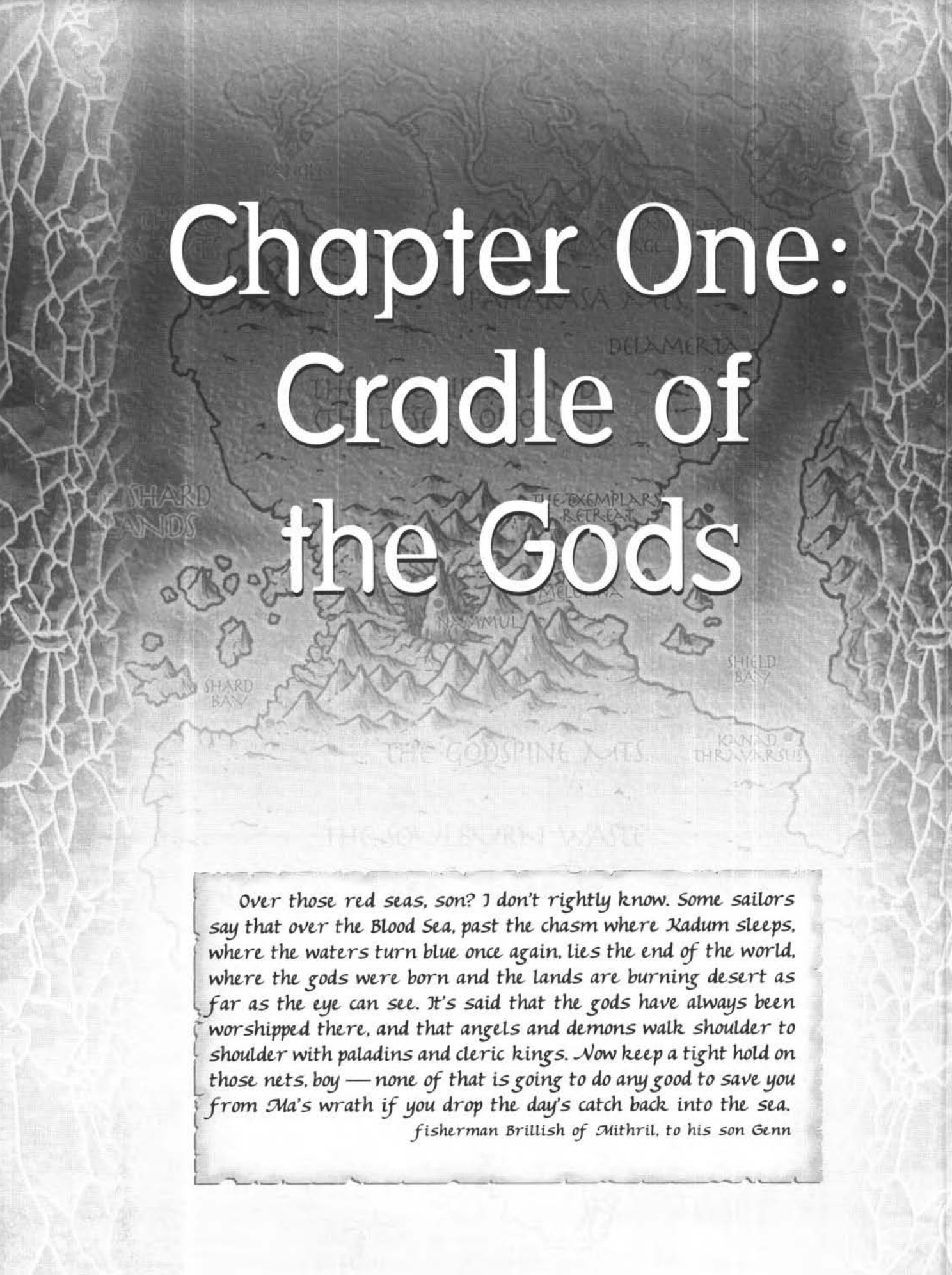
So thank you. Each of you. You have made it possible to build such an amazing setting. You have made these three years of wonder possible.

Thank you, and last one out, get the lights.

Joseph D. Carriker, Jr.
Scarred Lands Developer
Sword & Sorcery Studios

THE FERTILE CRESCENT





Chapter One: Cradle of the Gods

Over those red seas, son? I don't rightly know. Some sailors say that over the Blood Sea, past the chasm where Kadum sleeps, where the waters turn blue once again, lies the end of the world, where the gods were born and the lands are burning desert as far as the eye can see. It's said that the gods have always been worshipped there, and that angels and demons walk shoulder to shoulder with paladins and cleric kings. Now keep a tight hold on those nets, boy — none of that is going to do any good to save you from Ma's wrath if you drop the day's catch back into the sea.

fisherman Brillish of Mithril, to his son Genn

The Cradle of the Gods. The Desert Lands. Mighty Asherak has seen the worst that both gods and titans have to offer and has survived. A land of terrible deserts, it is a wonder that anyone is capable of surviving these lands, yet the Asheraki people do more than survive — they thrive.

The History of Asherak

This is the land from which all things sacred spring. This is the cradle of life. This is the womb of the Gods. This is the land that was lost, and the land that will be again.

Here, upon Asherak's once-fertile plains, did the first living thing sprout from the earth. Here was born the first crawling beast. Here did the Titans bring forth human and elf and dwarf. Here, in the Crèche of Divinity, were birthed the Gods into corporeal form.

Behold Asherak, most sacred of Scarn's lands. Behold it as it was, weep for what it is, and pray for what it one day may be again.

The Godless Epochs

The orthodox divine faiths of Asherak teach that in the dawning days, when the titans and Scarn birthed one another, this occurred in accordance with an inexorable fate: the very purpose of Scarn's creation was to birth the mortal races, and the very purpose of the titans' genesis was to birth the gods.

It is also taught that the titans became arrogant, forgetting, ignoring or simply not understanding their place in fate's designs, save for one: Gormoth, who remembered the purpose for which all the titans existed. To create.

In time, the arrogance of the titans was put to good use by

canny Gormoth, for in his act of creation, he caused jealousy to rise in the breasts of the titans, and they wished also to create, thus proving that though the methods by which fate is fulfilled are not always what one assumes they will be, fate will be fulfilled nonetheless. Not even gods or titans are beyond this. Thus was made the first of the Titans' Gifts: Life.

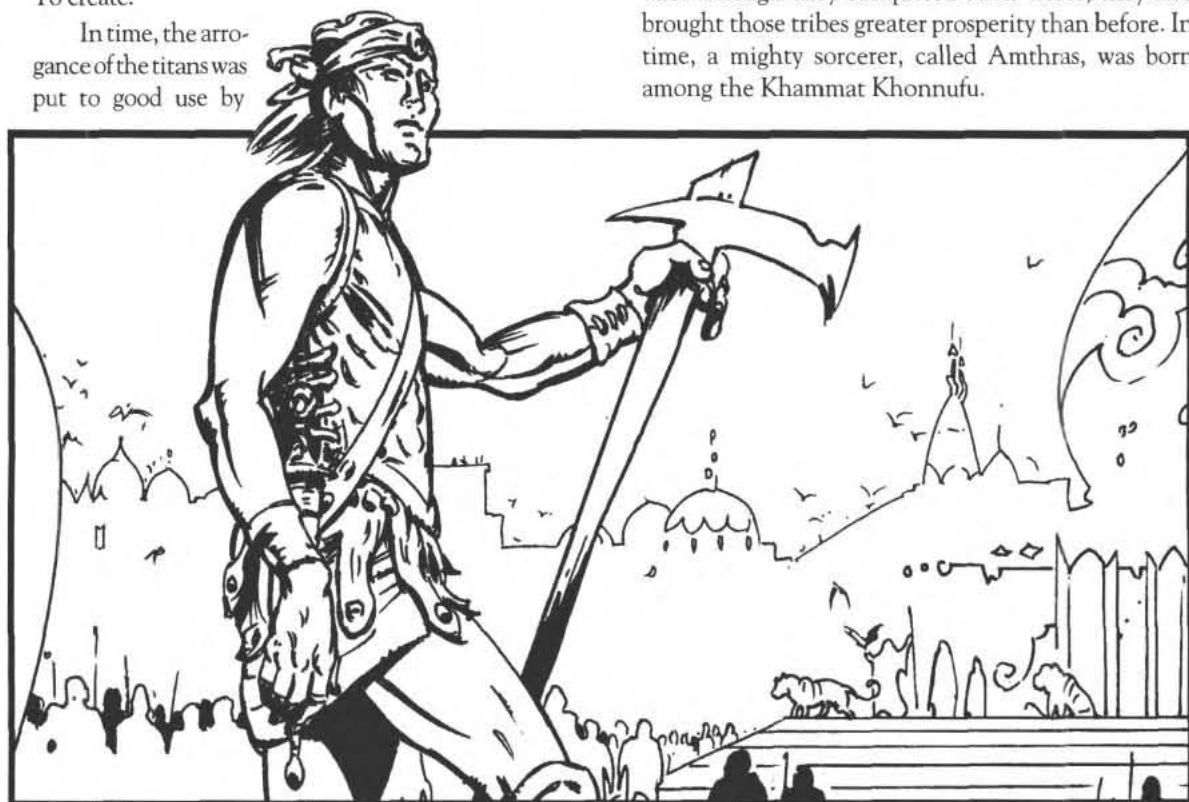
In time, as mandated by fate, the titans did create the gods. Many stories exist about when this happened, and the method by which it was done are likewise myriad. What is known is that the gods were finally given form by the titans, after waiting for so long for their parents to fulfill that function. Golthain himself provided a channel, a means by which Divinity could enter Scarn, and thus did he grant Scarn the second of the Titans' Gifts: Souls.

The Growth of Empires

In time, the tribes joined with one another and settled into villages, then cities, then nations. What kingdoms may have existed before the icy Epoch of Gulaben, or the devastation of civilization that was the will of Hrinruuk, even the gods have not revealed. In the times since, three empires have stood the test of mortal history — they are remembered.

The Kingdom of Amthras

In the great Forest of Essala, in what would become the Soulburn Waste, rose the Kingdom of Amthras, crafted with the swords and spears of the Khammat Khonnufu, a tribe of mighty warriors who knew the value not only of weapons, but of plows as well. Though they conquered other tribes, they also brought those tribes greater prosperity than before. In time, a mighty sorcerer, called Amthras, was born among the Khammat Khonnufu.



Amthras ruled the tribes as chief, but his mightiest deed was the founding of the Dreamwalkers, sorcerers who wielded enchantments that played on the emotions of others, creating a line of sorcerer-kings whose subjects loved them, but not of their own will. The Kingdom of Amthras continued to expand outward and might have covered the whole of Asherak, had it not encountered other nations that were not so easily conquered.

The Morrghu Hegemony

One such nation was the Morrghu Hegemony, thriving and powerful when the soldiers of the Dreamwalkers reached its borders, despite being centuries younger than the kingdom of Amthras. Where mighty sorcerers ruled the Amthras, powerful warriors skilled in axe and javelin ruled the Morrghu, blessed by their druid advisors, and taught mighty secrets of battle said to have been passed on by the titans directly. These warriors and druids formed a powerful alliance, for one ruled in times of war, and the other ruled in times of peace.

The druids here ruled not from groves or mountain caves, but from beautiful stone buildings shaped not by a mason's hand but by the magics of the druids themselves. Animals assisted as guards and messengers in government structures, and the crops of the Morrghu were the most plentiful of all the nations.

Blatant and plentiful praise and worship of the titans was the order to the Morrghu druids, and nothing was done — from opening a session of the druidic council to lying with one's spouse — without some prayer or state-sanctioned ritual. Those who spoke against the titans (and by extension, the druids) were sacrificed on the altars of the nation.

The Ephanerre Empire

A seagoing nation of notorious reavers, the Ephanerre Empire was made of lands on Asherak's eastern coast that no longer exist, stretching partially into what is the Anagara Theopoli. Their lands were mainly swampland and sandy coast, with a little farmland, so the Ephan tribes of that area turned to the sea for their prosperity, in both fishing and raiding. The people of Ephanerre were peerless sailors and shipbuilders, and revered the sea itself at all its elemental might. While the druids among their people claimed that the force they truly worshipped was Kadum, the Riser Out of the Waters, most Ephanerre simply shrugged and looked upon the entirety of the ocean as their mother and creator. In time, once the gods were known, Ephanerre turned to worship of Manawe.

Meluhna

Sitting high in the Skypillar Mountains was the Council of Meluhna, watching the rest of Asherak from its abode of subterranean villages and mountain-valley keeps. It cared little for political matters, interfering in the workings of other nations only on theological matters.

Meluhna facilitated communication between the kingdoms, passing news of heretics and other common dangers. It interfered not when the nations went to war, for this was of no concern to Meluhna, but raised its fist when treaties, signed by druids and in the names of the Primal Ones, were breached. For many centuries, then, though small kingdoms rose and fell, and the great empires stretched across the continent, the Council of Meluhna did truly hold power over Asherak.

The Gods Are Born

Mighty though they were, not even the titans could thwart their fate — they were created that they might create the gods. It was in the youth of Ephanerre, at a time when the Council of Meluhna was secure in its arrogance, that the titans finally succumbed to the tug of destiny. Chern Fleshscourge, Lethene Stormwarden and Thulkas Ironlord mingled their essence above the topmost peak of the Skypillar Mountains, the Peak of Nammul.

In a short order, the titans all came to Nammul to give birth to the gods. In their hubris, the titans never questioned why they were drawn here, to this most holy spot, to work their will and birth their offspring. It seemed not strange to them that beings of such vast power and such differing temperament would all come to the same place as their brethren to spawn their children. Mighty as they were, it never so much as occurred to them to wonder; perhaps they failed even to notice.

The Departure and Return of the Gods

Some wonder at the happenings in the time between the birthing of the gods and when the gods first truly began to be worshipped, what truly occurred. Whether the gods took mortal form to learn more about those whom they gained their power from, or whether they fled Scarn and its titanic masters for the glory of other planes only to find themselves trapped there and unable to escape as some have claimed, is unknown.

What is known is that after an eternity of suffering and want, into the midst of the Rishaka people was born a girl. Her name was Zakimi, and she was born amid many a grand omen and portent, the daughter and granddaughter of oracles. Even from childhood, Zakimi was driven by strange urges, calling aloud to names strange to her tribe. She was eventually driven from her tribe and fled into the care of a mighty oracle, a wizard known as Ugarraz who dwelt in the caverns. There, she learned powerful lore and divinations.

Then one day, inspired by the mists and her own madness, she worked a magic of seeking, searching among the planes not for the intelligences of the elemental kings

that the spell was meant to search for, but for the Great Ones whom she knew lay even beyond them.

Zakimi was struck blind and mad by her contact with the gods, but hers was the first contact. Her master used the same rites to search among those planes as well, and it was only a matter of time before he contacted Corean the Avenger and began to learn the mysteries of the gods.

The first recorded miracle of clerical spellcasting upon Scarn was the healing of Zakimi of her blindness and madness. She then journeyed into the rest of Asherak, carrying the word of the gods to awaken the faith of all mortals. No longer did they have to suffer in the world of the titans eternally was her message, for the gods promised glories in the afterlife in return for praise and worship in this one.

The Spread of Faith

In time, the druids heard of the Prophetess of the Rishaka. By the time they heard of it, it was too late. The seeds of heresy against the druidic order were well sprouted, and though they used every means at their disposal, they could not root them out. The touch of the gods was evident even in the ranks of the druids themselves.

The druids set out to destroy the nascent cults that would dare grant their worship to God over Titan. They hunted them in the wild, setting storm and famine and summoned beast upon them. They oppressed them in the cities, imprisoning them and torturing them to recant their faith and reveal their fellows. In truth, they succeeded only at driving the faith of the gods into hiding, awaiting a time when mortals could better understand the mysteries of the gods.

Then might faith in the gods have stagnated, were it not for the appearance of the Eight Prophets. All, it is said, were of the blood of Zakimi, and all carried within them the very essence of faith. Few could hear their words and not heed. Few who spoke with the Prophets did not convert swiftly to veneration of the gods. Across Asherak they walked, moving through cities and towns, one here, one there, and in their wake they left thousands of believers. These were Amata of Belsameth, Dirdanum of Vangal, Hunzuu of Tanil, Kamat of Hedrada, Nutesh of Madriel, Tabnir-Gamelat of Enkili, Thrizi of Corean, and Ushenthu of Chardun. With the Eight Prophets leading the way, faith in the gods spread as the wildfire over the summer plains.

In time, the Council of Meluhna was forced to raze entire cities to the ground for the strength of the heresy to be found in such places, and the survivors simply went on to found new cities, cities dedicated in whole to their gods who carried them through such trials. Soon they joined forces, and the mightily armored clerics of the gods took to the field in strength, and the sight of them quailed the followers of the druids, for the sight of a man in thick armor still wielding the powers of magic was unheard of, and surely a sign of the strength of the gods they worshipped.

Eventually, the enemies of the gods were routed, and the followers of those enemies turned to the worship of the gods. The cities dedicated to the worship of the gods grew stronger with an influx of the newly faithful, eager to live in places that claimed to embody the teachings of their patron gods.

Thus were born the first of the Theopoli. For many years they prospered, hunting out pockets of druids and titanspawn, driving them deep into the badlands and wildernesses, refining their understanding of the mysteries with each passing generation.

The Titanswar

Then came the Divine War. Though its causes have been examined elsewhere and in greater detail, one thing is certain — the terrible war took a monstrous toll on the life of Asherak, devastating its people and land and nearly destroying it utterly.

Most folk of Asherak agree that it is obvious why the titans should attack and raze Asherak as they did — after all, if the gods gained their power from the worship of their faithful, what better way to strike at their power than by slaying their faithful? And what place held such a concentration of the faithful as Asherak?

The battles themselves were many and bloody, and entire nations were destroyed by rampaging titanspawn, created by the touch of the titans' champions or birthed by the titans themselves for just this purpose. Too many battles occurred to discuss, save for one — toward the end of the war, the gods convened upon the Peak of Nammul, for purposes unknown to mortals. But the titans knew of this gathering as well, and they came from all sides, converging on the Skypillar Mountains with a roaring and terrible thundering the likes of which has never been seen, before or since.

No one knows precisely what happened there to cause such devastation — for many years after the Destruction of Asherak, rumors said that one or more of the gods had died, that the titans were sundered wholly there, that the world was unmade and quickly remade there. Strange rumors abound of other, less plausible things, and to this day no one — not even the oracles and god-kings of the theopoli themselves — can say what happened.

All that is known is that a wave of terrific force and heat exploded outward from the top of Nammul, shattering the Skypillars. The wave traveled over all of Asherak, destroying souls, flesh and stone completely. Those who weren't killed directly were wounded terribly, their souls ravaged from their warped bodies. The wave traveled downward, creating a pit around Nammul that no one has yet discovered the bottom of. It traveled upward, destroying clouds and even shattering the very Wheel of the Zodiac — stars fell from the skies that night like the tears of Scarn itself, and where they landed, they scorched the earth.

No More Lies

Excerpt from the Sharu-Shen Scrolls, a heretical work banned by all churches of the divine. Mere possession of one of the few existing copies is grounds for punishment, and attempts to translate the scrolls can result in memory alteration or execution.

know that you have been fed a lie, a lie so great it is a wonder you did not choke on it. not just you, but all asherak, indeed all the world. you have been fed a lie by those to whom you have offered your reverence, your devotion, your soul. you have been lied to by the very gods.

though it cost me my life, and perhaps my soul, i will tell you the truth. it was not, as you have been led to believe, the titans who laid asherak to waste, who blasted the forests and burned the rivers and made it the desert it is today.

no, poor fool, it was not the titans. it was the gods themselves.

you scoff. you laugh. you rant. you cannot accept it, for it goes against all you have been taught. you cannot accept it, for you cannot imagine why the gods would do such a thing.

i will tell you.

long before the gods declared war on their parents, they debated and argued and plotted means of defeating powers greater even than they. and it did occur to them that just as they themselves could be weakened, possibly even slain, if their worshippers were destroyed, perhaps the titans too could be weakened or slain if removed from the source of their power: scarn itself.

even amid their other efforts, they began to work on this. it was corean himself who designed and built this horror. they called it the seraphic engine, a device constructed with all the wiles, skills and knowledge of he who would become the god of blacksmiths and craftsmen. corean, and the other gods who aided him, planned every step, measured every part, tested at every stage. they were certain that they had, indeed, found a means to separate the titans from scarn.

the device existed on multiple worlds, for it had to affect multiple realities. though the part that existed on scarn itself was not much larger than a large forge, the seraphic engine entire, could it all be seen at once, was larger than a small castle.

then, when it was complete, the other gods gathered around the seraphic engine. and they poured into it their power, their strength and their will to sever the titans from the world the gods would claim as their own. the seraphic engine absorbed it all, and fed also upon the energies of the various worlds to which it was connected.

the gods, however, hesitated. though each step was meticulously planned, each segment of the engine carefully tested, it was impossible to test the device in its entirety. the seraphic engine contained more energies than any mystical artifact ever conceived; more, in fact, than many demigods.

then, at the start of the divine war, the titans came to asherak. and the gods, frightened of what might happen if the titans destroyed the heart of their churches, activated the seraphic engine.

in a single burst, the engine blanketed the entirety of asherak in a miasma of divine energies. and alas for us all, it worked.

the gods, for all their knowledge, had not truly understood the ties that bind the titans to scarn, and scarn to the titans. for the barest instant, a fraction of an eye-blink, the engine succeeded in severing that connection, at least over the nearer portions of the world. the power of the bond between titans and scarn is so great, it reformed itself almost instantly, but in that single instant, scarn was deprived of energies vital to the existence of life itself. and much of that life surrounding the seraphic engine was obliterated, in a wave of destruction caused not by the titans, but by the temporary removal of their power. it was this, the hubris and recklessness of gods playing with primal forces they did not comprehend — and not any effort of the titans themselves — that left asherak the barren wasteland it has become. and in that moment the gods became not merely destroyers of mortals, but murderers of their own kin. for many of the demigods active on asherak at the time were caught in the devastation, and the greater gods, for all their efforts, were unable to save them all.

this, then, is why the gods are so anxious to see asherak restored to its former beauty, its former fertility. Is it guilt and remorse that drive them? Or is it simply the fear that their sins, their culpability, might one day be uncovered? and that evidence, I believe, exists still, buried somewhere in the desert sands. For the seraphic engine is gone. It vanished utterly in the moment of activation, and even the gods, with all their power, have never been able to locate it. If it was destroyed, well and good, but I do not believe it to be so. A device so greatly infused with the power of the divine cannot so simply be annihilated. If it remains, is it still active? Do otherworldly energies continue to emanate from the machine, warping life and preventing efforts to restore the land?

Of course, frightened as the gods may be of that possibility, another must worry them further still. Should the engine be discovered, mystical examination might well reveal its origins, and its purpose. Should the people of asherak learn that it was the gods themselves who scarred the land, that the history they have been taught by the priesthods since childhood is a lie, asheraki civilization itself might crumble. Not merely the priesthods but the gods themselves would certainly lose the respect, the faith and the trust of the people. Governments based on faith could not likely survive. Titan-worship might once more take root in asherak, for the gods must surely grow weaker as worshippers turn from them.

Worse still, none can know who might eventually find the engine. Should the discoverer be an ambitious mortal, or a servant of the titans, even the gods cannot say what they might do with it.

I do not seek the seraphic engine. I do not wish the downfall of civilization as we have known it. Yet now, exposed to the truth, I cannot sit and allow all I know to labor under a lie, to grant their reverence to beings who would claim to love us, and yet, ruled by fear, would risk all in a misguided experiment. I cannot allow my people to worship deceivers. For all their sins, the titans, at least, were never this. Know, too, that we serve under liars of less divine nature, for some few among the hierarchies of the churches know the truth, and keep it hidden for the sake of their gods, and the sake of their own positions.

You who read this, you too are now exposed to the truth. Rail against it all you like, destroy the writing that bears the message, you cannot now forget it.

What you will do with it is up to you.

Aftermath

Many died in the destruction of Asherak. Indeed, it was only because of the direct influence of the gods that many places were spared utter destruction. But the land was terribly changed by the wave of destruction.

It is only recently that many of the theopoli have begun to have dealings with one another again, for they have been long disposed with the task of surviving. Though merchant caravans and other traders do exist that cross from one end of Asherak to the other, they are the first in many generations to do so, trailblazers in nearly every case.

With each new dawn, the people of Asherak thank the gods for their mercy, for their sacrifices, for their blessings. But the future is in their hands now, for good or ill.

The Lands of Asherak

Asherak is a place of deadly environs, and the people here must be canny to survive it. Though sages have noted that rains should at least come in off of the seas to cool the deserts and perhaps begin to heal them, those who are familiar with the workings of Asheraki weather know better: clouds do indeed come in off of the sea, but they remain high in the sky, drawn inexorably toward the great spinning maelstrom of clouds over the Godspine Mountains. It is only here that they drop low and rain down upon the land, the water of which is sucked up by the greedy vales and mountains of the Godspines, while the deserts continue to parch.

Anagara Theopoli

Once part of the mainland, the Anagara Theopoli sit on an island. Spared the devasta-

tion of the other parts of the Godspines by virtue of the immensely tall mountains that shielded them, life is hard in the Anagara. The terrain itself, once coastal hills, is still adjusting to being an island. Much of the plant life was killed as a result of the sudden presence of salt in the local water and dead communities surrounding water sources that suddenly turned salty are common here. These salt-towns are avoided, for they are known to be lairs for the undead and other horrors.

Auriopolis

Small City, Population 11,500 (humans 61%, elves 29%, half-elves 8%, other 2%)

A Madrielite city, Auriopolis is named for its god-king Auriana, the Lady of the Dawn Upon the Waves. Despite this exalted name, Auriana is a simple woman with a love of her city and its many fishermen. Auriopolis wasn't nearly as terribly impacted by the destruction of the Seraphic Engine as the other cities of the Anagara, for it was already a coastal city. Auriana was blessed by Madriel after the Goddess of the Sun saved the city from terrible rushing waters, and made the guardian of the city, which was renamed Auriopolis in her honor.

Galgal

Large Town, Population 4,500 (humans 96%, other 4%)

The library-city dedicated to Immatuk, the script-goddess, Galgal is ancient, even beyond the worship of Immatuk. It is acknowledged that the druidic theocracies that once ruled Asherak used this place as their lore-haven, and when it was claimed by the worshippers of the library goddess, Galgal was rededicated to Immatuk. Though Galgal boasted the presence of a god-king, the script-master and archmage Janul-Dajah, he died some thirty years ago in combat with a terrible abomination that rose from the waves nearby and sought to destroy the library-city.

Gamishlyn

Large Town, Population 4,500 (humans 56%, elves 14%, half-elves 18%, other 12%)

Gamishlyn the Bronze Archer is the founder of this city-state. A half-elven ranger sanctified as god-king to Tanil, Gamishlyn rescued the tribal peoples who nearly died in the wake of the destruction of the Seraphic Engine. Though the settlement of Gamishlyn is small, it actually aids many more than its population would indicate, for those tribes departed Gamishlyn's care once they learned how to survive again in Anagara. To this day, however, all the members of those tribes are welcome in this settlement, and many of the

old and infirm of the tribes remain here, under the Bronze Archer's protection. The only concession that the tribes that are welcome here were forced to give was an agreement not to wage war upon one another.

Ravyyk

Small City, Population 9,500 (humans 86%, other 14%)

It seems as though the ancient funeral city of Ravyyk has always stood. It certainly stood long before the Divine War, for it was one of the first cities to throw off the druidic idea of casting aside the physical shell when one was done with it — the Ravyykari were the first to embrace the concept of respecting the bodies of those who had given their souls to the gods, for never again would those souls enter the world. They began doing so when it was still unlawful by the druidic theocratic laws, and they suffered for their decision to do so. Nonetheless, they were blessed by the Ne Morga, the gods of the dead and the transition into the afterlife, and soon many followers of the gods who could not afford to arrange for proper funereal rites in their own cities began to bring their dead here, that they might be honored properly.

Ravyyk is technically home to a god-king, but few have spoken to him, for he goes about in funereal ceremonies and does not have any truck with the living. This Gray Keeper, as he is called, allows the city to govern itself — he oversees the priesthoods that deal with the proper rites for those who have passed on. No one knows which of the Ne Morga anointed the Gray Keeper, or who he was before his elevation.

Tulithaad

Large City, Population 22,000 (humans 46%, elves 14%, dwarves 12%, half-elves 8%, ubuntu 4%, other 16%)

Sacred to Manawe, the Sea-Queen, Tulithaad's god-king is long missing. Shortly after ensuring that this former military fortress that suddenly found itself on the very verges of the ocean was able to survive and prosper, Tulitha of the Waves, the Daughter of Manawe, entered the waves of her namesake. Occasionally sailors indicate that they have seen her, dwelling among the merfolk near Tulithaad.

In the meantime, Tulithaad has managed not only to survive but to prosper, becoming a bustling seaport and the gateway for the rest of Asherak to the Anagara Theopoli. If a merchant company wishes truly to profit, it knows to get its goods to Tulithaad, for in the Pearl Market, all the people of Asherak are represented.



Arisha Jakim

Even in the glory days of Asherak before the Divine War, Arisha Jakim was a wild land, filled with roaming beasts and savage tribes that still worshipped the titans. Unlike the Anagara Theopoli, Arisha Jakim has always been an island, set apart from the northern shores of Asherak, a set of ominous mountains that can be seen through the low mist off the shore of the Fertile Crescent.

In recent days, eyes have turned to that island, for it seems to have been largely untouched by the Divine War—the plants and forests there are still healthy and the rivers clean. Thus far, only the warnings of divine prophets have stayed the hands of those who might seek to settle it. Nonetheless, some enterprising folk have begun to settle, though they have yet to understand why all godly divinations warn against doing so.

Breth

Large City, Population 15,500 (humans 46%, elves 14%, dwarves 12%, half-elves 8%, ubuntu 4%, other 16%)

The terrible and legendary City of Heretics, Breth is thought to be a place of untold horrors by those who dwell on the mainland, for it is said that this place was the last known vestige of organized titan worship in all of Asherak.

The truth is a little less impressive. Though some of the merchants and adventurers take delight in menacing the mainlanders, the truth is no organized conspiracy of

druidic titanspawn, seeking to whip the people of Breth into a frothing horde to cross the waters and slay the children of the gods, exists. Certainly, titan-worship is common in Breth, but religion is seen as a personal affair, and the people of Breth have no patience for those who would mandate something like that to them.

Stel Perilis

Small City, Population 9,300 (humans 92%, dwarves 6%, ubuntu 2%)

A colony founded by Stel Talionis, Stel Perilis maintains contact with its parent-city through force of necessity. Life is hard in this small colony, with attacks by titanspawn and barbarians disturbingly common. Fortunately, the colony is well defended by the Ironclad Order, an order of Chardunite knights, priests and blackguards who not only protect the people of the colony, but aggressively work to expand their control over the surrounding countryside.

It is likely because of the influence of the Ironclad Order that life in Stel Perilis has become hard and ruthless, with many of the people forced into near-slavery by the Ironclad Order. With its charismatic priests who constantly drone on about the responsibility of the individual to the state and iron-clad warriors ready to enforce their will, it is certainly not the paradise that Stel Talionis envisioned when it founded this colony some forty years ago.

Ugarraz

Barbarian Tribe, Population 500 (humans 99%, other 1%)

The barbarians known as the Ugarraz are not the first to bear that name. Indeed, they take that name from the sacred caverns they have claimed as their homeland, a relic of ancient days. Before the coming of the gods, these caves were considered holy ground, home to a powerful but mad sisterhood of oracles that dwelt within them, breathing the sacred mists that rose from the cracks in the cave floor and speaking of the future. After the coming of the gods, the sisterhood was turned to the worship of Enkili.

In the fallen days after the Divine War, the Oracles of Enkili (who wore the clothing of the opposite gender as part of their sacred charges) abandoned the Cave of Ugarraz. Now it is the home of the Ugarraz tribe, led by their shamans who dwell within the sacred caverns, divining the future for the benefit of their people.

Crown Mountains

The Crown Mountains are the only reason that the Riverlands are able to survive — were it not for the barrier that they form between the south of Asherak and the terrible Soulburn Wastes, the horrors of that blasted desert would have overrun the Riverlands long ago. These mountains are probably the lowest on the continent, though they were certainly high enough to spare the southern lands the devastation that the Seraphic Engine wrought.

Crown Keep

Small Town, Population 3,000

The warring nations of the Riverlands' only act of cooperation is sending men to join the Crownguard, an order of guardians led by the clergy of Corean and Tanil and captained by paladins and rangers. Based at Crown Keep, the Crownguard swear to set aside their personal, family and national loyalties in order to ensure that those they left behind have the luxury to keep them. The Crownguard patrol the vast Crown Mountains, protecting against incursions of fell beasts and desert horrors from out of the Soulburn Wastes. They avoid only the Vale of Shadow, which is more than capable of taking care of itself. Interestingly, however, Crownguard patrols have been assisted by the deadly witches, blackguards and poison-using archers who make up the Black Faith of the Vale.

The Vale of Shadow

Small City, Population 15,000

Isolationist and xenophobic in the extreme, rare is the man or woman who can say that he has visited the Vale of Shadow. And that is precisely the way the Witch-Queen of the Vale, the Belsamethan god-king of this city, wants it —

nearly the only contact that anyone has with members of the Vale is the merchant caravans that venture into the Riverlands.

The Witch-Queen has made it clear that she has no interest in the petty wars of the Riverlands nation-states, and those who try to draw her into them often are found murdered or simply disappear entirely. Little else is known about the Vale, other than what can be gathered from the merchant caravans, which are always accompanied by a Fellowship of the Black Faith, a small cell of the defenders of the Vale of Shadow, a collection of witches, blackguards and other powerful beings, many of whom have infernal blood in their veins.

The Crucible Lands

Called the Desert of Onn even before the Divine War (and still called that by certain historical-minded folk), most people refer to this mighty desert as the Crucible Lands, the ubuntu name for them. It is here they believe that mortals are tested, and the unrighteous are found wanting. Mighty tortoises roam these deserts, oblivious to all save their slow wanderings. Though none see them die, eventually they do, as evidenced by their mighty shells left scattered through the desert.

In these shells, moisture can accumulate without being scorched away by the heat of the Crucible Lands, forming oases that wise travelers learn to use. The ubuntu and other tribes of these lands have learned the locations of many of these and roam from oasis to oasis, using up the resources in one before moving on to the next. Conflicts are common among them as one tribe comes upon an oasis that another tribe inhabits, and the results stain the sands with blood.

Deiamerta, Lands of the Deiamsu Tribe

Population 15,000, in communities of 200 to 3,000 (humans 80%, elves 10%, half-elves 5%, half-orcs 3%, other 2%)

The Deiamsu tribe is not consolidated into a single theopolis but rather ranges across a territory stretching several hundred miles through the eastern Crucible Lands. Numerous villages and communities, as well as wandering nomadic bands, are all linked by a web of trade, marriages and a hideous, inhuman faith that turns the stomachs of even the most murderous follower of Belsameth or raving warrior of Vangal. The Deiamsu have neither the resources nor the inclination to build a single central city, and this fact may well have saved their lives, for a single accumulation of such hideous practices might well inspire others to wipe them out once and for all.

The various tribes of the Deiamsu answer to the Voice of Torment, Madash Mar, the god-king of Deiamerta, who is sanctified to the Flayed God, who teaches his people the sanctification that comes with

pain. Agony is a sign of life, and the ability to both receive and inflict it is tribute to the Flayed God. Ritual scarring and piercing are common, and even infants are often marked or branded. But most sacred is the ability to provide the Flayed God with succor, whether by giving oneself to him or by providing victims for the Black Sands, a low-lying plain surrounded by dune ranges, the sands of which are blackened with the blood of thousands of sacrifices. Sacrifices to the Flayed God are staked out here, their feet planted firmly in the maggot- and insect-infested bloody sands to await the arrival of the Flayed God.

Imahim Nomads

Tribes, Population Unknown

Though not as numerous as the ubuntu, the imahim nomads are fairly common. Primarily made up of humans, the imahim dress in long robes, veils and other coverings. Where the ubuntu travel the core of the Crucible Lands, the imahim tend to move along its fringes, acting as traders between the theopoli and the ubuntu. They are known as canny bargainers and skilled merchants, though some claim that they are also thieves and kidnappers.

The imahim revere a fourfold pantheon of Ashumas, D'shan, Subastas and Tukulti, whom they call the Gods of the Deserts, and they refuse to bend

their knees to others. In many ways, this sets them in conflict with ubuntu, who are not careful of their inherent fanaticism, and both peoples are careful to avoid religious discussion when engaging in trade. The adepts of the shell (see below) are common among the imahim, moving a week ahead of their tribe's wanderings, following the trails of the mighty tortoises and blazing trails to find new oases for the imahim.

Tamulqawid

Tribes, Population 12,000

Fewer than either the ubuntu or the imahim, the tamulqawid revere the mighty Sage of the Desert, Tamul. It is through his blessings on their tribe that they are able not only to survive but prosper in the deserts — the tamulqawid are animal herders and hunters, capable of maintaining herds that should not survive in these deserts and finding food where none should be. The tamulqawid are the only tribe of the desert that holds such a high reverence for animals, especially their camels, whom they look upon as fellow tribemates.

Ubuntu

Tribes, Population Unknown

Many are the people of Hedrada, the Blessed People, and the Lawgiver has given the deserts of Onn for their dominion. The ubuntu have always



been part of the deserts of Onn, possibly created as prey for Hrinruuk to hunt in these deserts. But when Hedrada himself came to them and saved them from the destruction of the Seraphic Engine, they fell down as a people to worship him and take his ways as their own.

Now many tribes wander these lands, so many that no one has a means of accurately knowing how many. Each tribe is made up of several clans, and most tribes number several hundred members. Truly prosperous and mighty tribes can range up to two thousand folk, but this is rare.

It is said that somewhere in the desert of Onn dwells He Who Has Passed Through the Crucible, an ubuntu god-king of Hedrada — some say the first of the god-kings. Stories conflict about him: some say that he dwells in a mighty city of silver and sandstone in the center of the desert, while others claim that he sits on the back of the oldest of the tortoises, basking in the terrible heat, small and brown, but with his sins and imperfections burnt away.

Though ubuntu can be found in other places, most tribal ubuntu are suspicious of such folk. They believe that the Crucible Lands are the proper home for the ubuntu, created by Hedrada to test them. They believe that the tests that can be found in other lands are not their tests, and that those ubuntu who settle in other places have fled their rightful testing grounds and are cursed.

The Fertile Crescent

North of the Paharasa Mountains is the Fertile Crescent, a place of fertility and greenness rare in the blasted lands of Asherak. Like the Riverlands in the south of Asherak, the Fertile Crescent's settlements are built along the rich rivers that flow out of the Paharasa Mountains, as the land more than a day or so from the rivers tends to be either blasted rock and stone or standing mires and bogs. Some kind of blessing or enchantment, however, seems to be on the river, which allows it to sustain life around it — the addition of poison or even wrack cannot foul it. Such substances simply form bubbles in the water without mixing into it, much like adding oil to water. The water loses this property when taken from the river proper for more than a day.

Brathanis

Large Town, Population 4500 (humans 78%, dwarves 8%, elves 6%, ubuntu 4%, half-elves 2%, half-orcs 2%)

A remote and rather small settlement that clings to the vestiges of its former glory, Brathanis is little more than a small and crumbling town with delusions of grandeur. Most citizens live in buildings ancient beyond habitability or in crudely built

hovels, hoping to keep out the elements and dangerous beasts combing the ruins. At the same time, the city has an unhealthy obsession with the ostentatious and gaudy display of wealth, to the extent that even the poorest have gilded altars to “honor” the city's patron gods, Hedrada and Enkili.

Built near the ruins of “Old Brathanis,” Brathanis sees the ruined ziggurat, monasteries and other destroyed bits of ancient city as reminders against the folly that befell Old Brathanis when the Perfected One of the Exemplars first came to that city with his message (the full story can be found in the **Player's Guide to Monks and Paladins**).

Although an incredibly ancient city, Brathanis has little remaining in the way of culture save for unrelenting greed and pettiness, a ridiculously complex bureaucracy, and dominance by those who would curry the favor of the gods. Although the city remains theoretically a theopolis in Hedrada's name, true Hedradans are few and far between. It is an open secret, at least among Brathanis, that Enkili truly guides the city. The few true Hedradans are those bureaucrats so caught up in their rigid bureaucratic madness that they cannot see the city disintegrating around them. The “Hedradan” temple is filled with Enkilite priests who use the building as a festhall to host debauched parties and other hedonistic pursuits.

The Khaelean Confederation

Nation, Population 28,000 (half-elves 47%, humans 38%, elves 12%, other 3%)

The Khaele Confederation is a small nation in the Aulter Woods, made up of several small cities. As a whole, the Confederation's cities are self-governing, though each has at least one blessed theocrat*** of the Son of Stars and Glades, the half-elven god-king Khaele, hero of the Divine War empowered by Tanil to protect the forest she painstakingly protected from the destruction of the Seraphic Engine.

• *Aelfygh (Population 7,500):* Aelfygh is a relatively new city, built upon the remains of an ancient dwarven fortress, largely abandoned during the Titanswar and resulting cataclysm. The upper city is largely built into the cliffs of the Sorent Hills for protection, while the lower city is spread along the shoreline, around the city's sizeable docks. The buildings are mainly well crafted stonework, tending to be more uniform and subdued than other Khaelean cities. As a port city and the city closest to the large theopoli of the eastern Fertile Crescent, Aelfygh is an important center of trade for its famous stone and ironwork. Aelfygh boasts a mix of elven and dwarven culture, valuing the simple hard work, stoicism and tenacity of the dwarves and the appreciation of beauty, closeness to nature, and calm patience of the elves, all wrapped

in a strong faith in Tanil. Aelfygh is known for its impressive smithing techniques, which combine traits from elven and dwarven secrets.

- **Aulter-ash (Population 4,000):** A small settlement dedicated to Tanil actually built in the Aulter Woods, Aulter-ash is constructed from the living wood of the forest. Evidence of ancient elven architecture can be found throughout the settlement, from the dwellings constructed of shaped living trees to the treetop marble Council Chambers. The forest around the city remains largely untouched, as it is valued and carefully tended by the citizenry. Though Aulter-ash is the remnants of an ancient and powerful elven civilization that once flourished in this portion of Asherak, it has abandoned the reverence of Denev and now worships Tanil, as does the rest of the Khaelean Confederation. Few of the elves today remember the druidic magics which built their mighty treetop settlement.

- **Khaele (Population 22,000):** The beautiful, airy and prosperous Tanilite city of Khaele has been built entirely since the Titanswar in one of the few remaining hospitable regions remaining. Perhaps unique among cities of the Fertile Crescent, Khaele is built neither upon the shores of a river nor by the sea. Instead, Khaele rests in the center of a fertile valley, surrounded by small farms. The city is therefore especially vulnerable to overland attack and thus has constructed a massive retaining wall. The buildings themselves are simple wooden affairs, uncomplicated but sturdy and well constructed. Khaeleans take pride in individuality, often decorating their houses with bright colors, maintaining gardens, or displaying works of art to distinguish their dwellings.

Stel Talionis

Metropolis, Population 76,000 (humans 84%, dwarves 13%, ubantu 3%)

A bustling metropolis retaining much of its pre-Divine War glory, Stel Talionis is a bastion of the gods of law, a city of divine order. Wide brick streets, marble cathedrals and ornate sculptures dominate the city. The people go about their daily lives, purposefully ignoring the wasteland beyond their walls and confident their gods will protect them. Justicars patrol the streets and busy marketplaces, enforcing the city's divine law.

The folk of Stel Talionis are dedicated and extremely religious, but are grim and distrustful of outsiders. This has made the theopolis rather isolationist; the priesthoods believe that those beyond lack the dedication and pure faith needed for true exaltation of the gods, and they are therefore disdained. In recent years, however, has come a push for expansion and involvement with other Fertile Crescent theopoli. Provoked by the city's prosperity, the space limitations imposed by the Binding

Wall, and what many see as a divine duty to spread the faith of the gods of law (called the Triumvirate in Stel Talionis), this impetus led to the creation of the Stel Perilis colony.

The city is not led by a god-king. Rather, it is governed by a Holy Council, consisting of a priest chosen from the clergy of each of the city's patrons. Usually the high priest of each given temple will take on this role, although exceptions have occurred when the priest lacks political expertise or is too busy with religious affairs. Each morning, in a ceremony known as the Blessing of Sacred Waters, the city's clerics line up along the edges of the reservoir and create as much water as possible. This water is transported throughout the theopolis via aqueduct. This is necessary because, although the city rests beside the Banya River, its water is tainted by the nearby ocean and the barren wastes it must travel before reaching the city, making it undrinkable.

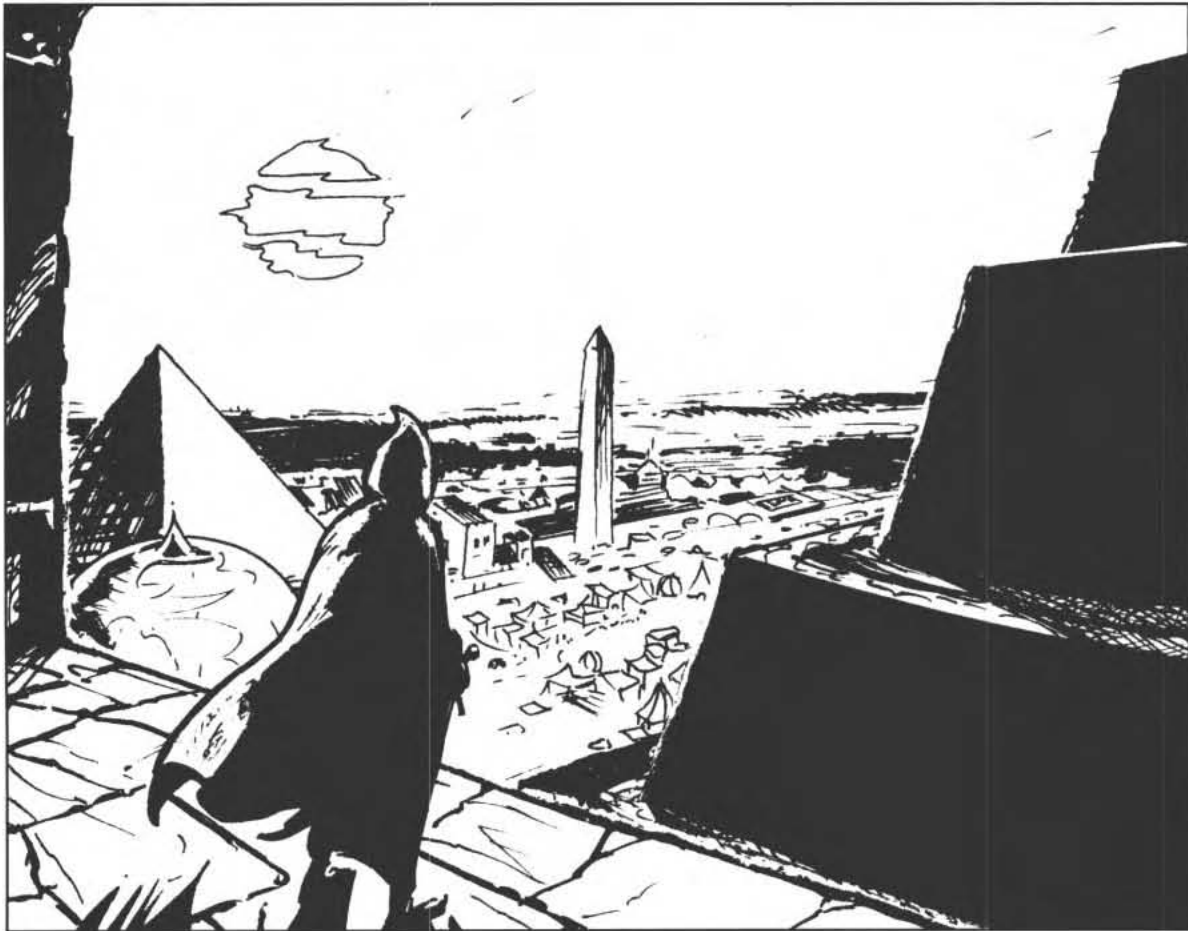
Tangle

Metropolis, Population 61,000 (elves 62%, humans 29%, half-elves 8%, half-fiends 1%)

A large port city set on the northern end of the Dragon's Maw Gulf, Tangle is beautiful in its own twisted way: a city of enormous ziggurats seemingly continually dripping with the blood of sacrifices, of decadent and yet broken elves, and of a complex and chaotic social structure. The tang of the sea air and the city's port dominate life in Tangle, as does the city's oppressive and bloodthirsty religion.

Tangle retains some elements of traditional elven culture with a patina of bloodthirsty ruthlessness and savage cruelty encouraged by the religion of Vangal. The elves of Tangle, wracked with pain at the land's destruction, reflect the state of Asherak: brutal and barren with little respect for life. Only on the open sea, far from the ravaged shores of Asherak, can these tormented beings feel a moment of peace. Thus nautical life has become a powerful influence in the theopolis; many young elves who do not become associated with the city-state's brutal politics take on callings as pirates, raiders and privateers. The elves of Tangle do not maintain close relations with other elven city-states — indeed, the elves of Tangle are openly antagonistic toward the Khaelean Confederation.

Tanglean raiders range throughout the Dragon's Maw Gulf, as far south as the Shard Islands and as far as the Anagara Theopoli in the east. The raiders employ small boats holding from ten to twenty raiders and strike without warning against small settlements, usually taking advantage of the cover of night to strike. Large numbers have been known to gather to assault large theopoli, such as Khaele and Stel Talionis. These raiders are also notorious pirates. While Tangle does maintain a small merchant fleet, it is not the theopolis' focus, and few theopoli are eager to allow ships into



their ports that are just as likely to contain fierce Tanglean raiders as simple merchants.

Tangle is nominally ruled by Orbranaxis the Shatterer, the Vangalite god-king, and his Church of Shattered Souls. Their power is more over the common folk than garnered through politics or money, however — that distinction belongs to the noble houses of Tangle, notorious slaving institutions given to extreme infighting and blood feuds (encouraged and some say orchestrated by the Church of Shattered Souls).

Slavery is an integral institution in Vangal. Although Tangleans are not above capturing slaves of all races, only human slaves are allowed to serve the xenophobic elves in Tangle. To elven sensibilities, the human form is reminiscent of a barbaric and primitive version of the pure elven form, making them tolerable for little more than menial labor. Half-elves are given a modicum of respect, functioning as slave overseers or elite slaves, such as scholars and bodyguards. Other races, with the exception of those blessed with Vangal's own blood (half-fiends), are sold to other slavers to be shipped from the city-state or sacrificed to Vangal during the theopolis' daily prayer of exaltation to the Reaver. While most slaves dwell in the lower city, left to fend for themselves and free to be snatched up by any free elf as labor, the noble houses maintain their own stables of slaves.

Taroke

Large City, Population 15,000 (humans 75%, elves 12%, half-elves 3%, other 10%)

A wealthy city of ziggurats and step pyramids built in the jungle of the northeast Banyan River delta, Taroke is a spectacle of both wondrous beauty and horrible depravity. The worship of Elámash dominates the city-state; ornate temples dot the theopolis and little occurs except under the eyes of Elámash's watchful priests. Little is seen of the marble that dominates other Fertile Crescent cities, as the folk of Taroke prefer local building materials, such as limestone and shale. Outside the solemn ziggurats and temples spring up raucous markets, rife with slaves, poisons and other less savory fare.

Elámash's religion dominates Taroke, his priests active in all aspects of daily life, from morning sermons to enforcing evening curfews. Especially significant is Elámash's unseen eye, a sect of the church that acts as enforcer, secret police and assassin. The unseen eye routs out heresy, which varies from primitive titan worship to failure to live according to the dictates of Elámash (and his priesthood, of course). The god-queen of Taroke, Queen of Scales Saratha, has ruled the city since shortly after the Divine War.

The Godspine Mountains

One of the fiercest mountain ranges in the world, the Godspine Mountains sit in the center of Asherak, dividing north from south. Many of the peaks of the

range are astonishingly high, though they are but a fraction of the size they were before the activation of the Seraphic Engine. Many of the peaks are strangely shaped, portions of the mountainside having been blown away in the blast. Some are so twisted, they look almost like some mad sculpture.

Only Nammul remains as high as once it was, rising in the center of the range like the axis of Scarn itself, its peak cloaked constantly in a veil of cloud. Around it, nothing stands, the nearest mountains obliterated to their very roots when the continent shook. The Godspine Mountains still host the most sacred spot in all the world, but with all the devastation surrounding it, few can afford to bask in its holiness.

They were once called the Skypillar Mountains. Their peaks were enormous, seeming to hold aloft the clouds and the stars themselves. Their slopes were steep and fierce, a testament to the grandeur of Scarn itself and a challenge to those few brave or foolish enough to attempt to scale them. They bisected the entire continent of Asherak, from points far west to the farthest eastern edges of the land. And in the center of the range, the greatest peak of all: Mount Nammul, the Crèche of Divinity, birthplace of the gods, and the single highest point on all Scarn.

No longer. The devastation caused by the divine folly that was the Seraphic Engine laid waste to much of Asherak, but it truly obliterated an enormous portion of the Skypillar mountain range. In the center of the range now stands what can only be called a hole in the earth, a span more than a hundred miles in diameter where no mountain stands, where the ground is rocky and cracked, well below sea level. The range extends only a few hundred miles east and west now; where the land once continued for hundreds of leagues, the mountains have been shattered or sunk beneath the risen waters of Shard and Shield Bays.

The range itself is awash in a sea of wild magics, energies put forth by the Seraphic Engine that have not faded since. Clouds and storms seem drawn to the mighty peaks, pulled in off the ocean as if by the hand of a god itself. More than half the days and nights of the year, the outermost mountains to the east and west are drenched in a torrential downpour, their slopes whipped by winds strong enough to rip the clothes off a person's back. Yet these rains never reach the rest of the continent, or even the inner portions of the range; the outermost mountains hoard them like a miser, and the desert continues to parch.

The extraplanar and divine energies permeate the creatures of the Godspine Mountains as well. Every animal and every monster native to the region, with only a very few exceptions, is an outsider by nature if not by location of birth. From celestial mountain lions and eagles to fiendish goats and wyverns, every creature here has been touched by the

gods. Some are stranger still, creatures of other realities not quite like this one, stranded here when the walls between worlds came tumbling down. (See the Seraphic Creature template in **Creature Collection 3: Savage Bestiary**.)

The Exemplary Retreat

When the Perfected One led his followers from the corrupt and dying city of Brathanis, he took them up into the Skypillar Mountains. Here, after many tests of faith, devotion and determination, they settled upon a specific cave to serve as the heart of their new community. These people would become the exemplars, their home the Exemplary Retreat. (See the **Player's Guide to Monks and Paladins** for more on the Perfected One, the Exemplars, and their history and home.)

On the slopes of an unnamed mountain, near what is now the southeastern edge of the Godspine Range, stands a small complex of buildings built from the rock of the mountain itself. Surrounded by a high wall, the Exemplary Retreat has survived hundreds of years, the wrath of invading armies, and even the devastation of the continent and the trembling of the mountain itself.

The structures are simple stone, most only a single story in height. They are connected by paths roughly cobbled in pebbles and by caves running through the rock of the mountainside. Each boasts a tiny garden, so carefully tended that several green sprouts survive even in this harsh environment.

Meluhna

Even back when Meluhna thrived, when the druidic Council of Meluhna stretched forth its hand to steer the course of mighty empires, it would have been inaccurate to call Meluhna itself a "nation" in any true sense of the word. It was a network of small communities, yes, linked by a common law and common rule, but none of its members considered themselves citizens of any greater kingdom. They saw themselves only as followers of a higher power, the titans, and of the men and women who served the titans. Few of the various communities of Meluhna even boasted their own name, save for Paroq Kurvensett — the site of the Council itself — and one or two others. Everyone else simply saw themselves as scattered members of a single society. The Council of Meluhna was a religious body; any secular governing they had to do in order to keep their community thriving was purely incidental.

Today Meluhna is largely an empty place, shunned by followers of the gods and haunted by memories and remnants of what it once was. Yet it survives, despite several attempts by the greatest of clerics and wizards to bring down the walls, to fill the caverns with shattered rock, to cover the entrances with avalanches. And this survival fills the hearts of the clerics with fear, and even the gods with consternation, for this

Forgotten, But Not Gone

A majority of the undead making up the current "council" could hardly care less about the creatures under their rule; they are purposeless, selfish beings who simply enjoy the power of commanding others. Several, however, seek to restore Meluhna to its previous state, to throw off the "yoke of the gods" and restore the druids to power. Three of the council — Kulu (female human ghost drd16), Attii'kusu (male human ghoul drd13) and Laqip (male human ghoul drd12) — were actual druidic members of the council. Kulu and Laqip were members of the last true council, before Meluhna fell, and Attii'kusu was part of the group that attempted to recreate the council during the Pather-Ashtim War. The entire council is currently commanded by a creature called Thultku (male greater gorgon [advanced to 15 HD] vampire), who seeks nothing less than the reclamation of all Asherak under the sway of Meluhna, with himself as the leader and high priest of this continent-spanning empire.

Thultku and his minions seek to understand what it is about Meluhna that renders so many of its caves resistant to the power of the gods. Is it the residue of the millennia of druidic magics that fortified the place for so long? Something to do with the nature of the surrounding rock? Could the caves contain the partial remains of one of the titans? Thultku is determined to find the answer and use it to wage war against the theopoli of Asherak.

former bastion of the titans' power resists the power of the divine even though it lies in the Godspine Mountains themselves, the very heart of divine power in these Scarred Lands.

Some of the villages of Meluhna, built into deep caverns, yet remain, though they have suffered the ravages of time and are in substantial disrepair. Subterranean titanspawn, from various goblin types to ashborn arachne and other unnatural vermin, from skittering slitheren to all manner of ooze, make their homes in the branching passages and crumbling buildings. And over them all rules an assembly of the undead, gathering in mimicry and mockery of Meluhna's druidic council.

Nammul

No holier place exists, nor can exist, anywhere on Scarn, and no climb to lofty heights can bring one any closer to the homes of the gods themselves. This is the Crèche of Divinity, the birthplace of the gods — and, according to some legends, life itself.

Nammul is a great column of stone, a pillar reaching toward the heavens in the middle of a pit hundreds of miles across. The ground around it is bare, barren rock, as are the sides of the pillar itself. So large is the hole in which Nammul stands that anyone

viewing it from a distance gains no true idea of how enormous a structure it is. Only as one draws closer does it become apparent that Nammul is far, far taller than the highest peak, and thicker around than most mountains. Mortal minds can scarcely imagine what it must have looked like in the days before the Seraphic Engine, when it was Mount Nammul, and far larger even than it is today.

Mount Nammul has existed as long as a Scarn has been there for it to stand on. Given that it is (or was, at least) a mountain, that may seem an obvious statement, but in Nammul's case, it may be the literal truth. Mount Nammul is believed to have been the first portion of Scarn, before the world was even complete, when the titans were first stepping forth from the primal chaos of reality itself. The mountain survived the passing of titanic epochs that almost totally resculpted the face of Scarn. It saw the creation of life. It supported the first tentative footsteps of the divine races. And it was here, in a howling tempest of storm and fury, that the titans brought forth Vangal, first of the gods.

Though incredibly difficult to reach, surrounded (even before the Titanswar) with almost impassible terrain, numerous natural hazards and creatures from all the various outer planes, Nammul has often been host to various temples, monasteries and other religious gatherings. Even those who do not have direct connections to the gods can feel their presence here, and in ages past, demigods and occasionally the gods themselves would appear at Nammul's peak to converse with their followers.

The Divine Power of Nammul

Divine energies, holy and unholy, lawful and chaotic, radiate from Nammul like a tide constantly flowing into Scarn from other worlds. Any living creature can feel these energies and find his faith restored, but it is the clerics and paladins of the gods who truly benefit from these emanations.

Power calls out to power, and stronger divine casters can feel the power of Nammul at greater distances than weaker ones. For any given cleric, paladin or other divine caster who gains power from the gods, multiply his caster level two. Within that many miles of Nammul, every spell that character casts is considered Maximized, as per the feat, but without any increase in required spell slot. Furthermore, a cleric or paladin praying for her daily spells needs only 15 minutes, rather than the hour normally required.

Of course, all these advantages apply to the spells and spell-like abilities of the region's numerous outsiders as well, so clerics and paladins shouldn't assume that they are suddenly becoming the most powerful forces in the area.

It was here, on the highest crags, that the gods built the Seraphic Engine, designed to sever the titans from Scarn in the early years of the Titanswar. And it was with the activation of the Seraphic Engine that the gods finally did what time and the titans themselves had never been able to do: they destroyed Mount Nammul.

The destruction was far from complete. The pillar of Nammul today still stands larger than any mountain. But it is barely half the width it was then, and thousands of feet have been sheared from its height. The force of the blast fused the stone, rendering the column smooth and almost featureless, impossible to climb without magical aid. It obliterated everything standing, other mountains included, for hundreds of miles, and altered the very shape of the continent. Fortunately, the gods had instructed most of those worshippers who had dwelt on the mountainside to depart years earlier, when construction of the Engine began. Some few remained, however, as servants of their deities; they were so thoroughly obliterated in the surge of energy that their souls have not yet arrived in their gods' afterlives, and may have been destroyed entirely.

Today, some of the truly devout still make pilgrimages to the base of Nammul, but few have attempted to scale the column since the Titanswar. Of those few, none is known to have succeeded.

The Paharasa Mountains

The Paharasas are the mountains that serve as the border between the Crucible Lands and the Fertile Crescent. Only two passes through the Paharasa Mountains are known, but rumor speaks of many more, inaccessible to large caravans, but certainly traversable to small groups of travelers on foot or with mules.

Altanthropolis

Metropolis; Population 40,000 (dwarves 48%, humans 40%, ubantu 12%)

A shining and ordered Hedradan theopolis built high among the peaks of the Paharasa Mountains, this white marble city overlooks the wide and well traveled Vhaer Pass. Unique among theopolis, Altanthropolis is built partially into the mountainside, protecting it from savage dust storms arising from the Crucible Lands. As a center of trade, this city boasts good roads and well constructed buildings, although squalor remains in the city's forgotten corners.

The people of Altanthropolis divide themselves into five great castes, chosen from birth according to the divine will of Hedrada, as directed through his priests: the *harati*, who serve as the priests and leaders of their city (the caste to which most of the ubantu in the city belong); the *wyrti*, who are the lorekeepers, scholars and teachers; the *paranti* craftsman and merchants; the *kallorti*, whose work entails them touching blood, whether as healers, morticians, butchers or warriors; and the *enkti*, who are considered the chaotic

and lawless, relegated to filthy work considered inappropriate for those higher in the caste system to do.

Altanthropolis is known for its shining white marble and fantastic architecture. Though much of the basis for its works sit firmly with the dwarves who originally founded this city, most of the more modern wonders are the work of the Society of Sand, architects and magicians of great power. Altanthropolis is also blessed with a large number of marble sentinels***, a gift to the city from Hedrada, for peace-keeping within the city itself, allowing the *kallorti* to focus their efforts on guarding the Vhaer Pass and the trade routes of the area from the various creatures that dwell in the mountains, as well as the savage Shalitim tribe of the Paharasa Mountains.

Altanthropolis is ruled by the god-king Jahoril, the Upbearer of Pillars, a mighty dwarven warrior-priest who ensured that his people survived the devastation of the Divine War by the careful application of laws. Jahoril is considered by the people of his city to be the Son of Hedrada, and they know that he speaks the god's will in all things.

Scaumatarge

Small City, Population 9,500 (humans 74%, dwarves 21%, other 5%)

A dark city rife with turmoil, Scaumatarge rests on the backs of its poor and its eternal undead slaves. The city is constructed largely of black marble and stone, with the level of repair being commensurate with the wealth of the occupants. Scaumatarge is flush with ruins, both new and old, great and small. Death motifs and symbolism are common throughout the city's architecture, as is ornamentation such as gargoyles and images of demons. While quite lively areas of the city exist, such as the market square, an abiding aura of subdued misery and desperation hangs over most of the city, bringing a pall over any light or happiness to be found in this place.

With its position above the Pass of Jagged Bones, one of the two passes through the Paharasa Mountains, Scaumatarge has found itself almost inadvertently an important trade city. While the city itself is quite unpleasant and anything but hospitable to travelers, the very fact that it is open to the sort of contraband so strictly regulated in Altanthropolis has made it quite popular among less reputable merchants. The city has come to depend on the wealth it acquires from trade, making it a dark rival to shining Altanthropolis.

The religion of Otossal has dominated life in Scaumatarge since the city's inception; indeed, the city is named for the first god-king of the city, Scaumatarge, called the Bonelord of Otossal. Free-willed undead are viewed as sacred beings, and many necromancers and clerics of the Bonelord hope one day to join their ranks. At the same time, skeletons and other controlled undead are used for menial labor and defense. Poor citizens are often viewed as less than

Balathu

Warm Mountain/Volcano, EL 14

The mighty smoking peak of Balathu overlooks Scaumatarge and the Pass of Jagged Bones. High upon its peak, overlooking a great chasm of fire, is a great platform hewn of obsidian, upon which victims are brutally sacrificed, horribly affixed with sharpened bones thrust through their bodies to form symbols sacred to Otossal and then cast alive and screaming into the fires below as sacrifices. Opposite the pit from the platform is the Seat of Otossal, a mighty throne that is crafted from the very bones of the mountain itself. In times past, the Bonelord Scaumatarge oversaw the rites from here, but the current Bonelord has not found the secret passage that leads to this throne. Otossal's priests believe that one of the signs of the coming of the True Bonelord is that he shall know the path to the Seat.

The peaks around Balathu are prowled by all manner of horrible undead, including some strange burning ghouls that are said to be made from the corpses of those who are sacrificed to Otossal that the god finds pleasing.

undead by those in charge; they require rest and upkeep and tend to grow rebellious. Life among the destitute in Scaumatarge is so desperate that families have been known to sell children or siblings into the ranks of the undead, in a process known as culling, in order to buy food for just weeks or days. Few leave Scaumatarge, for the Pass of Jagged Bones is extremely dangerous and few possess the skills to survive long in the ubantu-dominated Crucible Lands.

The city's governance could best be described as a chaotic mess. Since the death of the great Scaumatarge, a series of petty warlords and necromancers has held the city, ruling by force of arms and magic in Otossal's name. The current Bonelord Deemethereesu has ruled the city for five years and is distinctly not a god-king.

Shalatim

Nomadic Tribe, Population 2,350 (humans 100%)

The Shalatim were once a mighty people. In time, however, the dwindling resources of the Crucible Lands and the growth of both the Shalatim and the local ubantu forced a conflict between the small people of Hedrada and the mighty raiders who served Subastas. In the end, the fiery Shalatim lost to the more ordered war methods of the ubantu, and the Shalatim were driven into the Paharasa Mountains.

Now, perhaps a generation later, the Shalatim are a prevalent part of life in the Paharasas. Both Alanthropolis and Scaumatarge play host to Shalatim clans that wander the mountains around them, following the wild herds of mountain goats that serve as their main staple.

Among the most feared of the Shalatim are their pyromancer shamans (the elders of whom possess levels in the Adept of the Flame prestige class; see the *Player's Guide to Wizards, Bards and Sorcerers*). In recent days, these shamans have gathered around a prophet, the Source of Flame, who claims that Mount Balathu is no longer a sacred place of Otossal, but rather belongs to Subastas. The Bonelord of Scaumatarge fears that this Source of Flame may be not simply a powerful shaman, but actually a god-king of Subastas.

The Riverlands

The Riverlands, like the Fertile Crescent, is made up of swaths of green around the rivers that flow through them, protected from the terrible Soulburn Waste by the Crown Mountains. The southern reaches of Asherak are home to a number of city-states that have fallen to infighting since the days of the Divine War. This infighting has gone on for years, much of it beginning shortly after the Divine War. Though some claim the wars were instigated by the Empire of Kanish, the fact is that all of the city-states have participated in these wars at one time or another, and continue to do so to this day.

If the Empire of Kanish can be held responsible for any atrocity, it is the murder of god-kings as a means of waging war against city-states. Kanish himself, a god-king elevated by Chardun, murdered the first of the god-kings to fall in the Riverlands as part of his city-state's war against the Vangelite city of Tabish Ahl.

Unlike many places in Asherak, the large city-states are not the only settlements — up and down the rivers can be found small farming communities and trading outposts, all of which have sworn fealty to one of the city-states or another.

The Andoral Federation

Nation, Population 25,000 (humans 85%, elves 10%, other 5%)

The first nation to form in response to the aggressions of the Empire of Kanish, the Andoral Federation is made up of the three city-states that sit in the Andoral River basin.

• *Erithanopolis (Population 4,500)*: The city-state of the Hedradan god-king Erithanus, Erithanopolis has been in mourning since Erithanus' murder at the hands of Kanish. A city of fine white marble and stoic folk, Erithanopolis has had problems with a quickly developing cult among its people that postulates that if the chosen of Chardun was able to slaughter that of Hedrada, perhaps Chardun is a worthier god. Though this cult, the Blood-drenched Brotherhood (named because its founders were clerics present at the death of Erithanus who were drenched in his viscera and left alive by Kanish), is actively outlawed and hunted in Erithanopolis, it is quickly growing.

• *Galashin Mor (Population 11,500)*: Another Hedradan city-state, Galashin Mor is home to the god-king Galashin, a mighty warrior responsible for the death of Kanish. The battle took its toll, however, and Galashin has never truly recovered, even after almost twenty years. Galashin is a place of military strength with a feared force of elite soldiery, the Legion of Stone, made up of paired teams of male lovers. When the Legion has marched to war, Galashin and his eleven lover Barrilin always led it, but these days, only Barrilin's worry-weathered face is seen by the Legion. Whispers among the troops say that should Galashin die, Barrilin will likely sacrifice his life in the way that is customary in the Legion — by attacking the foe wildly, slaying as many as he might before he himself falls.

• *Ylirishan (Population 7,000)*: A Madrielite city-state, Ylirishan was founded by Yliris, the sister of Galashin and a god-king of Madriel. Yliris fell avenging the death of her beloved Erithanus; though she and Galashin managed to slay the tyrant Kanish, doing so cost her life. The people of Ylirishan have allied themselves with Hetanu, their clergy exchanging acolytes and often meeting to discuss theology, but to this day Hetanu resists the offer of alliance with the Andoral Federation.

The Empire of Kanish

Nation, Population 45,000 (humans 65%, dwarves 15%, elves 10%, other 10%)

The Empire of Kanish began with the ambitions and machinations of the Chardunite god-king Kanish. Thirty years after the Divine War, he turned his eyes toward the creation of an empire, and began his empire with his neighbor, Tabish Ahl. When the Son of Slaughter, the god-king of Tabish Ahl, fell, it was short work for Kanish to convince the clergy of Vangal that he had lost the blessings of Vangal, for what god-king of Vangal would be slain in war? This was the founding of the Empire of Kanish.

• *Kanishopolis (Population 22,000)*: Kanishopolis the mighty is now officially in mourning for the death of Kanish, the Tyrant of the Riverlands. But this mourning is the mourning of a soldier for its beloved general, rather than the mewling of child for parent. Kanishopolis' war efforts have been redoubled by Queen Janaia, the widow of Kanish. A powerful warrior and cleric in her own right, Janaia has named herself the successor to Kanish's throne. Now, Kanish — a city known for its smithing and industries of war — steadily turns out new, well armed troops to bring the whole of the Riverlands under Queen Janaia's banner.

• *Odil Aramath (Population 6,500)*: Once a Coreanic city, Odil Aramath has been a client-city of Kanishopolis for nearly a century now. The old bastions of Corean worship were thrown down along with its now-forgotten god-king, whose skull was overlaid in black iron and set as the keystone above the city

gate. The clergy of Corean even now attempt to regain a foothold here, supported as they are by the Shining Empire, but to no avail.

• *Tabish Ahl (Population 9,500)*: Still a city with a strong component of Vangal worship, Tabish Ahl did not abandon the ways of the Ravager — indeed, they teach that it was the Son of Slaughter who did so, and for his arrogance, Vangal permitted Kanish to throw him down. The terrible berserkers and slaughter-makers of Tabish Ahl complement the ordered troops of Kanishopolis well. Tabish Ahl thrives primarily by cattle herding and the like; indeed, the largest cattle yard in the city lies opposite the temple of Vangal, and each citizen is expected to slaughter his own meat as a means of sacrifice to the god (who permits citizens to keep the meat of the kill as a blessing).

• *Towrin-Gauth (Population 4,500)*: Recently subjugated and taken whole from the Shining Empire, the Coreanic god-king of Towrin-Gauth simply disappeared shortly before the arrival of the Empire of Kanish's troops. Disheartened and demoralized, the peaceful craftsmen and miners of this city surrendered, against the wishes of the paladins and clergy of Corean, throwing open the gates of their city to the enemy. A terrible slaughter of the faithful of Corean followed, as all citizenry were rounded up and forced to renounce worship of Corean in favor of that of Vangal and Chardun. Those who refused were killed; those who agreed were branded with the symbols of Vangal and Chardun on their hands, in order to remind them never to be so intemperate in their worship of their new gods. Already the people of this city are beginning to feel the effects of doing so, as many forges and hearth-fires go out, and armor and arms crack more easily.

Hetanu

Large City, Population 27,000 (humans 74%, ubantu 10%, elves 6%, other 10%)

The City by the River, Hetanu is easily the oldest of the theopoli. Existing as an autonomous city-state devoted to the worship of a single deity since before even the Divine War, Hetanu has always paid homage to the Lady of the Sun, Madriel. Sun worship is very strong in this riverside city, and that devotion has been paid back many times over the centuries.

Indeed, in the middle years of the Divine War, Hetanu came under attack by titanspawn, seeking to destroy the holy relics of Madriel in the Pyramid of the Golden Lady and to slaughter the largest concentrated population that gave her worship as a whole. They were turned aside, however, as the very crocodiles of the river — creatures that had basked in Madriel's light for all their lives — rose up in defense of the people of Hetanu. In return for their aid, Madriel made them stronger and wiser, that they might continue to watch her people.

To this day, the people of Hetanu regularly give sacrifices to the crocodiles of the river, and actually ornament the great beasts with pieces of jewelry crafted specifically for them. Though they are not by any means tame, the paragon crocodiles will permit humans to approach them, as long as it is done respectfully. Many a foreigner who thought the paragon crocodiles to be domesticated creatures has been dragged off into the deeps of the river, to be stored away in some deep lair there and eaten later.

Hetanu has never had a god-king, nor has it needed one — the residents are quite familiar with taking care of themselves with the aid of their clergy, and the paragon crocodiles provide all the defense that the people of Hetanu might need.

The Shining Empire

Nation, Population 18,000 (human 70%, dwarves 20%, other 10%)

The Shining Empire should not exist. Indeed, if the founders of this empire had their way, they would not be needed, for the Shining Empire was founded solely in response to the imperialistic advances of Kanish and his pet Vangalites. Once made up of three city-states, they are now reduced to two, as Towrin-Gauth has fallen recently, its god-king slain.

- *Devish-Khaen (Population 10,000):* A mighty Coreanic city-state, the god-king of Devish-Khaen, the King Resplendent in Mithril, is alone now. Too many of his fellows have been killed, including those he considered brothers in service to Corean as his anointed. Now, only the Melancholy King remains, seemingly paralyzed by his grief and unable to react to the continuing threat of the Empire of Kanish. His advisors and high priests report that he seems to disregard the Empire as a true threat since the death of Kanish — it is clear that he underestimates the fervor of the widow of Kanish.

- *Zamshur (Population 7,500):* The King Resplendent in Mithril's last ally-state, Zamshur hides a horrible secret. Its own god-king, the mighty Hedradan oracle Zamshur, is dead. Slain by assassination most cruel by terrible Kanish himself before his own demise, Zamshur's body remains in its place, shrouded in his robes, seated before the mighty crystal sphere that was his to gaze into and see the workings of his people and his foes. His people hide this fact, refusing to admit to it — after all, his body has not corrupted, so perhaps he resides in a holy sleep, recovering his power. Before his death, Zamshur and his priesthood of Hedradan oracles ran the city as much by divination as by wise bureaucracy, and the lessening of this influence can be felt in the highest chambers — now diviners are forced to rely on their own feeble powers, arguing among themselves about the meanings of portents, where once they had only to turn to the Oracle Zamshur for his wisdom.

The Rosewaters

In the proper light, as the people of Asherak look to the west, they can see a rose-colored tint reflected in the distant waters. This is the Blood Sea, bane of the sea lanes around Ghelspad and Termiana alike, resting place of the mortally wounded and ever-bleeding titan Kadum the Mountainshaker. The Asheraki are far less familiar with the Blood Sea than the people of those other continents, for their own shores are largely spared the taint of Kadum's blood. Still, the name given to the western ocean suggests that even here, so far from the corrupted waters of the Blood Sea, that stretch of tainted water is impossible to ignore.

The Shard Islands

When Asherak was devastated at the start of the Titanswar, the eastern- and westernmost reaches of the continent sank beneath the rising waters of the surrounding seas. The deeper of these two new bodies of water became known as the Bay of Shards, or Shard Bay. The gulf was named for the many uneven islands — the tops of mountains that survived the partial destruction of the Skypillar range — and the many outcroppings of rock and smaller peaks that lurk just beneath the surface, ready to rend the hulls of passing ships.

Shard Bay sees a substantial amount of sea traffic, steered by those captains skilled (or mad) enough to brave the razor-sharp reefs. Several of the isles are still home to thriving communities, and several major theopoli still trade with the cities of Ghelspad and Termiana.

The name "Shard Islands" collectively refers to a cluster of isles and mountain peaks located throughout the length and breadth of Shard Bay. Four substantial islands — Appan An, Appan Ir, Appan Lur, and Appan Ru — are surrounded by dozens of smaller masses. These four isles were clearly plateaus and other raised areas, rather than mere mountain peaks, when they were part of the Skypillar Mountains; the largest, Appan Ir, is almost 60 miles across at its widest. Several of these isles are occupied, their people largely isolated since the devastation of the Titanswar, despite the occasional trade forays in the modern era.

Irku

Tribe, Population 200 (human 100%, other 1%)

The Irku of Appan Ir were a commune of clerics of the various gods, assembled in a sanctuary on one of the Skypillars' highest peaks. Deliberately distancing themselves from Nammul until they believed they were worthy, these clerics spent every hour not devoted to farming or other necessities of life in constant prayer. Being stranded on an island in the middle of a brand-new bay was probably not the answer they sought. Over time, their faith has never been shaken, but their focus has shifted. The Irku are now devout followers of Manawe, goddess of the sea. They credit

her for sparing them when most of the region was drowned and believe that only she heard the prayers they offered with such sincerity. The Irku are disdainful of the followers of other gods and prefer not to deal with them if at all possible.

Any member of their tribe who believes she is about to die, either from a disease the clerics cannot cure or from old age, is expected to hurl herself into the sea as a final tribute to Manawe. Though they of course require other skills as well to survive, *every* member of the Irku is raised as a cleric of Manawe, and anyone old enough to have class levels of any sort likely has at least a single cleric level complimenting his NPC class (provided he possesses a Wisdom of 10+).

Shield Bay

The eastern portions of Asherak, save for those highland areas that today have become the Isle of Anagara, sank beneath the waves in the same cataclysm that created Shard Bay, across the continent. The waters rushed in here even as they did there, drowning entire cities and leveling landmarks that had stood since the creation of the world. It was dubbed Shield Bay by those in the Anagara Theopoli, who saw the lowlands shield them from the brunt of the Engine's destructive wave.

The Isle of Griat

Population fluctuates

Precisely *which* island is Griat is a matter of some debate. It's one of several moderately sized isles in the southern region of Shield Bay. The inhabitants of Griat make a point of planting campfires and false signs of habitation on the other surrounding isles, and of invoking numerous spells of misdirection, rendering precise identification by outsiders — specifically, the authorities of the coastal towns and theopoli — almost impossible. It is even possible that Griat does not refer to a single isle, but to whichever one of the many isles is currently in use.

Griat is, quite simply, a pirate haven. Armed with weapons collected from all over Asherak, and other continents to boot, the mismatched scoundrels who dwell here prey upon many of the ships that enter Shield Bay, and make occasional long-term forays out into the other surrounding oceans.

The Soulburn Waste

Unlike the Crucible Lands, the Soulburn Waste is a place of terror and agony. The center of what is now the Soulburn was once a mighty nation, the Empire of Qarash. When the Engine was destroyed, the souls of that nation's people were literally burned away, infusing the land itself with their fear and pain, destroying the land. Where the Crucible Lands are primarily normal deserts, pockets of wrack can be found throughout the Soulburn. It is a home of undead and wicked desert spirits; even the mighty tortoises who dwell here are sickly and maddened with pain.

Qarashi

Tribe, Population 3,500 (human 80%, wrack elves 14%, other 6%)

Only the Qarashi, the People of the Burned Faces, wander these wastes. Devotees of Subastas and the Flayed God, the Qarashi are the descendants of those few hardy souls who managed to survive the conflagration that destroyed the mighty Empire of Qarash. Those who survived bore horrible scars upon their bodies, and those of later generations were scarred with fire to make them part of the People of the Burned Faces.

Boretanshu, the Luminous City

Metropolis, Population 45,000 (humans 80%, dwarves 8%, elves 5%, halflings 2%, other 5%)

Boretanshu, one of the younger of Asherak's theopoli, is the center of the Church of the Avenger. The city is constructed on a grand, magnificent scale. The stone buildings tower above the streets, white-washed and intricately adorned with carvings and statuettes of chargers, eagles and warriors of the divine. The main streets are cobbled, and in select areas of the city, clerical efforts ensure that lush gardens grow. The magnificence of the Luminous City is not born of arrogance or pride — though certainly those always lurk among the theopolis' rulers, watching for an opening — but as a beacon of hope. Boretanshu stands as an example to all Asherak that desolation is not death, and that, with the aid of the gods and sufficient faith and hard work, the continent may once again become a land to be envied, rather than one avoided.

Born of the remnants of the pre-Divine War Coreanic city Aplaa, Boretanshu is ruled by Luminous Ninophris, called the Lantern of Corean, a woman invested with the powers of a god-king by Corean. Ninophris has overseen the workings of this city since its founding, when she was one of the pilgrims to lead the people of Aplaa to a new home.

The citizens of the Luminous City walk a fine line between the necessities of desert life and a sense of modesty they have not been able to shake since the days before the Titanswar. Women are expected to cover their breasts and their legs at least from hips to knees; men are to wear similar leg coverings, and to go shirtless only when working at the most arduous physical labor. To meet these requirement yet remain comfortable, Boretanshi have perfected the art of crafting exceptionally light fabrics, in light colors, to shed the heat of the desert sun better. It is said across Asherak that wearing Boretanshi tunics is like wearing the wind.

Kanad Thravarsus, the White Acropolis

Metropolis, Population 51,000 (humans 70%, dwarves 25%, other 5%)

Most newcomers, those who do not understand the true nature of this city, express great surprise when first passing through the ringed outer walls of Kanad

Thravarsus. Given the Overlord's reputation, they expect streets filled with the agonized cries of the suffering, and chain-clad slaves shuffling beneath the hot sun. Yet this place, one of the pinnacles of Chardun's hierarchy and the site of his first temple, seems quiet, almost serene. The paved streets ring with the boots and sandals of soldiers marching in military precision; the canyons between the tall, uniformly squared buildings echo with the sounds of smiths and craftsmen at work; and the gongs of the temples sound the call to worship. Nowhere are the alleys filled with the rag-clad poor, and neither a chain nor a collar adorns the neck of even the lowest worker.

Only after spending a great deal of time here does the newcomer realize that the priests of Chardun have no need to enslave the populace, or to crush dissent against their master with an iron fist. Between the indoctrination that takes place from infancy and the repercussions of disobedience, the people are only too happy to behave. This is as General Samsudatka, the Shadow of Chardun and god-king of Kanad Thravarsus, has planned, and everyone knows that what the General wants, the General gets.

Every aspect of life in Kanad Thravarsus, from the prices charged for specific goods to the number of children allowed to households of given professions and economic status, is mandated by the Church-run government. Church-appointed Assessors observe children at play; their behavior, combined with minor divination and examination of their parents' skills, determines the professions of the masters to whom the children are eventually apprenticed. Such apprenticeships, however, come only after mandatory eight-year stints in the city's armies. From age 10 to age 18, the children are trained as warriors, taught the basics of their eventual professions, and indoctrinated in the ways of Chardun. This policy, over the course of generations, has resulted in a city more thoroughly and universally devoted to the Slaver than almost any other in all the Scarred Lands.

Three Sisters Mountains

The Three Sisters are a mountain range dominated by three massive mountain peaks, visible for many miles. The tribes of this area are savage Vangal-worshipping barbarians, given to much infighting and herd-raiding among themselves, broken up only by the opportunity to attack those who venture too near them. Most of Asherak is willing to let these people be, though a few hardy traders make a tidy sum trading with them.

These tribes are led by three Vangalite god-kings, terrible barbarian queens and brides of the Lord of the Apocalypse. It is actually from these women, rather than the three peaks, that this range takes its name. These terrible chieftains hate one another for some slight in the past, though most generally assume that each is jealous of Vangal's attentions upon the other two.

The People of Asherak

Though it possesses nowhere near the diversity of terrain that many other continents do, Asherak is still large, and any generalization that might be made about a citizen of the Empire of Kanish is unlikely to apply to the ubantu of the Desert of Onn or the elves of the Khaeleian Confederation. Only in two areas might such generalizations be made: faith and sheer tenacity to survive.

Asherak has been the center of the worship of the gods for longer than any other continent — indeed, it is here that worship of the gods began, and it has continued unabated for as long as even the longest-lived folk here can remember. Whereas the Divine War, to other nations, was a mighty struggle of up-and-coming gods seeking to establish themselves and throw down their forebears, to the Asheraki it was an inevitable collision between the beings who ruled the world and those who once did but were too stubborn to realize that their years were long past.

Thus, faith is a very real and tangible thing to the Asheraki — in many cases, it is the very thing that keeps them alive. As a result, most Asheraki are very comfortable around most clerical magics and can identify many of the more common clerical spells by their results. They are also remarkably inured to the presence of celestial and infernal creatures in their midst. Which isn't to say that they are blasé about such an occurrence — it still happens infrequently enough that it is a cause for interest when such a being makes its presence known, but Asheraki are unlikely to flee before such creatures. Instead, they are more likely simply to remove themselves from the paths of such beings, much in the same way that folk avoid nobility and powerful spellcasters.

Asheraki are nothing if not tenacious, as well. Regardless of where they dwell, life is not easy, though the efforts of clerics and extraplanar beings in the service of the gods might go a long way toward making it easier. Most folk in Asherak hover on the verge of starvation, and if it weren't for the fact that some magics are able to augment food stores, famine would be much more common than it is. The average Asheraki is capable of dealing with most of the trials and dangers of their lives: terrible storms, food and water shortages, rampaging demons or righteously indignant angels and the like.

Religion of Asherak

The prevalence of god-worship in Asherak is undeniable. Asherak is the cradle of faith in the divinities of the Scarred Lands, and it is here that such devotion is strongest. Few are those who can remember days when titan-worship was anything more than a near-myth, and even they cannot remember a time

God-king Stats

Though they are for all intents and purposes immortal, the god-kings have been around only since the Divine War. As the death of the Bonelord Scaumatarge proves, they can be killed by violence.

Unfortunately, no quick and easy abbreviated technique exists for reflecting the unique and personalized changes that the gods wrought in mortals when they first created the god-kings. The Son of Stars and Glades is a vastly different creature than the Lantern of Corean, and no single creature description or template would suffice to represent that.

Instead, the GM is encouraged to be creative. Most of the god-kings are around CR 24, though the god-kings of the Eight Victors are more likely to reach CR 30. The GM is encouraged to use epic levels, appropriate templates and any other methods he wishes to reflect the unique power of these creatures.

All of the god-kings have the following abilities, however:

Communion (Su): The god-king has the ability to *contact with other plane* without chance of insanity or failure, though he may use this only to communicate with the god that created him.

Divine Sacrifice (Ex): With a full-round action, the god-king is able to recharge the spells of clerics of the god that he serves within a three-mile radius. Doing so causes the god-king to receive a number of negative levels equal to the highest-level spell that was regained; these negative levels are recharged at the rate of one per minute, however, with no saving throw necessary. This may be done only once per day and is usually performed only in times of danger or war that threaten the city. When this power is invoked, clerics of the appropriate god are treated as though they'd had a full night's rest and may immediately choose spells to replace those that they have expended. Already prepared spells do not change, and the god-king may mandate that the slots be filled with certain spells appropriate to the threat at hand (such as immediately filling all spell slots with *create water* spells in time of fire, or with warding magics against extraplanar creatures should the city come under attack by summoned creatures).

Immortality: The god-kings are immune to aging, disease and poison.

when it was more prevalent than the worship of the Eight Victors and their client demigods.

With the destruction of the Seraphic Engine and the entire continent laid to waste, it is only the reverence of those gods that has ensured the survival of most of Asherak's people. In nearly every

settlement of any size, clerics act as civil servants — to them, service to their god includes service to their communities, from the casting of daily spells to bolster the survivability of the city to the summoning of angels and demons to serve the interests of those people. The clerics of the gods take the gifts they are given and turn them to the direct benefit of their countrymen.

Though most theopoli are overseen by the clergy of a single god, few are those places that boast only the faithful of one god. In even the most staunch Hedradan city-state can be found the faithful of Enkili, and the Coreanite in a Vangelite theopolis is likely there with the purpose of saving as many people as he can.

In this regard, they are very similar to other places through the Scarred Lands. Where they differ is in one unique trait — the presence of the god-kings. Despite what outsiders may believe, the term "god-king" does not somehow denote the divinity of a ruler. Rather, it indicates that the ruler was chosen and empowered by a particular deity, sanctified above other mortals and given the mandate to defend that settlement or people. Though they are given many names and titles, they are all referred to as "god-kings," for that is what they are: rulers with the mandate of the divine behind their rule.

Races of Asherak

The races of Asherak have adapted marvelously to the terrible environs in which they live. Some, such as the ubantu, have always been here and are creatures who know these lands intimately. Others, such as the wrack elves, have been here only in the last century and a half, since the destruction of Asherak, and still seek their destinies in this world.

Wrack Elves

The elven race has always shared a special connection the Earth Mother and the natural world that is her domain. While many portions of Ghelspad and Termana remain devastated by the Titanswar, it is in far-off Asherak that these wasted lands bore the greatest damage of that Divine War. When the terrible energies of the Seraphic Engine washed over Asherak, warping and twisting the very land, the wood elves of Asherak felt the land's pain and their souls responded in kind. Gone are the carefree and nature-loving elves of yore; in their place stand the grim and bitter wrack elves.

Ironically, the devastation of Asherak only strengthened the connection between elf and land. Each elf now feels the burning pain of the

land around her, its constant struggle to heal, its soulless emptiness due to the lack of life. This constant pain and need to cling to wasted and dying lands have made the wrack elves misunderstood outcasts.

Little remains of the once-great elven culture on Asherak, though wrack elves have inherited their ancestor's aptitude for magic and their arrogant disdain of other races, those who can tread upon the land without truly understanding it. At the same time, this closeness to the land makes wrack elves among the best guides and rangers in the Scarred Lands.

Regions

Wrack elves live almost exclusively upon the shattered continent of Asherak, although they could be created in especially wasted portions of Ghelspad or Termana. They tend to cling to the edges of civilization, never fully leaving behind the wastelands that birthed them.

Racial Abilities

Wrack elves have the following racial abilities:

- **-2 Constitution, +2 Dexterity, +2 Intelligence, -2 Charisma:** Wrack elves have been scarred in body in mind by the devastation of the land, surviving only through their quick hands and quicker minds.
- **Medium:** As Medium creatures, wrack elves have no special bonuses or penalties due to their size.
- **Wrack elf base speed is 30 ft.**
- **Immunity to magic sleep spells and effects.** As with other elves, wrack elves do not sleep and no magic can force them to do so.
- **+2 racial saving throw bonus against Enchantment spells and effects.**

- **Low-light vision:** Wrack elves can see twice as far as humans in poorly illuminated conditions such as starlight, moonlight, torchlight and similar circumstances. They retain the ability to distinguish color and detail under these circumstances.

- **+2 racial bonus on Listen, Spot and Search checks.** A wrack elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check it as if he were actively searching for it.

- **+2 racial bonus to Survival checks.**

- **+2 racial bonus to all saving throws against environmental effects.** Wrack elves have a unique connection with the shattered lands around them, giving them an almost sixth sense about environmental dangers.

- **Wrack elves notice instantly when they enter Places of Power†.** With a successful DC 15 Knowledge (arcane) check, they can identify whether the power of a particular titan holds sway over a Place of Power. Wrack elves cast spells as if they were two levels higher while within the area of any power point.

- **Automatic Languages:** Elven and Common (Asheraki).

- **Bonus Languages:** Any, except secret languages.

- **Favored Class:** Ranger or wizard. A multiclass wrack elf's ranger or wizard class does not count when determining whether she suffers an XP penalty for multiclassing (see *Player's Handbook*, Chapter 3, "Multiclass Characters"). The choice of ranger or wizard as a character's preferred class must be selected as soon as the character acquires a level in either the ranger or wizard class, and it cannot be changed thereafter.



Ubantu

Although the short, thin humanoid of the Crucible Lands of Asherak seem frail at first glance, anyone who hopes to take advantage of the ubuntu will soon find them to be tenacious and implacable foes. Cunning, devout and ruthless, the ubuntu thrive in lands in which most other races couldn't hope to survive. The ubuntu have a complex and rigid society, dominated by social customs and taboos, at the heart of which lies their devotion to Hedrada, the Lawgiver.

The ubuntu see the land around them as a challenge, given to them by Hedrada to prove their worth and righteousness. Outsiders are seen as sinful and weak, often barely sentient. Yet the ubuntu remain polite if wary, and intolerant of visitors who break their sacred laws.

Ubuntu live mainly in nomadic tribes, although larger settlements construct tent-cities around the oases created by fallen colossal tortoises. They survive by taking advantage of every secret the desert holds and using every resource to its maximum, from ratroo hides to the poisonous cacti which dot the desert. Although most ubuntu refuse to leave the sacred desert lands, outlying tribes have taken up residence in various city-states and even begun to worship new gods.

Regions

Ubuntu dwell exclusively in Asherak, specifically within the Crucible Lands and, to a lesser extent, the Soulburn Wastes. Although most ubuntu live within the desert, colonies of the small folk can be found in Hetanu and other large city-states.

Racial Abilities

Ubuntu have the following racial abilities:

- **+2 Dexterity, -2 Charisma:** Ubuntu are stealthy and quick but possess a haughtiness and abruptness that turn off outsiders.

- **Small:** As Small creatures, ubuntu gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use and their lifting and carrying limits are three-quarters those of a Medium character.

- **Ubuntu base speed** is 30 ft.

- **Racial Skills:** Ubuntu gain a +5 racial bonus to Handle Animal, Ride and Survival checks.

- Ubuntu are immune to the weapon poison that they create (see Chapter Two for more details on this substance).

- **Automatic Languages:** Ubuntu.

- **Bonus Languages:** Any, except secret languages.

- **Favored Class:** Ranger or cleric. A multiclass ubuntu's ranger or cleric class does not count when determining whether she suffers an XP penalty for multiclassing (see *Player's Handbook*, Chapter 3, "Multiclass Characters"). The choice of ranger or cleric as a character's preferred class must be selected as soon as the character acquires a level in either the ranger or cleric class, and it cannot be changed thereafter.

Variant Rule: Humans by Region

Using this variant rule, humans from various regions may have bonuses and penalties to ability scores rather than the additional beginning feat granted to hu-



man characters. Someone who chooses this option tends to be looked upon as the “epitome” of the folk in his area — no one familiar with the look of his folk could ever mistake him as anything but one of them.

Anagara Theopoli

● **Anagara Theopoli:** +2 Constitution, –2 Charisma.

Weapon Familiarity: spiked chain.

With the exception of Tulithaad, the theopoli of Anagara are made up of dark-haired, green- or blue-eyed folk, many of whom trace their origins to the interbreeding between the native tribes of the area and settlers from the mainland. This has bred a hardy but taciturn folk. Tulithaad is too much of a melting pot to maintain such specificity in its bloodlines.

Arisha Jakim

● **Arisha Jakim:** +2 Charisma, –2 Wisdom.

Weapon Familiarity: dire flail.

The wilderlands of Arisha Jakim are home to heretics, madmen and outcasts. Though they are said to possess a fiery passion, their madness seems as readily infectious. These bonuses also apply to the atavistic titan-worshipping folk inhabiting this island’s wastelands. The folk of Stel Perilis are not included in this group since the city-state is a colony of Stel Talionis.

Crucible Lands

● **Crucible Lands:** +2 Dexterity, –2 Intelligence.

Weapon Familiarity: whip.

The tribal humans of the Crucible Lands tend toward dark skin and black hair, with black eyes. They are wiry and thin, and given to respecting the lore and wisdom of their elders. They are also known for their extensive skill with the braided leather whips most of their men and women carry with them.

Fertile Crescent

● **Rhaelian Confederation and Tangle:** +2 Intelligence, –2 Wisdom.

Weapon Familiarity: bastard sword.

The dark-skinned, dark-eyed, dark-haired folk inhabiting the outermost end of the Fertile Crescent are known for their quick wit and lack of common sense. These folk are also known as wild and contentious, having fought among themselves untold centuries. They possess among the closest ties to the remaining wood elves on Asherak.

● **Brathanis, Stel Talionis, Stel Perilis and Taroke:** +2 Wisdom, –2 Charisma.

Weapon Familiarity: bastard sword.

“Crescent folk,” as they are called by those outside the region, are renowned for their incredible devotion, but also for their insular and suspicious attitude. Known as great empire builders and as folk prone to great folly, they form the strong backbone of the Fertile Crescent. This group also includes those native to Stel Perilis on Arisha Jakim, as a colony of Stel Talionis.

Paharasa Mountains

● **Paharasa Mountains:** +2 Constitution, –2 Charisma.

Weapon Familiarity: dwarven war axe.

The folk of Scaumatarge and Altanthropolis and the tribal folk dwelling among the peaks of the Paharasa Mountains possess a great hardiness, but are said to stiff and distrustful of outsiders. A great deal of dwarven blood flows in the veins of people from this region.

Riverlands

● **Andoral Federation and Hetanu:** +2 Wisdom, –2 Constitution.

Weapon Familiarity: two-bladed sword.

The olive-skinned people of the regions around the Andoral River basin tend to have long, black hair and almond-shaped eyes that tend toward hazel or brown in hue. They are known for their love of the teachings of the gods as well as their mastery of two-bladed swords; indeed, it is the favored weapon of the Legion of Stone.

● **Empire of Kanish and the Vale of Shadow:** +2 Constitution, –2 Charisma.

Weapon Familiarity: war scepter or (dwarven) war axe.

The people of Kanish (including the Vale of Shadow, in the nearby Crown Mountains) are hardy folk given to war rather than negotiation. They are olive-skinned like the folk around the Andoral River basin, but their brown hair is worn short and they are known for their blue eyes.

● **The Shining Empire:** +2 Strength, –2 Wisdom.

Weapon Familiarity: bastard sword.

It is perhaps the tragic flaw of the people of the Shining Empire that though they are staunch men and women of faith, they are all too often given to ideas of heroism rather than true wisdom. Like the rest of the Riverlands folk, they are olive-skinned, with lighter-toned hair and blue or green eyes.

Prestige Classes of Asherak

Many are the secrets and skills learned by the mightiest folk of Asherak to enable them not only to survive in the blasted wastelands that are their homes, but to thrive.

Acolyte of the Shell

Despite the harsh environs of the deserts of Asherak, a great many nomadic tribes dwell deep in the wastes. The ubuntu are perhaps the most well known, but dozens of smaller communities wander across the sands, taking shelter in the continent's numerous mountains, its various oases — and, in some cases, the remains of the great tortoises who slowly trudge their way across the deserts. When these tortoises finally die, the shells they leave behind are large enough to house entire villages, but some of the tribes take more from the tortoises than shelter — they take inspiration. The slow, steady, unyielding and utterly nonviolent tortoises, who seem neither to eat nor sleep, represent to these tribes the true steadfastness needed to survive the deserts of Asherak. These tribesmen take the tortoise as a spiritual guide, sometimes even a totem. They study the tortoise spiritually, attempting to mimic its persistence, its perfection and, in some cases, its defenses.

Those who have truly begun the spiritual path inspired by these majestic beings are the acolytes of the shell. These priests and tribal witchdoctors do not worship the tortoises *per se*; their devotion is still directed, as it always was, either to the gods or the titans. Rather, they see in these creatures a reflection of divinity, and strive to achieve it themselves. They develop certain abilities reminiscent of the tortoises themselves, and most use those powers to aid their peoples.

The acolyte of the shell traditionally patrols a wide perimeter around his tribe's bawn or oasis. His primary purpose is to find and provide aid to those who have lost their way in the shifting sands, but he is also a secondary security measure, a sentry of his tribe who watches for signs of impending weather or encroaching enemies.

Even among those tribes that lack their own acolytes of the shell, they are widely respected, but those few city-dwellers who have heard of them tend to view them as primitives, following silly superstitions. Oddly enough, the acolyte of the shell is found both among clerics of the god-worshipping tribes, and among druids of the rare surviving Asheraki titan-worshippers.

Use in Other Campaigns: The acolyte of the shell can easily fit in any campaign setting where the mighty tortoises of Asherak (see Chapter Seven) can be found.

H i t
Die: d8.



Requirements

To qualify to become an acolyte of the shell, a character must fulfill all the following criteria:

Alignment: Any non-chaotic, non-evil.

Base Attack Bonus: +5.

Skills: Survival 8 ranks.

Feats: Endurance, Tortoise (Totem feat).

Special: Must be a member of the ubantu or another nomadic tribe of Asherak's deserts. Must have spent at least a year in spiritual contemplation of the great tortoises. (This doesn't require the character to refrain from other activities, just that he undergo such contemplation for at least a few hours each day.)

Class Skills

The acolyte of the shell's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Ritual Casting (Con), Spellcraft (Int), Spot (Wis) and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the acolyte of the shell prestige class.

Weapon and Armor Proficiency: Acolytes of the shell are proficient with simple weapons. Acolytes are proficient with light and medium armor and with shields, though druids who become acolytes of the shell must still abide by their druidic armor restrictions.

Spells per Day/Lay on Hands: At every odd-numbered level, the acolyte gains new spells per day as if he had also gained a level in a spellcasting class he may have belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of acolyte to the level of some other spellcasting class he has, then determines spell per day and caster level accordingly.

If a character had more than one spellcasting class before he became an acolyte, he must decide to which class he adds each level of acolyte for purposes of determining spells per day when he adds the new level.

Acolytes of the shell who were not spellcasters do not gain spellcasting abilities from this class. Instead, they gain the ability to lay on hands as a paladin of their acolyte class level. A paladin who

becomes an acolyte of the shell must choose at 1st level whether to advance his spellcasting or laying on hands ability; he cannot do both.

Path-walker: The acolyte of the shell gains the Path-walker feat free, even if he does not meet the requirements (and ignores any Wisdom penalty he may have with regard to the use of the feat). If he already has Path-walker, he doubles the amount of time that must pass before he can no longer find his way back to a specific location.

Toughened Skin (Ex): An acolyte of the shell gains a natural armor bonus of +1 at 1st level. This goes up by 1 every other level after 1st.

Wild Empathy (Ex): An acolyte's wild empathy ability works like a druid's of the same class level. If the acolyte has levels in a class that has wild empathy, those levels stack.

Desert Ways (Ex): At 3rd level, when in the desert, an acolyte may take 20 on any Knowledge (nature) or Survival check, regardless of circumstances or whether taking 20 would normally be permitted.

Restorative Touch (Su): At 3rd level, the acolyte of the shell can remove another's exhaustion, hunger and thirst with a touch. This heals all nonlethal damage accumulated from such sources, and is an exception to the rule that such damage cannot be healed without first eating, drinking or resting. The acolyte can do this once per day at 3rd level, and twice per day at 7th.

Bonus Feat: At 5th level, the acolyte of the shell gains a bonus feat. This must be either Die-hard, Great Fortitude, Iron Will or Spell Focus (Abjuration). If the acolyte already has Spell Focus (Abjuration), he may choose Greater Spell Focus (Abjuration) instead.

Withdraw (Ex): At 5th level, the acolyte can spiritually "withdraw into his shell"; that is, he may extract himself from combat situations. Once per day per point of Wisdom bonus (minimum 1), he can create an effect that functions exactly as the *sanctuary* spell.

Spiritual Shell (Su): Beginning at 9th level, the acolyte is protected at all times by his spiritual connection to the great tortoises. He gains damage reduction 5/-.

Embrace of the Desert (Su): At 9th level, the acolyte has achieved some measure of the tortoise's mystic properties. He need eat only once per week and drink once every two days, as long as he remains in the desert. He gains a +4 divine bonus to all Constitution and related rolls to avoid exhaustion and nonlethal damage from nonmagical heat. Further, the acolyte may now cast any curative spell (*cure wounds*, *heal* or any spell that relieves disease, poison or harmful conditions) at long range,

Table 1—1: Acolyte of the Shell (Ash)

Class	Base Attack	Fort	Ref	Will	Special	Spells per Day
Level	Bonus	Save	Save	Save		
1st	+0	+2	+0	+2	Path-walker, wild empathy	
2nd	+1	+3	+0	+3	Toughened skin +1	+1 level of existing class
3rd	+2	+3	+1	+3	Desert ways, restorative touch 1/day	
4th	+3	+4	+1	+4	Toughened skin +2	+1 level of existing class
5th	+3	+4	+1	+4	Bonus feat, withdraw	
6th	+4	+5	+1	+5	Toughened skin +3	+1 level of existing class
7th	+5	+5	+2	+5	Restorative touch 2/day	
8th	+6	+6	+2	+6	Toughened skin +4	+1 level of existing class
9th	+6	+6	+3	+6	Embrace of the desert, spiritual shell	
10th	+7	+7	+3	+7	Spiritual armor, toughened skin +5	+1 level of existing class

rather than touch, as long as the subject and the acolyte are both standing on sand, and the acolyte can clearly see the subject. (If the acolyte is a non-spellcaster, this ability functions for his lay on hands power instead.)

Spiritual Armor (Su): The power of the acolyte's spiritual shell toughens even further at 10th level. He gains either damage reduction 10/slashing and blunt or 15/piercing and blunt; he must choose when he gains this level, and cannot later change his mind. This overlaps with his damage reduction 5/-; in essence, this gives him greater resistance against either slashing or piercing attacks.

Ex-Acolytes of the Shell

An acolyte of the shell must maintain his tortoise totem at all times. Should he violate the taboo by initiating combat unnecessarily, he loses

all abilities and powers of the prestige class, including spell levels gained, extraordinary and supernatural abilities, and even bonus feats. The character cannot regain these abilities, or gain additional acolyte levels, until he has properly atoned for his transgression. Should he gain a level of another class before atoning, he may *never* regain his acolyte abilities. (A character who gains sufficient experience to advance a level while seeking to atone should be permitted to hold off raising his level until he has had the chance to do so. The rule of advancing only one level at a time still stands, however, so any experience beyond the upper end of his *new* potential level is lost.) Asheraki tribesmen who recognize a fallen acolyte of the shell likely grow hostile, considering him a traitor to a proud and spiritual tradition. If he expresses a sincere desire to atone, however, they may assist him in doing so.

Adept of the Rent Shield

Vangal the Reaver, god of destruction, seeks only devastation, terrible bloodlust and pointless carnage. Yet a mad few seek to emulate the Reaver, calling upon the god's rage to empower their own annihilative magics. Unlike more scholarly or militaristic mages, followers of Vangal seek only devastation, often for its own sake. Members of the Order of the Rent Shield, a loosely organized collection of mages devoted to Vangal, have been known to unleash massively destructive spells at the slightest provocation. These mages, most commonly found in those theopoli dedicated to Vangal, enhance their physical strength as well as their magic, letting their destructive rage fuel their mystical might and hone their martial prowess. The order requires intense training in the battleaxe, Vangal's chosen weapon, with adepts gradually learning to empower it with fell energies.

This focus on destruction does not come without cost. Most adepts are far too focused on madly destroying all around them to adequately place magical defenses, develop detailed combat tactics, or even bother to dodge incoming magics. Like a shooting star, adepts of the Rent Shield lead short but exciting lives. It is said that Vangal not only delights in the devastation caused by his devoted mages, but in the grand explosions produced when such mages are finally overwhelmed by their enemies.

Sorcerers most often become adepts of the Rent Shield, possibly because few people have the dedication needed to become wizards who possess the chaotic and destructive souls demanded by Vangal. Bards lack flashy and destructive spells, and so they are ill-suited to this class. Although clerics of Vangal may be interested in taking on the raw destructive power embodied in this class, they must first lower themselves to learn the rudiments of arcane magic. Adepts often acquire some amount of martial training, whether as barbarians, fighters or rangers.

Use in Other Campaigns: Adepts of the Rent Shield may be used in non-Scarred Lands campaigns to represent any sort of flashy and destructive mage that combines martial and magical prowess. The patron deity of the order should

be changed, or perhaps eliminated if appropriate. Similarly, the order may focus on another martial or exotic weapon of some sort, perhaps the new patron deity's favored weapon.

Hit Die: d6.

Requirements

To qualify to become an adept of the Rent Shield, a character must fulfill all the following criteria:

Alignment: Chaotic neutral or chaotic evil.

Base Attack Bonus: +4.

Faith: Vangal (or any chaotic evil deity).

Feats: Improved Sunder, Martial Weapon Proficiency (battleaxe), Power Attack, Spell Focus (Evocation).

Spellcasting: Ability to cast 3rd-level arcane spells.

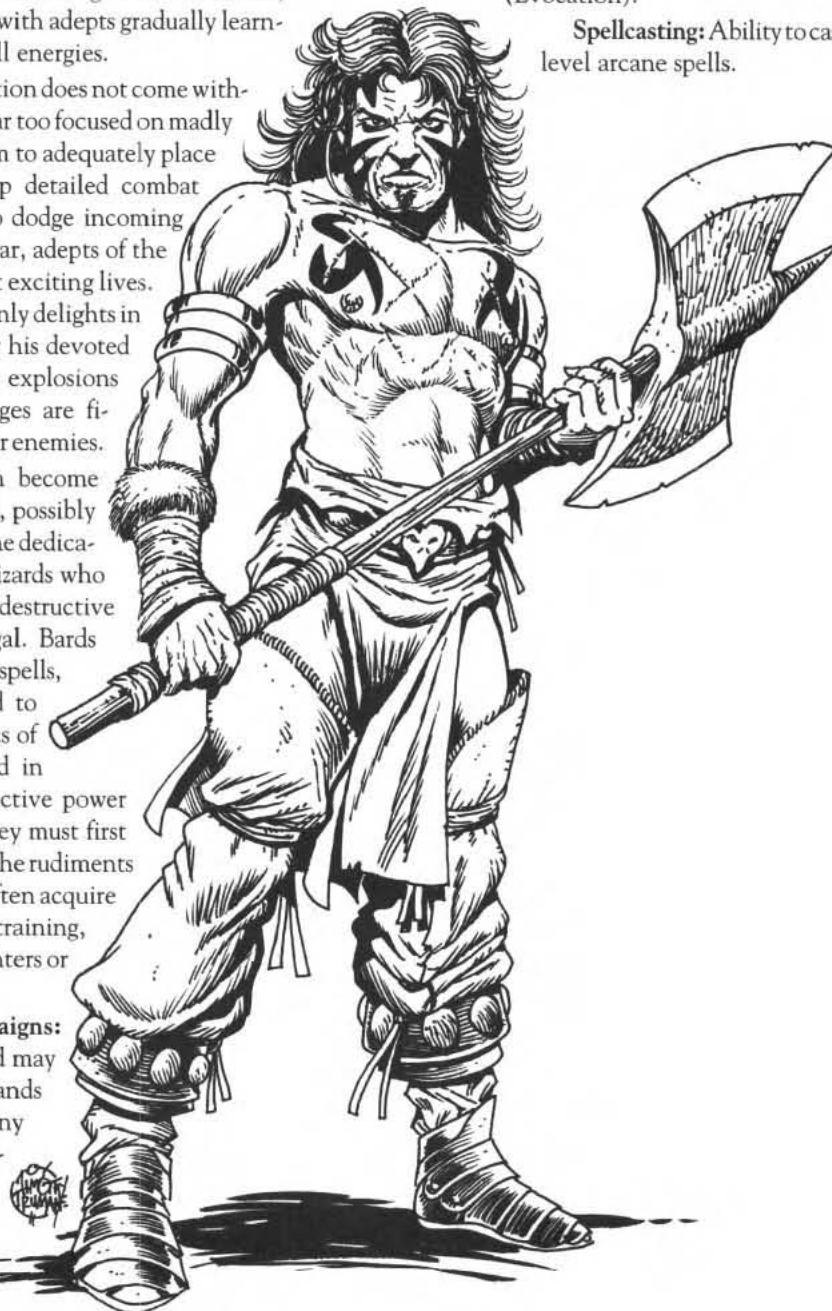


Table 1–2: Adept of the Rent Shield (Ars)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+0	Destruction domain	+1 level of existing class
2nd	+1	+1	+0	+1	Lesser sundering spell	+1 level of existing class
3rd	+2	+1	+1	+1	Empower Spell feat	+1 level of existing class
4th	+3	+2	+1	+2	Wreckage	+1 level of existing class
5th	+3	+2	+1	+2	Blast intensity +1	+1 level of existing class
6th	+4	+3	+2	+3	Widen Spell feat	+1 level of existing class
7th	+5	+3	+2	+3	Greater sundering spell	+1 level of existing class
8th	+6	+4	+2	+4	Wicked axe	+1 level of existing class
9th	+6	+4	+3	+4	Maximize Spell feat	+1 level of existing class
10th	+7	+5	+3	+5	Blast intensity +2	+1 level of existing class

Class Skills

The adept of the rent shield class skills (and the key ability for each skill) are Concentration (Con), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Spellcraft (Int) and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the adept of the rent shield prestige class.

Weapon and Armor Proficiency: Adepts of the Rent Shield are proficient with no weapons and no armor. Armor of any type interferes with the adept's arcane gestures, which can cause his spells to fail (if those spells have somatic components).

Spells per Day: Adepts of the Rent Shield continue to advance in spellcasting ability. When a new adept of the Rent Shield level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

If a character had more than one spellcasting class before he became an adept of the Rent Shield, he must decide to which class he adds each level of adept of the Rent Shield for purposes of determining spells per day when he adds the new level.

Destruction Domain: At 1st level, adepts gain access to the Destruction domain, treating its divine spells as arcane spells of the equivalent level. The adept does not gain an extra domain spell slot, but may prepare (or cast spontaneously) spells from the domain as normal. In addition, the adept gains the ability to use the Destruction domain-granted power at his caster level.

Lesser Sundering Spell (Su): At 2nd level, spells cast by an adept of the Rent Shield are more likely to

damage an opponent's equipment. Area-effect spells that directly deal damage automatically damage items carried by creatures as if those creatures had rolled a 1 on a saving throw against the effect (see *Player's Handbook*, Chapter 10, "Spell Descriptions," Saving Throw subsection). This ability allows affected items to make saving throws as usual.

Bonus Feats: At 3rd level, the adept of the Rent Shield gains the Empower Spell feat as a bonus feat. At 6th and 9th levels, the adept gains the Widen Spell and Maximize Spell feat, respectively.

Wreckage (Ex): At 4th level, the adept of the Rent Shield is better able to find the weak points in material objects. When using a battleaxe, he deals double damage against objects.

Blast Intensity (Su): Calling upon the pure destructive force of Vangal, the adept of the Rent Shield is able to channel greater harmful energy into his spells. At 5th level, all damage-dealing area-effect spells cast by the adept deal an extra +1 hit point of the appropriate damage type per die of damage. At 10th level, this bonus increases to +2 points of damage per die.

Greater Sundering Spell (Su): At 7th level, the adept's explosive blasts become truly devastating infernos. Items affected by Lesser Sundering Spell now have a –4 penalty to their saving throws.

Wicked Axe (Su): At 8th level, the adept is able to channel his god's spite and hatred through his axe to strike down his enemies. A number of times per day equal to his Charisma modifier (minimum 1), the adept can inflict a wound that resists magical healing. Any creature capable of channeling positive energy may make a turning check (see *Player's Handbook*, Chapter 8, "Combat," Turning Checks) to dispel this taint. The turning check must be sufficient to turn a creature with Hit Dice equal to the class level of the adept. Otherwise, the wounds inflicted with this ability can be healed only through natural healing.

Avatar of Chaos

The raging storm, the ferocious battle, the unruly marketplace — all are manifestations of pure chaos in which Enkili, the Lord of Chaos, revels. The god's chosen servants, those who truly give themselves over to anarchy, madness and wild chaos, become known as avatars of chaos. Both enemies and allies of the Trickster fear the coming of her paragons, for storms and strife follow in their wake. Not an insignificant number of avatars are hopelessly mad, although the most dangerous ones possess a cunning and deceptive form of insanity. Regardless of their desires, avatars of chaos end up following inscrutable desires of their god/dess.

Avatars of chaos are most often clerics of Enkili, although the class also attracts a fair number of rogues revering the Trickster. It is theoretically possible for agents of Tanil or Vangal to take this prestige class as well; Enkili's blessings are fickle and oft misplaced. While Tanil's followers are likely to focus on the prestige class's aspects of luck and to spread chaos among the enemies of the divine, Vangal's followers revel in the pure destructive nature of storms.

Use in Other Campaigns: Avatars of chaos are suitable to any non-Scarred Lands campaigns that have trickster deities, gods of storms or gods who revel in pure chaos. As such deities are quite common in other campaign settings, avatars of chaos can easily be incorporated, as either player characters or NPCs.

Hit Die: d6.

Requirements

To qualify to become an avatar of chaos, a character must fulfill all the following criteria:

Alignment: Any chaotic.

Base Will Save: +4.

Skill: Bluff 5 ranks, Sleight of Hand 5 ranks.

Spellcasting: 3rd-level divine spells, Chaos domain.

Special: Must make peaceful contact with a chaotic outsider or elemental.

Class Skills

The avatar of chaos' class skills (and the key ability for each skill) are Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Sense Motive (Wis),



Table 1–3: Avatar of Chaos (AoC)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Fool's luck 1/day	+1 level of existing class
2nd	+1	+0	+0	+3	Cause strife	+1 level of existing class
3rd	+2	+1	+1	+3	Bonus feat	+1 level of existing class
4th	+3	+1	+1	+4	Fool's luck 2/day	+1 level of existing class
5th	+3	+1	+1	+4	Lesser elemental	+1 level of existing class
6th	+4	+2	+2	+5	Bonus feat	+1 level of existing class
7th	+5	+2	+2	+5	Fool's luck 3/day	+1 level of existing class
8th	+6	+2	+2	+6	Eye of the storm	+1 level of existing class
9th	+6	+3	+3	+6	Bonus feat	+1 level of existing class
10th	+7	+3	+3	+7	Greater elemental	+1 level of existing class

Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Tumble (Dex) and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the avatar of chaos prestige class.

Weapon and Armor Proficiency: Avatars of chaos are proficient with no weapons and no armor.

Spells per Day: Avatars of chaos continue to advance in spellcasting ability. When a new avatar of chaos level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained.

If a character had more than one spellcasting class before he became an avatar of chaos, he must decide to which class he adds each level of avatar of chaos for purposes of determining spells per day when he adds the new level.

Fool's Luck (Ex): The avatar of chaos gains the power of good fortune, usable once per day at 1st level and an additional time per day at 4th and 7th levels. This allows the character to reroll one die roll before the GM declares whether the roll succeeds or fails. You must take the result of the reroll, even if it's worse than the original roll.

Cause Strife (Su): Beginning at 2nd level, the avatar of chaos may incite his enemies and even allies to act out their violent and chaotic impulses. A number of times equal to his Charisma modifier per day, he can cause strife among all creatures within 30 feet. Creatures in this area of effect must make Will saves each round (DC 10 + the avatar's Charisma modifier). Those who succeed can act normally. Those who fail can take no actions other than arguing or bickering

with their companions. They can defend themselves normally. The cause strife effect lasts for 1d4 rounds + the avatar's Charisma modifier.

Bonus Feats: At 3rd level, and again at 6th and 9th levels, the avatar of chaos may choose a bonus feat from the following list: Acrobatic, Agile, Alertness, Combat Expertise (Improved Disarm, Improved Feint, Improved Trip), Combat Reflexes, Deceitful, Deft Hands, Dodge (Mobility, Spring Attack), Improved Initiative, Lightning Reflexes, Magical Aptitude, Negotiator, Nimble Fingers, Persuasive, Stealthy, Quick Draw. The avatar must still meet all prerequisites for a bonus feat, including ability scores and base attack minimums.

Lesser Elemental (Su): At 5th level, once per day the avatar of chaos may summon an elemental from the following list: air elemental (Medium), strife elemental*, thunder kite**, windrider**, Although the elemental is under no compulsion to help the avatar, it will not harm or hamper the character and may be favorably disposed toward him. Summoned elementals remain for 1 minute per class level.

Eye of the Storm (Ex): At 8th level, the chance for random inclement weather greatly increases around the avatar of chaos, whether he wishes it or not. The daily chance for storms increases to 18% and the chance for powerful storms increases to 2% (see DMG, Chapter 3, "The Environment," Weather subsection). The avatar of chaos is now completely immune to all natural inclement weather effects.

Greater Elemental (Su): At 12th level, the avatar of chaos is now able to summon 1d4+1 lesser elementals, as the ability, or one greater elemental from the following list: air elemental (Huge), belker, cloudsting**, invisible stalker, storm kin*. These creatures are controlled as though the spell *summon monster* had been cast with a duration equal to his caster level in rounds.

Unseen Eye

To maintain order and enforce the will of their patron deity among the general populace, the clergy of major theopoli devoted to gods of Law developed the Unseen Eye. A branch of the clergy that operates at once as spies, inquisitors and assassins, the Unseen Eye is granted a great deal of authority to drive out those heretics who would forsake the gods or disrupt the good order of their chosen city-states. Sent out into the public as simple agents of the church or in disguise, the Unseen Eye is quick to stamp out heretical ideas before they can become inflamed into full-scale revolts.

Since one must truly understand the truth of the religion to perceive the sweet-spoken lies of heresy, unseen eyes go through extensive training in religious dogma, theology and basic theurgy. It is said that upon induction to the secret order, the deity of the theopolis itself imbues the unseen eye with divine energies and charges him to do what must be done to stamp out the heresy and

anarchism that would undermine civilization. One need only look at the barren wastes, dotted with ruins of fallen civilizations, which extend as far as the eye can see beyond the theopolis walls to realize the valuable role played by unseen eyes. Titan cultists, infernalists, heretic priests and scholars who would spread lies about the gods are among the targets of these fearsome inquisitors. To root out these enemies of civilization, the unseen eyes employ a variety of techniques, including spying, assassination, blackmail, exorcism of infernal spirits, political means and of course, information gathering.

Rogues and bards most often find this prestige class appealing, although it is the rare bard who possesses such a rigid outlook as to qualify for the class. Specially trained clerics and rangers may also take up the call of their gods to perform the most distasteful tasks their city requires. This class adds a great degree of stealth and investigation capability as well as magical ability to enforce the patron god's dictates.

Use in Other Campaigns: Outside the Scarred Lands, the unseen eye can serve any rigid and hierarchical check as an internal inquisitor, ready to root out corruption or disorder with a swift blade if necessary. The unseen eye can function as a kind of church spy and assassin in one, ready to perform the oft-necessary tasks required for divine order.

Hit Die: d6.

Requirements

To qualify to become an unseen eye, a character must fulfill all the following criteria:

Alignment: Any lawful.

Skill: Craft (theurgy) 5 ranks, Gather Information 8 ranks, Knowledge (religion) 5 ranks, Sense Motive 8 ranks, Spot 8 ranks.

Feats: Two of the following feats: Alertness, Deceitful, Negotiator or Stealthy, and Exotic Weapon Proficiency (Inquisitor's Knife; see Chapter Two).

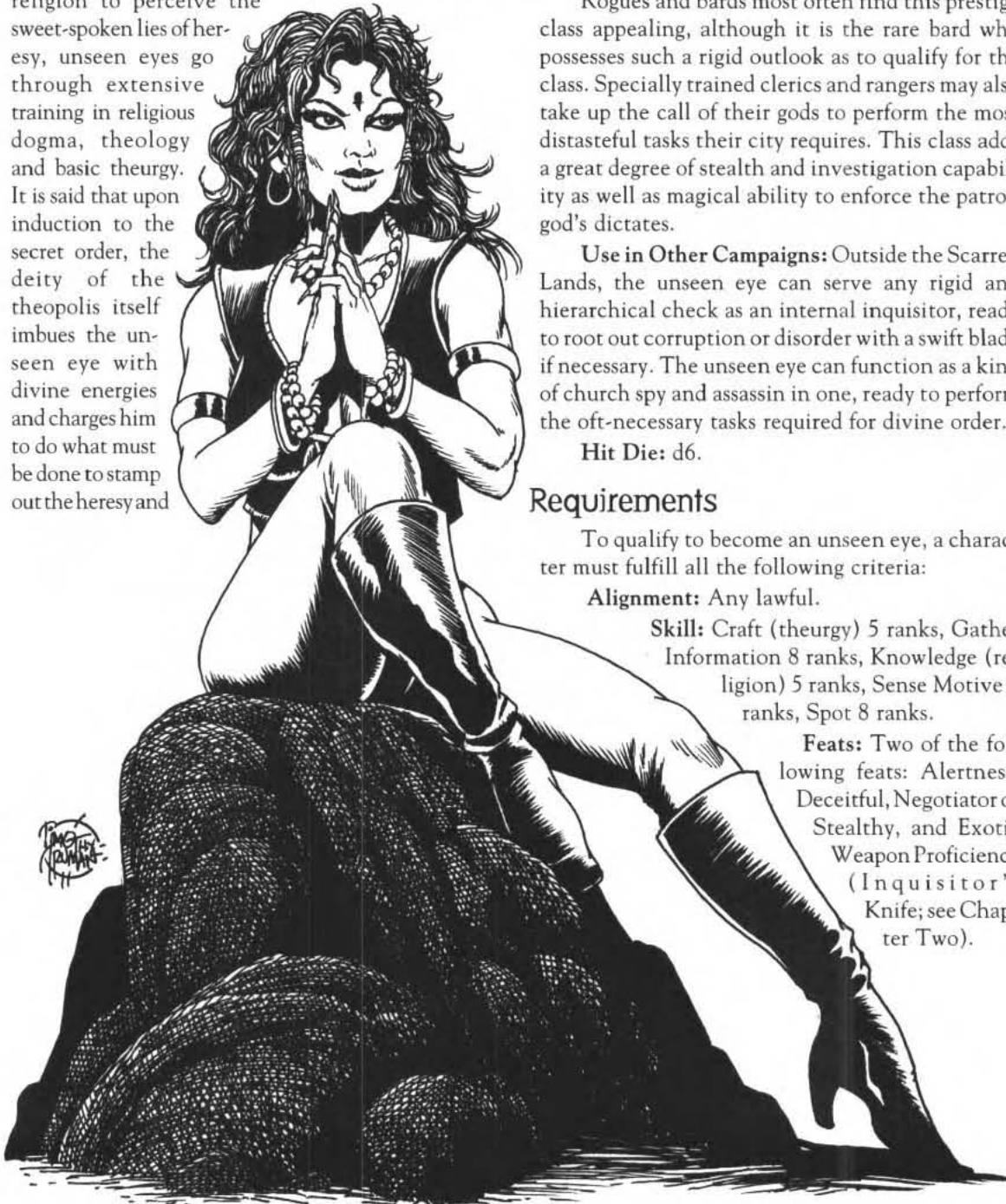


Table 1–4: Unseen Eye (Use)

Class	Base Attack	Fort	Ref	Will	Special
Level	Bonus	Save	Save	Save	
1st	+0	+0	+2	+0	Smite heretic 1/day
2nd	+1	+0	+3	+1	Menacing eye
3rd	+2	+1	+3	+1	Sneak attack +1d6
4th	+3	+1	+4	+2	Blade attunement
5th	+3	+1	+4	+2	Truthful eye
6th	+4	+2	+5	+3	Sneak attack +2d6
7th	+5	+2	+5	+3	Smite heretic 2/day
8th	+6	+2	+6	+4	Unseen eye
9th	+6	+3	+6	+4	Sneak attack +3d6
10th	+7	+3	+7	+5	All-seeing eye

Special: Must be trained in the service of a theopolis.

Class Skills

The unseen eye's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the unseen eye prestige class.

Weapon and Armor Proficiency: Unseen eyes are proficient with no weapons and no armor.

Smite Heretic (Su): Once per day at 1st level, and twice per day at 7th level, an unseen eye may smite a creature with opposing ethical (law/chaos) or moral (good/evil) views. As long as the opponent has an opposite alignment on at least one axis and that opponent does not worship the theopolis' divine patron, the unseen eye may add her Charisma bonus to the attack roll and deal 1 extra point of damage per class level. If this power is used on an unsuitable opponent, it is wasted.

Menacing Eye (Su): At 2nd level, an unseen eye may create an *aura of menace*†† around herself as a standard action, as per the spell cast at her class level. This effect may be used up to twice per day.

Sneak Attack (Ex): At 3rd level, the unseen eye may sneak attack as a rogue (see *Player's Handbook*,

Chapter 3) when the opponent loses his Dexterity bonus to AC or when the opponent is flanked. If the unseen eye deals sneak attack damage with another class, this damage stacks with that gained as an unseen eye. An additional die of damage is gained at 6th level and again at 9th level.

Blade Attunement (Su): At 4th level, when consecrating an inquisitor's blade, the unseen eye can add one of the following descriptors to the blade for the purpose of overcoming damage reduction only: law, silver, adamantine, magic, cold iron, good or evil. Normally, a theurgist can add only the good or evil descriptors depending upon the type of water used during the consecration. The unseen eye may add additional descriptors at a cost of 50 gp per descriptor. This effect lasts for 24 hours or until the blade is reconsecrated.

Truthful Eye (Su): At 5th level the unseen eye becomes mystically empowered to reveal deception. She receives a +2 divine bonus to all Sense Motive and Gather Information checks. In addition, the unseen eye may *discern lies* (as the spell) as a standard action, twice per day, cast at her class level.

Unseen Eye (Su): At 8th level, the unseen eye acquires her namesake ability, as she becomes empowered to project a small invisible eye to act as a magic sensor. This ability functions as the *arcane eye* spell, is used as a standard action, and is cast at the unseen eye's class level. Unseen eyes may use this ability twice per day.

All-seeing Eye (Su): At 10th level, an unseen eye is granted divine vision and so becomes the perfect vessel for enforcing divine will. The unseen eye gains 360-degree vision, making it impossible to flank her and granting a +4 bonus to Spot and Search checks. In addition, the unseen eye gains blindsight to a radius of 30 ft. These abilities extend to the magic sensor gained at 8th level, as well.

Feats and Skills of Asherak

The very nature of the destruction wrought on the land of Asherak has forced those who survived that maelstrom to adapt or die. One of the foremost ways in which this was done was through the development of unique skills and feats particularly suited to the terrain.

Skills

Craft (theurgy) (Int)

A strongly religious craftsman may blend symbolically holy substances, according to the mysteries of theurgy, to create blessed items. Theurgy differs from alchemy in that the materials used are not chosen for their arcane symbolism, but rather for their religious meaning. Thus, where an alchemical creation may include the use of sulfur powder or flint chips for a fire-based item, theurgic innovations might include powdered metals or pieces of animals sacred to a fire or sun god.

Check: To use Craft (theurgy), the character must be a divine spellcaster and have access to theurgical accoutrements. In the Scarred Lands, only clerics and paladins may use Craft (theurgy). The skill check DC involved depends on the type of item to be made; examples of some theurgical items are listed below. To determine how much time and material are needed to make a theurgical item, use the DCs listed below and the rules for making things found in the Craft skill description.

See the *Player's Guide to Clerics and Druids* for additional uses of Craft (theurgy). The theurgical items noted in the corresponding table can be found in Chapter Two.

Task	DC	Notes
Consecrate holy symbol	15	Costs 1 gp (or 20 gp to take 20)
Distill holy water	20	Costs 10 gp
Identify holy water	15	Costs 1 gp per attempt (or 20 gp to take 20)
Make sunshroud	15	See Craft skill
Make fleetfoot oil	20	See Craft skill
Consecrate inquisitor's knife	20	Costs 25 gp

Retry: Yes, it is possible to attempt a task repeatedly, but in the case of making items, each failure ruins half the raw materials needed, requiring the theurgist to pay half of the raw material cost again. For identifying holy water or potions, each failure consumes the cost per attempt. For distilling holy water, failure ruins the flask of holy water.

Special: The creation of theurgical items requires the use of a theurgist's accoutrements. If working in a city with a large temple, it is assumed

that the theurgist can acquire the materials he needs as part of the raw materials cost, but these supplies are not available everywhere. The GM should decide where holy items needed by the theurgist can logically be procured. Purchasing and maintaining a theurgist's altar (see below) grants a +2 circumstance bonus to Craft (theurgy) checks (from the favorable condition of having the perfect tools for the job) but does not affect the cost of any items made using the skill.

This skill cannot be used to brew potions or create holy water or any other kind of magical substance.

Note: As alchemical items tend to grant "alchemical bonuses," so too do items made with this skill grant "theurgical bonuses." These bonus types, while bearing different names, do not stack with alchemical bonuses — they are treated as the same type of bonus.

Feats

The following section presents new feats available to characters from Asherak, and to characters who have spent sufficient time in Asherak to learn them. Details on Miracle and Primal feats may be found in the *Player's Guide to Clerics and Druids*, though that book is not necessary to use them. Details on Totem feats can be found in the *Player's Guide to Fighters and Barbarians* and the *Player's Guide to Clerics and Druids*.

Divine Perseverance [Miracle]

The power of the divine infuses its servants, allowing them to overcome hardships that would impede most mortal beings. Clerics who understand this may use the energies they channel to fuel their own bodies.

Prerequisites: Cleric class levels, ability to channel positive energy (turn undead) or negative energy (rebuke undead).

Benefit: By expending a turn undead attempt, the cleric renders herself immune to thirst, hunger and exhaustion for 24 hours. She may do this for no more than a number of days in a row equal to her Charisma bonus (minimum 1), after which she must allow it to lapse. Once the power lapses, the character must eat a full meal, drink a substantial amount of water and let herself fall asleep within an hour. If she does not, or if she is awakened before 12 hours have passed, the cumulative effects of the past day's (or days') worth of depravation immediately catch up with her, and she suffers them fully, as though she had never invoked this power.

Divine Resilience [Miracle]

Some who learn to channel divine power into their own bodies (see Divine Perseverance) study techniques more potent still. These powerful, faith-

ful few can render themselves resistant not only to the hazards of deprivation, but to actual physical injury.

Prerequisites: Cleric class level 7, ability to channel positive energy (turn undead) or negative energy (rebuke undead), Divine Perseverance.

Benefit: By expending a turn undead attempt, the character gains damage reduction equal to his Charisma modifier (minimum 1). This damage reduction can be overcome by unholy weapons (if the character channels positive energy) or holy weapons (if he channels negative energy). It lasts for one round, plus one additional round for each point of his Charisma modifier (if any). Although Divine Resilience builds on Divine Perseverance, they are not the same thing; if the character wishes to have both active, he must expend two turning attempts to activate both.

The Face of God [Miracle]

Even those willing to stand against the servants of the gods must quail before the gods themselves. Some clerics channel not merely positive or negative energy, but the very essence of the deity on whose powers they draw.

Prerequisites: Cleric class levels, ability to channel positive energy (turn undead) or negative energy (rebuke undead).

Benefit: By expending a turn undead attempt, the cleric forms an aura of sheer divine power and fury around herself. This grants the caster a +10 divine bonus to Intimidate checks. Further, when attempting to use Intimidate to demoralize an opponent, she is not limited to a single foe, but may affect all opponents within line of sight, as long as they have no more levels or hit dice than the character's cleric level.

Favored Form [General]

Many druids have an animal form they favor over all others. Those who practice this particular technique learn to adopt that form more frequently, at the expense of their more varied forms. This is not a totemic feat, though many druids with a particular totem select this feat as well.

Prerequisite: Wild shape ability.

Benefit: The druid must select a single specific animal into which she has shifted many times before. From this point on, she may wild shape two additional times per day. She finds it more difficult to maintain any shape other than that of her favored animal, however; in any form other than her favored animal, her wild shape lasts for only 30 minutes per level, rather than the standard hour. Her two extra daily wild shapes must be used to assume her favored animal form; she cannot use them for any other.

The Hand of Mesos [Primal]

Some druids of Mesos maintain a spiritual link to an older time, a time when the power of the arcane magic flowed through all things, and the servants of the Sire of Sorcery could shape it even as they could the natural world.

Prerequisite: Spellcraft 8 ranks, wild shape ability, worshipper of Mesos.

Benefit: By spending a use of the wild shape ability, a druid of Mesos may use spell-completion items (such as scrolls, wands and staves) normally usable only to sorcerers and wizards. This ability lasts for one round, plus one additional round per point of the druid's Charisma modifier, if positive.

Path-walker [General]

Certain individuals are so sure of where they have been that they can always find their way back.

Prerequisite: Survival 2 ranks, Wisdom 11.

Benefit: The character can always find his way back to anyplace he has been in the recent past, as long as he traveled the distance between them on his own two feet. The character's "path memory" lasts for a number of weeks equal to his Wisdom modifier +1. No matter how smooth the terrain, no matter how bad the weather, no matter how lost others may be, he can return to anyplace he has been during that time, as long as he has not used a means of transportation other than walking to get from there to here.

If the character rode an animal to cross some or all of the intervening distance, he *may* be able to find his way back, but it requires a Survival check, as though he were tracking someone else. If the character flew, boarded a boat or was magically transported, this ability is ineffective.

Primal Might [Primal]

Some druids learn to call not merely on the power of the titans, but on the world of Scarn itself. By channeling power through their titanic masters, they can channel a tiny fraction of the world's strength and resilience into themselves.

Prerequisite: Ability to cast 3rd-level druid spells, wild shape ability.

Benefit: By spending a daily use of the wild shape ability, a druid may increase her Strength and/or Constitution for a brief time. She may add either 4 points to one, or 2 points to each of these abilities. These are considered enhancement bonuses and last for a number of rounds equal to the druid's Wisdom modifier.

Proxy Spell [Metamagic]

Wizards and sorcerers have the ability to use their familiars to deliver touch spells. During the rise of the churches on Asherak, druids and sorcer-

ers loyal to the titans learned to enhance that technique, to use their familiars and animal companions as the points of origin for other spells as well. This technique has since spread beyond druidic ranks; sorcerers not allied with the titans, and even a few paladins and blackguards, have mastered it.

Prerequisite: Familiar, bonded mount, animal companion or other animal linked to the character by a class ability; caster level 4.

Benefit: A spell with this feat attached originates from the caster's animal companion rather than from the caster herself. A *lightning bolt* might shoot from an owl's beak rather than the caster's finger; a druid might *charm* an animal she cannot see, but her companion jackal can. All spell rangers and requirements are measured from the animal, and only the animal need have line of sight to the target. The caster still chooses when and how to cast the spell, and it still functions in exactly the same way; only its point of origin changes. A spell with Proxy Spell attached takes up a slot one level higher than normal.

Restorative Wild Shape [General]

The transformation into nonhuman form refreshes and heals the druid, allowing her to recover from injury as though she had rested for a full day. Some druids train their bodies and minds to enhance this ability further, letting them heal more than their less focused brethren.

Prerequisite: Heal 6 ranks, wild shape ability.

Benefit: The character heals more than normal when changing forms via wild shape. The feat may function in one of two ways; the character must choose which way she prefers when she first gains the feat, and she cannot later change her mind. Either the druid heals as though she had rested for two full days, rather than one, when assuming a nonhuman form; or else she heals only one day's worth when assuming nonhuman form, but also heals a single day's worth when transforming back to human form.

Normal: Transforming to nonhuman form heals the druid as though she had rested for a single day, and transforming back does not heal her at all.

Seraphic Ancestry [General]

When the gods activated the Seraphic Engine, all of Asherak was bathed in its energies. Much of the continent was destroyed, and many of its inhabitants slain—or changed. Some of those altered by the energies of the Engine underwent no *obvious* transformation, and many of them, and their descendants, remain both ignorant of the Seraphic Engine's existence and oblivious to its effects.

Prerequisite: Either alive on Asherak when the Seraphic Engine was destroyed or a direct descendent of those who were. This feat may be taken only at 1st level.

Benefit: Although the character himself is almost certainly unaware of it, he is not entirely human (or elven, or what not). His type does not formally change, but he is not considered humanoid for purposes of spells that affect only humanoids (*charm person*, for instance). He is still susceptible to the more widely applicable versions of such spells. The character does not register as abnormal to spells such as *detect magic*, but greater spells such as *true seeing* reveal a very faint aura, neither entirely arcane nor divine in nature.

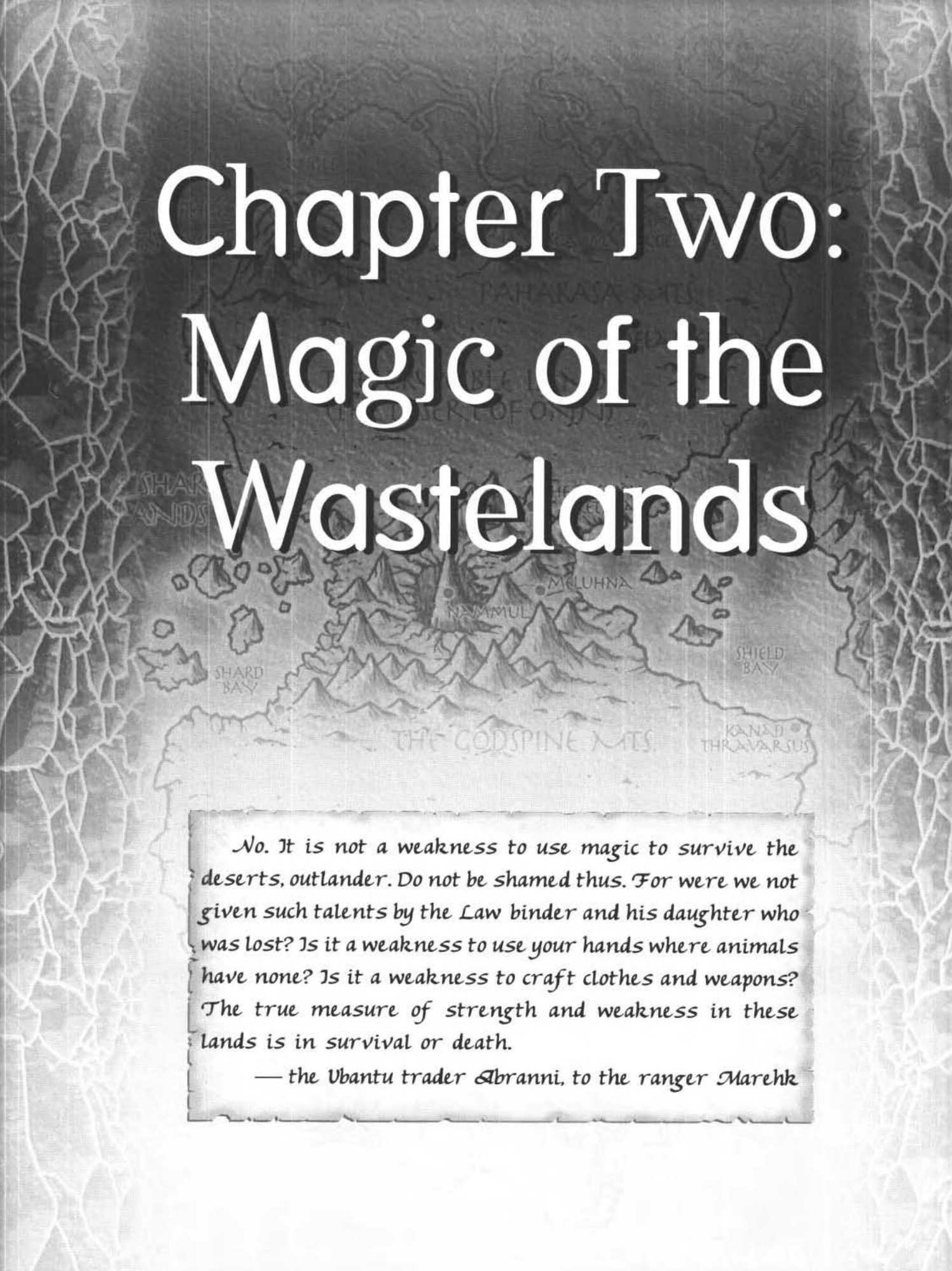
Tortoise [Totem]

The Tortoise totem, largely unique to Asherak, refers not to just any tortoise, but to the great, majestic beings who wander across the desert sands. The totem encompasses patience, determination, thoroughness and wisdom. Characters channeling Tortoise are clear-headed and resilient, able to ignore obstacles that would impede or distract others.

Benefits: While channeling Tortoise, his children gain the ability to think clearly even under adverse conditions. This grants a +5 circumstance bonus to all Concentration checks and allows the character to Take 10 on any skill check, even when this would normally be impossible.

Taboo: Hostility. Children of Tortoise may not initiate combat unless all other reasonable options have been explored.

Totemic Shapeshifting: When channeling Tortoise, a druid who expends a wild shape use gains damage reduction 5/bludgeoning or magic.



Chapter Two: Magic of the Wastelands

No. It is not a weakness to use magic to survive the deserts, outlander. Do not be shamed thus. For were we not given such talents by the Law binder and his daughter who was lost? Is it a weakness to use your hands where animals have none? Is it a weakness to craft clothes and weapons? The true measure of strength and weakness in these lands is in survival or death.

— the Vbantu trader Abranni, to the ranger Marehk

Equipment

Many of those who do not have access to the mighty sorceries or miracles of spellcasters must learn to rely on other things — most often, their wits and a selection of cleverly crafted pieces of equipment to help them survive the wastes of Asherak. While many of these are familiar to those of other lands, some substances are unique to Asherak, certain poisons and theurgical items in particular.

Poisons

Ubanu Weapon Poison

Ubanu coat their javelins and knives with a deadly poison of their own creation. The ubanu are immune to its effects, having developed resistance to it over generations of exposure.

Ubanu Poison — injury, DC13 Fortitude save, 1d6 Con/1d6 Con, 150 gp.

Asheraki Theurgy

The civilizations of Asherak acknowledge and pay homage to a wider pantheon of gods and demigods than those recognized on the Scarred Lands' other continents. The powerful churches of Asherak have learned to create theurgical effects for their own deities. Theurgical items are neither quite mundane nor magical; instead they are invested with the power of faith and divinity. Just as an alchemical item may grant an "alchemical bonus," so to does an item made with Craft (theurgy) grant a "theurgical bonus." The two bonuses are treated the same and do not stack; the different terms are used purely to distinguish the skill required to grant them.

See Chapter One for full details on Craft (theurgy).

Consecrating Holy Symbols

Though most holy symbols are amulets depicting the icon of a god, such symbols are not limited to jewelry. In many instances, more useful items may be consecrated — requiring a successful DC 15 Craft (theurgy) check — to function as holy symbols. These items are usually representative of the god in question and are often objects depicted in normal holy symbols. Once consecrated, these items may be used to turn undead and as the divine focus in spells that require such.

In addition to the divinity-specific alternate holy symbols noted below, if any appropriate icon of a god is rendered onto a shield, that shield may also be consecrated for use as a holy symbol. Likewise, holy texts may be used as holy symbols without the need of consecration. Regardless of the nature of the item listed below, each special item costs 50 gp. Weapons may be made masterwork at the normal price increase.

Ashumas: Clergy of Ashumas may create temporary holy symbols by sprinkling gold dust (50 gp worth) in a circle about the area to be warded. Similarly, golden circles may be worked into architecture and consecrated to create longer-lasting symbols. These symbols are often used to create sanctuaries and ward the dreams of those who sleep within.

D'shan: To create a temporary, one-use holy symbol, clergy of D'shan may consecrate sand taken from the heart of the desert (at a cost of 1 gp). This purified sand is sprinkled into the air while invoking D'shan.

Elámash: Clergy of Elámash may consecrate specially prepared short swords with asp's poison and other venoms as holy symbols.

Flayed God: The mad followers of the Flayed God may consecrate scourges or spiked chains as holy symbols by anointing them with their own blood and using them to flay the skin off at least one victim.

Gamgal: The clergy of Gamgal often consecrate the archway entrances to important burial places as holy symbols to sanctify the tombs and pacify their inhabitants. The sacred wrappings used during the mummification process may also be inscribed with the archway of Gamgal and so consecrated.

Immatuk: The clergy of Immatuk are capable of consecrating scrolls at little expense (1 gp) to serve as holy symbols. These scrolls are often used to record precious magics, send missives of the church, or preserve rare and sacred knowledge.

Kadeshu: Clergy of Kadeshu often work the demigod's symbol into a leather gauntlet which locks around a similarly inscribed scroll case. The gauntlet and case are then consecrated and serve as holy symbols protecting the most important missives and letters of the church.

Otossal: Otossal's symbol may be carved into the forehead of any skeletal undead, which may



then be consecrated to serve as a holy symbol. Also, a rapier may be specially prepared with the blood of the dead and etched with Otossal's symbol in order to become a consecrated holy symbol.

Sarhari: Clergy of Sarhari may etch her symbol upon specially prepared bastard swords, thus consecrating them as holy symbols.

Subastas: Clergy of Subastas can prepare specially carved balanced scales with the imagery of flames and coins, which may then be consecrated as holy symbols. Also, long bows that have been partially gilded with gold and carved with a flame motif may be consecrated.

Tamul: The clergy of Tamul are able to prepare ordinary wooden quarterstaves with rare desert herbs in order to consecrate them as holy symbols.

Tukulti: The clergy of Tukulti can temporarily bestow consecration upon simple desert palm leaves at little expense (1 gp). They may also attach specially prepared palm leaves to a spear in order to consecrate it as a longer-lasting holy symbol.

Identifying and Distilling Holy Water

The power of a god resides within each flask of holy, or unholy, water—waiting to be unlocked by the skilled theurgist. A theurgist may make an attempt to identify the god who empowered a particular flask of holy or unholy water; this requires a DC 15 Craft (theurgy) check and the expenditure of 1 gp per attempt made.

Once the source of divinity has been determined, the theurgist may attempt to distill the water, rendering away mundane taints and further sanctifying the substance to the deity in question. This may be done by a theurgist of any alignment, regardless of the god associated with the liquid. The process requires a DC 20 Craft (theurgy) check and the expenditure of 10 gp. Should this roll fail, the holy or unholy water is spoiled. Vials of distilled holy or unholy water (sometimes called theurgist's oil because the liquid is slightly viscous) can be purchased from a theurgist for 50 gp.

Distillations of Holy Water

Distilling holy water gives it secondary effects appropriate to the god who granted the original blessing. These vials of holy water retain their normal effects (as listed in the spell *bless water*) in addition to those gained below.

Ashumas: Holy water of Ashumas has something of a restorative effect on sleepers; if taken right before dropping off to sleep, the sleeper heals an additional 1d4 points of damage. He is not easily awakened, however—treat the sleeper as though he were under the effects of a *sleep* spell for the purposes of waking him.

D'shan: Holy water of D'shan allows those who ingest it to perceive lies and deception more easily.

Anyone ingesting a full dose of this holy water receives a +2 theurgical bonus to her next Sense Motive check or a +2 theurgical bonus to her next Will save against any illusion.

Gamgal: Gamgalian holy water speeds undead to their rest, inflicting 2d6 damage to undead. Splash damage is still 1 point, however.

Immatuk: Immatukan holy water may be used to break ciphers and read ancient script. By using a full dose of the holy water, a character may receive a +2 theurgical bonus to her next Decipher Script check.

Kadeshu: Often employed by travelers in the deadly wilds of Asherak, a full dose of holy water of Kadeshu can be ingested to cure 1d4 points of nonlethal damage or 1 point of ability damage caused by environmental damage, starvation or thirst.

Sarhari: Those who ingest a full dose of Sarharian holy water are protected from altitude sickness for one full day. Alternatively, the recipient receives a +2 theurgical Constitution bonus for the purposes of holding her breath.

Tamul: The warm and calming scent of Tamul's holy water may be used to help restrain animals. By employing a dose of this water, a character receives a +2 theurgical bonus to his next wild empathy or Handle Animal check.

Tukulti: Tukultian holy water can be used to purify normal water, removing grit, pollution and simple poisons and making it clear and refreshing to drink.

Distillations of Unholy Water

Distilling unholy water gives it secondary effects appropriate to the god who granted the original blessing. These vials of unholy water retain their normal effects (as listed in the spell *curse water*) in addition to those gained below.

Ashumas: Unholy water of Ashumas may be used to "cloud" the fate of whoever ingests it. Such a character receives a +2 theurgical bonus to his next saving throw against scrying or divination effects.

D'shan: Often used during interrogations, unholy water of D'shan causes searing agony to whoever should ingest it if he speaks anything but the truth. Those who employ it for this purpose gain a +2 theurgical bonus to Sense Motive checks.

Elámash: When applied to a poison, unholy water of Elámash increases its potency, giving a +1 theurgical bonus to the poison's save DC.

Flayed God: Unholy water of the Flayed God inflicts unending pain and torment when introduced to the bloodstream of living creatures. If applied to a slashing or piercing weapon, the unholy water takes effect on a successful attack that deals damage, inflicting a -1 theurgical penalty to attack rolls, saving throws and skill checks for 1 minute due to pain.

Inquisitor's Knife

The inquisitor's knife is specially prepared with holy sigils and divine metals so that it can be empowered to work the will of the gods. The knife looks like a normal dagger save that it has an unusually wide blade at its midpoint and a jagged, hooked blade at its end.

	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Exotic Light Melee Weapon</i>							
Inquisitor's knife	15 gp	1d3	1d4	18–20/x2	—	1 lb.	Slashing

Gamgal: Unholy water of Gamgal heals any undead it is splashed upon. Undead directly hit with the water regain 2d4 hit points; those undead within 5 feet of the target also heal 1 hit point from the “splash.”

Immatuk: Unholy water of Immatuk can be used to sap the power from spells, leaving them pale shadows that are easily avoided. By readying an action as if using a counterspell, a character can hurl a dose of the unholy water at a spell targeting himself or at an area effect spell if he is within the spell's area. The DC to save against such a spell suffers a –2 theurgical penalty.

Kadeshu: Unholy water of Kadeshu is said to inflict the “curse of wandering” upon any who come in contact with it. Anyone hit with a dose of the water suffers a –2 theurgical penalty to all Survival checks to determine direction or avoid becoming lost.

Otossal: Like Gamgalian unholy water, Otossalan unholy water heals the undead. Any undead creature directly splashed with the water regains 2d4 hit points; those undead within 5 feet of the target also heal 1 hit point from the “splash.”

Sarhari: Unholy water of Sarhari fills undead with renewed vigor and breath. If applied to an undead creature, that creature gains a +1 theurgical bonus to attack rolls and saving throws for 1 minute.

Subastas: When applied to a valuable object, unholy water of Subastas makes it very difficult to appraise its true value. Any character trying to appraise such an object suffers a –2 theurgical penalty to the next Appraise check.

Theurgical Items

The uses for theurgy are not limited to the identification and distillation of holy and unholy waters. Many churches sell to the faithful those small charms, pilgrimage badges and other trinkets touched (in whatever minor fashion) by the blessings of their deity.

Consecrated Inquisitor's Knife: Normally a mundane exotic weapon, an inquisitor's knife may be specially anointed with holy water in order to unlock its true potential. By anointing the blade with holy or unholy water, it gains the ability to harm a creature possessing another creature at the same time it deals damage to the possessed crea-

ture. This ignores miss chance due to incorporeal nature for this purpose only, but does not automatically overcome damage reduction. In addition, the knife is considered good- or evil-aligned depending upon whether holy or unholy was used to consecrate it. These effects last for 24 hours.

Fleetfoot Oil: An elixir first created by servants of Tanil, fleetfoot oil is designed to aid in travel across the continent's desert sands. It is made up of powdered glass and the sticky juices of herbs found in those rare fertile portions of Asherak. When applied to the feet or footwear, it helps mitigate the effects of shifting sands or other particulate matter. This grants a +2 theurgical bonus to Balance checks made to avoid slipping on sand, pebbles and other small particles, and it reduces the overland movement penalty across sandy desert from x1/2 to x3/4. This oil is valued at approximately 100 gp for a single application, which lasts six full days for bipedal creatures, three days for quadrupeds. It requires a DC 20 Craft (theurgy) check to create.

Sunshroud: This dark, glistening substance is made of crushed leaves and the rendered grease of several types of animals, including camels. When spread on a person's exposed skin, it sheds heat and protects the individual from the desert sun. Sunshroud grants a +2 to all Constitution and related rolls to resist heat-related nonlethal damage. This stacks with the bonus granted by the Endurance feat. It has no effect on real damage, so the individual is still fully vulnerable to flame and fire-based magics. This oil costs 50 gp for a full dose, considered enough to cover the face, shoulders, arms and torso of an average-sized human. It burns off after six hours of exposure to the sun, or twice that long in the shade or at night. It requires a DC 15 Craft (theurgy) check to create.

Magic Items

When simple mundane equipment is insufficient for the challenges of living in Asherak, many of its mightiest turn to items imbued with the powers of arcane or divine magic to aid them in their goals. Many of the magic items that currently exist in Asherak date from before the destruction of the Seraphic Engine, for most of

the lesser magical items were destroyed in the blast that decimated the very force of life in the Cradle of the Gods.

Magical Weapons, Enhancements

Rage

Description: Weapons with this ability are especially favored by the followers of Vangal, allowing them to keep up with their barbarian comrades, or giving them even more opportunities to fly into a frenzy.

Powers: The wielder of a weapon with this ability can enter a rage, gaining a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical to a barbarian's rage except that the subjects aren't fatigued at the end of the rage's duration. The wielder can rage a number of times equal to the weapon's enhancement bonus — the wielder of a +3 *battleaxe* can rage three times per day, for example.

Moderate enchantment; CL 5th; Craft Magic Arms and Armor, *rage*; +2 bonus.

Tuned

Description: The bards of Asherak travel through many dangerous lands to gather their tales and songs. Created by the music-loving sorcerers of Tanil in the city of Aelfygh as insurance that those traveling bards who visit their city come back in one piece, weapons with this enhancement are a boon for the bards themselves, but perhaps even better for a warrior defending his bardic companion.

Powers: This type of weapon reacts to the bardic music ability *inspire courage*. When in the range of any bard using this ability, the weapon gains an additional +2 enhancement bonus for as long as the *inspire courage* is in effect. The enhancement can increase depending upon the level of the bard singing, increasing to +3 for a bard of 8th level, +4 for a 14th-level bard, and +5 for a 20th-level bard. If the weapon can be affected by more than one bard, use the highest-level bard for determining the bonus.

Moderate enchantment; CL 9th; Craft Magic Arms and Armor, *greater heroism*; +1 bonus.

Magical Weapons, Specific

Corpsebane Arrows

Description: Corpsebane briar grows wild throughout the Scarred Lands (including those areas of Asherak that still support plant life) and is especially common in areas with large numbers of undead, since corpsebane grows only in necrotic flesh. The briar spreads when a living creature brushes against it. Tiny, razor-sharp seeds lodge in the creature's flesh, dealing no damage but imbedding themselves in the host's flesh. When the host dies, a new corpsebane plant begins to grow in the freshly dead body.

Natural corpsebane briars are the scourge of the undead. The plant begins to sprout on an undead creature almost immediately, completely destroying it within a matter of days. Though most inhabitants of the Scarred Lands find corpsebane's anti-undead qualities beneficial (and in some areas use it as a natural security fence, seeding the plant on the corpses of dead cattle and other animals), most necromancers (including those of the city Scaumaturge) consider it a pest and weed.

In their crusade against the unnatural scourge of the undead, the devotees of Madriel have created an artificial variant of the plant, known as greater corpsebane. This plant's spines are much longer and lodge more easily in undead flesh, and the seeds themselves are greatly prized by those who hunt the living dead. Arrows and bolts tipped with corpsebane spines cause considerable damage to undead targets.

Powers: A corpsebane arrow or bolt has a -1 penalty to normal damage but a +1 bonus to hit corporeal undead targets. When it strikes its target, the projectile immediately begins to sprout, inflicting 1d4 points of Dexterity damage each round. When its Dexterity is reduced to zero, the undead creature is completely immobilized and will be destroyed completely in another 1d4 rounds. Undead with intelligence scores can take a full-round action to attempt to remove the missile. A corpsebane projectile can be removed only with a DC 15 Strength check. The DC to remove the projectile increases by +1 on every subsequent round after the first.

Greater corpsebane grows seeds a year after taking root. Each plant produces 6d12 seeds a year, provided the plant has flesh or blood tilled into its soil once every two months. A DC 15 Craft (fletcher) check can adapt a greater corpsebane thorn-seed into an arrow or crossbow bolt-head. Failing this check destroys the seed. A greater corpsebane shrub is worth 500 gp.

Weak necromancy; CL 4th; Craft Magic Arms and Armor, Craft (fletcher); Price 75 gp; Weight 0.1 lb. (bolt), 0.05 lb. (arrow).

Hallowing Blade

Description: These blades are weapons used by the faiths of Corean and Madriel in their battles against undead and necromancers. Most of the faithful of the Avenger and the Redeemer know these blades on sight and consider those who carry them to be heroes — indeed, those who wield them may be approached by those who have difficulties with the undead.

Powers: A *hallowing blade* is a +2 *undead bane* *longsword* wrought from volcanically forged iron and polished to a mirrored black finish. The blade normally functions as a melee weapon.

If plunged into the ground while held by the caster, the blade can *hallow* a 30-foot radius. The caster can then release the blade and the hallowing effect will persist. The effects of the blade last for as long as the activated blade is in the ground, for a maximum of

one year. After one year, the blade may still *hallow* a given area, but it must be reactivated in order to do so.

Moderate conjuration and evocation; CL 10th; Craft Magic Arms and Armor, *hallow*; Price 118,315 gp; Weight 4 lb.

Magical Weapons, Bound

Some outer planar creatures not only have the ability to possess living creatures but can also possess inanimate objects. Spellcasters use this ability to their advantage in order to create powerful magical weapons.

Bound Weapon Creation

With the essence of a bound outsider, spellcasters can create weapons much more potent than they may have been able to otherwise. Often, using a bound outsider also makes the weapon cheaper to create, but the process has many risks.

As with other magical weapons, the creator must have the Craft Magical Arms and Armor feat. After that, things become more complicated.

During the creation process, the spellcaster must call, hold and bend to his will the outsider of his choice. The creator's alignment must be within one step of the outsider's (that is, it may be one step away on either the lawful-chaotic axis or the good-evil axis, but not both), or the binding automatically fails. If the outsider serves a particular deity, the creator must worship that deity as well.

First, the spellcaster calls and holds the outsider using the appropriate *planar binding* or *planar ally* spell and *magic circle* spell, plus *dimensional anchor*. The outsider must be held for at least one day per HD during the item creation process (though the complete weapon creation process may take much longer). In the case of *planar ally* the outsider must still be held in a *magic circle*. No simple bargain can be struck for such an extended period of bondage, though the caster does not pay the XP cost for the spell.

Even if the spellcaster and the outsider have the same alignment, deity and goals, intelligent creatures seldom wish to be bound to inanimate objects. Most attempt to escape or disturb the creation process (see the spell *magic circle against evil*).

While held, the creator uses Diplomacy checks to convince the outsider that serving as a weapon would be the best way to achieve its objective. The outsider's attitude starts out as Hostile. Every day the outsider is trapped in the *magic circle* the creator makes a new check, attempting to eventually move the outsider's attitude to Helpful (see Diplomacy skill in the *Player's Handbook*). Each time the creator fails a check, add +5 to the DC of the next day's attempt. The creator and the outsider may also bargain for services — the creator may threaten the outsider with suffering or destruction, or the outsider may agree to be bound to the weapon for a century, for example, granting a bonus to the creator's Charisma or diplomacy

checks. The GM can determine the exact bonuses and penalties depending upon what the creator offers.

At the end of the necessary holding period, if the outsider's attitude has become Helpful, it can automatically be bound to the weapon. Otherwise, the outsider makes a Will save (DC = 10 + item creator's caster level). If the save succeeds, the outsider escapes and the item creation process fails.

If the item creation process fails due to the outsider escaping, or radically disturbing the creation process, the spellcaster still spends half of the item's creation cost in gold and XP.

A bound weapon's total cost equals 6,000 gp x [the outsider's HD]. The creator spends 1/25 of the total price in XP and uses up raw materials costing one half of this total price. While bound weapons have no minimum caster level per se, the creator must be powerful enough to cast the appropriate spells and control the held outsider. As with regular magic weapons, the entire creation process still takes 1 day per 1,000 gp of the base price.

Should the weapon ever be broken or otherwise destroyed, it frees the outsider.

Powers

A bound weapon has an enhancement bonus equal to one-quarter the outsider's HD. By trapping the essence of a sentient being, each weapon also has intelligence and at least some way to communicate (see Intelligent Weapons in the DMG). Other powers are determined by type and by the particular creature summoned.

Angels: Angelic weapons have two mental ability scores at 16 and one at 10. The weapon speaks Common and Celestial, communicating telepathically with the wielder.

Choose one spell-like ability the angel can use at will, except one with a range of personal or that can affect the creature only. The weapon can use that spell-like ability upon command once per day.

The weapon may gain additional powers based upon the bound angel (see example weapons).

Once attuned (see below), angelic weapons grant the wielder acid, cold, electricity and fire resistance 5, +4 to saves versus poison and petrification effects, and the ability to cast *protection from evil* on the wielder 1/day.

Demons: Demonic weapons have two mental ability scores at 15 and one at 10. The weapon speaks Common and Infernal, communicating telepathically with the wielder.

Choose one spell-like ability the demon can use at will, except one with a range of personal or that can affect the creature only. The weapon can use that spell-like ability upon command once per day.

The weapon may gain additional powers based upon the bound demon (see example weapons).

Once attuned, demonic weapons grant the wielder acid, cold, electricity and fire resistance 5, and +4 to saves versus poison.

Devils: Devilish weapons have two mental ability scores at 15 and one at 10. The weapon speaks Common and Abyssal, communicating telepathically with the wielder.

Choose one spell-like ability the devil can use at will, except one with a range of personal or that can affect the creature only. The weapon can use that spell-like ability upon command once per day.

The weapon may gain additional powers based upon the bound devil (see example weapons).

Once attuned, devilish weapons grant the wielder acid, cold, and fire resistance 5, +4 to saves versus poison, and darkvision.

Elementals: Elemental weapons have two mental ability scores at 13 and one at 10. The weapon communicates empathically with the wielder.

- **Air:** Casts *lightning bolt* 3/day upon command (caster level equals the bound elemental's Hit Dice). Once attuned, the weapon grants the wielder immunity to electricity.

- **Earth:** Casts *stoneskin* 1/day upon command (caster level equals the bound elemental's Hit Dice). Once attuned, the weapon grants the wielder damage reduction 3/-.

- **Fire:** Casts *scorching ray* 3/day upon command (caster level equals the bound elemental's Hit Dice). Once attuned, the weapon grants the wielder immunity to fire.

- **Water:** Casts *ice storm* 1/day upon command (caster level equals the bound elemental's Hit Dice). Once attuned, the weapon grants the wielder immunity to cold and the ability to breath underwater.

Wielding Bound Weapons

Bound weapons are notoriously difficult to wield, oftentimes taking almost complete control of their owner's lives. They have tremendous Egos, even more so than other intelligent items (Ego equals 10 + outsider's Hit Dice). As with all intelligent items, the owner must be the same alignment (see DMG).

In order to fully access the bound weapon's true power, the wielder and the weapon must come to an understanding through a process called attunement.

Attuning a weapon takes at least 30 days. During the attunement period the wielder can participate in activities as normal, though the weapon constantly struggles with the owner on just about any activity. Also, the owner must remain within 10 ft. of the weapon during the entire time, or the attunement must begin anew.

Every ten days, the owner makes a special item conflict check (Will save, DC of the item's Ego). Once the owner succeeds at three of these checks, the item becomes attuned. If three checks have failed before

three have succeeded, the weapon can never be attuned and will be constantly at odds with its owner. Checks made during personality conflicts that arise normally do not count toward the attunement. If the owner goes for more than 30 days without touching the weapon, she loses all attuned special abilities.

Barbed Devil Weapon

Description: Someone who has proven himself worthy in service to Chardun can present himself to the Great General's clerics and request to have a servant of Chardun bound to his weapon. By tradition one who earns a devil-bound weapon must be locked in a steel box with his new "servant" for thirty days, given only water and gruel. Many go mad, impaling themselves on the possessed blades, in which case the clerics break the weapons, setting the devils free. Those with true strength of spirit tame their devilish arms, proving themselves worthy to Chardun.

Powers: Most commonly made into spears, all have a +3 enhancement bonus. Once per day upon command the weapon can cast *hold person* (DC 16, CL 12).

Once attuned, a barbed devil weapon grants the wielder acid, cold and fire resistance 5, +4 to saves versus poison, and darkvision. After attuning the weapon, the owner grows large,

bony spikes from his extremities.

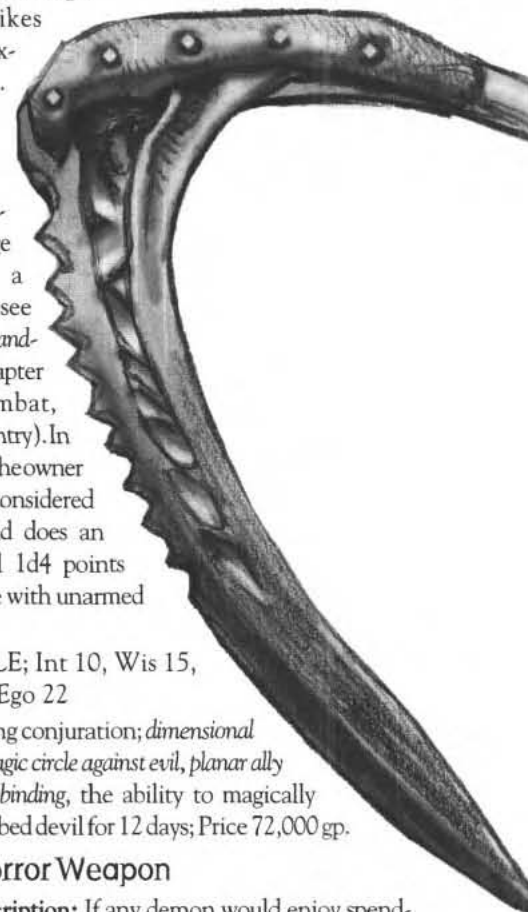
These act as armor spikes, causing extra damage during a grapple (see *Player's Handbook*, Chapter 8, Combat, Grapple entry). In addition, the owner is always considered armed and does an additional 1d4 points of damage with unarmed attacks.

AL LE; Int 10, Wis 15, Cha 15; Ego 22

Strong conjuration; *dimensional anchor*, *magic circle against evil*, *planar ally* or *planar binding*, the ability to magically hold a barbed devil for 12 days; Price 72,000 gp.

Blood Horror Weapon

Description: If any demon would enjoy spending eternity as an implement of death, this would be the one. Owners of these weapons must contend with blades which can never be satiated. The weapons' strong personalities constantly drive them to kill.



It's no surprise that these weapons are highly sought after by the Horsemen of Vangal, who see such blood-thirsty motivations as a blessing. Even so, fellow Horsemen know to give those who own a *blood horror weapon* a wide berth during combat.

Powers: Most commonly made into scimitars, all have a +2 enhancement bonus. Once per day upon command the weapon can cast *grim feast* (CL 16).

Once attuned, demonic weapons grant the wielder acid, cold, electricity and fire resistance 5, and +4 to saves versus poison. After attunement, wounds caused by this weapon become more difficult to heal. Any *cure* spell used have a -1 per die of damage healed (for example, a *cure moderate wounds* spell would cure 2d8 +

caster level -2 for

wounds made by this weapon). The wounds from this weapon cannot heal naturally, and the penalty on cure spells continues until a *protection from evil* spell has been cast on the victim.

AL CE; Int 10, Wis 15, Cha 15; Ego 18

Strong conjuration; *dimensional anchor*, *magic circle against evil*, *planar ally* or *planar binding*, the ability to hold a blood horror magically for 8 days; Price 48,000 gp.

Earth Elemental (Large) Weapon

Description: The dwarves of Burok Torn use the strength of their mountain to throw back their enemies. When this is not enough, the dwarven wizards bind the power of the very earth into the hammers of their greatest warriors.

Powers: Most commonly made into warhammers, all have a +2 enhancement bonus. Once per day upon command the weapon can cast *stoneskin* on the wielder (CL 8).

Once attuned, the weapon grants the wielder damage reduction 3/—.

AL N; Int 10, Wis 13, Cha 13; Ego 18

Strong conjuration; *dimensional anchor*, *magic circle* (any), *planar ally* or *planar binding*, the ability to magically hold a large earth elemental for 8 days; Price 48,000 gp.

Iron Devil Weapon

Description: The necromancers of Scaumaturne's Legion of Purity often make powerful magical items for their favored champions. These weapons are especially popular, appealing to the Legion's taste for morbid regalia.

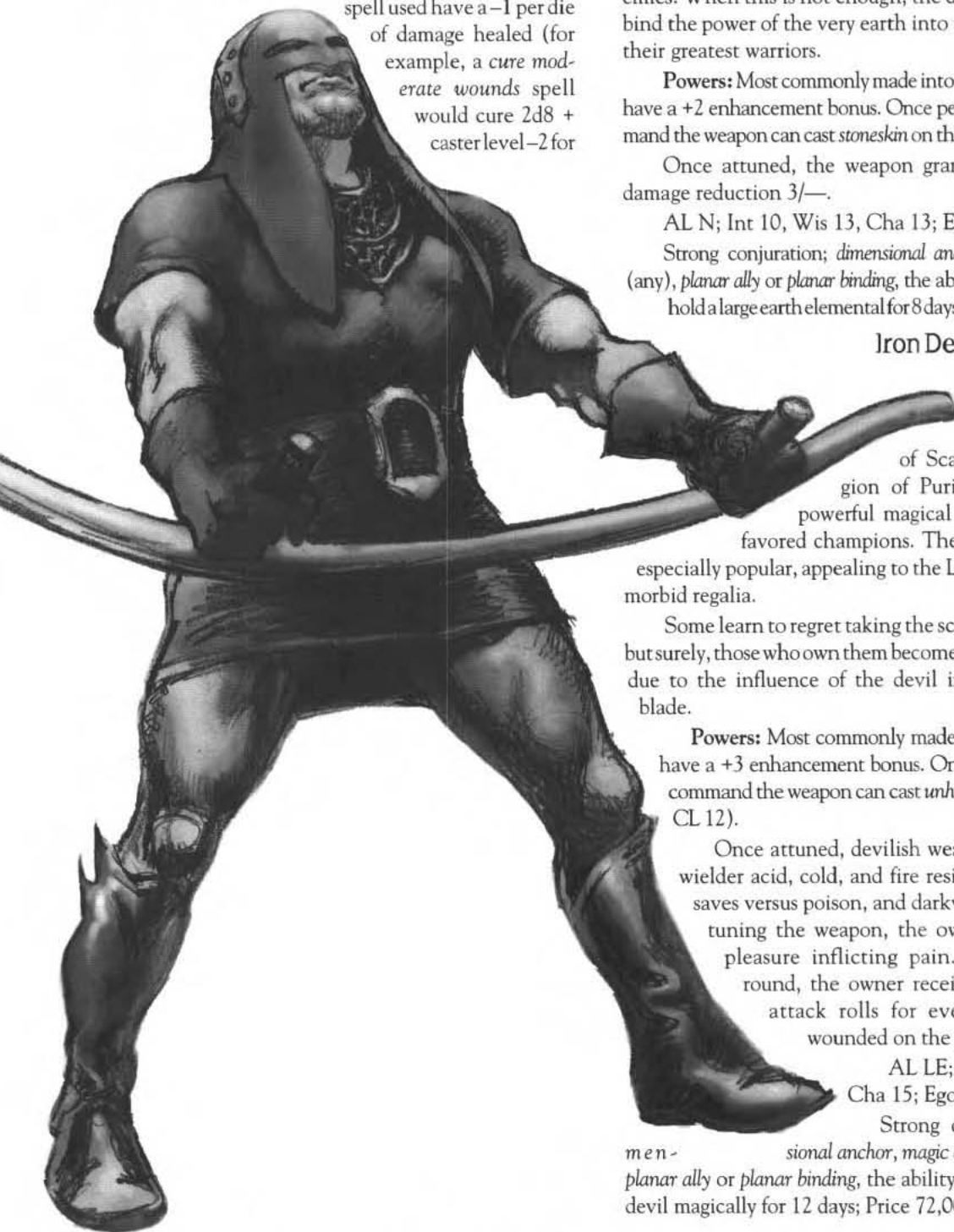
Some learn to regret taking the scythes, as, slowly but surely, those who own them become sadomasochists due to the influence of the devil inhabiting their blade.

Powers: Most commonly made into scythes, all have a +3 enhancement bonus. Once per day upon command the weapon can cast *unholy blight* (DC 16, CL 12).

Once attuned, devilish weapons grant the wielder acid, cold, and fire resistance 5, +4 to saves versus poison, and darkvision. After attuning the weapon, the owner feels great pleasure inflicting pain. Each combat round, the owner receives a +1 to its attack rolls for every victim she wounded on the previous round.

AL LE; Int 10, Wis 15, Cha 15; Ego 22

Strong conjuration; *dimensional anchor*, *magic circle against evil*, *planar ally* or *planar binding*, the ability to hold an iron devil magically for 12 days; Price 72,000 gp.



Marilith Weapon

Description: Known for their wild yet exquisite swordsmanship, the essence of a marilith demon makes the perfect engine for a magic weapon. Clerics of Vangal make these for their most ruthless servants, turning them into savage yet skilled fighters.

Powers: Most commonly made into longswords, all have a +4 enhancement bonus. Once per day upon command the weapon can cast *blade barrier* (DC 23, CL 16).

Once attuned, demonic weapons grant the wielder acid, cold, electricity and fire resistance 5, and +4 to saves versus poison. After attunement, the owner gains free use of the feats Two-Weapon Fighting and Improved Two-Weapon Fighting.

AL CE; Int 10, Wis 15, Cha 15; Ego 26

Strong conjuration; *dimensional anchor*, *magic circle against evil*, *greater planar ally* or *greater planar binding*, the ability to hold a marilith magically for 16 days; Price 96,000 gp.

Planetary Weapon

Description: The common people count upon the servants of Corean to protect them from all evils—titanspawn, evil clerics, bandits, slavers—the list goes on and on. Though they are loath to do so, the followers of Corean sometimes bind angelic beings into weapons, hoping to use their power to stem the tide.

Planetars make the perfect choice, as warriors of the higher planes they seek any means to fight evil. Knights of Corean who wield these swords request that the weapons be shattered upon their deaths, granting freedom to the angels trapped inside.

Powers: Most commonly made into greatswords, all have a +3 enhancement bonus. Once per day upon command the weapon can cast *lesser restoration* (CL 17).

Once attuned, angelic weapons grant the wielder acid, cold, electricity and fire resistance 5, +4 to saves versus poison and petrification effects, and the ability to cast *protection from evil* on the wielder 1/day. After attunement, the weapon gains the *bane* (evil outsiders) special weapon quality.

AL LG; Int 10, Wis 16, Cha 16; Ego 24

Strong conjuration; *dimensional anchor*, *magic circle against good*, *greater planar ally* or *greater planar binding*, the ability to hold a planetary magically for 14 days; Price 84,000 gp.

Rings

Ring of Glamer

Description: These rings are always fanciful, made of the brightest metal and inset with the most colorful gemstones the creator can find, even if all of the materials used to make the ring are ultimately valueless (which they often are).

Powers: The wearer of this ring is granted a +5 competence bonus to all Bluff and Disguise skill checks. It also allows the wearer to prepare and cast one additional illusion spell per spell level each day, as if she were a wizard specializing in the Illusion school. If the wearer is a spellcaster who does not normally prepare spells, she can still cast one bonus illusion spell per spell level per day. These are bonus spells—a wearer who cannot cast spells gains no benefit from this ability.

Strong illusion; CL 12th; Forge Ring, Spell Focus (Illusion), creator must have 5 ranks in both the Bluff and Disguise skills; Price 85,000 gp.

Ring of Invocation

Description: These rings are usually formed of cold-forged iron, although several powerful spellcasters are known to possess versions of this ring forged from pure adamantine.

Powers: When the wearer of this ring casts any evocation spell, the spell always does maximum damage. Further, the wearer of this ring can prepare and cast one additional evocation spell per spell level each day, as if she were a wizard specializing in the Evocation school. If the wearer is a spellcaster who does not normally prepare spells, she can still cast one bonus evocation spell per spell level per day. These are bonus spells—a wearer who cannot cast spells gains no benefit from this ability.

Strong evocation; CL 12th; Forge Ring, Maximize Spell, Spell Focus (evocation); Price 85,000 gp.

Ring of Summoning

Description: Most of these rings are created by evil wizards and some few sorcerers. Such rings are usually fairly simple iron bands inscribed with incantations in either Abyssal or Infernal. Those few rings created by mages of good intent are gold, inscribed with silver-inlay incantations in the flowing script of the celestials.

Powers: When the wearer of this ring casts any conjuration spell, the spell always summons the maximum number of creatures. Additionally, the wearer of this ring may prepare and cast one additional conjuration spell per spell level each day, as if she were a wizard specializing in the Conjuration school. If the wearer is a spellcaster who does not normally prepare spells, she can still cast one bonus conjuration spell per spell level per day. These are bonus spells—a wearer who cannot cast spells gains no benefit from this ability.

Strong conjuration; CL 12th; Forge Ring, Maximize Spell, Spell Focus (conjuration); Price 85,000 gp.

Ring of the Crypt Lord

Description: These rings are usually made of bone, although ceramic rings made from the ashes of the deceased are also fairly common.

Powers: The wearer of this ring is immune to the level-draining effects of necromancy spells as well as the level-draining attacks of undead. It also allows the wearer to prepare and cast one additional necromancy spell per

spell level each day, as if she were a wizard specializing in the Necromancy school. If the wearer is a spellcaster who does not normally prepare spells, she can still cast one bonus necromancy spell per spell level per day. These are bonus spells — a wearer who cannot cast spells gains no benefit from this ability.

Strong necromancy; CL 12th; Forge Ring, Spell Focus (necromancy), *create undead*, *undeath to death*; Price 85,000 gp.

Ring of Warding

Description: These rings are always plain, unmarked white-gold bands. It is believed that these rings were first forged in the days of the High Elven First Dynasty and worn by the elite warrior-mages who protected that ancient empire.

Powers: The wearer of this ring gains a spell resistance rating of 12 + the wearer's caster level. Additionally, the wearer may prepare and cast one additional Abjuration spell per spell level each day, as if she were a wizard specializing in the Abjuration school. If the wearer is a spellcaster who does not normally prepare spells, she can still cast one bonus abjuration spell per spell level per day. These are bonus spells — a wearer who cannot cast spells gains no benefit from this ability.

Strong abjuration; CL 12th; Forge Ring, Spell Focus (abjuration), *spell turning*; Price 85,000 gp.

Seer's Ring

Description: An ornate, twisting glass and crystal band. These rings appear, for all intents and purposes, to be spun rather than forged (which is true).

Powers: The wearer of this ring is constantly under the effects of the spell *detect scrying*. Further, the wearer may prepare and cast one additional Divination spell per spell level each day, as if she were a Wizard specializing in the Divination school. If the wearer is a spellcaster who does not normally prepare spells, she can still cast one bonus divination spell per spell level per day. These are bonus spells — a wearer who cannot cast spells gains no benefit from this ability.

Strong divination; CL 12th; Forge Ring, Spell Focus (Divination), *detect scrying*, *scrying*; Price 85,000 gp.

Wondrous Items

Amulet of Silver Fortune

Description: These heavy and ornate silver amulets have been crafted since the Titanswar to signify the continued faith of Aulter-ash in their elders and the continued reverence of Tanil. Although a few amulets have been lost over the years, their secret of manufacture has not been lost, and the ruling Council of Aulter-ash maintains one for each member. It is said that Tanil looks upon the bearers of these items with special fortune and is more likely to heed their call, though whether this is a function of the Council's favored position among the Huntress' worshippers, none can say.

Powers: This amulet allows the wearer call upon Tanil's luck as the spell *Tanil's touch*, save that the effect is renewed each morning. While wearing the amulet, any weapon used by the Council member is considered silver for the purposes of overcoming damage reduction. Finally, when all seven amulets are gathered together, they can invoke a *song of the gods* effect once per week, producing a soft rejuvenating glow and allowing divine casters worshipping Tanil to restore their spells.

Moderate enchantment; CL 7th; Craft Wondrous Item, *silver sword*, *song of the gods*, *Tanil's touch*, must be created by a worshipper of Tanil; Price 8,960 gp.

Chilling Salve

Description: The deadly heat of the Soulburn Wastes inspired a wealthy merchant to commission the creation of this ointment. *Chilling salve* protects from the heat very well, but it is no good against the cold. Dwarves have discovered that the tiniest smudge of this on the bottom of a flagon of ale will keep it cold for hours.

Powers: When applied to the skin of an individual the ointment of comfort bestows the effects of *endure elements* for purposes of enduring warm temperatures. In addition, the person coated in this warm salve gains resistance to fire 5 for 24 hours. He suffers a -2 penalty when making saving throws against cold-based attacks, however. A container of this ointment typically has three uses when full.

Faint abjuration; CL 3rd; Craft Wondrous Item, *endure elements*, *resist energy*; Price 900 gp; Weight 1 lb.

Foul Poppet

Description: The *foul puppet* is a foot-tall porcelain doll made to resemble a young child of roughly six years of age. The doll is quite detailed, with real hair, masterfully painted skin, and individually tailored clothing. The *puppet* is a powerful focus for enchantment magic, and a terrible creation in the hands of any seeking to cause trouble.

Only a few *foul puppets* exist. Their ability to cause mayhem and trouble is legendary. The doll earned its name for a string of murders perpetrated using the *puppet* as the method of suggesting the killings. The inspector working for the Boretanshu city guard dubbed it the *foul puppet*. The Ashen Rose, an adventurer-investigator who operates in the city of Boretanshu, brought the creator of the *puppet* to justice. Still, a few have recently surfaced through the black markets in Kanad Thravarsus, indicating that the secrets to creating them still are in use.

Powers: Pulling a string on the back of the *puppet* activates the doll's magical properties. The person activating the *puppet* may place a *suggestion* into it by whispering it into the *puppet's* ear. Unlike the spell *suggestion*, the suggested course of action can be as harmful as the person controlling the *puppet* wants it to be.



The first person to see the *poppet* must make a DC 15 Will save to resist the urge to walk over to the doll and pick it up. Once the lured target reaches the *foul poppet* and grabs it, he must make a DC 20 Will saving throw. Failure indicates that the suggestion has successfully passed to the person now holding the *poppet*, and he must now carry it out.

Anyone holding the *poppet* gains a +2 bonus to the save DCs for enchantment spells that he casts and can use the *poppet* as a replacement for the arcane foci or material components of any enchantment spell with the [compulsion] or [mind-affecting] descriptors.

Moderate enchantment; CL 5th; Craft Wondrous Item, *lure*, *suggestion*, creator must be an enchantment specialist wizard; Price 70,000 gp; Weight 1 lb.

Mask of Undeath

Description: A necromancer commanding a unit of undead troops is a tempting target for archers and enemy spellcasters, and the loss of such a commander can destroy the effectiveness of an entire unit of undead. To this end the Belsameth-worshipping necromancers known as the Rotmaids created the *masks of undeath* to help them hide among their own troops. A *mask of undeath* is a human-sized mask that resembles the visage of the undead creature it was made from, held together with fine threads of silver. Anyone wearing a *mask of undeath* appears undead to all mundane and magical senses.

Creating a *mask of undeath* is an unpleasant process, requiring the removal of an undead creature's face, which is then treated with alchemical compounds and spells. *Masks* from skeletons and zombies are the most common, as the "donors" are easily controlled and do not resist the surgery. Vampire, lich and mummy *masks* are rare, as removing the visages of such creatures is a dangerous and difficult task. In any event, most necromancers prefer to disguise themselves as skeletons or zombies rather than more powerful (and hence noticeable) undead creatures.

Powers: A living humanoid wearing a *mask of undeath* instantly takes on the appearance of the type of undead that the *mask* represents. Spells and supernatural senses that affect living creatures will fail to detect the wearer, while effects that detect the undead will register the wearer as a typical undead creature of the *mask's* type.

In order for the glamour to remain convincing the wearer must act like the undead creature he is mimicking. Undead that do not flee from turning, react to holy water or otherwise behave properly will appear suspicious, though they will not automatically be recognized as forgeries. The wearer of the *mask* can attempt a DC 15 Bluff or Perform a check to imitate simple reactions convincingly, such as recoiling from a holy symbol or reacting to attack by holy water.

Strong illusion; CL 6; Craft Wondrous Item, *disguise self*, *nondetection*; Price 42,000 gp; Weight 1/2 lb.

Monk's Leathers

Description: The disciplined pursuit of martial arts is not exclusive to warriors and sword-wielding paladins. Often the most deadly of warriors are the ones who carry no weapons at all. These leather bindings are a cherished artifact of many monastic orders. The Hedradan disciples at the Exemplary Retreat are especially fond of using *monk's leathers*.

Powers: A monk wearing *monk's leathers* is considered five levels higher for determining his class-based Armor Class bonus. *Monk's leathers* do not use up an inventory slot.

Moderate transmutation; CL 5th; Craft Magic Arms and Armor, Craft Wondrous Item, *mage armor*, creator must have 5 levels in Monk; Price 1820 gp.

Portable Oasis

Description: Perfected by all over Asherak, the *portable oasis* allows respite during arduous trips through hostile terrain. Indeed, the *portable oasis* is a remarkably useful item to the desert traveler. Initially, it looks like a large tent made of fine canvas, but once set up the tent and its surroundings are transformed into a lush, tiny paradise.

Powers: The *portable oasis* is a large tent with room for eight full-grown Medium humanoids. Even without the command word, the tent conveys the benefits of *endure elements* upon anyone within it. With a command word, a lush and verdant oasis extends for 100 feet from the center of the tent. The oasis has a large pond filled with fresh

potable water (enough to water eight humanoids and their riding and pack animals, with enough left over to bathe in), and several bushes and trees laden with enough fruit to feed eight fully grown people; thick grass grows, enough to feed eight medium warhorses each day. Every morning the trees blossom and fruit grows from them and the pond water becomes fresh and clean once more.

Using the *portable oasis* for more than three days in a row begins to deplete the magic that feeds it. Each day that the *oasis* is used beyond three days, it produces food and water for one fewer person and animals. Further, once deactivated, the item will not activate again until one month has passed for each day that it was used more than three days in a row. If active for more than eight days in a row, the oasis turns to dust and the tent itself rots and frays, becoming useless canvas.

The *portable oasis* will not function in cold weather, but the tent will still bestow the comfort of *endure elements* upon anyone staying within.

Strong conjuration; CL 12th; Craft Wondrous Item, *create food and water*, *endure elements*, *Leom's tiny hut*; Price 43,200 gp; Weight 10 lb.

Talisman of Shadows

Description: An onyx brooch or amulet inlaid with silver filigree. This token is the favored possession of many of the faithful of Drendari, Tanil and Belsameth.

Powers: The *talisman of shadows* grants its wearer a +10 competence bonus on all Hide and Move Silently skill



checks. Its wearer is also continuously under the effects of the spells *darkvision* and *protection from law*. This item is also under strong "shadowing" magic that prevents easy identification through the use of *detect magic* (though spells such as *identify* will still function normally).

Undetermined, though does radiate as magic; CL 9th; Craft Wondrous Item, *darkvision*, *protection from law*, creator must have 10 ranks in both the Hide and Move Silently skills; Price 12,500 gp.

Spells of Asherak

Where the land is dead, the magic is fertile.

— Asheraki saying.

Alzzarah's Entourage

Conjuration [Summoning]

Level: Brd 4, Wiz 3

Components: V, S, F

Casting Time: 1 hour

Effect: Group of creatures summoned

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

Description

The Asheraki wizard Alzzarah created this spell to provide himself with access to good help, regardless of his location, and also to earn income from the wealthy who needed servants on short notice. Poseurs, pretenders and travelers in need of attendants can often rely on this spell as a quick respite from drudgery and (sometimes more importantly) a means of appearing wealthier than they truly are.

Spell Effect

The caster can summon a staff of personal servants who cater to him and his guests. The servants will tend to a number of guests equal to the

user's caster level. Excess guests are completely ignored by the entourage.

The summoned group consists of Small or Medium humanoid creatures of any ethnic appearance or gender that the caster desires. Each has a specific function and Hit Dice as determined by the caster based upon the table below; higher-level casters can summon more powerful and more skilled servants. The caster can summon a number of servants equal to his caster level, but the total Hit Dice of all summoned servants cannot exceed the caster's level. Each servant is assigned to a specific guest and provides the benefits listed. Those who provide skill bonuses must remain within five feet of their subjects to do so, and no more than one servant can be assigned to a guest or the caster.

Members of the entourage remain until the spell ends, until slain, or until they are dismissed. Detect magic reveals the supernatural nature of the members of the entourage; each gives off a faint conjuration aura. All members of the entourage are neutral in alignment and are primarily concerned with serving the orders of the caster.

Focus: A set of small wooden carvings resembling the members of the entourage; each figurine is worth 25 gp.

Ashen Servitor

Necromancy

Level:Clr 2, Death 3, Sor/Wiz 3

Components: V, S, M, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Description

While most of Asherak is made up of deserts, occasionally one encounters great fields of gray, silken ash — the remains of entire settlements that were caught in the wave of devastation that turned the once-fertile plains of Asherak into a blasted wasteland. These pits of ash and silt can become a weapon in the hands of a skilled necromancer. First harnessed by the necromancer-templars in Belsameth's service, *ashen servitor* has become a prized spell for many necromancers seeking an able-bodied and portable guardian.

Alzzarah's Entourage

Servant	Class and Level	Granted Benefit	Level of Caster
Advisor	1st-level expert	Provides +2 circumstance bonus to Diplomacy skill checks and one Knowledge skill designated by the caster	5th
Bodyguard	2nd-level warrior	Will fight for or guard the caster loyally until slain or dispelled	7th
Courtesan	1st-level commoner	Can heal 1d4 hit points of damage an hour by attending to a wounded party member	5th
Entertainer	1st-level expert	Able to use any 1st-level bardic music ability	9th
Enforcer	3rd-level fighter	Provides +4 circumstance bonus to Intimidate skill checks; will fight upon the caster's command	9th
Interpreter	2nd-level expert	Knows 5 languages designated by the caster	7th
Servant	1st-level commoner	Will carry out simple orders	5th
Sycophant	1st-level aristocrat	Provides +2 circumstance bonus to Gather Information and Bluff skill checks	5th
Valet	3rd-level expert	Provides +4 circumstance bonus to Diplomacy, Sense Motive and Knowledge (nobility and royalty) skill checks	9th

Spell Effect

The caster spills ash from a specially prepared urn. This fine powder quickly forms into a humanoid-shaped cloud. The *ashen servitor* is a single undead creature with the same statistics as a shadow (see MM, Shadow) that can manipulate objects in the same manner as the spell *unseen servant*. The *servitor*, bound into a cloud of ash, does not gain its normal racial skill bonuses and is treated as a corporeal creature.

The summoned undead creature serves the caster faithfully for the duration of the spell and is not vulnerable to clerical turning or command. The *ashen servitor* can still be rebuked, however, and spells that specifically target undead will affect it normally. Holy water deals an additional 1d4 points of damage to an *ashen servitor*. Once the spell expires, the ash returns to the urn and can be reused.

Material Component: Six cubic inches of volcanic ash.

Focus: A stylized black and gray cremation urn worth 100 gp.

Belsameth's Vengeance

Transmutation

Level: Brd 4

Components: V, XP

Casting Time: Special (see below)

Range: Close (25 ft. + 5 ft./2 levels)

Target: One individual (see text)

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Description

Named after a Moonsinger assassin known as Belsameth's Vengeance, the first victim of this spell was a prominent vigilant who had tracked down and slain the bard. As the assassin lay dying, she released a powerful and horrifying screech that ripped her very body asunder. Soon after, the vigilant fell to a

horrible gray curse, his very soul atrophied by the power of the magic. Unfortunately, the Moonsinger left detailed spell notes among her associates, which soon made this spell a vicious factor to remember when confronting bards of the Slayer.

Spell Effect

This spell may be cast as a free action whenever the caster is killed (reduced to -10 or fewer hit points or the target of a successful death spell), even if it is not yet the caster's initiative. Immediately, the bard chooses one target (who must be directly responsible for her death) and expends the necessary XP. The bard releases an unearthly and terrible scream that tears at the murderer's soul and may eventually kill him.

The target must make a Will save or contract a curse dealing 1d4 points of permanent Charisma damage per day on a failed Will save. Only a successful *break enchantment* or *remove curse* spell will remove this wasting. If the target's Charisma is reduced to zero, he immediately dies and his soul is forever consigned to the Slayer. This prevents any *raise dead* or *resurrection* spell, although a *miracle* or *wish* has a 5% chance per caster level of returning the victim to life.

XP Cost: 2,000 XP.

Bladebones

Necromancy

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 animated skeleton per caster level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Description

One of the necromancer Nisir Hotem's more clever and sadistic students devised *bladebones* as a means of enhancing the effectiveness of a skel-

eton in combat. Hotem guards this spell less rigidly than others, commonly granting its use to necromancers who please him and using it as payment for arcane mercenaries. This spell augments skeletons, honing their bones to a razor's edge.

Spell Effect

All the bones of the skeleton become distorted and impossibly sharp. Fingers become long, wicked claws, teeth become razorlike and predatory, and limbs become vicious and serrated. All natural attacks possessed by the skeleton increase by one die type (to a maximum of d12) and gain a x3 critical at double its normal critical threat range. Thus, a medium-sized humanoid skeleton deals 1d6 points of damage with its claw attacks and deals triple damage on a roll of 19–20.

In addition, the skeleton's razor-sharp body deals 1d6 points of damage to any creature that strikes the skeleton with a natural or unarmed attack. Grappling with a skeleton transformed by this spell deals 1d6 points of damage each round the grapple is maintained. The altered bones of the skeleton are exceptionally brittle and cause the skeleton to take double damage from bludgeoning weapons. Destroying a *bladebones* skeleton shatters it into a pile of razor-sharp bone fragments that function as caltrops scattered over an area equal to the skeleton's face/reach.

This spell can stack with *sigil* spells (see below) or *farfinger*††. Skeletons enhanced by *bladebones* and *farfinger* deal increased damage with their finger missiles and can continue to attack with their bladelike forearms with a -3 penalty to hit and damage, once they have lost too many fingers to continue making claw attacks.

The GM should consider altering the CR of skeletons affected by numerous such spells.

Material Component: A sharpened finger bone or tooth from an intelligent creature.

Brand of Light

Necromancy
Level: Clr 2
Components: V, S, F/DF
Casting Time: 10 minutes
Range: Touch
Target: One creature
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

Description

The Cabal of the Ashen Dawn, an order of paladins, monks, wizards and clerics dedicated to destroying the undead that threaten the southern riverlands of Asherak, considers its charge to be a sacred and holy duty. Each member is sworn to destroy the undead, and the possibility of becoming one of the undead is the worst possible fate. As a result each of them is protected with this spell, ensuring that even should they fall to the horrors they fight, they will never become one of them.

Spell Effect

The recipient of this spell can never be raised as an undead creature, either through magic or an undead creature's spawn ability.

Focus: The recipient must be branded with the symbol of a good deity, causing 1d6 points of fire damage.

Brittle Bones

Transmutation
Level: Clr 2, Pal 2
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: Skeletal undead creatures within a 30-ft.-radius burst
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

Description

The Cabal of the Ashen Dawn, dedicated to protecting southern Asherak from the undead, has learned many tricks for fighting hordes of undead. Its members use this spell to destroy

the legions of skeletons they know they must inevitably face time and time again.

Spell Effect

The bones of skeletal undead creatures, including lichs and other undead made primarily of bone, affected by this spell become extremely brittle and susceptible to damage. This negates the skeleton's bludgeoning damage reduction (though not any other types of damage reduction) and makes them especially vulnerable to bludgeoning attacks, which now cause double damage.

Material Components: A piece of old bone crumbled during the casting.

Commander of Death

Necromancy
Level: Clr 3, Sor/Wiz 4
Components: V, S, F/DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Description

Though the Host of Bone would gladly give their last drop of blood in service to Chardun, sending spellcasters into the thick of battle is simply bad tactics. With this spell, the necromancers can have those with battle prowess, and a better grasp of tactics, lead their undead troops.

The necromancers never allow this spell to be taken by outsiders, fearing that it would be used to create armies of undead to rival their own.

Spell Effect

The caster transfers the command of his undead to another creature. Any undead creature under his control, either from an *animate dead* spell and/or a cleric's ability to command undead, transfers to the subject of the spell. The caster

can no longer command the undead, and they no longer count toward the maximum amount of undead he can control for the duration of the spell.

At the end of the duration command reverts back to the caster. Any undead he controls that go over the maximum allowed when command reverts become uncontrolled (caster's choice).

Commander of death can be made permanent with a *permanency* spell (minimum caster level 13th, 2,500 XP). Though the caster must touch the subject to cast the spell originally, if one casting of this spell is about to expire, he may simply cast it again (provided he has the means to do so) in order to renew it. The Host of Bone has many cleric-made wands for this purpose.

Focus: An iron circlet worth 10 gp, which must be worn by the subject of the spell in order to give a command.

Corpse Bomb

Necromancy
Level: Clr 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 full round
Range: Touch
Target: Corpse or zombie touched
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: No

Description

A particularly clever necromancer by the name of Xathos Kazan developed the *corpse bomb* spell to humiliate his rival, Anoth Vrekk. By infusing a corpse (either an ordinary cadaver or an animated zombie) with an excess of unstable negative energy, the necromancer can transmute the cadaver into a volatile bomb. Kazan secretly inflicted his spell on his rival's undead servants and waited for the inevitable blast. Unfortunately for Kazan, Vrekk had turned one of Kazan's skel-



etons against him, and both necromancers were left dead by the other's hand.

Spell Effect

By casting the spell and touching a corpse, animated or otherwise, the caster infuses the body with raw explosive power. A zombie not under the caster's control receives a Will save at -2 to avoid the effect.

Skeletons lack the flesh required to hold the explosive charge, and more powerful undead are too potent for the energies channeled by the spell. Any impact capable of causing more than one point of damage to the enchanted corpse will trigger a chain reaction that rips through the cadaver, destroying it utterly and dealing 1d4 points of fire damage per caster level (to a maximum of 8d4) to everything within a twenty-foot radius of the corpse. Creatures in the blast radius are allowed a Reflex save to take half damage.

The spell lasts until the cadaver explodes or decays to nothing but bone. Zombies destroyed by turning do not explode. A zombie under the control of the caster can detonate at its master's command.

Material Component: A vial of embalming fluid mixed with sulfur and lamp oil.

Crown of Thorns

Transmutation

Level: Clr 3

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./2 levels)

Target: One humanoid creature

Duration: 1 minute/level

Saving Throw: Fortitude half

Spell Resistance: Yes

Description

The crown of thorns is one of Chardun's most sacred symbols, representing not only rulership but the pain and suffering that come with it — both to oneself and to others. This spell gives a cleric of Chardun the power to inflict agony upon a target, causing bloody thorns to erupt from the target's skull along the brow and temples where a crown might sit.

Clerics of Chardun can also take on the *crown of thorns* as a trial, hoping to reap the rewards of their pain and gain power from their suffering.

Spell Effect

The *crown of thorns* deals 2d8 + caster level points of damage. The thorns also impose a -2 profane penalty to attack rolls, saving throws, ability checks and skill checks. If the target makes his saving throw, the penalties and damage are halved, and the thorns do not erupt from his brow.

A cleric of Chardun may also cast this spell upon himself in order to test his resolve and strength. He must still make the Fortitude save, and if he fails he suffers the full penalties and damage of the spell as if it had been cast on him. If he is successful in his saving throw he gains 2d8 + his caster level in temporary hit points, and a +2 profane bonus to attack rolls, saving throws, ability checks and skill checks for the spell's duration.

Material Component: A small circular band of thorns.

Death's Embrace

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Self

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

Description

The sick and twisted Belsamethan necromancers known as the Rotmaids seek more than to unravel the mysteries of death, they covet its power. Members of this horrific sisterhood seek to emulate the undead, and this spell brings them as close to undeath as possible without actual transformation. Those who would take such knowledge from the Black Witches of Belsameth are quickly hunted down and destroyed.

Spell Effect

This spell transforms the caster's body into an undead creature, which grants her several powerful resistances and abilities.

The caster gains damage reduction 5/adamantine. She also gains immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects) and immunity to poison, sleep effects, paralysis, stunning, disease and death effects. She is not subject to critical hits, nonlethal damage, ability drain or energy drain, and she is immune to damage to her physical ability scores (Strength, Dexterity and Constitution), as well as to fatigue and exhaustion effects. She gains immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

The caster loses her Constitution score and any bonus hit points, however, now using her Charisma modifier for any Concentration checks. She cannot heal naturally, and can only be magically healed by negative energy (such as an *inflict* spell). She is also vulnerable to being turned or rebuked as any other undead creature for the duration of the spell.

Material Components: A small scroll inscribed with the caster's own epitaph.

Enhance Undead

Necromancy

Level: Clr 4, Death 4, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One undead creature/3 levels, no two of which can be more than 30 ft. apart

Duration: 1 minute/level

Saving Throw: Harmless (Will negates)

Spell Resistance: Yes (harmless)

Description

A common spell in Asherak, this allows the caster to overcome some of the weaknesses and limitations of normal undead servitors, increasing their resistance to clerical

turning. It sees common use by the servants of Chardun and Belsameth.

Spell Effect

The caster strengthens the ties between a number of undead creatures and the Negative Plane, thereby granting them heightened resistance to clerical turning and rebuking. The spell raises the subjects' turn resistance by +1 in the same fashion as an evil cleric's ability to bolster undead, plus an additional +1 for every three caster levels (thus, +3 at 9th level, +4 at 12th, and so on). This spell stacks with an undead target's innate turn resistance, but not with an evil cleric's ability to bolster undead. Note that this spell grants no control over the affected creatures.

Material Component: A pinch of ash from the cremated corpse of a cleric or paladin.

Golem Body

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Self

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

Description

An ancient spell from the grimoires of the Speakers of the Name of Life (a guild of cabalist artificers and golem-smiths from pre-Divine War Asherak), this spell allows the caster to transform himself into something akin to a flesh golem. Though not without its drawbacks, the protections gained by this spell have saved more than one magus in combat.

Rumor has that other versions of the spell transform the caster's body into other golem types, but none has been reliably reported.

Spell Effect

This spell transforms the caster's body into a flesh golem, granting him several powerful resistances and abilities.

He gains damage reduction 5/adamantine, as well as immunity to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning and all spells or attacks that affect his physiology or respiration, because he has no physiology or respiration while this spell is in effect. The caster also becomes vulnerable to all special attacks that affect flesh golems, however.

The caster gains a +2 enhancement bonus to his Strength score but takes a -2 penalty to Dexterity as well (to a minimum Dexterity score of 1), and his speed is reduced to half normal. The caster also gains an arcane spell failure chance of 15%. He cannot drink (and thus can't use potions) or play wind instruments.

The caster's unarmed attacks deal damage equal to a club sized for him (1d4 for Small characters or 1d6 for Medium characters), and he is considered armed when making unarmed attacks.

Material Components: A small piece of flesh that was once part of either a flesh golem or an undead creature.

Hellspawn's Hands

Transmutation [Evil]

Level: Sor/Wiz 2

Components: S

Casting Time: 1 standard action

Target: Self

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Description

The blood of demons and devils runs through the veins of many of the Scarred Lands' more infamous families, particularly in Asherak, where the presence of infernal beings in theopoli dedicated to the evil gods is nearly an everyday event. The children of succubi and incubi often use this spell to augment their already infernal natures, making them

more like their hellish progenitors. The use of this spell has begun to spread to ordinary spellcasters as well, who use it to improve their close-combat abilities.

Hellspawn's hands allow those with the correct lineage to manifest weaponry literally at the tips of their fingers. This makes hell-spawned sorcerers even more dangerous and unpredictable in nature.

Spell Effect

The caster's hands turn into deadly black clawlike talons. The caster may make a single attack for 1d6 points of damage +1 point for every caster level (maximum +10), or may make a full-attack action with both talons, suffering a -2 penalty for both attacks. Creatures of good alignment struck by these talons are dealt an additional 1d4 points of unholy damage.

The caster cannot hold or handle anything while the spell is in effect. The talons cause a +10% spell failure check whenever the caster uses a spell with a somatic component.

Sorcerers with the Hellspawn scion feat (see *Player's Guide to Wizards, Bards and Sorcerers*) may take this spell as a 2nd-level spell instead of Mel's acid arrow.

Horrific Humor

Necromancy

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

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

Target: 1 corpse or animated corporeal creature

Duration: 1 hour per caster level

Saving Throw: Will negates

Spell Resistance: No

Description

One of the most basic spells taught by the seemingly mad Rotmaids, horrific humor is seen among the necromancers as a childish prank, usually aban-

doned when the discretion and subtlety of maturity sets in. Still, a few necromancers cling to the spell as a means of granting their zombie and skeleton minions a bit of flair, or as a means of traumatizing commoners and easily shaken opponents.

Spell Effect

Any normal or animated corpse with a jaw can be affected by this spell. The corpse or undead begins to laugh unceasingly and continues to do so until the spell expires or its jaw is removed. Zombies and skeletons enchanted by this spell cackle madly as they go about their appointed tasks, while faint, disquieting chuckles issue from normal corpses. Normal corpses are animated just enough to cause the jaw to move. The laughter is supernatural in nature and continues even if the body is decapitated or otherwise destroyed.

Any living creature in the presence of a laughing corpse or undead must make a Will save (DC 10 + 1 per laughing corpse/undead within earshot) or be shaken for 1 round. A successful save renders the subject immune to the effect of *horrific humor* for 24 hours.

Hungry Dead

Necromancy

Level: Clr 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 minute

Range: Personal

Effect: All zombies, ghouls, ghosts and lacedons within a 1 mile/level radius burst

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: Yes

Description

Scaumatarge the Bonelord, perhaps the greatest necromancer ever to defile Asherak, took delight not only from crushing his living opponents but from sowing terror as well. While not tactically precise, this spell

caused mass panics and demoralized the countryside, as the people of Asherak watched their loved ones be devoured by hungry undead.

Spell Effect

All zombies, ghouls, ghosts and lacedons within the area of effect immediately attack the nearest living creature they can detect and attempt to consume its flesh. After the victim's flesh is consumed (1 round for a Fine or Tiny creature, 1 minute for a Small creature, 10 minutes for a Medium creature, 30 minutes for a Large creature, 3 hours for a Huge Creature, 6 hours for a Gargantuan creature, and 1 day for a Colossal creature), they move on to the next living target. For each undead consuming a victim, the time is cut in half.

Free-willed undead must succeed at a Will save or attack as well, but only for a duration of 10 minutes/caster level. Controlled undead (including those unattended by their owners) are unaffected by this spell.

The caster has no control over the undead affected, even to stop them from attacking him. Affected undead can still be turned, rebuked or commanded normally by a cleric or paladin.

Material Components: A pound of flesh.

Naligad's Consumption

Transmutation

Level: Clr 5

Components: V, S, M, DF

Casting Time: 1 night

Range: Special

Target: One humanoid creature

Duration: Special

Saving Throw: Fortitude negates

Spell Resistance: Yes

Description

Developed by a cleric of Chardun in the Riverlands to aid a noble patron, this spell blights the target with the mark of divine disfavor, destroying the target from the inside out.

Spell Effect

To cast this spell the caster must be able to see the target, whether in person or through a scrying spell or device. A character affected by *Naligad's consumption* suffers the permanent loss of 1 hit point per day. This hit point loss occurs every day at midnight.

Each day the affected target can make a Fortitude save. If successful the spell ends and no further hit points are lost. The target does not gain back any hit points lost to this spell, however. A *restoration* spell or other spell of higher level that can heal ability loss can recover the lost hit points as if they were lost ability points.

Material component: An effigy of the target, which shrivels as the spell's effects progress.

Numbing Mantra

Transmutation [Sonic]

Level: Brd 3

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One individual

Duration: Concentration up to 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Description

Pioneered by Hedradan bards of Altanthropolis, this spell has since spread even among bards outside the Hedradan faith. It involves chanting Hedradan hymns in a low, monotonous manner in order to dull the senses. Although the spell was originally used as means of enforcing discipline and compliance during ceremonies, it is now often used to make enemies slow and suggestible.

Spell Effect

The bard selects an opponent, who must make a Will save each turn that the bard continues to concentrate. On a failed save, the opponent suf-

fers 1d4 points of temporary Wisdom or Dexterity damage, at the bard's discretion. Unlike normal ability damage, all ability damage inflicted by this spell is healed after one hour, and the bard may inflict only a number of points of damage with this spell equal to his caster level, regardless of how long he continues to chant.

Prime Corpse

Necromancy

Level: Clr 4, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 hour

Range: Touch

Target: Corpses touched (see below)

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Description

This spell has been in common use among the necromancers of Asherak for years. It was developed in order to create and maintain an undead brigade somewhat larger than that normally allowed by standard necromantic spells.

Spell Effect

Prime corpse allows the caster to prepare a number of corpses or skeletons for animation using the *animate dead* spell, making them easier for their animator to control. The corpses must all be touched during the casting of the spell, up to a maximum number of HD in skeletons or zombies equal to caster level. Every one of the corpses thereafter counts as only half its actual undead HD for determining the maximum number of undead that the caster can control through *animate dead*.

Thus, a 7th-level cleric could, by means of this spell, animate and control 56 HD of undead using the *animate dead* spell, rather than his usual maximum of 28 HD. The caster of *prime corpse* need not be the

same caster as the one who animates the undead. Undead who are already animated are not affected by this spell; it must be cast on corpses prior to animation.

Material Component: Various scented oils mixed with human blood and the powder of any crushed gem worth at least 50 gp.

Program Undead

Necromancy

Level: Clr 4, Sor/Wiz 5

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: 2 HD of undead creatures/level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Description

The undead of several city-states perform many tasks that are drudge-work or otherwise dangerous. Using this spell produces poor soldiers but does give the necromancer an easier way to manage undead with simple duties.

Spell Effect

This spell allows the caster to give 2 HD/level of mindless, uncontrolled undead creatures short and specific commands of 25 words or fewer (such as, "attack any who enter this room that do not wear my symbol", or "march toward the West for two days, avoiding all obstacles, and attack those who attempt to stop you").

Controlled undead (including those unattended by their owners) are unaffected by this spell. Undead affected by this spell do not count toward the caster's limit of undead he can command through an *animate dead* spell, or as an evil cleric. Once a command has been given, the spell must be cast again to give another command, even if the word allotment has not been fully used.

Purge the Taint of the Fallen

Necromancy [Fire]

Level: Evil 9, War 8, Wiz 7

Components: V, S, F/DF

Casting Time: 1 minute

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

Area: 100-ft. radius spread

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Description

Chardun's battle-mages and war-priests often employ this spell to incinerate the dead and the detritus that remain behind after a great battle. At this spell's invocation a great and unholy fire engulfs the battlefield, powered by the lingering spiritual essence of those who have died there. Flesh and bone ignite, sending clouds of black smoke skyward, where the faithful believe that the ash settles upon the Overlord's garments, staining them with the ash of battle.

Spell Effect

This spell ignites all of the dead or dying within its area of effect. The bodies erupt in a gout of greasy greenish flame, incinerating dead bodies and inflicting 1d6 points of fire damage per round to each dying creature. Living creatures (those with 0 or more hit points) and the undead are not affected by this magical fire.

This unholy conflagration quickly spreads from the initial area at a rate of 10 feet per round, to a maximum radius of 500 feet, burning all corpses in the area. All nonmagical wood, paper and leather are consumed, but not metal or stone.

Focus: A lantern that burns oil rendered from human fat mixed with blood.

Rage of the Dead

Necromancy

Level: Clr 6, Sor/Wiz 6

Components: V, S, DF

Casting Time: 1 minute

Range: Personal

Target: All undead within a 1 mile/level radius burst

Duration: See text

Saving Throw: Will negates (see text)

Spell Resistance: Yes

Description

When Scaumatarge worked his ill magics in war, he raised those who fell to serve in his army. But as his numbers grew, even the great necromancer found it impossible to control such a large contingent of undead. With this spell the dead would still bring carnage and destruction. When the goal is destroy all life, even mindless destruction does the deed.

Spell Effect

Any mindless, uncontrolled undead creatures within the area of effect immediately attack the nearest living creature they can detect until either the creature or the undead is destroyed. Free-willed undead must succeed at a Will save or attack as well, but only for a duration of 10 minutes/caster level. Controlled undead (including those unattended by their owners) are unaffected by this spell.

The caster has no control over the undead affected, even to stop them from attacking him. Affected undead can still be turned, rebuked or commanded normally by a cleric or paladin.

During the duration of the spell, all undead are affected as if by the barbarian rage ability and gain the ability to rage like a barbarian three times per day. Instead of a +4 bonus to Constitution, the undead gain a +4 bonus to Charisma (and do not gain 2 hp per HD). The duration of the rage lasts for a number of rounds equal to 3 + the undead creature's new Charisma score. Undead creatures do not suffer fatigue at the end of the rage. This acts as barbarian rage in all other respects.

Mindless undead rage as soon as they detect a living creature, for as many times as they can. Intelligent undead may choose when to rage.

Salt the Land

Transmutation

Level: Clr 5, Destruction 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 10 minutes

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

Area: 1,000 ft. burst

Duration: See text

Saving Throw: None

Spell Resistance: No

Description

Developed as a means of ensuring that lands pacified by Chardun's forces would never again be of any practical value to the enemy, even if reclaimed, the use of this spell is considered horrifying to those who love the land. Druids, rangers and most commoners would happily hunt down anyone evil enough to cast *salt the land*.

Spell Effect

This spell allows the caster to render an area unable to support plant life. This spell kills any nonmagical plants in the area and deals 4d6 + caster level in damage to other plant life (no saving throw). Plants cannot grow in the affected area for a number of years equal to the caster's level.

Material Component: A handful of coarse sea salt.

Sigil of Air

Necromancy [Air]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Target: 1 animated corporeal undead/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Description

The lich Borkos bequeathed three *sigil* spells to his son: *sigil of fire*, *sigil of ice* and *sigil of ooze*. These spells fell into the waiting hands of the Black Faith of the Vale of Shadow, and from there they came into the possession of Nisir Hotem, a particularly cunning and inventive Shadowvale lord. Hotem dissected the elemental nature of Borkos' *sigil* spells and created his own varia-

tions. Hotem carefully guards knowledge of these new *sigil* spells and is using them to bolster the undead armies of his home city. A few copies of his spells have escaped his control, and his agents roam the land, stalking the scrolls and any who have seen them.

Spell Effect

Undead creatures animated by the caster are imbued with a wispy, cloudlike *sigil* that hovers just above their heads. The body of the creature becomes pale and ethereal, and is surrounded by an unceasing swirl of wind. The spell affects a number of hit dice of animated undead equal to the caster's level.

Undead with the *sigil of air* gain a flight speed of 60 feet with good maneuverability. The whipping winds around the undead grant a +2 deflection bonus to armor class versus projectiles. Undead with the *sigil of air* are affected by spells that specifically target air elementals.

Sigil of air does not stack with other *sigil* spells.

Sigil of Earth

Necromancy [Earth]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Target: 1 animated corporeal undead/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Description

Sigil of earth is the first of the *sigil* spells created by the necromancer Nisir Hotem, based on the works of the lich Borkos. Only Hotem's closest confidants are allowed access to his scrolls, but somehow *sigil of earth* has made its way out to the world at large, much to his chagrin.

Spell Effect

Undead creatures animated by the caster are imbued with a crystalline *sigil* that hovers just above their heads. The body of the creature becomes stony and earthen; bone resembles stone or crystal, and flesh resembles crum-

bling, packed soil. The spell affects a number of hit dice of animated undead equal to the caster's level.

Undead with the *sigil of earth* gain +4 strength and +2 natural armor from their stony bodies, as well as the ability to merge into earth, passing through stone or earthen barriers at one half their normal speed. Undead with the *sigil of earth* are affected by spells that specifically target earth elementals.

Sigil of earth does not stack with other *sigil* spells.

Sigil of Smoke

Necromancy

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Target: 1 animated corporeal undead/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Description

Sigil of smoke is the third *sigil* spell created by the necromancer Nisir Hotem, based on the works of the lich Borkos. Hotem managed to merge the aspects of flame and air in an undead corpse, granting the creature the ability to spew forth choking smoke. *Sigil of smoke* is his most effectively hidden spell, known only to his inner circle.

Spell Effect

Undead creatures animated by the caster are imbued with a *sigil of smoke* that hovers just above their heads. The body of the creature becomes ashen gray and crumbling. Smoke billows from the eye sockets and mouth of the creature at all times. The spell affects a number of hit dice of animated undead equal to the caster's level.

Undead with the *sigil of smoke* can breathe a 30-foot cone of choking smoke once every 1d4 minutes. This smoke stinks of burning carrion, and any living creature caught in the cone takes 1d4 points of damage and must make a suc-

cessful Fortitude save or be dazzled for 2d4 rounds by flecks of ash and smoke in the eyes.

Sigil of smoke does not stack with other *sigil* spells.

Sigil of Water

Necromancy [Water]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Target: 1 animated corporeal undead/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Description

Sigil of water is the second *sigil* spell created by the necromancer Nisir Hotem, based on the works of the lich Borkos. Hotem has managed to keep this spell secret, save for a few copies that have found their way into remote locations across the Scarred Lands.

Spell Effect

Undead creatures animated by the caster are imbued with a watery *sigil* that hovers just above their heads. The body of the creature becomes bloated and slick with brine and putrefying water. The spell affects a number of hit dice of animated undead equal to the caster's level.

Undead with the *sigil of water* gain a swim speed of 60 feet and gain a +4 bonus to hit and damage while completely submerged. Undead with the *sigil of water* take a -4 penalty to hit and damage while on land.

Sigil of water does not stack with other *sigil* spells.

Skeletal Betrayer

Necromancy

Level: Clr 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 full round

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

Target: 1 skeleton

Duration: 1 day per two caster levels

Saving Throw: Will Negates

Spell Resistance: Yes

Description

Another Vrekk completed *skeletal betrayer* just as his rival, Xathos Kazan, developed the *corpse bomb* spell. The first casting of each spell proved lethal for the caster's rival. With Vrekk dead, his apprentice took his spell research, and *skeletal betrayer* found its way into the hands of necromancers in the employ of assassin guilds across the face of Asherak. More than one enchanted skeleton has sought to preserve its intellect with magic, it should be noted.

Spell Effect

The caster can enchant a skeleton under the control of another being with this spell as long as he can see the skeleton and the skeleton is in range. The skeleton receives a Will save with its creator's bonuses to avoid the effect. If the spell is successful, the skeleton gains an Intelligence score of 3d6 and turn resistance of +2. The skeleton remembers everything it has experienced since being animated and despises its creator for innumerable abuses, both real and imaginary. It immediately begins to plot the murder of its former master. When the spell's duration ends, the skeleton reverts to normal and returns to the control of its master. The skeleton instinctively knows how long it has before the spell's duration wears off and will do everything in its power to act before it reverts to normal.

A skeleton enhanced by this spell appears normal in all respects and will continue performing its duties as expected until either its existence is threatened or it believes it can successfully murder its master. It will turn on its master with whatever means are available to it at the first opportune moment.

For reasons yet to be explained, a scant few *skeletal betrayers* maintain their intelligence after they murder their former masters. These rogue skeletons continue to turn their paranoia and hate toward anyone who keeps skeletons as servants.

Material Component: A freshly removed serpent's brain.

Taint Essence

Necromancy

Level: Clr 5, Drd 5, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 full round

Range: Personal

Target: Self

Duration: 1 minute/caster level

Saving Throw: None

Spell Resistance: No

Description

The druid Arken Vendral narrowly avoided dying at the hands of a vampire. While his companions managed to rescue him and restore the damage done by the beast, Arken never forgot the feeling of helplessness he felt while being drained by the undead fiend. The horror of the experience became an obsession, and finally a mania, before the druid discovered a way to strike back at creatures that fed on the life force of others — by poisoning that very life force.

By studying the toxic essence of titan's blood and the natural poisons of various reptiles and amphibians, Arken learned to twist his own energies to harm any creature that drains life. Use of the spell spread quickly through Arken's order and spurred the Necromancers of Hollowfaust to research a version they too could wield to their advantage.

Spell Effect

The caster becomes immune to any spell or ability that feeds on hit points, ability scores or character levels for the duration of the spell. Furthermore, the spell deals damage to any creature that attempts to feed on the caster's life essence. Any creature attempting to use ability, level or hit point drain against the caster suffers 1d4 points of damage per caster level. The creature can attempt to release the caster to halve the damage with a successful reflex save. The spell's web of tainted energy also sickens the attacking creature. This effect lasts for 3d8 rounds and works regardless of whether the creature makes its save or would normally be immune to the sickened condition.

This spell harms only creatures that drain energy through physical attack. A ranged negative energy attack would simply have no effect, while a vampire's level or blood drain would invoke the backlash. This spell provides no protection against creatures that feed on the living in a traditional sense, by eating flesh, for instance, though it does make the caster taste spoiled and otherwise unpalatable.

The chaotic energy surging through the caster's body during the spell's duration foils beneficial transfusions of energy as well. Magical healing of any sort directed at the caster is disrupted by the spell's energy for the duration of the spell.

Material Component: The tooth of a vampire, wight or ghast.

Weapon of Nature

Transmutation [see text]

Level: Drd 4, Rgr 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One weapon

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Description

Druids of Denev have learned to call upon nature's power and majesty regardless of the environment they inhabit. The Earth Mother's favor manifests itself in different ways to each of her children, but invariably strikes terror in hearts of those who would abuse

nature. This spell channels the environment's power into a weapon in order to deal elemental damage to enemies.

Spell Effect

This spell gives a weapon an enhancement bonus to attack and damage of +1 per four caster levels (maximum +5). In addition, the weapon is affected by one of the following elemental effects:

Landslide: Drawing energy from Scarn's mountains and caverns, the weapon is empowered to deal an extra 1d6 sonic damage per strike. The opponent must then make a Fortitude save or become stunned for 1d4 rounds.

Might of Oaks: The weapon draws upon Scarn's forests to empower the wielder. The wielder gains a 1d4+1 enhancement bonus to Strength. With every strike, the opponent must make a Reflex save or become entangled with plants for 2d4 rounds (DMG, Chapter 8, Condition Summary).

Putrefaction: The weapon draws upon Scarn's many swamps and marshes to deal an extra 1d6 acid damage per attack. Any opponent struck must make a Fortitude save or become nauseated for 2d4 rounds (DMG, Chapter 8, Condition Summary).

Sirocco: The weapon strikes with a blast of fiery air from the deepest deserts. Every strike deals an extra 1d6 points of fire damage. The opponent must then make a Fortitude

save or become exhausted (DMG, Chapter 8, Condition Summary).

Storm of Rage: The weapon draws upon the fierce storms that thunder across the plains of Scarn. Each strike deals an extra 1d6 lightning damage. In addition, the opponent must make a Fortitude save or be knocked prone and deafened for 1d4 minutes.

Wasteland: The weapon draws negative energy from the wastelands of Scarn to deal an extra 1d6 points of negative energy damage per strike. The opponent must then make a Fortitude save or gain a negative level. These negative levels last one hour and never result in the loss of a character level.

Wintry Blast: The strike chills opponents with the cold of the frozen mountains and ice fields of the north. Each strike deals an extra 1d6 cold damage. The opponent must then make a Fortitude save or become paralyzed with cold for 1d4 rounds.

The caster may always choose the effect based on the environment he is currently in. If he chooses a foreign environment, the spell has a 10% chance of failure. If the environment is directly opposed to the effect chosen, such as wintry blast in a desert, the chance of failure is 25% (DM's discretion).

Strikes that inflict a negative condition (save for negative levels and being knocked prone) do not have cumulative durations with additional strikes. The spell acquires the appropriate spell descriptor for the damage type of the effect chosen.

True Rituals of Asherak

Though the power of an individual spellcaster can spell the difference between life and death for himself and a few others, the power of true rituals is capable of turning the tide. Nearly every city-state possesses at least one unique true ritual used by their civil clergy in protecting and bolstering the city, and it is said that one of the marks of true god-kings is their ability to create new true rituals.

Divine Fortress

Transmutation [Good]

Level: True Ritual — Clr 4

Components: V, S, M/DF, XP

Casting Time: 6 hours

Casters Required: 10 or more

Proxy: Yes (see text)

Range: Anywhere within the area to be protected

Area: 200 sq. ft./ritual participant

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Description

The holy orders of Corean have combined the skills of craftsmanship, protection and knightly honor to construct innumerable castles and fortified churches across Asherak to hold back the tide of evil. Each one, from simple earthen mounds to huge gothic cathedrals, testifies to the dedication and skill of Corean's followers.

The process for this ritual has never been shared with outsiders, for it could all too easily be turned against the champions of the faith. Instead, allied lords and organizations can request that the ritual be preformed on their fortresses, though all witnesses must be removed during the ceremony.

Spell Effect

Cast upon a particular structure, all walls, doors and windows within the warded building have their Hardness increase by 10 and their hit points double. In addition, all creatures in the building receive a +3 divine bonus on saving throws versus spells with the evil descriptor.

Up to half of the participants can be replaced with proxies who are paladins of 5th level or higher. The ritual must have enough participants to affect the entire structure, or the ritual fails.

Material Components: Incense, oils and holy water worth a total of 5,000 gp.

XP Cost: 300 XP per caster.

Life Shape (True Ritual)

Transmutation

Level: True Ritual — Drd 4

Components: V, S, M, DF, XP

Casters Required: 3

Proxy: No

Casting Time: 1 hour

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: No

Description

The druids have a deep understanding of the cycles of life and death, and the Incarnates even more so than anyone else. It was they who first created this spell, combining their knowledge of the paths of the soul with their druidic magics, in order to more effectively shape the new lives of their fallen companions. From them, the spell spread to other select druids, though even today its existence is known to only a few of them.

Spell Effect

This spell allows the druids to return a deceased being to life, as long as the creature has been dead less than one week per level of the lowest-level caster. *Life shape* brings the deceased back to life in a new body, much like the *reincarnate* spell. The subject's level (or Hit Dice) is reduced by one. In this instance, however, the druids may consciously decide on the new form, rather than leaving the result to random chance. The subject may return in any humanoid, animal or fey form on which the druids decide, but his ECL must equal his previous level -1. Thus, if the form the druids choose has a level adjustment, the subject loses sufficient class levels to compensate. The casters must agree on a form at the start of the ritual, or else the spell fails.

In all other respects, *life shape* functions the same as *reincarnate*.

Material Components: Rare oils and unguents worth a total of at least 3,000 gp, spread over the remains.

XP Cost: 300 XP per caster.

Lord of Death

Necromancy

Level: True Ritual — Clr 5, Sor/Wiz 6

Components: V, S, M, F, XP

Casting Time: 3 hours

Casters Required: 6

Proxy: No

Range: Creature touched

Target: One caster

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes (harmless)

Description

It is said that the terrible Bonelord Scaumaturge was capable of single-handedly commanding such a host of undead that he could gather them and darken the horizons with their numbers. While this is likely simple hyperbole, the fact is that many of the god-kings of Otossal, Chardun and Belsameth have demonstrated mastery of this rite.

Spell Effect

One of the ritual's casters, designated at the start of the ritual, gains power over the undead. This individual now controls double the amount of undead she normally would be able to control with the spells *animate dead* and *control undead*. If the benefactor is an evil cleric, the amount of undead she can control with her class ability doubles as well.

In addition, an undead creature must succeed at a DC 15 Will save every round it wishes to attack the subject of the spell. If the save succeeds, the undead can attack normally. If the save fails, the opponent cannot attack and loses the action that it would have taken.

Material Components: The skull of a lich.

Focus: An iron crown, which must be worn for the ritual to be in effect.

XP Cost: 500 XP per caster.

Scion's Inheritance

Transmutation

Level: True ritual — Clr 5, Wiz 6

Components: V, S, M, XP

Casters Required: 5

Proxy: No

Casting Time: 1 night

Target: 1 humanoid being with a Scion feat

Effect: Special

Duration: Instantaneous

Saving Throw: Fortitude (harmless)

Spell Resistance: Yes (harmless)

Description

Blood holds power, and monstrous or extraplanar beings that have mixed blood with the a sorcerer's lineage can affect the heritage of the arcane caster. Through these unions, dormant power has seeped into the bloodlines of many races, granting access to the powers of the arcane. This ritual embraces the power of arcane blood and brings the aspects of a scion's supernatural heritage further into being.

Discovered by clerics of Corean, this ritual is a closely guarded secret. Through the ritual, a single being ascends from his status as a normal mortal to an incarnation of the potent magic that flows in his blood.

Spell Effect

Through the power invested in this rite, the target of the spell transforms into a being more in tune with his extraplanar heritage. This spell will

affect only sorcerous individuals who have taken a Scion feat that comes from extraplanar sources. The transformation depends on the nature of the bloodline and is different for each of the Scion feats. Each type of Scion feat comes with multiple options — the caster must choose which option to imbue the target of the spell with. Targets may benefit from multiple castings of this ritual, though they may gain the benefits of any option no more than once.

XP Cost: 1,000 XP each caster.

Brass One: It is a very rare sight to see a being with the blood of a genie. In lands where the genie-kind were known, however, there are a few rare sorcerers with the blood of efreeti. The blood of the djinn-folk mixed with the people of those lands makes for a potent lineage of sorcerers and magicians. Brass Ones affected by this ritual gain one of the following benefits:

- **Form of Fire:** +2 racial bonus to Dexterity and Intelligence, resistance to fire 10, and the character's body gives off an aura of heat, which intensifies when enraged. This heat can be used three times per day and allows the character to deal an additional 1d6 points of fire damage with melee attacks or while grappling.

- **Strength of Brass:** +2 racial bonus to Strength and Constitution, +1 natural armor class bonus, and the character's sorcerer hit dice change to d8.

- **The Burning Mind:** +2 racial bonus to Wisdom, darkvision 60 feet, and the following spell-like abilities: 3/day—*detect magic*, *produce flame*, *pyrotechnics*, *scorching ray* (1 ray only).

- **Child of the Great Inferno:** A Brass One who has all three of the above options may have the ritual performed on him a fourth and final time, transforming his type into Outsider [fire].

The Brass One Scion feat can be found in the **Player's Guide to Wizards, Bards and Sorcerers**.

Child of the Heavens: The minions of heaven have mingled with the blessed and holy to create special children with specific destinies. The resulting children are not only champions of good and righteousness, but also capable of drawing upon magic that embodies the virtues of the heavens. Children of the Heavens affected by this ritual gain one of the following benefits:

- **Blessings of Defense:** Resistance to acid, cold and electricity 10, spell resistance equal to the character's Hit Dice +10, +2 racial bonus to Dexterity, and +4 racial bonus to Wisdom.

- **Countenance of the Heavens:** Angelic wings (as the half-celestial template), daylight as a

spell-like ability at will, smite evil (as the half-celestial template), and +4 racial bonus to Charisma.

- *Miraculous Gifts*: Spell-like abilities (as the half-celestial template), darkvision to 60 ft., and +2 racial bonus to Intelligence.

- *Shield of Righteousness*: +1 AC, immunity to disease, DR 5/magic (or DR 10/magic if Hit Dice are 12 or more), and +4 racial bonus to Strength and Constitution.

- *Blessed Celestial Scion*: A Child of the Heavens who has all four of the above options may have the ritual performed on him a fifth and final time, transforming his type into Outsider [good].

The Child of the Heavens Scion feat can be found in the **Player's Guide to Wizards, Bards and Sorcerers**.

Hellspawn: Many magicians have used devils and demons as consorts and slaves in the past. In fact, such interbreeding is common in those city-states where the god-kings of the infernal gods hold sway.

- *Empowerment of Defense*: Resistance to acid, cold, electricity and fire 10, spell resistance equal to the character's Hit Dice +10, and +4 racial bonus to Dexterity.

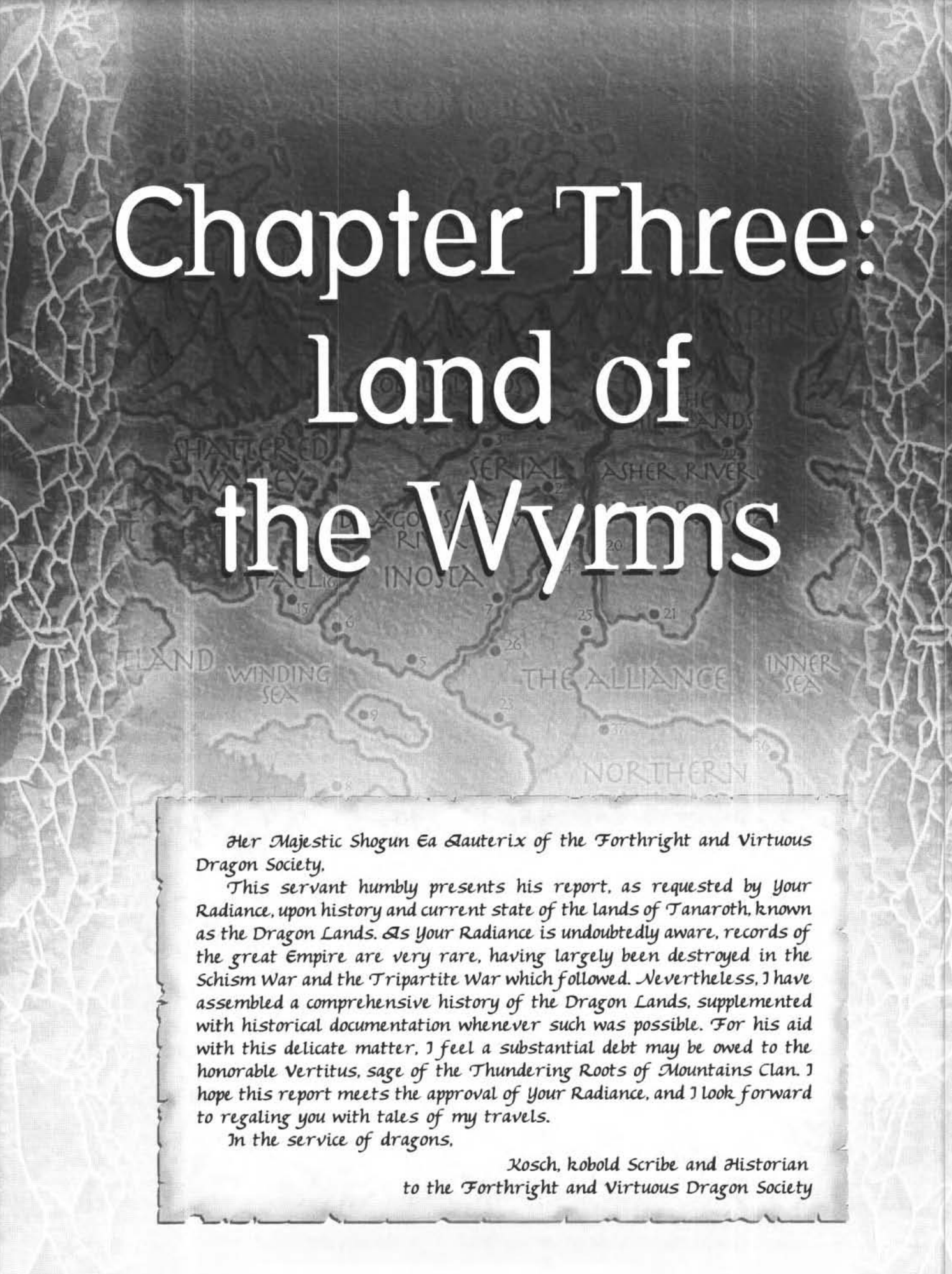
- *Countenance of the Depths*: Demonic wings (as the half-fiend template), claws and fangs (as the half-fiend template), smite good (as the half-fiend template), and a +2 racial bonus to Charisma.

- *Profane Gifts*: Spell-like abilities (as the half-fiend template), darkvision to 60 ft., and +4 racial bonus to Intelligence.

- *Shield of Wickedness*: +1 AC, immunity to poison, DR 5/magic (or DR 10/magic if Hit Dice are 12 or more), +4 racial bonus to Strength, and +2 racial bonus to Constitution.

- *Accursed Infernal Scion*: A Hellspawn who has all four of the above options may have the ritual performed on him a fifth and final time, transforming his type into outsider [evil].

The Hellspawn Scion feat can be found in the **Player's Guide to Wizards, Bards and Sorcerers**.



Chapter Three: Land of the Wyrms

Her Majestic Shogun Ea Gauterix of the Forthright and Virtuous Dragon Society.

This servant humbly presents his report, as requested by Your Radiance, upon history and current state of the lands of Tanaroth, known as the Dragon Lands. As Your Radiance is undoubtedly aware, records of the great Empire are very rare, having largely been destroyed in the Schism War and the Tripartite War which followed. Nevertheless, I have assembled a comprehensive history of the Dragon Lands, supplemented with historical documentation whenever such was possible. For his aid with this delicate matter, I feel a substantial debt may be owed to the honorable Vertitus, sage of the Thundering Roots of Mountains Clan. I hope this report meets the approval of Your Radiance, and I look forward to regaling you with tales of my travels.

In the service of dragons.

*Kosch, kobold Scribe and Historian
to the Forthright and Virtuous Dragon Society*

Dragon Lands: An Overview

Across most of the Scarred Lands, the true dragons are little more than legend. They represent primal power now largely gone from the world, vanished during the Divine War, leaving only hollow echoes of themselves—false dragons and wrack dragons—behind. Not so on the isles called the Dragon Lands. Here the great dragons remain, their presence shaping the structure of society around them. This is a place alien to the rest of the Scarred Lands, shaped by the whim of creatures nearly powerful enough to be called divine themselves.

The History of the Dragon Lands

The history of the Dragon Lands, even more than other regions of the Scarred Lands, is as much myth as it is recorded memory. While this frustrates outside sages, the people of the clans accept this as the way it is, and would no sooner question their family's own traditions than history as told them by their forebears.

The Birth of Scarn

In the beginning existed only Void, infinite nothingness. It is not known how the world came about, nor what caused it to do so. But in the dawning eons, the world rose up out of Nothing, and with that rise were birthed the titans, who were the very physicality of the world given power. This physicality was given sentience and spirit, raised up as the titans.

But as the physicality of the world was given spirit, so too was the spirit of the world given physical form as great beings of pure elemental power, beings that would come to be known as dragons. To them was granted not only great destructive power, but a measure of life. Not simply spirit, these elemental souls were encased in flesh, becoming the first mortal beings to inhabit Scarn. Although they possessed a great measure of life, their days were numbered in this world. And though they possessed immense power beyond that of any other spirit or mortal, they trembled before the power of the titans. The dragons are said to have emerged from the Great Rift itself, spreading to the nearby Dragon Lands, which has become the locus of the race ever since.

Rise of the Clans and Conquest of the Titans

It came to pass that the dragons arrayed themselves to clans, that they not be abused or misused by their titanic brethren. For while the titans were mighty in the extreme, even they could not stand before the amassed dragons of Scarn. And so the dragons, recognizing their inherent primal natures, formed four clans based on the four fundamental elements of Scarn. We now believe that these clans were chosen to represent the early dragons' tie to the world of Scarn in the same way that the titans represented aspects of the land, perhaps to garner the respect of the more powerful titans.

For a time, the world remained in a dynamic stasis, the dragons quarreling and spreading across the

The Spawn of Dragons

A number of draconic scholars have expressed the opinion that dragons possess the same creative power as the primal titans. To support this assertion, they look to the creation of the kobold race. Furthermore, argue those such as Wetantal, scholar of the Dragon Society of Righteous Majesty, dragons are able to interbreed with nearly any living creature, using their creative energies to effect changes in the offspring for many generations thereafter.

I do not believe this assertion. One need only examine the various spawn of dragons to refute these claims; kobolds, half-breeds and other dragon spawn are noticeably *draconic*. On the other hand, when a titan creates, it creates completely apart from itself. What link exists between Denev and elves? Between Thulkas and goblins? I therefore posit that dragons may create only by drawing upon their own essential natures, while titans have much further-ranging creative powers.

world of Scarn as each titan arose to challenge its brethren and take a role in the development of the world. Wisely, the nascent dragon clans avoided the titans lest they be drawn into the ambitions and intrigues of those mighty beings. The dragon clans were therefore surprised when the first sentient and mortal life, the viren, appeared during the Epoch of Gormoth. Lesser beings emerged, each race created independently by the titans, and the dragons titled these creatures *attinguathvar*, or "titan vermin." Now watching the actions of the titans carefully, the ancient dragons discovered they shared this potent power of creation and, harnessing their tie to the creative power of Scarn, created the first of my race, the kobolds.

As these lesser races grew in number and populated the land, dragons, individually and by clan, took them in thrall, forming vast empires of humans, elves and other beings. During this time, kobolds served as both servants to the great dragons and intermediaries to the humans. The greatest of these dragon-ruled empires were those ruling over the Dragon Lands themselves, the Kelder Mountains of far-off Ghelspad, and the high elf and dragon alliance of Termana.

The Clans Splinter

The dragons observed the sentient beings they took as servants and slaves, learned from them, and even adapted some of their ways. Influenced by these lesser creatures, some dragons came to view lineage as more important than clan. Particularly in Ghelspad, the red dragons, emboldened by their distance from the Dragon Lands, declared their independence from traditional ties and founded a new clan, Clan

Keldithoran. Seizing countless lesser being as slaves and conquering human kingdoms, the red dragons of Keldithoran turned against their dragon brethren, relying on their unity of blood and the scarce numbers of their enemies. For the first time, dragon warred directly against dragon, shattering the remaining clan ties in Ghelspad.

The red dragons were not the only ones to abandon the traditions of the past. At the same time, many metallic dragons dwelling in Termana renounced their ties to ally themselves with a rising empire of elves known as Eldura-tre. Blessed with the magics of Mesos and guided by a mysterious benefactor then unknown to dragonkind, the elves possessed a might that rivaled and awed many dragons. Impressed with the ideals of the elves and bound with ties of loyalty, many metallic dragons chose to remain among the elves even during the First Retreat, effectively isolating them from their peers.

Across Scarn, the lesser races noticed this division among the ranks of the once unified dragons and took advantage of this weakness. Self-styled dragon slayers roamed the lands, hunting them one by one. Countless dragons died during this time, for the lesser races of Ghelspad and Termana, perhaps rightly, considered them little more than tyrants, as whimsical as titans yet lacking the Primal Ones' power.

Their empires shattered and their clans in ruins, the dragons of Ghelspad and Termana left these lands to the lesser races, returning to Tanaroth, the Dragon Lands, in a mass migration that has come to be known as the First Retreat. Although only roughly half the dragons of the foreign lands migrated to the Dragon Lands, the apparent scarcity and unobtrusiveness of those remaining prompted the lesser races to leave them in peace, hunting them



only when a particular dragon went on a rampage. The dragons had finally learned the lesson they themselves had taught to the titans in ages past: that lesser beings may band together in time of need to overwhelm even the mightiest of foes.

The Draconic Empire

The returning flood of refugee dragons troubled the four great elemental clans, so much so that the shogun of each clan met in the First Great Council to decide the fate of dragonkind. Shogun Sin-Caeltroth of the Soaring Sky Dragons Clan, a silver dragon of much foresight and wisdom, proposed that the dragons of the Dragon Lands establish an empire, one more encompassing and enlightened than that of Clan Keldithoran. The plan drew widespread support, and though the more rebellious dragons protested, those dragons who remained loyal to the clans succeeded. Thus the Empire of Dragons was formed, with Sin-Caeltroth as its first Empress.

As the first Empress, Sin-Caeltroth's scales were etched with the symbols of the four great elemental clans, imbuing her with the vast power of creation itself. It is said the power of the Empress was nigh unto the titans themselves, though sadly it would prove insufficient in later days. At this point, however, the Empire, secure in its strength, approached the lesser races of the Dragon Lands, to teach them, guide them and integrate them into the Empire.

Almost immediately, problems beset the nascent empire. A race known as the delvgarn once occupied the caverns below the Dragon Spires. An honorable race of miners, smiths and warriors, the red dragon refugees from Ghelspad nevertheless warned of their treachery, of their relentless greed and hatred of dragons. Though it was forbidden by the laws of the new empire, the red dragons struck in secret, eradicating the delvgarn to the last. The catacombs of this noble but largely forgotten race lie below us still, a constant reminder of the excesses of dragons.

Determined to approach the humans of the lowlands with more caution and restraint, the Empress used kobolds as emissaries, spreading the glory of dragonkind and their desire to guide the worthy. Little by little, the humans of the lowlands became accustomed to the dragons, recognizing them as the epitome of the nature spirits they worshipped. Seeing the fearsome sorcerous power of dragons, some few humans became their disciples and servants, becoming the first to take up the Draconic Arts. Other dragons saw fit to interbreed with these lesser races, creating lineages and bloodlines that hold power even today.

The Coming of the Gods and of Dragon Societies

The refugees of the First Retreat brought strange tidings to the newly formed empire: Powerful beings purporting to be the offspring of titans now roamed the land, acquiring worshippers among the lesser races. The

dragons were accustomed to the veneration of humans who saw them as elemental spirits, but the notion that dragons themselves might worship others was a foreign one. The cosmological change brought about by the rise of the gods provoked a unique reaction among dragonkind. They'd always recognized that the different dragon lineages differed greatly in elemental nature, as defined by the various aspects of the titans. They recognized now, however, that they differed in *temperament* as well — perhaps along the lines marked out by the gods?

This idea found favor among younger dragons and those dispossessed by the upheaval of the First Retreat. Hundreds of the clanless flocked to newly formed dragon societies, each defined by a charter and a set of ideals rather than by elemental nature or familial ties. The societies never truly worshipped the gods, instead recognizing them as icons of ideals. The clans, fraying and losing members, were unable to prevent the rise of the dragon societies, even with all their accumulated wealth and power. Thus, four dragon societies emerged, dedicated to the extreme natures and temperaments of dragonkind. As these societies gained power, the clans schemed and engaged in petty intrigues to determine who would take the role of Emperor after the ailing Sin-Caeltroth.

The Schism War

Unwilling to let their power slip through their claws, the dragons of the four elemental clans began to move against these new, younger factions, drawing on ancient sorcerous power and using their primal natures to draw allies, slaves and soldiers from the elemental planes. The war expanded, clan turning against clan as well as against society, when the Empress died. More numerous but less powerful, the members of the dragon societies turned to their disciples among the lesser races, gathering armies and nations to their cause. They turned, as well, to the outer planes where dwelt their iconic gods, calling in outsiders of like philosophy, just as the clans drew on those of their own elements. As human, dragon and outsider clashed throughout the Dragon Lands, horrid new magics of devastation were unleashed as monstrous dragon crossbreeds rampaged across the battlefields. The war might have raged indefinitely, perhaps even to today, had not the tide turned against *all* dragons. Many of the outsiders the dragons had summoned ceased obeying their draconic "masters," instead acting in their own interests. Worse, many of these beings now had descendants of half-dragon blood to serve them, for the dragons had thought to increase the power of their servants through interbreeding. Though still hostile to one another, the societies and clans slowly came to realize that, if they could not put their differences at least partly aside, they would soon face a threat far worse than any disagreement of doctrine. The leaders of the factions met in the Second Great Counsel, where, after much furious argument and occasional bursts of violence, they agreed on a new power structure that would allow both clans and societies to exist within the Empire.

The Divine War

The ancient and fearsome blue wyrm Ti-Amentarath became the Dragon Emperor, marked with the sigils of each dragon clan and society. Upon his ascension, he made three proclamations, proclamations that hold in some force even today. First, the Edict of Pure Blood declared that no dragon was to mate with a lesser being, on penalty of death. The half-dragon outsiders, the Emperor reasoned, were just the beginning of the horrors this reckless practice could unleash upon the world. Second, the Emperor declared a Second Retreat, that all dragons loyal to the Empire dwelling outside the Dragon Lands should return to its embrace. Finally, Emperor Ti-Amentarath decreed the Edict of Noninterference, that dragons would play no role in the doings of gods or titans or the lesser races beyond the Dragon Lands, to which they were inexorably entwined. The wise Emperor foresaw that changes to Scarn would soon bring war to the entire world, a war far greater than that he had just seen ended.

Alas, the Emperor was proven correct, and among titans and gods the Divine War struck swiftly and with little warning. Each side of the conflict approached the powerful dragons, declaring their kinship and demanding aid. The dragons remaining on Ghelspad, caught during the Second Retreat, crafted a brilliant solution. They shaped a native race of lizards, granting them dragonlike wings, a venomous breath attack and draconic features, convincing decoys to pose as “dragons” while the true dragons fled across the sea. Those dragons who refused to follow the wisdom of the Second Retreat and the Edict of Noninterference, mostly renegades on Ghelspad and dragons allied with the high elves of Termana, suffered for their folly, for forces loyal to both the gods and the titans turned on them.

The Modern Day

Although the time and place have been lost to history, it is known that the Dragon Emperor Ti-Amentarath perished during the chaos of the Divine Wars. Unfortunately, his body has never been found, even preserved as it must be with the power of the Emperor. Of course, without Ti-Amentarath's body it is impossible for any other dragon to take on the role of Dragon Emperor, for the new ruler must consume the old to gain his power, his wisdom and the runes of the societies and clans. The Shogunate rules the Empire in the absence of a true leader, but as each shogun is loyal to his faction first and the Empire second, this must eventually lead to disarray.

Indeed, the peace between the dragon clans and societies has badly frayed since the Emperor's death. Between the warfare and the petty intrigues of the dragons, the lesser races of the Dragon Lands suffer the most. Few heed the Empire's law to leave the humans of the lowlands in peace, and thus they are herded and fought over like a resource to be exploited. Worse,

without the Emperor to enforce his edict, dragons are once again breeding with lesser beings to generate soldiers and servants. Of course the more scrupulous clans and societies put a stop to this practice whenever possible, but few doubt it takes place.

If we cannot raise a new wyrm to the Emperor's throne, and soon, I fear that the great Empire of the Dragons will fall utterly, leaving the last of Scarn's dragons directionless, without purpose — and without restraint.

Clans and Societies of the Dragon Lands

Your Radiance, I now turn to the beings who inhabit our lands, and the clans, societies and houses which rule their hearts and minds. Solitary creatures by nature, it is said that dragons first gathered into clans for protection from the titans, who were terrible forces of nature even in the earliest days of the world. In time, ties of blood, alliance and tradition held the cores of the clans together, even during the fractious period of the Splintering. All the while, the lesser races, who rightly revere dragons as pinnacles among the spirits, emulated their family structures, forming clans of their own. Even today, the strength of the clans defines tradition and honor in the Dragon Lands, shaping the political structure and the nations of the realm.

Although not all dragons of the Dragon Lands belong to clans or societies, those who would refuse tradition and duty are outcast, undeserving of honor or heritage. While dragons of various colors are often attracted to the same factions, the clans place more value in descent than do the societies. Thus, young or disenfranchised dragons occasionally switch allegiance from one of the dragon clans to a particular society. The reverse does not occur, as most clans consider other dragons traitors, undeserving of forgiveness. Alliances between dragon clans and societies are fluid affairs, rapidly changing to reflect the political realities of the Council and the ongoing faction struggles.

The major dragon clans and societies have factions of lesser beings who owe them some degree of fealty. In some instances, this represents direct control over the humans, kobolds and tatsuri; in others, it represents an alliance, barely more formal than alliances between dragon clans themselves.

Auspicious Dragon Society of Fortune

Ruler:	Shogun Sa-Tantrala (copper dragon female great wyrm, CG)
Aspect:	Chaos and good
Races:	Brass and copper dragons
Allies:	Forthright and Virtuous Dragon Society, Thundering Roots of Mountains Clan
Vassals:	Clan Ferrilath, House Pellinath
Enemies:	Blazing Dragons of Flame Clan

Our allies in the battle against injustice and the horrors plaguing the Dragon Lands, the Auspicious Dragon Society of Fortune plays an interesting role in the politics of the Council. Small and largely populated with the least

of metallic dragons, the Auspicious Dragon Society of Fortune is renowned for its ability to forge alliances between various factions. Social by nature and even garrulous — for dragons — the copper and brass dragons of this society are in great demand as diplomats, ambassadors and mediators by other clans. This society's great strength is that the dragons genuinely *like* one another and desire to share each other's company. Therefore, although these chaotic and whimsical dragons may disagree, such quarreling rarely breaks into violence and they can usually reach a loose consensus. Highly individualistic, dragons of the Auspicious Dragon Society of Fortune place little emphasis on rank but respect dragons of proven age and wisdom. The clan's leader, Shogun Sa-Tantrala, acts more like a wise advisor and representative to the Council than a true administrator.

The Auspicious Dragon Society of Fortune possesses an incredible number of contacts among the other dragon clans and societies, as well as the clans of the lesser races. Thus, the society has trade routes established across the Dragon Lands and possesses especially close relations with the human clan Seleenst. The large number of half-dragons in service to this clan prompts many to doubt the sincerity of their devotion to the Edict of Pure Blood. The Auspicious Dragon Society of Fortune is strongest in the dry and barren foothills north of the Dragon Spires.

The Auspicious Dragon Society of Fortune has maintained a strong alliance with the Forthright and Virtuous Dragon Society since the Schism War, forming a united front for the metallic dragons wishing to withdraw from the elemental clans. This alliance has grown strained at points, however, due to the divergent views that the two societies hold on the role of law and order. Invariably, our society becomes distraught over some poorly thought-out or rash action on the part of the Auspicious Dragon Society of Fortune, then those affable dragons work to repair the damage and assuage wounded egos. The society's relationship with the Thundering Roots of Mountains Clan is steadier, perhaps due to the copper dragons dwelling in both groups and the mutually profitable arrangements they reach. The rich Thundering Roots of Mountains Clan relies upon the Auspicious Dragon Society of Fortune, with its multitude of contacts among other clans and the lesser races, to engage in trade and thereby enrich both groups. The society has, however, attracted the enmity of the Blazing Dragons of Flame Clan, primarily because the society's dragons prefer to lair in the warm and barren foothills and deserts north of the Dragon Spires, an area envied the red dragons.

Blazing Dragons of Flame Clan

Ruler: Shogun Kel-Antropos (red dragon male wyrm, CE)

Aspect: Elemental fire

Races: Brass, gold and red dragons

Allies: Glorious Devil-Dragon Society

Vassals: Clan Val

Enemies: Auspicious Dragon Society of Fortune

This is traditionally the clan of gold, red and brass dragons, all oriented toward fire. Since our own Forthright and Virtuous Dragon Society has drawn many of the clan's gold dragons, however, red dragons have seized much of the power within the Blazing Dragons of Flame Clan. Even now the process continues; as more gold dragons join our society, the Blazing Dragons of Flame Clan becomes more oriented toward its ally, the Glorious Devil-Dragon Society, and the less welcome the remaining gold dragons feel. Not surprisingly, the clan has begun to emphasize the concepts of tradition and honor, very important to most gold dragons, to entice them to honor their ties to the clan. Meanwhile, the clan's brass dragons, weaker than either the gold or red dragons, try to find a role for themselves within the clan's structure. These smaller dragons are occasionally drawn into the Auspicious Dragon Society of Fortune, prompting hostilities with that group.

Holding neither immense wealth nor great numbers, the dragons of the Blazing Dragons of Flame Clan are instead known for their military prowess and command of magic. In the war against the other clans and the remaining half-dragon outsiders, these advantages make the clan a potent ally indeed. The clan's shogun, Kel-Antropos, although young for a wyrm, is a military leader beyond reproach. Shogun Kel-Antropos has begun pressuring the dragons of the Council to pursue an all-out attack upon the remaining outsiders of the Schism War, in the hopes of overwhelming their defenses and ending the threat permanently. It is unknown whether such a plan could work, though I find it reckless and without merit. As we don't even know their true remaining numbers, such a bold move may spell the end of dragonkind rather the reverse. In any event, the Blazing Dragons of Flame Clan holds most of the volcanoes of the Dragon Spires, as well as the a large portion of the warm foothills to the north of the mountains.

Dragon Society of Righteous Majesty

Ruler: Shogun Kalthorr (blue dragon male wyrm, LE)

Aspect: Law and evil

Races: Blue and green dragons

Allies: Thundering Roots of Mountains Clan

Vassals: Clan Talence

Enemies: Glorious Devil-Dragon Society

Well organized, militaristic and territorial, the Dragon Society of Righteous Majesty considers itself the true heir to Emperor Ti-Amentarath, and thus its duty is to impose order upon the Empire of Dragons, willing or not. Fortunately for those who would resist this vision of tyrannical order, the society is rather small and has warred with the Glorious Devil-Dragon Society almost since its inception. At first, the Dragon Society of Righteous Majesty had hoped to present a unified face for chromatic dragons fleeing the elemental clans, but it soon found that the chaotic and violent dragons of the Glorious Devil-Dragon Society were

unwilling to accede to its leadership. The two societies have fought ever since, though, strangely, they have been known to cease hostilities to turn upon other threats in unison. The hatred between the two societies runs so deeply that each wants to be the force to destroy the other; their honor will not permit someone else to do the job for them.

The leader of the Dragon Society of Righteous Majesty, Shogun Kalthorr, has refused to take the honorific "Ti" he would normally be entitled to in honor of the great Ti-Amentarath, who he believes lives still. Soon, he hopes, the Emperor will return, and of course reward the Dragon Society of Righteous Majesty for its loyalty and efforts to hold the Empire together. To that end, Shogun Kalthorr has wisely fostered a strong relationship with the fabulously wealthy Thundering Roots of Mountains Clan. The clan of earth seeks order so that it can continue its mining and mercantile efforts without disruption, and to that end, it is willing to contribute to the more militaristically capable Dragon Society of Righteous Majesty.

Possessing large holdings among the forested valleys of the Dragon Spires and the northern desert isles, the Dragon Society of Righteous Majesty possesses a larger army of lesser races than any other major clan or society. Kobolds in particular flock to this society, drawn to its vision of honor and duty to the Empire. At the same time, this society is not held in high regard by the human clans south of the Dragon Spires, who consider it dangerous and aggressive.

Flowing Dragons of the Deep Clan

Ruler: Shogun De-Salastras (black dragon male great wyrm, CE)

Aspect: Elemental water

Races: Black and bronze dragons

Allies: Soaring Sky Dragons Clan

Vassals: Clan Seleenst

Enemies: Thundering Roots of Mountains Clan

The eldest known dragon of the Dragon Isles, Shogun De-Salastras of the Flowing Dragons of the Deep Clan, is the dragon next in line for the position of Emperor if the corpse of Ti-Amentarath can be recovered. To that end, the dragons of the clan of water have dedicated themselves to scouring the Dragon Lands and beyond for the fallen Emperor. Although learning the fate of Ti-Amentarath would indeed be a blessing, I fear the rise of De-Salastras, for a crueler and more malicious dragon does not exist within these lands. Ruthless and clever, De-Salastras will stop at nothing, *nothing*, to achieve what he believes is his destiny. To that end, the clan has been drawn into conflict with the Thundering Roots of Mountains Clan, led by the wily Shogun Ti-Kaeldenev, a being nearly as ancient as De-Salastras. Many fear that enmity between the two shoguns will lead to open warfare between the two clans, weakening the Empire.

The Flowing Dragons of the Deep Clan has maintained an alliance with the Soaring Sky Dragons Clan since time immemorial, forming the strong and traditional core of the power of the elemental clans. Although this is a small clan, it holds a great deal of territory in the western swamps and seas of the Dragon Lands, giving it an iron grip on overseas commerce. At the same time, the Flowing Dragons of the Deep Clan is said to hold ancient treasures scavenged from the watery depths, and to maintain pacts with powerful creatures of the deep. As with other elemental clans, however, the Flowing Dragons of the Deep Clan is riven with disputes between black dragons, who are cruel by nature and prefer isolation, and bronze dragons, noble beings who wish closer alliance with the nearby lowland human nations. Unfortunately, our own society has not been particularly successful in attracting these metallic dragons.

Forthright and Virtuous Dragon Society

Ruler: Shogun Ea-Aauterix (gold dragon female wyrm, LG)

Aspect: Law and good

Races: Bronze, gold and silver dragons

Allies: Auspicious Dragon Society of Fortune

Vassals: Clan Benshabal

Enemies: Glorious Devil-Dragon Society

Our own noble society, led by Your Radiance, has prospered since its inception prior to the Schism War. Although Your Radiance hardly needs to be reminded of her own history, I will do so for the sake of completing this document. The youngest of the Council's shoguns, Your Radiance Shogun Ea-Aauterix assumed leadership of the Forthright and Virtuous Dragon Society twenty years ago, upon the unfortunate death of Shogun Sin-Caluntaro at the hands of the half-draconic fiend Bakrathros. One of the larger dragon societies, we have worked to expand our territory and strengthen our ties with the nations of the lesser races during that time. Unique among the dragon clans and societies, the majority of the dragons of the Forthright and Virtuous Dragon Society are able to assume humanoid form, and they are therefore capable of living comfortably side by side with humans, elves and others.

Together with our allies among the Auspicious Dragon Society of Fortune, we maintain a united front of metallic dragons, sharing close ties with the lesser races of the Dragon Lands. Although understandably reluctant to lead armies of the lesser races to their doom against other factions or the remaining outsiders, the Forthright and Virtuous Dragon Society has proven able to shield the human nations from the worst devastations of war while benefiting from their commerce. Our society is known for its many powerful sorcerers, dragon, kobold and half-dragon alike. Indeed, even now the Forthright and Virtuous Dragon Society works to instill those worthy among the lesser races with the Draconic Arts of monastic discipline and sorcery.

Standing in opposition to our noble alliance, the Glorious Devil-Dragon Society represents vile fiends and destructive lunatics. As it is always easier to destroy than create, to ravage than build peace, we must work twice as hard to bring success, becoming an organized force where they are only mindless hatred.

Glorious Devil-Dragon Society

Ruler: Shogun Kel-Baalastoreth (half-fiend red dragon male wyrm, CE)

Aspect: Chaos and evil

Races: Black, red and white dragons

Allies: Blazing Dragons of Flame Clan

Vassals: None

Enemies: Fortright and Virtuous Dragon Society, Dragon Society of Righteous Majesty

By far the most numerous and active of the dragon societies, the reckless monsters of the Glorious Devil-Dragon Society remind one of the titans, more a mindless and primeval force of destruction than an organized group. Fortunately, this chaotic swarm is currently aimed at the armies of the surrounding outsiders. Still, the destruction they may wreak in the process is substantial, and they will be utterly devastating when — not if — they eventually turn their efforts against their fellow dragons. Thus the Fortright and Virtuous Dragon Society must seek to cull the most destructive tendencies of the Glorious Devil-Dragon Society, protecting the nations of the lesser races and ensuring the future of the Dragon Lands. Similarly, the Dragon Society of Righteous Majesty opposes the rampant and destructive chaos of the Glorious Devil-Dragon Society, which it feels is harmful to the greater empire (or at least its rightful control of it). For its part, the Glorious Devil-Dragon Society reflexively resists any attempt at external control, with predictable violent results.

In addition to sheer numbers, the Glorious Devil-Dragon Society is the dragon society most likely to use demons and other cruel outsiders in their campaigns, even in its efforts to destroy the remaining independent outsiders. Disdainful of the Edict of Pure Blood, it is even said that the dragons breed with these vile monsters to produce devil-dragons like those of the Schism War. If such abomination is true, I fear that horrors beyond even those we have known may yet be unleashed upon the Dragon Lands. The society's shogun is a bleak and moody being full of rage but surprisingly charismatic, a dragon known as Kel-Baalastoreth. He denies charges of infernalism and violation of the edict, and with the ongoing violence, few have time to dispute his claims. The Glorious Devil-Dragon Society constantly fights for territory, controlling a few frozen peaks of the Dragon Spires, a small portion of the western swamps, and the volcano of Nhuria.

Soaring Sky Dragons Clan

Ruler: Shogun Sin-Tothankher (silver dragon male great wyrm, LG)

Aspect: Elemental air

Races: Green, silver and white dragons

Allies: Flowing Dragons of the Deep Clan

Vassals: Clan Arquoth, House Sartas

Enemies: None

Staunchly isolationist, the dragons of the Soaring Sky Dragons Clan control the highest frozen peaks of the Dragon Spire Mountains as well as fertile valleys hidden within the mountains. Except to maintain their ancient alliance with the Flowing Dragons of the Deep Clan, the dragons of the clan of air rarely involve themselves in the affairs of other dragons, though they do maintain connections with several factions of lesser beings, the better to keep abreast of events in the outside world. As a result, they have few enemies and many of the oldest remaining dragons in the Dragon Lands, if little temporal power. Prodded by Shogun De-Salastras of the Flowing Dragons of the Deep Clan, Shogun Sin-Tothankher of the Soaring Sky Dragons Clan has begun to take a more active interest in the affairs of the Council. Some say that De-Salastras hopes to take advantage of Sin-Tothankher's good nature, but I expect one has little to fear in that regard. Few beings are as wise or noble as the ancient silver dragon who guides the Soaring Sky Dragons Clan.

Once the most widely spread of all the dragon clans, it is said that the Soaring Sky Dragons Clan yet possesses strongholds beyond the Dragon Lands. Few but the powerful fliers of this clan could easily traverse the Eternal Waters or the Cerulean Ocean. If this rumor is true, who knows what resources the clan could manifest from such far-off places as Fenrilik or Ghelspad?

Thundering Roots of Mountains Clan

Ruler: Shogun Ti-Kaeldenev (blue dragon female great wyrm, LE)

Aspect: Elemental earth

Races: Blue and copper dragons

Allies: Dragon Society of Righteous Majesty, Auspicious Dragon Society of Fortune

Vassals: Clan Drask, Clan Vicceros

Enemies: Flowing Dragons of the Deep Clan

The only thing that unites the flighty and whimsical copper dragons and the stern and tyrannical blue dragons of the Thundering Roots of Mountains Clan is the love of wealth. Copper and blue dragons are among the most acquisitive of dragonkind, and the clan of earth reflects this fact. By far the richest of clans, the miners of the clan of earth have harvested the bounty of the Dragon Spires for eons, while the clan's allies and merchants use this wealth to fund all manner of mercantile ventures. The clan holds power deep within the Dragon Spires, as well as parts of the warm hills and desert isles farther north. A small clan, the Thundering Roots of Mountains Clan is dependent upon its more militaristic allies and mercenar-

ies for defense. The affable dragons of the Auspicious Dragon Society of Fortune are happy to trade for the earth clan's wealth, thereby increasing the fortunes of both groups. Similarly, the Thundering Roots of Mountains Clan supplies the Dragon Society of Righteous Majesty in order to promote the order they espouse, which can only be good for business.

For the most part, the clan has few enemies, only recently enduring the aggression of Shogun De-Salastras when the ancient black dragon realized that Shogun Ti-Kaeldenev of the Thundering Roots of Mountains Clan is one of the few beings old enough to challenge his claim as emperor. But the ancient blue dragon is far too cunning to act prematurely. Eventually the body of Ti-Amentarath will be found or the Empire will eliminate the last lingering Schism outsiders, and De-Salastras will have expended himself while Ti-Kaeldenev remains fresh and ready to strike.

Clans of the Lesser Races

The lesser races of the Dragon Lands were said to have been brought here in ages past, to interact with dragons as servants, companions, worshippers or even food. Eventually these races left the service of dragons and formed small family groups, groups which later evolved into clans. It is said that the lesser races of other lands do not structure themselves in quite this way, leading some scholars to believe that these clans are a simple emulation of draconic society. Like dragon clans, each clan of the lesser races is united not only with familial bonds but with a single unifying concept, an ideal of the race. Depending on the clan, however, this ideal may be little more than a professed value, as the lesser races lack the dynamic elemental souls that so drive dragons. Each of the lesser clans has a dragon clan or society to which it owes some degree of fealty, but the true extent of these bonds varies. Some truly serve the dragons to whom they are linked, while others have little to do with them outside of formal affairs.

Oddly, the clans of the lesser races do not appear to take their draconic patrons into account in their dealings with one another. That is, lesser clans may be in conflict even if their draconic "masters" are allies, or vice-versa—when this occurs, however, it is usually because the dragons in question have agreed to allow their vassals to sort things out for themselves or (in the case of many of the wicked tyrant-dragons) because they are using these mortals as tools in order to prove a point of some kind.

Clan Arquoth

Ruler:	Shogun Allayana (human female, Sor12, LN)
Aspect:	Scholarship
Races:	Humans, half-elves and tatsuri
Allies:	Clan Benshabal
Liege:	Soaring Sky Dragons Clan
Enemies:	Clan Viccero
Clan Protectorates:	Gatherhall (clan capital), Menua, Ashiya, Fort Hand

The formidable Clan Arquoth is said to have arisen on foreign shores and emigrated to the Dragon Lands with their dragon allies during the First Retreat. Although the clan currently lacks strong ties to any dragon clan or society, it does possess certain curious customs and traditions not found elsewhere in the Dragon Lands; it is these that have retained some mild interest from the Soaring Sky Dragons Clan. Primary among these traits is the practice of wizardry, a discipline that allows those who lack sorcerous talent to harness similar magics through intense research and study. Although Arquoth produces only a handful of these wizards per generation, their rarity and exceptional power make the practice notable. Similarly Arquoth gives rise to more of the fanatic miracle-workers known as oracles than the other clans of the Dragon Clans combined. The reason for this aberration is unknown; perhaps the clan is touched with some otherworldly taint.

Always a clan of scholars, Clan Arquoth operates a number of bardic colleges, universities and other centers of learning throughout the Dragon Lands. The clan has a close relationship with the scholars and druids of Clan Benshabal, bolstered by the fact that Arquoth scholars are often willing to share their knowledge. Arquoth scholars believe strongly that criticism and commentary are essential to the process of learning; learning stagnates if not shared and spread.

The clan has some presence in every human kingdom of the Dragon Lands. Shogun Allayana, a powerful disciple of the Draconic Arts, has an intense dislike for Clan Viccero, which, she says, encourages needless violence and warfare throughout the land. It is said that she is planning some strike meant to undermine Viccero's power, although the nature of such a possible attack is well hidden.

Clan Benshabal

Ruler:	Shogun Samath (human male, Drd15, NG)
Aspect:	Wisdom
Races:	Humans, half-elves, halflings and tatsuri
Allies:	Clan Arquoth
Liege:	Forthright and Virtuous Dragon Society
Enemies:	None
Clan Protectorates:	Eno (clan capital), Foresthold, North Bridgehold, South Bridgehold, Foresthome

Noble clan Benshabal is an ally of our own Fortright and Virtuous Dragons Society. While small and lacking in worldly power, it possesses a great deal of resolve and spiritual strength. Exemplifying wisdom in its purest form, Benshabal lays claim to many of the druids who guide the humans of the lowlands and communicate with the spirits of the land. Accepting of other races, Benshabal's power is based at the edges of the Great Rift, abutting halfling lands. Benshabal also holds guardianship of the Spirit Isle, a site sacred to all races of the Dragon Lands.

Along with Clan Arquoth, Benshabal produces many of the scholars and sages of the Dragon Lands. Regular scholastic discourse and a similar aversion to violence and



warfare have brought the two houses close together. Similarly, our own society has found Benshabal to be an invaluable ally in understanding the mysteries of the land and protecting the wonders and nations of the Dragon Lands. Shogun Samath, a noted druid and scholar of history, serves his clan more as a guide than a ruler. Throughout its history, Benshabal has been very circumspect about its alliances, always careful not to draw the ire of rival factions. This policy has served the clan well, for it has no notable enemies and thus is often asked to settle disputes between feuding clans.

It is said that Clan Benshabal has recently lost contact with a number of druids responsible for caring for the Spirit Isle. Whether this ill portent is simply a coincidence or an indication of some greater threat remains to be seen.

Clan Drask

Ruler:	Shogun Liam (halfling male, Rog5/Ftr8, LN)
Aspect:	Resolve
Races:	Halflings
Allies:	Clan Ferrilath
Liege:	Auspicious Dragon Society of Fortune
Enemies:	Clan Talance
Clan Protectorates:	Riftedge (clan capital), Nior, Port Anthus (with Clan Ferrilath)

Very much the opposite of Clan Ferrilath, the craftsmen, lawkeepers and soldiers of Clan Drask are more active and involved with the creations of halflings

themselves than the passive and nature-oriented Ferrilath. To halfling sensibilities, the two clans complement each other perfectly, forming a halfling society greater than the sum of its parts. Thus the shoguns of the two clans are ritually wed when the two candidates come of age, signifying the unity of halflingkind. Clan Drask is heavily involved with worldly affairs, such as the defense of halfling lands, commerce and rulership. Drask craftsmen are responsible for the fascinating hanging cities in their lands around the Great Rift. The halflings of Clan Drask are far more likely to take up the study of the Draconic Arts than those of Ferrilath, particularly the path of monastic discipline.

Drask has recently been forced to fend off mounting attacks from Clan Talance, which considers itself fit to rule halfling lands. It is rumored that Talance seeks to enslave halfling laborers, a practice Drask considers an abomination. Unfortunately for Clan Drask, Clan Talance is a strong military power, easily able to rally allies to its cause. Thus, Drask has begun to look for succor in other lands, and I suspect they will request aid from the Auspicious Dragon Society of Fortune before much longer.

Clan Ferrilath

Ruler:	Shogun Sematha (halfling female, Brd14, CG)
Aspect:	Humility
Races:	Halflings
Allies:	Clan Drask

Liege: Auspicious Dragon Society of Fortune
Enemies: Clan Val
Clan Protectorates: Riftedge, Nior (clan capital), Port Anthus (with Clan Drask)

Clan Ferrilath holds strength along the Great Rift, in the halfling lands of Veren, Northern Hialand and Southern Hialand. Said to be the older of the two halfling clans, Ferrilath is a peaceful clan that does not involve itself much in the affairs of the greater Dragon Lands. They consider themselves the clan of healers, farmers, druids and other workers of the land. The clan has very few practitioners of the Draconic Arts, instead promoting a philosophy of inner peace and harmony with the land.

Shogun Sematha, like her husband Shogun Liam, remains committed to the growth and prosperity of the halfling people. A lorekeeper of some prestige, she has used her formidable knowledge to garner respect in human lands, respect she hopes will ensure the safety of her kind. Clan Ferrilath has an abiding dislike for the human Clan Val, known for its aggression against halfling lands and communities. Although Val is unlikely to take halflings as slaves, the clan's barbarian hordes have raided and destroyed more than one peaceful halfling settlement.

House Kalanganjus

Ruler: Shogun Senoras (wood elf male, Drd18, N)
Aspect: Nature
Races: Wood elves and half-elves
Allies: House Sartas
Liege: Soaring Sky Dragon Clan
Enemies: None
Clan Protectorates: Tanumal (clan capital)

By far the largest of the elven houses, House Kalanganjus holds power over much of the Tower Forest. It serves as the very heart of Sereth-tre, an accumulation of elven houses that makes up the closest thing the Dragon Lands have to an elven nation. Ruled by one of the most powerful druids within the Dragon Lands, this house is dedicated to living in harmony with nature, to the exclusion of other races and, if necessary, civilization. This is not to say that House Kalanganjus is composed of wild barbarians, but a sizable portion of the ancient house rejects all civilization as impure. Though not as rigid as their allies in House Sartas, the members of this house tend to be isolationist and xenophobic, more in tune with nature than with other races. Unlike House Sartas, however, House Kalanganjus tolerates half-elves among its ranks, though it affords them little honor. Similarly, the house does not share Sartas' enmity for House Pellinth, though few like the fact that Pellinth is so open to outsiders.

Probably the oldest of elven houses, the ancestors of House Kalanganjus are said to have emigrated from Termana to the Dragon Lands in ancient times. They claim to be the first sentient beings to dwell within these

shores, but of course any claim that predates the dragons is laughable. In any event, Kalanganjus holds vast stretches of untouched forest, and the clan produces many of the most powerful druids within the Dragon Lands. The clan has little dealing with dragons (being as isolationist as their distant patron clan), does not practice the Draconic Arts to any meaningful degree, and seems to wish only to be left alone. As the years pass, however, and the rapidly multiplying humans encroach further into elven lands, the highly sought solitude of House Kalanganjus may be shattered. Whether the elves will turn upon the humans like a startled adder or learn to adapt to the world changing around them, only time will tell. But I'm not particularly hopeful.

House Pellinth

Ruler: Shogun Rylana (wood elf female, Mnk16, LN)
Aspect: Adaptability
Races: Wood elves, half-elves, halflings, humans and tatsuuri
Allies: None
Liege: Auspicious Dragon Society of Fortune
Enemies: House Sartas
Clan Protectorates: Bordertown (clan capital), Brighton

The youngest of the elven houses, Pellinth was formed soon after the Schism War by a faction of elves with close ties to the Auspicious Dragon Society of Fortune. These elves were, on the whole, less isolationist and traditional than most of their kind. Encouraged by the dragons, they formed a house exemplifying adaptability, a concept not traditionally embraced in elven culture. Alone among the elven houses, Pellinth is accepting of any who would give it loyalty, including humans, half-elves and halflings. Overcoming centuries of isolation and xenophobia have not been without cost, however. The traditionalists of House Sartas despise Pellinth and all it stands for, driving the majority of the house from the great elven cities. House Pellinth is now in a tenuous position, holding power at the fringes of the Tower Forest and bordering the lowland kingdoms.

Through the years, Pellinth has maintained its ties to the Auspicious Dragon Society of Fortune, becoming the only elven house to display a true talent for the Draconic Arts. Yet the house has suffered due to its severance from the heart of the forest: each generation produces fewer druids. Furthermore, some within the house worry that the rapidly breeding humans and half-elves will eventually outbreed the house's elves, furthering severing the house from elven society. Yet Pellinth is known for its adaptability and ability to survive. I have little doubt that the house will take the best that the shorter-lived races have to offer, making itself stronger as a result.

Shogun Rylana, although a well liked and respected leader, is said to lack the vision responsible for the creation of House Pellinth, and many of the house's young firebrands are calling for her removal.

Furthermore, Rylana is said to be the lover of Vartimas (brass dragon male, venerable, CG) of the Auspicious Dragon Society of Fortune. If true, this violates both elven and draconic law. I doubt, if the rumors are proven true, Sartas would have any reservations about banishing Rylana and her wayward house.

House Sartas

Ruler:	Shogun Derstaren (wood elf male, Rng15/Ari3, LN)
Aspect:	Tradition
Races:	Wood elves
Allies:	House Kalanganjus
Liege:	Soaring Sky Dragons Clan
Enemies:	House Pellinth
Clan Protectorates:	Tsutalakh (clan capital)

Although a small house, in many ways Sartas forms the core of the elven realm of Sereth-tre. House Sartas is a bastion of elven tradition, home to druids, historians, lawkeepers and elven rulers stretching back hundreds of years. As such, members of House Sartas tend to be elitist and arrogant. Many of them despise other races, particularly humans, as well as those who would offer them succor, such as House Pellinth. Sartas will not accept half-elves into its ranks, going so far as to exile those poor elven women unfortunate enough to bear a half-breed. It is Sartas that refuses to allow non-elves to travel into the heart of the elven realm. (This prohibition does not, obviously, extend to the dragons, particularly the Soaring Sky Dragons Clan.)

Sartas holds power within the largest elven cities, leaving the forest wilds to Kalanganjus and the fringes to Pellinth. Members of the house strictly adhere to the traditional elven arts, refusing to studying the Draconic Arts and dismissing out of hand any innovation not sprung from the mind of an elf. Sartas has little contact with dragons, and indeed it is reported that its druids refuse to believe that dragons are creatures of spirit at all, instead revering only the spirits of the land. Even their contact with the Soaring Sky Dragons Clan is limited at best.

While I'm painting a somewhat negative picture of the house, I should say that Sartas, in many ways, unites the elves and holds Sereth-tre together. Elves are wild and passionate beings, long-lived and ambitious. Their traditions give their society structure, allowing beings with widely disparate interests to interact and coexist. This is a lesson many dragons of the Empire should take to heart.

Clan Seleenst

Ruler:	Shogun Hallidor (human male, Rog6/Brd8, CN)
Aspect:	Exploration
Races:	Humans, tatsuri, half-elves and halflings
Allies:	None
Liege:	Flowing Dragons of the Deep Clan
Enemies:	Clan Val
Clan Protectorates:	Surrenaga (clan capital), Eastwatch, Ishiin, Horai, Elestat

Clan Seleenst, although a powerful clan, has perhaps fallen the furthest from its founders' intentions. Created by a group of dedicated explorers, the members of Seleenst dreamed of seeing the majesty of the world with their draconic allies. For a time they did just that, until contentious Clan Val decided to prove itself by besting Seleenst at its own game. Larger and more dedicated than Seleenst, Val was simply able to devote more resources. Whenever Seleenst found a new land, Val was there first. In time, the dragons realized that the usefulness of Seleenst was at an end; most of their draconic allies retreated to other pursuits. Without strong draconic support, the clan was shorebound. Thus Clan Seleenst has developed a deep and residing resentment of Clan Val, a resentment which has broken into open warfare on more than one occasion.

Fortunately for Seleenst, the situation changed when Emperor Ti-Amentarath called the Second Retreat. With no dragons traveling, Clan Val became just as immobile as Seleenst, except that Clan Seleenst had had centuries to gather power within the Dragon Lands. Exploiting their ancient ties to the dragons of elemental water and their ability to craft magnificent ships, the Seleenst turned to commerce. Serving as a front for the Flowing Dragons of the Deep Clan, Seleenst holds a viselike grip on travel and trade at the edges of the western swamps, and shipwrights and captains across the Dragon Lands owe the clan loyalty. Although the clan's success has made it quite wealthy, it has begun to draw the attention of the Thundering Roots of Mountains Clan, which may come to resent its influence in this domain.

Willing to make use of anyone who is loyal, Seleenst has traditionally accepted half-elves and even halflings within its ranks. Indeed, it is said that the clan initially brought the diminutive humanoids to these shores from another realm. Shogun Hallidor is a wise but cautious leader who spends most of his time upon the open seas.

Clan Talance

Ruler:	Shogun Kayomi (tatsuri female, Sor16, LE)
Aspect:	Leadership
Races:	Humans and tatsuri
Allies:	None
Liege:	Dragon Society of Righteous Majesty
Enemies:	Clan Drask
Clan Protectorates:	Zaimo-Kel (clan capital), Drakewatch, Southpoint, Watchold, Dragonpeak, Kawa

The dominant clan among those humans dwelling amid the foothills of the Dragon Spires, Clan Talance is both rich and powerful, and possesses strong ties to the militant Dragon Society of Righteous Majesty. Talance is known for both the number of tatsuri who serve the clan and for the powerful and well trained sorcerers it produces. Talance's sorcerers serve many of the land's kingdoms, and occasionally even dragons, giving the clan a great deal of influence in and knowledge of the affairs of the Dragon Lands.

Talance is focused around the concept of leadership, and members of the clan form a sort of noble class prevalent in many human kingdoms of the Dragon Lands. The typical member of Clan Talance is extremely ambitious and possessed of an unshakeable confidence, though this is often tempered with a feeling of *noblesse oblige* to those unfortunates who do not share their blood. Closest of all the clans to the dragons, Talance, at least in the minds of its most vocal members, was obviously meant to guide humanity. Many find this arrogance and constant condescension irritating; the halflings of Clan Drask that have been the strongest and longest-lasting impediments to Talance. Although it is unknown why the halflings have such a strong dislike for the human clan, I have uncovered rumors that Talance once tried to conquer halfling lands, taking many of Clan Drask into slavery. Of course, the ongoing raids between the two groups gives Talance further opportunity and impetus to oppress the halflings, which may have been the clan's intention from the beginning.

Shogun Kayomi of Clan Talance is a wonder, a tatsurin of amazing beauty, amazing sorcerous power and amazing cruelty. Said to descend from Shogun Kalthorr himself, Kayomi rules the clan with an iron grip, even though she holds no title or position in any country. The shogun would dearly like to cement Talance's control over the human kingdoms of the Dragon Lands, and with that goal in mind, she has pushed for the creation of a unified human council, similar to that of the dragons. Others might find more merit in the proposal if Kayomi was not quite so dead-set on ruling the council herself.

Clan Val

Ruler:	Shogun Phalarl (tatsurin male, Brb12, CN)
Aspect:	Strength
Races:	Humans and tatsuri
Allies:	None
Liege:	Blazing Dragons of Flame
Enemies:	Clan Seleenst, Clan Ferrilath
Clan Protectorates:	Spiritport (clan capital), Sonohei, Mountainhold, Sargaard, Loss, Sarin

Probably the eldest human clan, Clan Val is known for its commitment to strength: strength of arms, strength of mind, strength of honor. A contentious clan, Val is constantly challenging itself, driven to acquire more, to do more, to be more. It is said that in ancient times Clan Val members insisted on traveling to distant lands with their draconic allies, simply to prove that they could prosper in any domain. Knowing their legendary tenacity, it is not hard to believe that branches of the clan persist even now on distant Ghelspad or Termana.

A large clan, Val makes up most of the peasants and laborers who dwell in the lowland kingdoms. The true heart of the clan, however, the barbarian tribes of the Broken Hills, reject civilization as weakness and

strive to live in harmony with nature and the spirits. Val has always been blessed with numerous and fruitful lines of tatsuri, most of whom dwell with the tribes of the Broken Hills. Tatsuri are highly respected within the clan both for their heritage and the impressive strength they often exhibit. Individual Val tend to be arrogant and possess forceful personalities, yet they also possess endless ambition, bravery and drive. Shogun Phalarl only recently took the clan's leadership, and he has not yet proven himself, leading many Val to consider him a weak leader. Few of the other shoguns pretend even to heed the advice of Phalarl. In all probability, if Phalarl cannot unite the tribes of the Broken Hills, he will soon be deposed in a violent struggle.

From time immemorial, Clan Val has been allied with the Blazing Dragons of Flame. Given the violent and independent tendencies of both, it was a natural pairing. The Val consider themselves allies, not servants, of the Blazing Dragons; the dragons themselves snicker but allow the lesser beings to believe as they like.

Clan Vicceros

Ruler:	Shogun Teneril (tatsurin male, Ftr14, LE)
Aspect:	Endurance
Races:	Humans and tatsuri
Allies:	None
Liege:	Thundering Roots of Mountains Clan
Enemies:	Clan Arquoath
Clan Protectorates:	Southgard (clan capital), Broken Spire, Misaki, Santam

Much of the military power of the human kingdoms of the Dragon Lands is concentrated in the hands of Clan Vicceros. A large clan devoted to the concept of endurance, strength through trial, and perseverance, Vicceros produces more than its fair share of soldiers. Although the clan's leadership is based just south of the Dragon Spires, its members are well dispersed throughout the lowland kingdoms. The clan exerts a surprisingly subtle but powerful influence upon the politics of the human kingdoms, for who can afford to alienate their own army?

For all its might, however, Vicceros possesses few ties with the dragons — save for the occasional summons to serve as guards and escorts for the riches of the Thundering Roots of Mountains Clan — and few of its members practice the Draconic Arts. In fact, Vicceros claims fewer tatsurin members than most other clans, forcing the clan to exalt and concentrate power in the hands of those who do exist. Shogun Teneril is an example of the natural result of this practice. Although personally a powerful warrior, Teneril lacks the temperament to be a good leader and simply isn't much of a tactician. The shogun refuses to heed the counsel of his more competent advisors, and I predict that it is only a matter of time before another clan takes advantage of Vicceros' weakness.

The Independent Cities

The cities of Dragonhold, Wastedge, Scarlet Fortress and Fort Vigilance are a rarity in the Dragon Lands, for they are ruled by neither mortal clan nor dragon society. The influence of the dragons is not absent in such places, however — in all cases it is actually more prevalent than in most other cities, for independent dragons, who belong to none of the dragon clans, rule here.

Most of these mavericks either have goals that make it impossible for them to join with the extant societies, prefer to use differing aims from the current societies or, in some instances, were cast out of the other societies.

The intellectuals and academics of Clan Arquoth have never liked the overt militarism exhibited by Clan Vicceros, and the two clans have come into conflict countless times through the ages. I believe this rivalry has settled into a quiet loathing in modern times, however, the pressure of external danger too great to tolerate infighting among the lowland nations.

Rumor has it that Vicceros holds a number of delvgarn ruins within the Dragon Spires. The reason for these acquisitions is uncertain, though it is said that this ancient race were competent warriors in their own right. Perhaps Vicceros is hoping to acquire military artifacts it can use in the field? Or maybe the clan just holds these ruins to antagonize Clan Arquoth, which would surely love to study this ancient race.

Religion of the Dragon Lands

Religion is a strange thing in the Dragon Lands, and few outsiders recognize it for what it truly is. Those rare few folk who visit these lands simply assume that the dragons themselves are worshipped, for the people of the Dragon Lands emulate and obey the dragons in all aspects of their lives. Most of the people of the Dragon Lands simply assume that it is safer to allow outsiders to believe whatever they wish about them and don't bother to correct them.

The truth is deeper than simple dragon-worship, however. The people of the Dragon Lands revere the Agency of the Emperor, a philosophic concept that maintains that the mark of a truly august spirit is the draconic shape. As dragons are raised above mortals, so too is the Emperor raised above dragons as the embodiment of this concept.

Elements of ancestor worship exist within this faith system as well, for most believe that their ancestors go to the August Court of the Highest Heavens, the afterlife paradise ruled over by the spirits of those dragons who were chosen as Emperors in their living incarnations. Families believe that their dead ancestors can — if properly convinced through prayer, supplication and proper behavior to societal standards — be convinced to intercede with the Unseen Emperors on their behalf.

Priests in the Dragon Lands

Though they do not consider themselves anything like the outlander barbarian idolaters who occasionally crop up in port towns muttering about the holiness of their foreign gods, the priests who serve the Agency of the Emperor are indeed clerics. Though aligned with different clans and draconic societies, the priests of the Dragon Lands actually serve the Emperor directly as the earthly representative of the Unseen Emperors. As all clerics, they choose two domains, one of which is mandated by the society to which they belong, and the other chosen in accordance with their duties within that society. The favored weapon of priests of the Agency of the Emperor is the dragon blade.

As such, a priest aligned with the Soaring Sky Dragons Clan who serves his clan as a healer might have the domains of Air and Healing, while a Blazing Dragons of Flame Clan war-priest would have access to the domains of Fire and War.

Dragon Clan	Domain
Auspicious Dragon Society of Fortune	Chaos
Blazing Dragons of Flame Clan	Fire
Dragon Society of Righteous Majesty	Law
Flowing Dragons of the Deep Clan	Water
Forthright and Virtuous Dragon Society	Good
Glorious Devil-Dragon Society	Evil
Soaring Sky Dragons Clan	Air
Thundering Roots of Mountains Clan	Earth

The worship of the gods is all but unknown, outside of a couple of small cults created by missionary clerics from other lands. They rarely survive the death of the missionary who founded them, an all-too-frequent occurrence, as the priests of the Agency of the Emperor are not welcoming of spiritual competition, especially when they teach such heresies as the migration of the soul to anywhere other than the Court of the Unseen Emperors after death. The titans are known of and feared, but never worshipped, any more than one would worship some other natural disaster.

Races of the Dragon Lands

Tatsuri

For countless centuries human tribes and kingdoms have dwelt alongside dragon clans in the Dragon Lands, and throughout this history a degree of interbreeding has occurred. The humans of the Dragon Lands exalt their powerful neighbors and thus honor the results of such breeding, usually half-dragons sworn to the service of the draconic parent's clan. Thus, it is not surprising that the lineage of these half-dragons often continues, diluting their draconic heritage over generations of mortals. Tatsuri, called dragonmen in

other parts of the Scarred Lands, are the end result of this process, essentially human but possessing some small measure of dragon's blood.

Tatsuri are generally recognizable by their subtle draconic features, which differ from tatsurin to tatsurin. These features generally give some hint of the tatsurin's heritage, although some tatsuri exist whose blood is so dilute that their ancestral features are all but indiscernible. A tatsurin's heritage may take the form of unusually thick skin, brow ridges, small horns, unusually colored skin or eyes, claws or even scales or distinctly draconic facial features.

Tatsuri are well respected among the folk of the Dragon Lands, frequently rising to positions of power and prestige within the human clans. Often displaying amazing sorcerous power, tatsuri are thought to occupy a societal strata above that of simple humans yet below true half-dragons and the dragons themselves, beings inextricably tied to the land and its spirits. Because of the blood of their forebears and the favor of the spirits, tatsuri are beings of incredible luck and skill. At the same time, tatsuri are often plagued with an intense loneliness; they never truly fit in among the humans with whom they dwell. Furthermore, many tatsuri possess a burning ambition, a longing to achieve some shadow of the glory of their ancestors.

Regions

Limited almost exclusively to the Dragon Lands, tatsuri usually dwell alongside humans and are often accepted into human clans. Tatsuri are far too rare and diverse to have established a community of their own, even in the lands surrounding the Dragon Spires where they are most common.

Racial Abilities

Tatsuri have the following racial abilities:

- **+2 Constitution, +2 Charisma, -2 Dexterity, -2 Wisdom:** Tatsuri have a great deal of innate hardiness and magical aptitude. They tend to be rash, however, and they are thick-bodied, preventing swift movement.

- **Medium:** As Medium creatures, tatsuri have no special bonuses or penalties due to their size.

- **Tatsuri base speed is 30 ft.**

- **Darkvision:** Tatsuri can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight and tatsuri can function without penalty with no light at all.

- **Bonus Feat:** Tatsuri share a surprising aptitude with magic, allowing them to tap the sorcerous heritage of their dragon ancestors. Each tatsurin may take as a bonus feat any Wym-blooded scion feat as described in the *Player's Guide to Wizards, Bards, and Sorcerers*, even if he lacks sorcerer levels. If the tatsurin has no sorcerer levels, the feat simply grants a +2 bonus to saves against the same energy type as his ancestor's breath weapon. This bonus feat must be taken at 1st level.

- **Phenomenal Luck:** The legendary grace of the tatsuri and the favor of the lands' spirits grant them a +1 luck bonus to armor class.

- **Racial Skills:** The keen senses of a tatsurin grant him a +2 racial bonus to Listen and Spot checks.

- **Automatic Languages:** Draconic.

- **Bonus Languages:** Common, any Elven, Halfling, Sylvan.

- **Favored Class:** Monk or sorcerer. A multiclass tatsurin's monk or sorcerer class does not count when determining whether she suffers an XP penalty for multiclassing (see *Player's Handbook*, Chapter 3, "Multiclass Characters"). The choice of monk or sorcerer as a character's preferred class must be selected as soon as the character gains a level in either the monk or sorcerer class, and it cannot be changed thereafter.



Kobolds, Dragon Lands

Small reptilian humanoids, kobolds are quick to point out their supposed descent from the dragons of yore. The kobolds of the Dragon Lands consider themselves "more pure," and closer to their draconic ancestors, than the wretched kobold strains of other lands. Thus, these kobolds display a culture very different from that of their more degenerate brethren found elsewhere in the Scarred Lands. These kobolds possess scaly skin, ranging in color widely among the various tribes, from a dusky red to an almost albino white, and glowing red eyes. It is said that this color is indicative of the tribe's ancient draconic forbearers. Two lines of short horns grace their heads and they possess lean, but nonprehensile, tails.

Kobold society is dominated by loyalty to the tribe and clan, supposedly formed in ancient times in emulation of the early dragon clans. More than a few kobolds take up service in the clans and societies of dragons, where they function as servants and intermediaries. Possessing a powerful sense of honor, kobolds often swear oaths of loyalty to their clan elders and their draconic masters, becoming powerful defenders of tradition and clan.

Perhaps due to their ancient connection to true dragons, kobolds possess a remarkable aptitude for the Draconic Arts, the spiritual mastery of the monk and the innate arcane power of the sorcerer. Unlike the kobolds of other realms, those dwelling in the Dragon Lands are not inherently cruel or malicious, though they do tend toward the rigid and unbending

in their views of honor. Because most kobolds dwell in draconic realms, those most often encountered by humans are performing some task for their draconic masters or are rebels outcast from their clans.

Regions

Kobolds most often dwell in small tribes associated with the various dragon clans of the Dragon Spires. Less frequently, kobolds will enter directly into the service of the clans, functioning as servants and intermediaries to the human clans and nations.

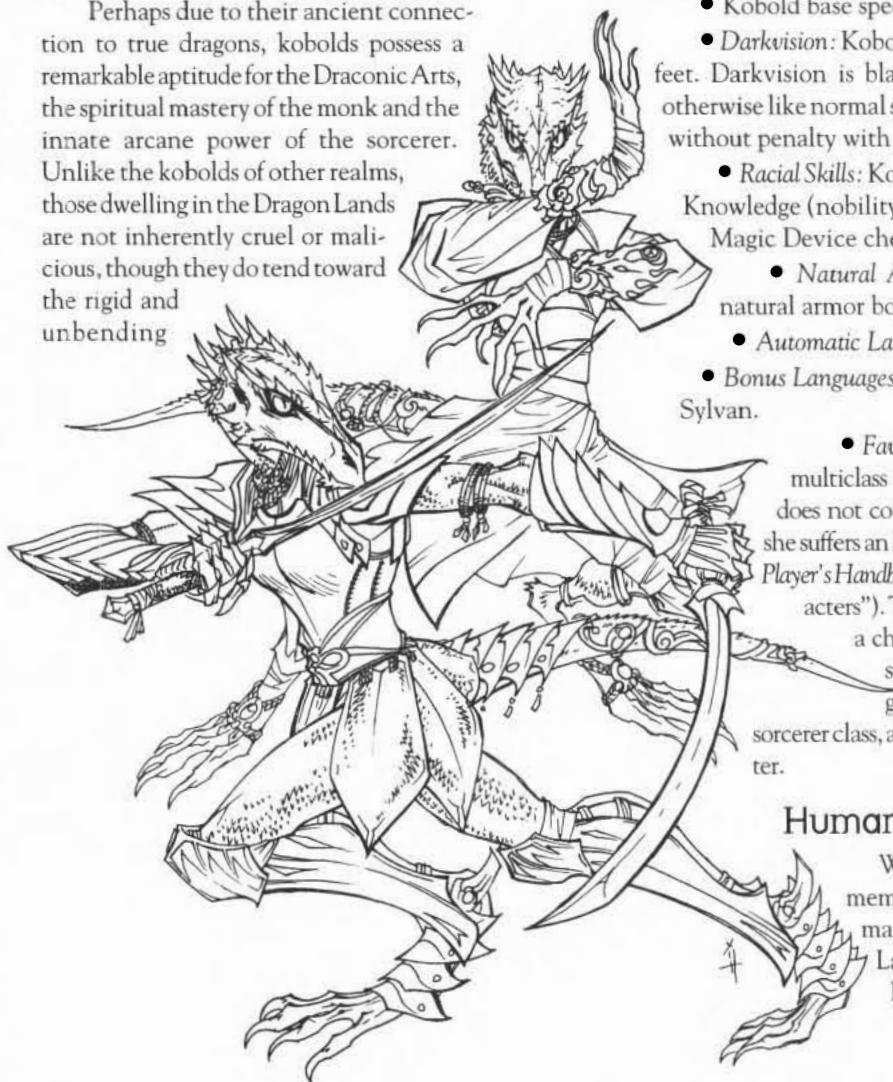
Racial Abilities

Kobolds have the following racial abilities:

- **+2 Dexterity, +2 Wisdom, -2 Strength, -2 Constitution:** Kobolds are small and physically weak, but they are agile and possess a remarkable strength of will.
- **Small:** As Small creatures, kobolds gain a +1 size bonus to Armor Class, a +1 size bonus to attack rolls, and a +4 size bonus to Hide checks, but they must use smaller weapons than humans use and their lifting and carrying limits are three-quarters those of a Medium character.
- **Kobold base speed is 30 ft.**
- **Darkvision:** Kobolds can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight and kobolds can function without penalty with no light at all.
- **Racial Skills:** Kobolds gain a +2 racial bonus to Knowledge (nobility and royalty), Search and Use Magic Device checks.
- **Natural Armor:** Kobolds receive a +1 natural armor bonus.
- **Automatic Languages:** Draconic.
- **Bonus Languages:** Common, Goblin, Halfling, Sylvan.
- **Favored Class:** Monk or sorcerer. A multiclass kobold's monk or sorcerer class does not count when determining whether she suffers an XP penalty for multiclassing (see *Player's Handbook*, Chapter 3, "Multiclass Characters"). The choice of monk or sorcerer as a character's preferred class must be selected as soon as the character gains a level in either the monk or sorcerer class, and it cannot be changed thereafter.

Humans

While they are still definitely members of the same race as humans everywhere in the Scarred Lands, those of the Dragon Lands have culturally and genetically bred variations into their very beings.



Variant Rule: Humans by Region

Using this variant rule, humans from various regions may have bonuses and penalties to ability scores rather than the additional beginning feat granted to human characters. Those who choose to take this option tend to be looked upon as the “epitome” of the folk in their areas — no one familiar with the look of his folk could ever mistake him as anything but one of them.

Dragon Spires: +2 Charisma, –2 Constitution.
Weapon Familiarity: spiked chain.

The folk of the Dragon Spires are said to be the closest to the blessed dragons themselves, dwelling among them and possessing a measure of their blood. As such, this region is known for producing inspired leaders, possessed of fiery charisma and the ability to lead lesser men, as well as a powerful instinct for sorcery. Their privileged status often leaves them unfit and ill-prepared for the rigors of the outside world, however. Humans of the Dragon Spires have golden skin, bright-colored eyes, and either light blond or dark black hair. Highfolk make up much of the populace of Senal, northern Abarasha, the Shattered Valley and Suldoth.

The Lowlands: +2 Constitution, –2 Intelligence.
Weapon Familiarity: bastard sword.

The war-torn lowlands, the site of countless battles between opposing clans, are home to a rugged and guarded breed of human. Inured to the rigors of living between powerful foes, these folk have little time for intellectual pursuits. Probably the largest portion of humans in the Dragon Lands, lowland folk form the heart and base of the human clans. Humans of this region tend to have tan or darkly colored skin, black eyes, and dark hair, and they are most often seen in the nations of Fael, Inasta, southern Abarasha, the Alliance, Ezeallea and Kamaranth.

Great Rift: +2 Dexterity, –2 Charisma. *Weapon Familiarity:* bladed chain.

Living along the Great Rift, where the merest slip can send one tumbling into eternity, the folk of this region tend to be surefooted and cautious. The region’s isolation and backward customs tend to make its inhabitants stern and unfriendly. Humans of this region tend to be short, perhaps to due to halfling blood within their veins. They are paler than their northern neighbors, though they still tend to have dark eyes and hair. Riftfolk mostly inhabit the nations of Veren, Westlund, Northern Hialand, Sereth-tre and Southern Hialand.

Feats of the Dragon Lands

Draconic Soul [Special]

Tapping deeply into the draconic heritage, the most powerful of the Dragon Lands’ sorcerers can call forth the very elemental essence of their ancestors to enhance the potency of their magics.

Prerequisites: Any Wyrmblooded scion feat, Cha 13.

Benefit: The spell DC for all spells associated with the chosen Wyrmblooded scion feat receives a +1 bonus. This bonus stacks with that granted by Spell Focus and Greater Spell Focus.

Dragon’s Fear Spell [Metamagic]

The mighty sorcerers of Clan Talance have learned to combine their penchant for authority with their command of magic. These sorcerers reach deeply into the draconic essences of their ancestors to bring forth the primal terror that these terrible beasts inspire in lesser races.

Prerequisites: Clan Talance, Draconic Soul, any Wyrmblooded scion feat, Cha 13.

Benefit: Whenever the sorcerer casts a Dragon’s Fear spell, anyone affected by the spell may suffer from a fear effect in addition to the spell’s normal effects. Creatures targeted must make an additional Will save at the spell’s normal DC or become shaken, suffering a –2 morale penalty to attack rolls, saving throws, skill checks and ability checks for a number of rounds equal to the caster’s Charisma modifier. A Dragon’s Fear spell requires a spell slot one level higher than the spell’s normal level.

Elemental Rage [General]

The warriors of Clan Val long ago learned to harness the elemental spirits of their draconic ancestors, bringing forth these volatile energies as they unleash their own inner rage.

Prerequisites: Clan Val, ability to rage.

Benefit: Choose one energy type, either fire, cold, acid or lightning. While raging, the character gains resistance 5 toward the chosen energy type.



Special: This feat may be selected more than once, with each successive feat applying to a new energy type.

Entrenched Hatred [General]

The rigid elves of Clan Sartas are known for their hatred of mixed-breeds and their disdain for other races. They focus this rage to strike down those who would dare to defile their heritage.

Prerequisites: Clan Sartas, Traditionalist.

Benefit: The character gains a +2 morale bonus to attack rolls against half-elves and a +1 morale bonus to attack rolls against all other non-elves.

Familial Wizardry [Special]

The rare wizards of Clan Arquoth often receive their start from the secret spellbooks and mysterious texts that have been passed down for generations.

Prerequisites: Clan Arquoth, Int 13.

Benefit: A character with this feat gains an additional arcane spell added to her spellbook at each level, including 1st level. This is in addition to the two spells granted by advancement in the wizard class. Spells gained via this feat can be prepared without the use of a spellbook, as per the Spell Mastery feat.

Special: This feat may be taken only by a 1st-level wizard or a character taking her first level in the wizard class.

Fire in the Blood [Special]

Tapping into her latent sorcerous talent, wizards trained by Clan Arquoth are granted a flexibility in spellcasting that most wizards cannot match.

Prerequisites: Clan Arquoth, Familial Wizardry, Spell Mastery, Int 13, Cha 13.

Benefit: The character may choose to channel stored energy from previously prepared spells into spells she is innately able to cast. The character may "lose" any prepared spell to cast a spell associated with the Familial Wizardry feat or the Spell Mastery feat of equal or lower level. Metamagic feats may be applied to these spontaneously cast spells, but the total level of the spontaneously cast spell must be equal to or lower than the prepared spell used. If metamagic feats are applied, the spell's casting time increases just as if a sorcerer had applied the metamagic feat.

Special: Normally wizards may not cast spells spontaneously; they must be prepared ahead of time.

The Land's Seal [General]

The warriors of Clan Vicceros, applying the knowledge gained from the ancient ruins of the delvgarn, have learned to use their immovability to inflict grievous injury on those who would overrun them.

Prerequisites: Clan Vicceros, Dodge, Endurance, Strength of Stone.

Benefit: While assuming a defensive stance as described in the Strength of Stone feat, the character may ready any weapon to receive a charge (see *Player's Hand-*

book, Chapter 8: Combat, Special Initiative Actions, "Ready"). Any weapon that would normally deal double damage if set against a charge instead deals triple damage. Any other weapon deals double normal damage.

Special: Normally, certain piercing weapons such as spears and tridents inflict double damage if set to receive a charge, while other weapons inflict normal damage.

Oracle [General]

Chosen by the very gods as paragons of their ideals, oracles spread their faith through perseverance and example in a hostile land.

Prerequisites: Ability to turn or rebuke undead, Wis 13.

Benefit: When dealing with those who do not worship the gods, the character may add his Wisdom bonus to any Bluff, Diplomacy or Sense Motive checks.

Raging Dragon Style [Martial Arts]

Those practitioners of the Draconic Arts fortunate enough actually to be trained by dragons enjoy a level of mastery unreached by other monks. The dragon mentor is able to unlock the student's *ki* energy, allowing her to use her inner strength better.

Prerequisites: Still mind class ability, Cha 13.

Benefit: The monk is considered one level greater than normal for the purposes of employing the wholeness of body class feature. In addition, the save DC increases by +1 when employing abilities dependent on *ki* energy, such as Stunning Fist feat or the quivering palm ability. Finally, if the character has spell resistance as an innate or class ability, it increases by +2.

Scholastic Contacts [General]

Strong believers in the wide dispersal of knowledge, Clan Arquoth reasons that only through criticism and commentary can true learning take place. By calling upon clan contacts, the character is able to tap into this circulation of knowledge.

Prerequisites: Clan Arquoth, Int 13.

Benefit: At every level, including the level at which this feat is selected, the character receives one extra skill point, which may be spent only on Knowledge skills. Furthermore, the character may choose any one Knowledge skill which will then count as a class skill.

Strength of Stone [General]

Relying on secrets gleaned from the ancient tombs of the delvgarn, the warriors of Clan Vicceros have learned to tap into the very power of stone to make themselves immovable.

Prerequisites: Clan Vicceros, Dodge, Endurance, Con 13.

Benefit: Once per day per point of Constitution bonus, the character may assume a defensive stance. While in this stance, the character may not move, but gains +2 to Strength and Constitution, a +1 dodge bonus to AC (stacks with Dodge feat), and a +2

resistance bonus to all saves. This defensive stance lasts for 3 + Constitution modifier in rounds, or until the character moves and breaks the effect.

Strength through Adversity [General]

Some clans of the Dragon Lands hold strongly to the ethic of growth through challenge and adversity. A warrior's pain merely drives him to excel, heedless of cost.

Prerequisites: Clan Val or Clan Vicceros.

Benefit: If reduced to fewer than half of his normal hit points, the character receives a +1 morale bonus to all attack rolls, skill checks and saving throws. If reduced to less than a fourth of his normal hit points, this bonus increases to +2.

Tied to the Land [General]

Calling upon the spirits of the land surrounding them, druids of the Dragon Lands are able to assume more powerful animal forms.

Prerequisites: Clan Ferrilath, Clan Benshabal or House Kalanganjus; wild shape class ability.

Benefit: If the druid assumes a wild shape form of an animal native to the region in which she stands, that form gains a +2 inherent bonus to Strength and Constitution. This bonus remains as long as the druid remains in the appropriate terrain.

Tolerant [General]

Used to dwelling in diverse regions, some folks of the Dragon Lands have learned to adapt to foreign customs, endearing themselves to others while maintaining the strengths of their own beliefs.

Prerequisites: Clan Seleenst, Clan Benshabal or House Pellinth.

Benefit: The character receives a +2 bonus on all Diplomacy checks and Diplomacy is considered a class skill. In addition, the character gains a +1 bonus to all Will saves.

Traditionalist [General]

Clinging to the glories and traditions of the past, the elves of the Dragon Lands often become walking libraries of historical knowledge.

Prerequisites: House Kalanganjus or House Sartas, lawful alignment.

Benefit: The character gains a +2 bonus to all Knowledge (history) and Knowledge (nobility and royalty) checks. These are now considered class skills.

Unassuming Nature [General]

The humble halflings of Clan Ferrilath and wise members of Clan Benshabal radiate a sense of peace and serenity. This aura of calmness hardly appears threatening, and most opponents are unable to discern exactly where the true danger lies.

Prerequisites: Clan Ferrilath or Clan Benshabal.

Benefit: As a move action, with a successful Bluff check (versus an opponent's Sense Motive check), the

character can convince an opponent within 30 feet that he is not a pressing threat. Generally, the opponent will then proceed to attack opponents who are more threatening until none remain. If the character attacks that opponent or otherwise displays that he is more dangerous than he appears, the effect is broken.

Undying Resolve [General]

Refusing to succumb to death, the halflings of Clan Drask cling to consciousness to fight for their families, their communities, their clan and their race. Only when the darkness overcomes them and their bodies lie still can warriors truly say they have given their all.

Prerequisites: Clan Drask, Endurance, Diehard, Con 13.

Benefit: When reduced to 0 to -9 hit points, the character may act as normal rather than as if he were disabled. The character may make move actions, standard actions, full-round actions, and strenuous actions as normal without inflicting additional damage to himself. The character dies normally upon reaching -10 or lower hit points.

Unshakeable Resolve [General]

The halflings of Clan Drask are able to overcome even the most powerful of magics that would subvert their will. Even if temporarily overcome, these warriors can throw off nearly any effect.

Prerequisites: Clan Drask, Iron Will.

Benefit: If the character is affected by any compulsion or fear spell or effect and fails her saving throw, she can attempt again one round later at the same DC. The character gains only one extra chance to succeed at this saving throw.

Wanderlust [General]

The merchants and explorers of Clan Seleenst are savvy travelers, able to survive in nearly any terrain and pick up on local customs quickly.

Prerequisites: Clan Seleenst.

Benefit: The character gains +2 to all Survival checks. Survival and Speak Languages are now considered class skills.

Totem Feats

The races of the Dragon Lands revere spirits in a different manner than the tribes of Ghelspad or even the Ushadan of Termana. Viewing dragons as the highest of spirits, inhabitants of the Dragon Lands worship the very aspects that make these creatures sacred. What follows is a collection of totem feats, tied to the Archetypes of the elemental clans and the spirits of the dragon societies, appropriate for the Dragon Lands.

These feats are gained by those individuals who have been adopted by particular spirit totems. An initiate usually undergoes some sort of ritual or ordeal where she attracts the attention of her potential totem. The exact nature of this ritual varies depending

on tribal customs but is officiated by one of the spiritual elders of the tribe. Usually a person has only one totem that she is beholden to. These feats are available to characters who hail from cultures that revere the spirits of the land, but it is possible for one of the totem spirits to appear to those who did not know of them before.

Totem feats represent the ability to channel the essence of the totem into the user. The wielder of the feat must use a standard action to channel her totem. Being imbued with a spirit is physically taxing, and a character can maintain this state for only a number of rounds equal to 3 + the character's Constitution modifier. The character may end the channeling earlier if she so desires.

A character can channel her totem only a number of times per day equal to 1 + the character's Charisma modifier. Additionally, a totem feat gives a skill bonus to a skill relevant to that totem. This bonus applies at all times, whether the character is channeling her totem or not.

Each totem feat also has a taboo — something that, if done, offends the patron spirit. If a character has a totem feat and breaks the taboo, the character loses access to the benefits of the totem feat until she undergoes some rite of contrition. These rites usually take the form of some quest undertaken to regain the favor of the totem. The difficulty of the quest is usually determined by the circumstances of the infraction.

Benevolence [Totem]

A spirit manifesting in the affable dragons of the Auspicious Dragon Society of Fortune, Benevolence represents the ties of good will which bind all beings. Children of Benevolence seek to fight injustice and tyranny and to assist others whenever possible, often being healers, wanderers and holy persons.

Prerequisites: Chaotic good, chaotic neutral or neutral good alignment.

Benefit: Benevolence grants a +2 circumstance bonus to all Diplomacy checks. While channeling Benevolence, you gain the ability to *lay on hands*, healing a number of hit points per day equal to your Wisdom modifier x character level. This ability may be used on others only.

Taboo: Benevolence instructs its followers to help others whenever possible. Those who selfishly place themselves above others will find Benevolence has left them.

Destruction [Totem]

The spirit of Destruction, exemplified by the Glorious Devil-Dragon Society, manifests itself in warfare, mindless carnage and the fury of nature. Children of Destruction are often madmen, seeking to strike back at a world that has caused them pain. Such souls often become warlords and sorcerers of horrible power.

Prerequisites: Chaotic evil, chaotic neutral or neutral evil alignment.

Benefit: While channeling Destruction, you gain the Improved Sunder feat, even if you lack the normal prerequisites. Also, you gain a +2 circumstance bonus to all Disable Device checks, and you may use the skill untrained.

Taboo: Destruction revels in needless devastation and chaos. Those who would harness its wrath must seek never to create, only to destroy the works of others.

Duchess of the Silent Sky [Totem]

Beautiful Luranvilah, the Duchess of the Silent Sky, is a wise and radiant spirit that promotes harmony and spirituality. The Duchess never chooses those who are violent or lack vision. Children of the Duchess are often healers, diplomats and guardians of their communities.

Benefit: You gain a +2 circumstance bonus to all Diplomacy checks. While channeling the Duchess of the Silent Sky, you are protected as per the *sanctuary* spell. The Will save DC to overcome this effect is 10 + 1/2 character level + Cha modifier.

Taboo: The Duchess of the Silent Sky cannot abide those who lack the strength of their convictions. Those who would betray that which they believe in or engage in gross hypocrisy will draw the spirit's ire.

Duchess of the Stormy Seas [Totem]

Potent Maeklala, the Duchess of the Stormy Seas, is a chaotic spirit of great anger and force. Employing the full intensity of her power, children of the Duchess often become great warriors, potent exemplars of chaos and rage.

Benefit: You gain a +2 circumstance bonus to all Intimidation checks. In addition, when channeling the Duchess of the Stormy Seas, you receive the benefits of the Great Cleave feat, even if you lack the normal prerequisites.

Taboo: A chaotic and free spirit, the Duchess of the Stormy Seas will turn against those who seek to bind her. Children of the Duchess must never seek to impose their vision of order on the world around them.

Duke of the Iron Mountain [Totem]

Wily Titankhat, the Duke of the Iron Mountain, is a spirit of peace and community. A pillar of strength, the spirit promotes endurance and growth. The Duke chooses those who seek to protect their communities, their families and their honor, those who can endure hardship without becoming grim or embittered.

Benefit: You gain a +2 circumstance bonus to all Heal checks and may use the Heal skill untrained. While channeling the Duke of the Iron Mountain, you gain damage reduction 2/—.

Taboo: Children of the Duke must never display rampant greed. Although they may accumulate wealth, this desire must be always subordinated to the duties of peace, community and honor.

Duke of Scorching Flame [Totem]

Brilliant Phlegatharos, the Duke of Scorching Flame, is a spirit of burning wrath. Both destructive and cleansing, the Duke favors those souls who are brave and passionate, and instills them with his fiery essence. Children of the Duke often become powerful warriors, leaders and artists.

Benefit: While channeling the Duke of Scorching Fire, every natural or melee attack you make deals an additional +1d6 points of fire damage. In addition, you gain a +2 circumstance bonus to all Intimidation checks.

Taboo: The wrath of the Duke of Scorching Flame shall never be quenched, lest it be turned against those who would harness it. Children of the Duke must never let an insult pass unanswered nor fail to retaliate against those who would wrong them.

Majesty [Totem]

A spirit that flourishes among the Dragon Society of Righteous Majesty, the spirit of Majesty seeks glory, rulership and order. Children of Majesty seek to dominate others, establishing themselves at the top of any hierarchy. Power for its own sake is the hallmark of Majesty.

Prerequisites: Lawful evil, lawful neutral or neutral evil alignment.

Benefit: You gain a +2 circumstance bonus to all Intimidate checks. In addition, when channeling Majesty, you may better demoralize opponents in combat (see *Player's Handbook*, Chapter 4: Skills, Skill Descriptions, "Intimidate"). Instead of the normal -2 penalty to attack rolls, ability checks and saving throws for being shaken for 1 round, the demoralized opponent receives a -4 penalty for 1d4 rounds.

Taboo: A powerful spirit, Majesty refuses to kneel before any being. Children of Majesty are forbidden from groveling or kowtowing to anyone.

Virtue [Totem]

Exemplified by the noble dragons of the Forthright and Virtuous Dragon Society, Virtue represents all that is good, sacred and worthy. Children of Virtue strive to live up to the high ideals of their patron, becoming heroes and paragons within their communities.

Prerequisites: Lawful good, lawful neutral or neutral good alignment.

Benefit: Virtue grants a +2 circumstance bonus to all Sense Motive checks. In addition, while channeling Virtue, you gain a +2 bonus to all Will saves.

Taboo: Intentionally committing any evil act is anathema to Virtue and shall draw the spirit's ire.

Totemic Shapeshifter [Primal]

A druid who both serves one of the totems of the world and has mastered the art of shapeshifting can perform mighty acts of channeling, learning to assume some of the traits of his totem.

Prerequisite: Wild shape ability, one Totem feat.

Benefit: By expending a daily wild shape use, the druid is able to undergo some kind of physical transformation appropriate to his totem. This ability can be used only while the druid is channeling the totem in question, although the channeling benefit lasts for the entire period of the transformation rather than its normal duration. The totem feats below note details of that transformation; additional totem feats and their attendant transformations are detailed in the *Player's Guide to Clerics and Druids* and the *Player's Guide to Fighters and Barbarians*. These traits last for 10 minutes per level in the druid class (or other classes that grant the wild shape ability).

Benevolence: While channeling Benevolence, a druid may expend a wild shape use to gain a +4 primal bonus to Wisdom, which applies only to hit points recovered when laying on hands.

Destruction: While channeling Destruction, a druid who expends a wild shape use gains the rage ability of barbarians.

Duchess of the Silent Sky: By expending a wild shape use while channeling the Duchess of the Silent Skies, the druid develops a set of draconic wings, enabling him to fly at his normal speed and average maneuverability for the duration of this ability.

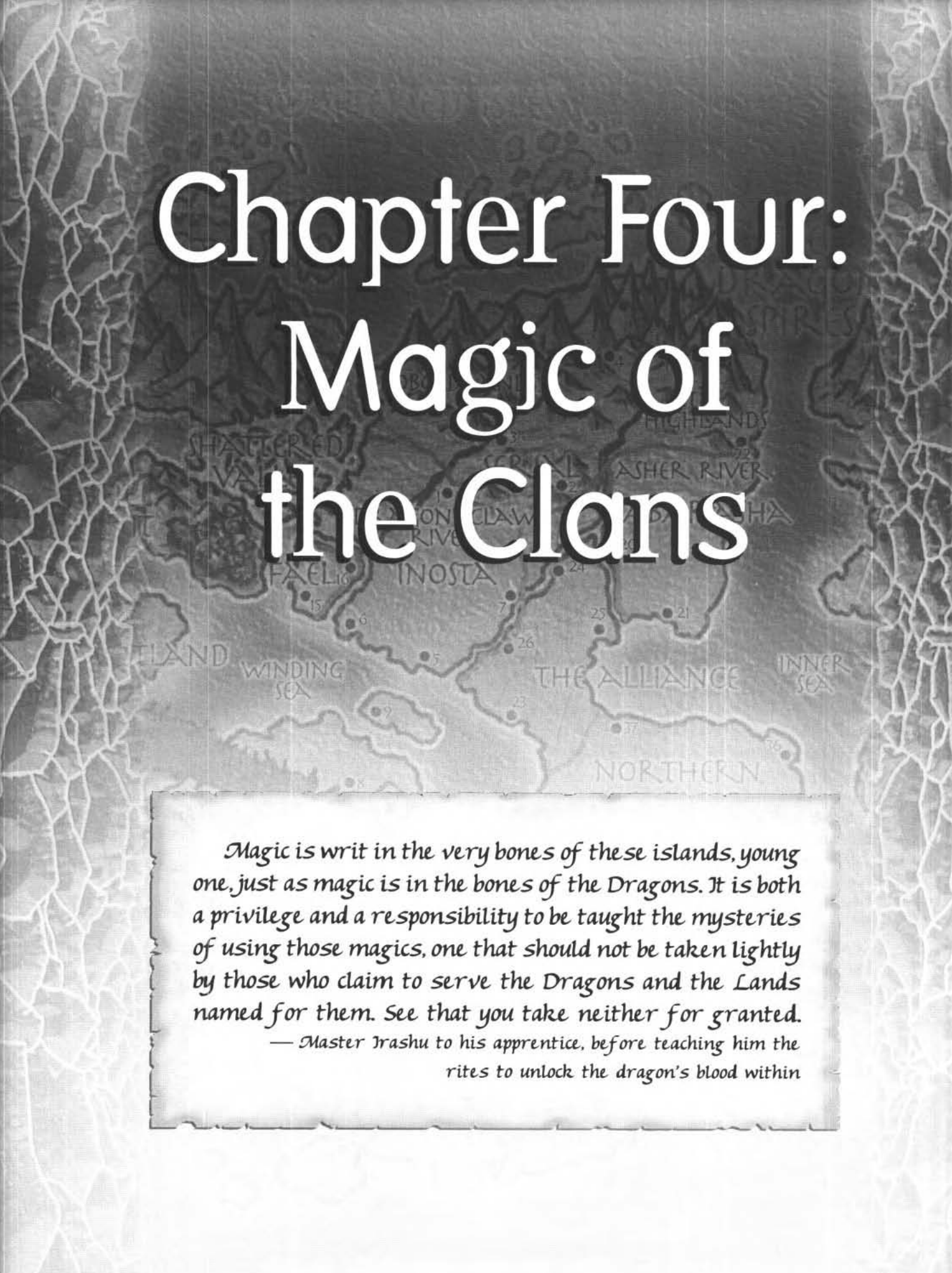
Duchess of the Stormy Seas: By expending a wild shape use while channeling the Duchess of the Stormy Seas, the druid develops a set of gills, enabling him to breathe underwater for the duration of this ability.

Duke of Scorching Flames: While channeling Destruction, a druid who expends a wild shape use grows thick reddish scales, granting her a +1 natural armor bonus as well as fire resistance 5.

Duke of the Iron Mountain: While channeling the Duke of the Iron Mountain, a druid who expends a wild shape use gains the iron resilience of the earth, granting him a +2 primal bonus to Constitution.

Majesty: While channeling Majesty, a druid who expends a wild shape use gains the overwhelming presence of dragons, granting him a +2 primal bonus to Charisma as well as a +1 primal bonus to Will saves.

Virtue: While channeling Virtue, a druid who expends a wild shape use may apply her Charisma modifier as a primal bonus to all saving throws.



Chapter Four: Magic of the Clans

Magic is writ in the very bones of these islands, young one, just as magic is in the bones of the Dragons. It is both a privilege and a responsibility to be taught the mysteries of using those magics, one that should not be taken lightly by those who claim to serve the Dragons and the Lands named for them. See that you take neither for granted.

— Master Irashu to his apprentice, before teaching him the rites to unlock the dragon's blood within

A armor and Weapons

Many of the weapons and armor developed by the people of the Dragon Lands were inspired by their draconic overlords. This is especially true of the weapons used by monks all over the world: the kama calls to mind the curving fangs of the dragons, while nunchaku are their whipping, devastating tails.

This is taken to extremes in the dragon blades and dragon armors of the Great Clans of the Dragon Lands. Designed with impressive precision, each piece must be constructed as a masterwork item — so precise is the design on these weapons and armor that less than the most exquisite craftsmanship will end in a worthless mess likely to break the first time it is used. Because of this, craftsmen capable of creating such wonders are considered national treasures, and only the richest warriors are likely to bear these arms and armors.

Dragon Mail, Light: The dragon armors are built upon a frame of alchemically treated bamboo, designed to reinforce the natural flexibility of the wood while increasing its strength to that more similar to ironwoods. Over this frame is set rows of precisely crafted scales, in emulation of the dragons' mighty hides — indeed, the scales themselves are dyed a color appropriate to the hide of the warrior's draconic lord. Each style of craftsmanship has its own techniques for shaping the scales themselves, and the specific craftsman (or at least the clan to which he belongs) can often be told by the knowledgeable armorsmith by looking at the design of the scales on the armor.

Dragon armor includes an impressive helm crafted of a steel

crown and overlapping plates of boiled leather reinforced with alchemically treated bamboo over the neck, fitted with a steel face-mask depicting the head of a dragon. The crafting of the dragon's visage is an important part of the process, and each craftsman seeks to attune himself to the very spirit of the armor as he crafts it, in order to best express that spirit in the face of the dragon on the armor. The forehead of the dragon is always set with a gemstone, often one that denotes membership in a certain warrior brotherhood or school of swordsmanship. The dragons are also known for rewarding certain accomplished warriors with magical gemstones that can be set into the helmets. Because of the fearsome visage of these masks, the warrior gains a +1 equipment bonus to Intimidation checks while in combat.

Dragon Mail, Heavy: Designed nearly identically to light dragon mail, heavy dragon mail is actually constructed from thin scales of steel, rather than boiled leather. These plates are then lacquered the color of the warrior's dragon-lord's scales, giving them an eerie sheen similar to that of actual dragon scales. These suits of mail also include the dragon helms.

Dragon Blade: The dragon blade is perhaps the single most important weapon to the people of the Dragon Lands, for the secrets to crafting it were given to them by the dragons themselves. Curved like the talons of the dragons themselves and just as keen, each dragon blade is a unique work of art. The hilts of these blades are bound in leather crafted from the moltings

of one of the dragons — each society of dragons maintains a stable of craftsmen to whom they give these cast-off bits for the crafting of dragon blades.



Table 4–1: Armor and Weapons of the Dragon Lands

A armor	Cost	A armor Bonus	Maximum Dex Bonus	A armor Check Penalty	Arcane Spell Failure	Weight	
<i>Light</i>							
Dragon mail, light	300 gp	+5	+4	–1	15%	20 lb.	
<i>Medium</i>							
Dragon mail, heavy	450 gp	+6	+3	–2	25%	35 lb.	
Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
<i>One-handed Melee Weapons</i>							
Dragon blade	350 gp	1d8	1d10	19–20/x2	—	5 lb.	Slashing
<i>Two-handed Melee Weapons</i>							
Dragon blade, mighty	500 gp	1d10	2d6	19–20/x2	—	10 lb.	Slashing

The dragon blade is part of the national identity of the people of the Dragon Lands. Unlike dragon armor, they are not thought to possess their own spirits. Instead, they are believed to possess a small part of the spirit of the dragon who gave his very flesh to enwrap the hilt. Dragon Lands legend has that the blade will fail and turn against a wielder who tries to use it against the faithful of the dragon whose skin makes up the hilt—as a result, it is one of the standard concessions of war to gather up those blades that are still whole after a battle and return them to the clan that created them, in honor of this.

Dragon blades are considered exotic weapons, except to those of the Dragon Lands, for whom the blades are considered martial weapons. Should a character from the Dragon Lands use a dragon blade against the draconic society that produced the blade, he receives a –1 circumstance penalty to all attack rolls while working against that society's ends.

As a masterwork weapon, the dragon blade gains a +1 enhancement bonus to all attack rolls.

Dragon Blade, Mighty: The mighty dragon blade (sometimes called the wyrn-blade) is a larger, more impressive example of the dragon blade. Wyrn-blades can be wielded two-handed only and are so large that only the moltings of very old dragons (which happens infrequently) ever produce sufficient material to cover their hilts. As the dragon blade, wyrn-blades are exotic weapons for outsiders, but natives of the Dragon Lands consider them martial weapons. They are also subject to the same penalty for use against the clan that produced one.

As a masterwork weapon, the mighty dragon blade gains a +1 enhancement bonus to all attack rolls.

Magic Items

With the proliferation of sorcerers and the mysticism surrounding the role of the craftsman in the Dragon Lands, it should come as no surprise that they bear many, many magic items. In

fact, they seem to have been spared the curse that struck many magic items in the Scarred Lands that occurred with the destruction of Mesos in the opening days of the Divine War. In a place so given to war as the Dragon Lands, the most common types of magical items to be found are weapons and armor, though items that assist the dragons (or their lieutenants and client-nobility) in the running of their realms are common as well, from courtly magics to communications items.

Magic Weapons

New Magic Weapon Special Ability Descriptions

As noted in Chapter 7 of the *DMG*, a weapon with a special ability must have at least a +1 enhancement bonus.

Energy Reflection

Description: When dragons take to the battlefield, devastation results, and dragon nobility are rarely shy. As a result, many warriors have had their weapons enchanted with this ability, providing themselves defense from the terrible breath weapons.

Powers: A weapon with this special ability can reflect energy attacks made against its wielder. Upon creation, the weapon is set to reflect one type of energy. The weapon can reflect any energy attack that does not require an attack roll (a fireball, lightning bolt or dragon's breath could be reflected, while scorching ray or damage from a flaming weapon could not). Reflecting energy requires a readied action. Reflected cones and lines move straight back toward the attacker; other area of effect attacks become centered on the attacker (and may still affect the one who reflected it, if he remains in the area of effect). Consult the corresponding chart to determine randomly what type of energy a weapon can reflect.

Reflecting Weapon Energy Type

d%	Energy Type
01–20	Acid
21–42	Cold
43–66	Electricity
67–89	Fire
90–100	Sonic

Strong abjuration; CL 15th; Craft Magic Arms and Armor, *energy immunity*, *spell turning*, +3 bonus.

Kin-tied

Description: In order to prevent the powerful weapons crafted by members of their clan from being used by others, the dragon lords created this specific enhancement to a weapon. Because most of the members of a given clan have the blood of their draconic lords in their family histories somewhere, sorcerous weaponsmiths of that clan can attune the weapons they craft to that blood. All dragons accepted as lords of a clan become tied into that clan's bloodline through the use of a true ritual known to the dragons themselves. This same ritual is used on those who are adopted into the clan — those thus affected are considered part of that clan's bloodline as well, as are his family.

Powers: A kin-tied weapon is tied to a specific group or type of user, bestowing two negative levels on any creature not of that type who attempts to wield it. The negative levels remain as long as the weapon remains in the bearer's hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Moderate divination; CL 7th; Craft Magic Arms and Armor, *enervation*, *locate creature*; Price +1,000 gp.

Specific Weapon

Night's Fang

Description: The prized weapon of the Slaughtering Devils, an order of assassins and terrorists sponsored by the Glorious Devil-Dragon Society, the *night's fang* is found only in the hands of their Life Reapers, powerful shadow warriors favored by the dragons of the Society.

Powers: This +2 *dragon blade of throwing and returning* bestows the effects of the Deflect Arrows feat upon the wielder. The weapon becomes invisible with the whisper of a command word, only becoming visible again when the wearer uses it in combat.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *telekinesis*, *magic stone*, *protection from arrows*, *invisibility*; Price 96,315 gp; Weight 5 lb.

Blade Oils

Blade oils are alchemical substances which can be applied to a weapon to create magical effects for a limited period of time. They are particularly popular with adventurers, who use them to modify their weapons to deal with various foes and exploit their vulnerabilities. Some nations and secret societies develop their own blade oils and keep their formulae a closely guarded secret.

Most blade oils are volatile and evaporate quickly. An application lasts for the indicated duration and then vanishes along with its effects, even if it goes unused during that time. A weapon can have only one blade oil applied at a time; a new application negates any previous oil. The prices listed below are for one vial of blade oil, each of which contains a single application.

Applying the oil to the weapon is a full-round action that provokes an attack of opportunity. Making blade oils requires the Brew Potion feat and at least 6 ranks in Craft (alchemy).

Despite the name, most blade oils can be applied to any type of weapon, not just blades. A single flask of blade oil can coat one melee weapon (regardless of size) or 10 missiles. More blade oils can be found in **Relics and Rituals 2: Lost Lore**.

Adamantine Weapon

Powers: This blade oil gives a weapon the properties of adamantite, including the ability to bypass any Hardness less than 20 and a +1 enhancement bonus. The weapon is also considered to be adamantite for the purposes of bypassing damage reduction. The application lasts 7 rounds.

Moderate transmutation; CL 7th; Brew Potion; Price 1,050 gp.

Alchemical Silver Weapon

Powers: When applied, this blade oil gives a weapon the properties of alchemical silver. The weapon takes a –1 penalty on damage rolls and is considered silver for the purposes of bypassing damage reduction. The application lasts 8 rounds.

Faint transmutation; CL 3rd; Brew Potion; Price 300 gp.

Align Weapon

Powers: This blade oil makes a weapon good, evil, lawful or chaotic, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This oil has no effect on a weapon that already has an alignment. The application lasts 8 rounds.

Faint evocation; CL 3rd; Brew Potion, *align weapon*; Price 300 gp.

Bane Weapon

Powers: The weapon excels at attacking one type or subtype of creature, chosen by the oil's creator upon

creation (for list of creature types, see *DMG*, bane special weapon quality). Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus (or +2 if the weapon had no enhancement). It deals an extra 2d6 points of damage against the chosen foe. The application lasts 8 rounds.

Moderate conjuration; CL 8th; Brew Potion, *summon monster I*; Price 400 gp.

Cold-forged Iron Weapon

Powers: The weapon gains the properties of cold-forged iron for the purposes of bypassing damage reduction. The application lasts 7 rounds.

Faint transmutation; CL 3rd; Brew Potion; Price 300 gp.

Ghost Touch

Powers: The affected weapon deals damage normally against incorporeal creatures, regardless of its bonus. The weapon can be picked up and moved by an incorporeal creature during that time. Essentially, a ghost touch weapon counts as either corporeal or incorporeal, whichever is more beneficial to the wielder (see *DMG*, ghost touch special weapon property). The application lasts 9 rounds.

Moderate conjuration; CL 9th; Brew Potion, *plane shift*; Price 1,350.

Merciful Weapon

Powers: The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. The application lasts 6 rounds.

Faint conjuration; CL 3rd; Brew Potion, *cure light wounds*; Price 150 gp.

Mighty Blow

Powers: The weapon's critical multiplier increases. A weapon with a x2 multiplier becomes x3, a x3 weapon becomes x4, etc. The potion will not affect a weapon with the keen ability. The application lasts 7 rounds.

Moderate evocation; CL 7th; Brew Potion, *divine power*; Price 1,050 gp.

Potions

Iron Belly Brew

Description: Formulated by a magician trapped in a remote wizard's lab for weeks, this concoction allows a person to gain nourishment and sustenance from the most alien of foodstuffs, such as shoes, boiled leather and dagger hilts. Once the magician finally escaped the teleportation traps in the wizard's laboratory, he sold this formula and swore off eating glass, rubber tubing and stone forever.

Powers: For one hour, this brew alters the metabolism of the drinker so that she may eat any solid matter and derive nourishment from it. The items ingested must still be vaguely chewable or at least small enough to swallow. The ingested items turn into matter the body can digest. One week's worth of sustenance is provided as long as the drinker eats enough to feel full each day. Poisonous matter that is ingested is neutralized and becomes nourishment as well.

Faint transmutation; CL 5th; Craft Wondrous Item, *neutralize poison*, caster level 5th; Price 750 gp

Rings

Alchemist's Ring

Description: These rings are always made from the most alchemically pure materials, true gold (orichalcum) or true silver (lunargent) being the most common varieties.

Powers: This ring grants its wearer a +10 competence bonus to all Craft (alchemy) skill checks. It also allows the wearer to prepare and cast one additional Transmutation spell per spell level each day, as if she were a wizard specializing in the transmutation school. If the wearer is a spellcaster who does not normally prepare spells, she can still cast one bonus transmutation spell per spell level per day. These are bonus spells — a wearer who cannot cast spells gains no benefit from this ability.

Strong transmutation; CL 12th; Forge Ring, Spell Focus (transmutation), creator must have at least 10 ranks in the Craft (alchemy) skill; Price 85,000 gp.

Rods

Rod of the Arachnid

Description: Crafted of polished steel and black obsidian by spider-eye goblin shamans of the Dragon Lands' deep jungles, the rod of the arachnid is inlaid with fine silver threads resembling spider webs. A silver spider at either end of the rod holds a large ruby in its legs. An outsider who holds one of these items is liable to come under attack from any spider-eyed goblin she meets.

Powers: This rod can cast the following spells three times per day as if a 9th level caster: *freedom of movement*, *spider climb* and *web*. Once per day the wielder can also *summon* 1d6 Medium monstrous spiders or 1d3 Large monstrous spiders (see *MM*, Appendix 3).

Moderate conjuration; CL 9th; Craft Rod, *freedom of movement*, *spider climb*, *summon monster V*, *web*; Price 120,705 gp; Weight 2 lb.



Rod of Harmony

Description: First crafted by the Beauteous Minister of Harmony and Grace of the Auspicious Dragon Society of Fortune, this simple rod of wood and banded silver was used to good effect toward the goals of the Society. Because of the Minister's love of extravagant gifts, he often created other copies of this rod to give to other musically talented courtiers of visiting clans.

Powers: The rod's user receives a +4 enhancement bonus to Charisma. At will, the rod may be reshaped into a masterwork form of any woodwind or stringed instrument. When the instrument form of the rod is used to produce a bardic music effect, its effect is doubled (i.e., twice as many creatures are affected, bonuses are doubled, etc.). In addition, any bardic music effect that imposes a saving throw has a +2 bonus to its save DC.

The following spell-like abilities may be used once per day each: *dirge of woe*, *song of champions*, *song of heroes*.

Strong enchantment; CL 16; Craft Rod, *dirge of woe*†, *eagle's splendor*, *song of champions*†, *song of heroes*†, creator must have the bardic music ability; Price 57,570 gp; Weight 2 lb.

Wondrous Items

Ambassador's Talisman

Description: A small gold or silver amulet inlaid with precious stones, this item has seen extensive use by the Ambassadors of the Emperor, the council of diplomats who give up their names and familial links, their memories of their lives before they undertook

service among the Ambassadors wiped clean, that they might serve only the Emperor.

Powers: The *ambassador's talisman* confers continual damage reduction of 10/magic when worn. The item must be worn continuously for a full 24 hours before the effect begins.

Strong abjuration; CL 15th; Craft Magic Arms and Armor, Craft Wondrous Item, *mage armor*; Price 50,000 gp; Weight 1 lb.

Bindi of Shared Thought and Sight

Description: A bindi is a small jeweled ornament worn on the brow slightly above and between the eyes of the wearer. These particular bindi are made in pairs, each attuned to the other to keep the wearers in communication. These items have seen many uses, from a lord remaining in contact with his bodyguard during tense negotiations to spies working in tandem to allow silent communication and mapping an area covertly.

Powers: This paired item allows the two beings wearing each *bindi* to communicate telepathically whenever they are within 100 feet of each other. As a standard action, an individual can also send a mental image of where he is to the other person. The sender also conveys an idea of where that location is in relation to the person receiving the image.

Both people must be wearing a *bindi* in order for these abilities to work. If the *bindi* is removed from one of the wearers, the other wearer automatically knows. The *bindi* uses up the same inventory slot that a phylactery, hat or helm would.



Moderate divination; CL 7th; Craft Wondrous Item, *arcane eye*, *detect thoughts*; Price 84,000 gp (per pair)

Boat Leaf

Description: The elves of Clan Kalanganjus build these magical boats using specially grown trees maintained by clan. Each of these *boat leaves* is grown, not built or carved. The deceptively strong-looking construction of the *boat* appears to be from a single plank of carved wood. In fact, the entire *boat* is one magical leaf enchanted to move swiftly through water and to collapse when needed.

Powers: The *boat leaf* is a six-foot-long magically grown leaf, three feet wide at the center, 18 inches deep in the middle. Upon the uttering of a command word, the *leaf* furls or unfurls, changing into a boatlike construction or a rolled-up bundle capable of fitting in a scroll tube. In water, the *boat leaf* glides rapidly, adding 10 to the base movement of the boat. An overturned *boat leaf* is exceptionally tough and can provide full cover to a Medium creature under it. The *boat leaf*'s structure has Hardness 10 and 10 hit points.

Moderate transmutation; CL 6th; Craft Wondrous Item, *wood shape*, creator must be an elven druid; Price 24,000 gp; Weight 4 lb.

Deadly Jongleur's Slippers

Description: When the mighty dragon lord Biyatha Kel-Umaru of the Glorious Devil-Dragon Society was brought up on charges of improper adherence to the codes of war among the dragons, the Emperor demanded that he deal appropriately with the many orphans created by his personal armies and their vendettas. Biyatha took in these orphans and the charges were dropped.

These orphans were horribly disfigured, their noses cut off and crimson incisions made in lines above and beneath their eyes to give them a terrible stare. Slits were cut into the sides of their mouths out to their cheeks to widen their grins and their teeth were removed to grant them comical scarlet grimaces. These terrors were taught all manner of entertaining at the courts of the dragons, including miming, juggling and other forms of madcap capering. In short order, other dragons began to seek out the services of Biyatha's Merry Harlequin Society. Upon seeing the entertainers at

court, the Emperor gave Biyatha the title of Father of Clowns. It is unclear whether this was a sign of approval for Biyatha's efforts to redress his past breach of the code of war or as a warning that he never again stray from the code's tenets. While Biyatha despises the Emperor's title, he has little choice but to accept it graciously.

The master entertainers of the Merry Harlequin Society are twisted and monstrous creatures who are given these shoes. The *deadly jongleur's slippers* are fine black and red velvet with several small silver bells and comically curled toes. Although this footwear might appear innocuous enough, the jingling of the bells can be

deceptive in combat, and the mirthless jesters can caper about in this footwear like drunken tumbling spiders.

Powers: Anyone wearing the *slippers* gains a +10 competence bonus to Tumble checks. The wearer also gains a +10 bonus to Bluff checks for feints in combat. The wearer can cast either *expeditious retreat*, *jump* and *spider climb* a total of 3 times per day (each casting counts as one use — the wearer cannot cast each spell 3 times). These spells are cast at 5th level.

Faint transmutation; CL 5th; Craft Wondrous Item, *cat's grace*, *expeditious retreat*, *jump*, *spider climb*; Price 43,525 gp; Weight 2 lb.

Vacuum Bottle

Description: The magical secrets of the Soaring Sky Dragons Clan have resulted in many secrets concerning both the air and what happens when it is destroyed. This bottle was developed in response to an outbreak of vampiric activity in one of the client nations sworn to the Soaring Sky Dragons.

Powers: Once the stopper is pulled from this large, metal bottle, it starts sucking in the surrounding air. As a consequence, it can clear away 10 cubic ft. of magical or natural mist or fog per round. In addition, any gaseous creature, such as a bane cloud, or a spellcaster or vampire using gaseous form, within 10 feet of an opened *vacuum bottle* must succeed at a DC 20 Strength check or be sucked into the bottle. Creatures trapped in the *bottle* cannot change forms and can be released only by the *bottle* holder. The *bottle* will hold only one creature at a time. The GM has final say on what creatures can be trapped and any other possible uses.

Moderate evocation; CL 8th; Craft Wondrous Item, *wind wall*; Price 24,000 gp; Weight 1 lb.

Tattoo Magic

Tattoo magic is a rare form of magic that allows a spellcaster to imbue tattoo ink with magical energy. This ink may then be used to create a tattoo on a target, which may be enchanted with a spell as any other magical item. The target gains the ability to activate the tattoo and benefit from the spell's effects.

Tattoo magic is not without its drawbacks; unlike normal magic items, the spell in question is not enchanting an object, but rather a person. While living beings may normally be affected by spells with no lasting ill effects, they typically do not have to store the energy powering those spells for extended periods of time. Bearers of tattoos, however, must become the conduits for the powers they channel. As a result, each tattoo conveys unique side effects that mirror the magic it channels.

The number and type of magical tattoos a character may possess is determined by his Constitution modifier. The character may wear a total number of ranks of tattoos equal to his Constitution modifier x2,

and no character may receive a tattoo that has a prerequisite spell with a spell level higher than the character's Constitution modifier. For example, a character with Constitution 16 may receive a maximum of six ranks of tattoos, and no tattoo he receives may have a prerequisite spell higher than 3rd level. Characters who suffer Constitution damage or have their Constitution permanently lowered to the point they can no longer support the power of their tattoos will find their highest tattoo rank magical tattoo becomes dormant and unusable (and likewise further tattoos in order from highest rank to lowest until the character falls under the Constitution limits for tattoo use). If the character's Constitution is restored or even temporarily increased to a level that allows use of the dormant tattoo, it will begin functioning normally as long as the character's Constitution remains high enough.

Unless a tattoo description specifies otherwise, tattoos must be activated to be successfully used. The user must make a Wisdom check (DC 5 + level of major spell effect) to unleash the powers of the tattoo successfully, and must make a similar check to deactivate successfully the tattoo, if applicable. Activation is a standard action that does not provoke attacks of opportunity. If the activation check fails, the tattoo does not function and its daily uses are not expended.

Like other magical items, tattoos may not simply be bought in a marketplace; rather, they must be inscribed by a spellcaster who knows the *Inscribe Magical Tattoo* feat (described below) and also meets the prerequisites for inscribing that particular tattoo. Even though tattoos do not require a verbal command word to activate, base prices for tattoos are normally calculated as command word activated, spell effect items (see DMG, Table 7–33). Further, many tattoos have a limited usage per day, which may affect their

Inscribe Magical Tattoo [Item Creation]

The caster with this feat can infuse mundane tattoos with powerful magic, allowing the wearer of the tattoo to cast spells and access magical effects.

Prerequisite: Spellcaster level 3rd, Craft (tattoo) 1 rank.

Benefit: The tattooist with this feat can inscribe any magical tattoo whose prerequisites she meets. Inscribe a magical tattoo takes one day for each 1,000 gp in the base price of the tattoo and requires a Craft (tattoo) rating equal to 3 + the highest spell level of the spells that are prerequisites for the tattoo. To inscribe a tattoo, the artist must spend 1/25 of its features' base price in XP and use up raw materials (tattoo inks) costing half of this base price. See below for descriptions of magical tattoos, the prerequisites associated with each one, and their prices.

base price. Since tattoos have their own space limitations, their base price is not affected by the “no space limitation” modifier. Also, the Game Master should make some allowance for the side effects of a tattoo by lowering the base price commensurately with the difficulties that result from the side effects (if any).

Removing tattoos once in place requires high magic, as the process is similar to disenchanting any other magical item. Spells such as *disjunction* may remove the magic from a tattoo (but not the tattoo image itself) and thereby eliminate the disenchanted tattoo from the limits on the number of magical tattoos a character can possess. Nonmagical tattoos can be removed from a subject’s skin with a *regenerate* spell cast upon the inked area.

Tattoos in the Dragon Lands

The use of tattoos is fairly common in the Dragon Lands. Originally embraced as a means of celebrating the ties of vassaldom between dragons and mortals, the leaders of most settlements who deal with the dragons or their emissaries on a regular basis still tattoo their bodies extensively with scenes from the legends of the dragons and the past of the Dragon Lands.

Certain powerful dragons of legend have particular patterns and poses they are remembered for — savants know that these patterns and poses have arcane significance, for they are the patterns for magical effects. These dragons are always depicted in the same ways, and some of them are so frequently depicted that they can be recognized by most folk of the Dragon Lands.

The GM is encouraged not only to use the following as a starting point, but to alter the magical tattoos from other **Relics & Rituals** books, giving them personalities and histories appropriate to the powers of that tattoo. A tattoo always depicts an individual dragon, and it is a social taboo to depict only the parts of a dragon (scales and the like) in an attempt to make oneself appear more like a dragon.

Benevolent Silver Maiden

Tattoo Ranks: 4

Powers: This tattoo depicts Ukanoshi Sin-Miyata, the silver dragoness who eschewed the political aspirations of her clan in order to travel among the downtrodden of her clan and bring her magical healing to those who needed it most.

Upon activation, the wearer gains one-half again the amount of hit points healed from any *cure* spell (up to the wearer’s maximum hit points), for 3 hours. This tattoo may be activated only once per day.

Side Effects: The wearer’s natural healing is reduced by the potent magics of this tattoo, halving the number of hit points he gains through normal methods of healing.

Moderate conjuration; CL 11th; Inscribe Magical Tattoo, *heal*; Price 13,200 gp

Brother-shielding General

Tattoo Ranks: 4

Powers: This tattoo depicts the mighty Zigashii Ma-Uharu, a red dragon general known for refusing to march to war in his draconic form, preferring to be among his men in a form they knew and trusted. He frequently cast aside his tactical decisions in order to rescue his own soldiers from fates that he could prevent — though he was a cruel tyrant and overlord to those who served him, he was honorable and giving to those who were accepted into his Crimson Talon Brotherhood.

This tattoo is placed on a group of up to twenty individuals, never just a single person. The creator must pay the gold piece and experience point cost for each creature inscribed. It takes the form of the general holding aloft a symbol representative of the group, usually a written sigil.

Upon activation, the wearer knows the current status of each creature wearing the same tattoo, including hit points; if the creature suffers from a disease or poison (magical or natural); is subject to a mind-affecting effect, ability drain or energy drain; and the creatures’ locations (as per a *locate creature* spell). The tattoo remains activated for one hour and can be activated only once per day.

Side Effects: The wearers must perform a short, communal ritual (such as prayer or sharing a meal) at least once per week. The magic of the tattoo dissipates forever for those who do not join the ritual.

Strong divination; CL 12th; Inscribe Magical Tattoo, *death watch*, *find the path*; Price 8,000 gp

Glorious Eater of the Dead

Tattoo Ranks: 4

Powers: This tattoo, which depicts the mighty Kumaiju Ea-Hiraji, the dragon known for his hatred of necromancers and the undead, protects the wearer from negative energy. Once activated, it allows those who wear it to make a Fortitude save versus energy drain immediately upon being inflicted with the negative level. A separate save must be made for each level drained. The tattoo remains active for seven minutes. If the save fails, the wearer still gains a +5 holy bonus to the Fortitude save made 24 hours later to remove the negative level (see energy drain and negative levels, *DMG*). This tattoo may be used once per day.

Side Effects: When activated the wearer glows with a faint golden light. Undead creatures within 200 ft. immediately detect the wearer and know his location.

Moderate necromancy; CL 7th; Inscribe Magical Tattoo, *death ward*; Price 11,200 gp

Spells of the Dragon Lands

The magics of the Dragon Lands are far-reaching, for many have blood which carries the power of the dragons themselves. As a result, many among the clans and dragon societies work to uncover old, lost magics and invent new ones.

Asha's Vaporous Possession

Enchantment (Compulsion) [Mind-affecting]

Level: Sor/Wiz 5, Domination 5†††

Components: V, S, M

Casting Time: 1 standard action

Target: Self

Effect: Special

Duration: Special (see below)

Saving Throw: Will negates

Spell Resistance: No

Description

Every living thing that sleeps is vulnerable, from the lowest halfling to the most powerful dragon. Sleep renders the mighty nothing more than snoring helpless targets. This spell was developed long in the past by the sorceress-assassin Asha the Maiden of Mist, and has seen extensive use in the years since her death.

Spell Effect

The caster of the spell becomes a cloud of vapor as per the spell *gaseous form*. If the caster moves within 5 feet of a sleeping target of 5 hit dice or fewer, the target must make a Will save against the spell or inhale the caster, absorbing the vapor into his own body.

If the saving throw is a success, the sleeper awakes and can make a DC 20 Spot check to glimpse the gaseous form of the caster; if the Spot check fails, the sleeper notices nothing unusual.

If the sleeper fails the Will save, the caster has taken control of the sleeper's body, utilizing all of its physical attributes, including ability scores and hit points. The caster may use the sleeper's body to move about, converse and act as

if he were the sleeper himself. The target's mind and thoughts are the caster's, however, and if called upon to act like the target, the caster must make a successful Perform check to simulate the target's personality and mannerisms. The caster receives a +1 circumstance bonus to this Perform check for every day spent studying the target prior to casting the spell, to a maximum of +5.

The sleeper remains in a deep dream state, unaware that he is under the caster's control. Even if the sleeper's body takes damage, he will not awaken until the caster has moved out of his body or the duration of the spell has ended. If the sleeper takes damage while possessed, he awakens immediately once the caster leaves his body.

Once the sleeper is possessed, the spell's duration is 1 hour per caster level. The gaseous form of the caster can exist for only a few minutes without the form of a host body to house it, however. At the end of three minutes, if the caster has not successfully possessed a sleeping body, the spell ends and the caster returns to normal. The caster can also voluntarily leave a subject's body and travel from sleeper to sleeper during the duration of the spell, but can never possess the same sleeper more than once in a single day.

Should the spell expire or if the sleeper is killed while the caster is in the sleeper's body, the caster solidifies and appears within 5 feet of the target.

Material Component: A single down feather.

Battle Ready

Abjuration

Level: Sor/Wiz 3

Components: V, S, M, F

Casting Time: 10 minutes

Range: Personal

Duration: 1 hour/level, discharge (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

Description

No two battles are the same, though all can be described as chaotic, brutal and fast. The battle-mages of the clans have trained for all eventualities of combat and know that no fight waits for one to prepare. By the time many arcanists have cast their defensive spells, the fight has ended.

Spell Effect

Battle ready allows the caster to store spells for use in quick response. A small gem, used as the focus, becomes the vessel of the stored spells. While casting *battle ready*, the caster places within the vessel any single spell or a number of spells that have total combined levels equal to or less than his caster level (for example, a 5th-level caster could store *shield*, *bear's endurance* and *invisibility*), to a maximum of 10 levels. No spell stored can be higher than 3rd level.

Once stored, the spells in the vessel have a target of personal and can only be used to affect the caster. Each spell in the vessel can then later be cast, one per round, as a free action.

Material Components: A protective circle drawn with quicksilver.

Focus: A gem worth no less than 250 gp. The caster must carry the focus in order to call upon the stored spells.

Conjure Living Sound

Conjuration (Summoning) [Sonic]

Level: Brd 5, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Description

It is said that in the ancient times, when the dragons flew to war, so great was their power that even their mighty roars could slay

men. This is the genesis of that legend. When cast, the caster may choose the specific burst of sound that accompanies the casting, from a loud roar or explosion to his favorite refrain of music.

Spell Effect

This spell summons a large sonic elemental that attacks the caster's enemies. The elemental appears where the caster designates within the spell's range and acts immediately. Summoned monsters automatically disappear at the end of the spell's duration.

Material Components: A small twig stripped of all leaves by the wind.

Courtier's Mask

Illusion (Glamer) [Mind-affecting]

Level: Brd 2, Sor/Wiz 2

Components: V, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Description

In the Dragon Lands, lies are the currency of politics, and in order to succeed in the realm dominated by dragons and those with their blood, one must be willing to pay extravagantly. As such, this spell has seen great use by those who know of it, and most successful politicians and courtiers have at least one magic item that allows

them to use this spell upon themselves occasionally.

Spell Effect

Target creature receives a +1 competence bonus/caster level (+20 maximum) to all Bluff skill checks. Although the target's lies can still be detected though magical means, he has a 20% chance that any magical means of detecting lies will fail.

Material Components: A scrap of black cloth in the shape of a mask, which need not necessarily be removed from a pocket or even touched to cast the spell. Many courtiers use handkerchiefs with two small eyeholes cut out of them for this purpose.

Courtier's Whisper

Illusion (Phantasm) [Language-Dependent, Mind-Affecting]

Level: Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 creature/level, no two of which can be more than 60 ft. apart.

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Description

Though named for its original use, which included allowing allies to communicate wordlessly during delicate negotiations and court events, this spell has seen many uses since that day, from assassins working in tandem to battle-field tactics management.

Spell Effect

The caster and up to 1 creature/caster level form a link that allows them to communicate with each other mentally. All creatures affected can send messages during the duration of the spell as a free action, the same as speaking. Each creature affected by the spell hears each message and can recognize the voice of the creature that sent it. Creatures must share a common language for the message to be understood.

The spell cannot be blocked by physical barriers but will not travel across planes. Anytime one of the subject creatures moves further than 60 feet away from any one of the others, the spell stops working for that creature, but it will begin working again as soon as the creature comes back within range of another recipient.

Material Components: A small copper wire.

Dragon Fist

Transmutation

Level: Sor/Wiz 4

Components: V, M

Casting Time: 1 full round

Range: Personal

Target: Self

Duration: 10 minutes per caster level, or until breath weapon is used (D)

Saving Throw: Reflex half (breath weapon only)

Spell Resistance: No

Sonic Elemental

The sonic elemental has the following statistics:

Sonic Elemental: CR 5 SZ Large Elemental (Sonic); HD 8d8+16; hp 52; Init +9 (+5 Dex, +4 Improved Initiative); Spd fly 80 ft. (perfect); AC 18 (-1 size, +5 Dex, +4 natural); Atk +11/+6 (2d6+3 +1d6 sonic slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA sound mastery, sonic blast; SQ elemental, damage reduction 10/magic; AL N; SV Fort +4, Ref +11, Will +2; Attributes Str 16, Dex 21, Con 15, Int 6, Wis 11, Cha 11.

Skills: Listen +11, Spot +11.

Feats: Dodge, Flyby Attack, Improved Initiative, Weapon Finesse (slam).

Sound Mastery: The elemental may control all sound within 30 feet, allowing it to add a -4 penalty to Listen and Move Silently checks, impose a 20% chance of spellcasting failure on all spellcasters, and make the elemental immune to all sonic effects. *Silence* fails automatically and effective communication is impossible within this area.

Sonic Blast: The elemental may release a blast of sonic energy as a standard action, dealing 2d6 points of sonic damage to all creatures within 30 feet. Additionally, targets must make a DC 17 Fortitude save or become stunned for 1 round.



Description

A spell to be greatly feared by those who cast it, the *dragon fist* is considered to be a manifestation of the blood of dragons within the arcanist who casts it. The dragons themselves, however, are said to be ill-amused by the manifestation of the spell, so most mages are careful whom they cast it around.

Spell Effect

The caster's hand and forearm transform into a snarling, vicious dragon head of a type chosen by the caster at the time of casting. The caster takes a -4 penalty to all rolls requiring the use of hands or handling objects, including combat. He gains a +4 Strength bonus in the hand for the purposes of the head's bite attack, and a +3 bonus for grapple checks.

The caster can make bite attacks with the head as though it were a martial weapon he is proficient with. The bite deals 1d8 points of damage plus the caster's Strength bonus. The caster can

dispel the head at will as a standard action. A caster with a *dragon fist* cannot cast spells with somatic components until the spell expires or he dispels the enchantment. This spell can be cast on only one hand at a time.

Casting this spell requires only that the caster hold the material component in his fist while casting the spell, allowing the caster to cast this spell on each hand, provided he has the requisite number of spell slots. The grapple bonus stacks in the case of multiple heads, but the Strength bonus and Dexterity penalty for bite attacks do not. A caster fighting with two *dragon fists* must treat one as an off-hand weapon.

The *dragon fist* also gains a breath weapon that the caster can use once per casting. Using the breath weapon is an attack action that exhausts the spell's power, dispelling its effect immediately. The breath weapon deals 1d6 damage for every two levels of the caster, Reflex save for half. The

type of damage and shape of the breath weapon depend on the type of dragon head manifested by the spell:

- **Black or Copper:** 30 foot line of acid.
- **Blue or Bronze:** 30 foot line of lightning.
- **Brass:** 30 foot line of fire.
- **Green:** 15 foot cone of acidic gas.
- **Red or Gold:** 15 foot cone of fire.
- **White or Silver:** 15 foot cone of cold.

Material Component: A lizard's scale dyed the color of the manifested dragon head.

Dragon Mount

Conjuration

Level: Sor/Wiz 8

Components: V, S, M, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One created dragon (see text)

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

Description

Though the dragons will fly to war when the situation warrants it, they are loath to risk their lives unnecessarily. They recognize the benefits that their might lends to the battlefield, however, and created this spell as a means of aiding their mightiest arcanists, permitting them to ride to war on the back of a dragon. Those in the Dragon Lands who see a spellcaster atop the back of a dragon know it as the creation of this spell, for none of the great dragons would permit a lesser being to ride it.

Spell Effect

The spell brings into being a dragon which serves the caster. The dragon created depends on the caster's alignment. Evil casters create a young adult blue dragon, good casters create a young adult copper dragon, and neutral casters may pick either of the two. The dragon has average abilities for its type. It comes equipped with a riding saddle, and the caster gains 18 ranks in Ride for the duration of the spell.

Material Components: A horde of treasure, consisting of valuable objects including coins, gems, art objects and magical items, totaling not less than 9,000 gp. The treasure transforms into the dragon and is therefore consumed.

XP Cost: 500 XP.

Eye of Assessment

Divination

Level: Sor/Wiz 2

Components: S, F

Casting Time: 1 standard action

Area: 30 ft. x 30 ft. area + 5 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Description

Raiding the horde of one's foes is considered a proper action of war among dragons, and that trait has been inherited by those who consider the dragons their lords. It is considered a mark of discernment to be able to size up

quickly those things that are of the most value, which this spell permits the caster to do with ease.

Determining the worth of a prospective heist can be quite difficult, especially when one is posing as a visiting dignitary or noble. The Scaled use this spell to gauge the worth of a person's wealth quickly, quietly and without arousing suspicion.

Spell Effect

The caster of the spell can quickly assess the worth of objects in a room and determine the likelihood of concealed wealth within the area. This spell grants a +20 bonus to Appraise and Search checks, and reveals any secret doors or compartments (but not the contents) within the area of effect in the same manner as the spell *detect secret doors*.

Focus: A mask or monocle worn by the caster worth 20 gp.

Halting the Wayward Tongue

Enchantment (Compulsion) [Mind-affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One individual

Duration: 1 day/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Description

Because of the might of the lords of the Dragon Lands, secretive plots are the order of the day. In such an atmosphere, finding out who is plotting against whom is a powerful tool, so most such conspiracies have been forced to resort to magical means of keeping their secrets unrevealed.

Spell Effect

The caster names one subject, truth or secret that the target is unable to talk about for the spell's duration. Whenever the target attempts to reveal, answer questions about, or speak about

the forbidden subject, she will stutter helplessly and become completely unable to communicate. This spell also prevents the target from revealing the secret in other ways, such as nodding, gesturing or writing it down.

Judgment of the Auspicious Duel

Abjuration

Level: Clr 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

Range: 30 ft.

Area: 30-ft. radius emanation, centered on the caster

Duration: 1 round/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes

Description

As prevalent as both dueling and magic are among the people of the Dragon Lands, this spell has become quite common, leveling the playing field so that the duelists must rely only on their personal skills, while not denying a warrior the honor of slaying with his family's dragon blade those who have offended him.

Spell Effect

The spell suppresses any magical enhancement bonus within the area of effect (any effect unrelated to an enhancement bonus is unaffected). A successful Will save made for each affected magic item or active spell effect negates the effect for that item or spell. Unattended items make their own saves (2 + one-half the item's caster level; see *Player's Handbook*, Chapter 9, Breaking and Entering).

This spell does not affect nonmagical enhancement bonuses. So, while a weapon's nonmagical +1 enhancement bonus from being masterwork does not stack with its magical bonuses, it would apply while the weapon's magical enhancement bonus is suppressed.

Material Components: A pinch of rusted iron.

Phantom Cell

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 4, Domination 4†††, Sor/Wiz 4

Components: V, S, F/DF

Casting Time: 1 standard action

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

Target: One humanoid of Medium or smaller size

Duration: Special

Saving Throw: Special

Spell Resistance: Yes (see text)

Description

The dragons consider the raiding of one another's hordes an acceptable method of war. Unfortunately for truly skilled craftsmen and others with valuable skills, the dragons also consider such individuals part of one's horde, for as nice as elaborately crafted jewels and other treasures are, how much better is it to have an individual on hand who can create such?

This spell was developed as a means to compel such living treasures to work without resorting to violence or other uncivilized methods. After all, when one is bound to a spot that happens to include one's work tools, why not create?

Spell Effect

The caster prevents the target from leaving a designated area. This can be an actual, physical area ("You may not leave this suite of rooms!") or a simple spatial measurement ("You may not move more than 10 paces from your current location."). The designated space may be no larger than 30 feet by 30 feet + 10 feet per level of the caster, and no smaller than 10 square feet.

The subject is free to move about, engage in combat and otherwise take any action she chooses within the designated space. She may even cast spells. If the subject is physically or magically removed from the space, she immediately suffers the effects of a *hold person* spell for the remaining duration of the phantom cell (no save, although spell resistance applies to this effect).

If cast on an unwilling subject, a single Will saving throw is allowed to try to negate the effects of the spell, otherwise she is trapped within the confines of the area for a number of minutes equal to the caster's level. If cast on *charmed* or willing targets, no saving throw is given, and the target is affected for a number of hours equal to the caster's level.

Arcane Focus: A tiny length of fine metal chain.

Protection from Elementals

Abjuration

Level: Brd 1, Clr 1, Rgr 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

Description

The elemental power of the dragons is undeniable, and those who serve the Agency of the Emperor are undeniably some of the most proficient elementalists in the Dragon Lands. As such, elementals have seen great use throughout the history of the Dragon Lands. It is only natural that basic defenses have likewise evolved.

Spell Effect

This spell's effects are as per *protection from evil*, except that the deflection and resistance bonuses apply to one type of elemental creature or creatures with an identical elemental subtype (earth or fire, for example), determined during the casting of this spell. This spell does not offer protection against mental control, although it gives the subject immunity to any extraordinary or supernatural special attacks from elementals of the chosen type.

Proxy

Illusion (Shadow)

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 10 minutes

Range: See text

Target, Effect or Area: One shadow duplicate

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Description

It is often not meet that the dragons move themselves from their courts, but have business that is too important to trust to their lessers. It is for this purpose that this spell was crafted, permitting the dragons to venture forth from their lairs in a form immune to assault, but still capable of seeing and hearing what is occurring in the area. Many dragons use this spell to look over their domains occasionally, as well as to watch the events on the battlefield in times of war.

Spell Effect

The caster taps energy from the Plane of Shadow to create a quasireal illusory version of herself, which appears before a particular creature with which she is familiar. The projected image sounds like her, looks semitranslucent like a ghost and is intangible. The projected image mimics the caster's actions (including speech) unless the caster directs it to act differently (which is a move action). The image can be seen and heard by all creatures within the vicinity, not just the target of the spell.

The caster can see through the *proxy's* eyes and hear through its ears as if she were standing where it is, and during her turn she can switch from using its senses to using her own, or back again, as a free action. While the caster is using its senses, her body is considered blinded and deafened. She must maintain concentration during the entire duration or the spell ends.

The projected image cannot cast spells or interact physically with its environment in any way.

If the creature in question is not on the same plane of existence as the caster is, the *proxy* has a 5% chance of not arriving. (Local conditions on other planes may worsen this chance considerably.)

Focus: A small mirror with the caster's image painted on it.

Proxy Charm

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Missionary 3†, Entrancement 2†††, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One humanoid creature touched

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

Description

A favorite spell of courtiers and the magicians in their entourages, this spell has seen frequent use by hidden spellcasters watching valuable negotiations. It has also been used by dragons to secure the cooperation of those whose loyalties lie elsewhere.

Spell Effect

This spell functions exactly as *charm person*, save that the caster may designate somebody else as the recipient of the subject's friendship and loyalty. For instance, not only will the spell *charm* a goblin, but the caster could then assign the goblin's loyalty to one of her traveling companions, rather than (but not in addition to) herself.

Ray of Distortion

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

Description

One of the simplest displays of true time magic, this spell was developed by those dragons with an interest in that subject. It has since been found to have no noticeable effect on inanimate objects but a powerful stunning effect upon creatures.

Spell Effect

The caster must succeed at a ranged touch attack to strike a target. The target is then stunned for the duration of the spell. While stunned, the victim is covered by a shimmering gray field and is considered *blinking*, as the spell.

Resonant Stone

Illusion (Figment)

Level: Brd 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: Discharge (D)

Saving Throw: None

Spell Resistance: No

Description

The presence of gemstones and valuable crystals is a matter of course in the hordes of the great dragons. Occasionally, one or more of these stones are given as a token to those who are favored or sent as a warning to those who have displeased one of the dragons.

The dragons often enchant such tokens with this spell, speaking the precise reason for the giving of the token, whether a small piece of praise to indicate that the subject has been judged worthy of the dragon's notice, or a warning issued in the low, rumbling growls of the dragon masters.

These are also used as messages between the dragons themselves when they have things important to say to one another that no one else must be privy to. Many messengers who serve the dragons personally wear fairly extravagant pectorals set with large gemstones beneath their robes of office.

Spell Effect

This spell imbues a stone with sound to be played back at a later time. Similar to *magic mouth*, this spell has several unique properties and uses. Upon completion of the spell, all sound within a 30 foot radius is recorded for 5 minutes per caster level. The sound becomes stored in the stone.

Anyone can then play back the recorded sound upon command (though the caster also has the option of choosing a pass-phrase that must be uttered to activate the stone). The stone can play back the sound 1 time per caster level (determined when the spell was cast). The noise cannot utter verbal components, use command words or activate magical effects.

Focus: A gemstone, worth at least 50 gp. The stone must be touched to begin recording and at each playback.

Riddle-speak

Enchantment [Language-dependent]

Level: Brd 1, Sor/Wiz 2, Trickery 1

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Caster and creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

Description

Popular among courtesans, merchants and entertainers in the Dragon Lands, *riddle-speak* allows two people to have a conversation that is perceived by outsiders as being entirely mundane, cryptic or entertaining, as chosen by the caster. Bards and spies can use this spell to exchange information in plain sight while observers are none the wiser. Courtesans often use this spell to communicate appointment times and other details to their more secretive clients.

Spell Effect

The caster can converse with a touched target and freely exchange information, but outside listeners hear only a dramatic performance, an exchange of jokes or

riddles, or even an entirely normal conversation, as chosen by the caster. Both people affected by the spell understand the true meaning of what is said, and both may converse normally with others during the spell's duration. Casting the spell *tongues* allows a third party to listen in and understand the conversation but not participate.

Sense Years

Divination

Level: Clr 1, Secrets 1+++ , Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Description

Knowing one's foe is always the most vital step in defeating him. As such, the dragons created this spell in order to determine the age of their opponent dragons accurately. It has also found use among those who battle vampires and other creatures that grow more powerful with age.

Spell Effect

The caster discerns instantly the true age of a single creature that he targets, regardless of appearances, magical disguises or magical means of longevity.

Sphere of Vacuum

Evocation [Air]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Effect: Hurling ball of vacuum

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Partial

Description

The sorcerers of the Blighted Breath, a cabal within the Soaring Sky Dragon Clan dedicated to mastering not only aerial magics, but magics that destroy the air around their foes, developed this spell. Its use has since escaped af-

ter the Blighted Breath was brought before the Imperial Throne on charges of conspiracy. Though they were found not guilty, all of their secret magics were placed in the hands of the other societies as a warning against subversiveness and disloyalty.

Spell Effect

The caster clasps his hands together and draws them apart, forming a six-inch ball of nothingness contained within a bubble of force. The caster must then make a ranged touch attack to hurl the ball into a target of his choice. The ball strikes the target, dealing 1d6 points of nonlethal damage per three levels of the caster (maximum 4d6). The impact bursts the sphere, sucking the surrounding air inward with a thunderous crash-clap, dealing an additional 1d8 points of nonmagical concussive/sonic damage. The collapse of a *sphere of vacuum* does double damage against creature swarms, gaseous or fluid creatures, fire, air and water elementals and creatures of Diminutive size or smaller.

Victims that breathe must make a successful Fortitude save or have the air forced from their lungs, stunning them for 1d4 rounds. Tiny or smaller creatures take a -4 penalty to this saving throw. Spell resistance applies only to the impact of the force sphere and does not protect against the vacuum's collapse.

Storm Dragon's Curse

Transmutation [Air, Water]

Level: Drd 4, Sor/Wiz 4

Components: V, M

Casting Time: 1 action

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

Target: One ship or individual

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

Description

The favored weapon of the Society of the Storm Dragons, a sect of elementalists drawn from both the Soaring Sky Dragon Clan and the Flowing Dragons of the Deep Clan, this curse was used to harass those who sailed to war against them

and to soften up the coastal targets of their own war efforts.

Spell Effect

This spell may be cast upon a single ship or an individual. In either case, it greatly increases the frequency and intensity of storms in the area of the target as well as making the target more susceptible to their effects. If cast upon a ship, the captain of the ship receives a Will save to negate the spell's effects. Upon a failed save, harassing winds hamper the ship's travel, reducing its speed by half.

If cast upon an individual, the target receives twice the normal penalties due to inclement natural weather effects (see DMG, Chapter 3, "The Environment," Weather Hazards subsection). Furthermore, inclement weather seems to target the victim; he is the one struck by lightning, tornados seem to chase him, winds always hamper his movement, etc. Magical weather effects have no impact greater than normal on the target.

In either case, the spell doubles the incidence of inclement weather (20%), storms (18%) and powerful storms (2%) (see DMG, Chapter 3, "The Environment," Weather subsection). This spell may be removed only with a *remove curse* spell or similar magic.

Material Components: A vial of rain water gathered during a thunderstorm.

Summoner's Vengeance

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target, Effect or Area: One summoned creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Description

Because of the propensity for some spellcasters within the Dragon Lands to use summoned creatures (notably elementals), this spell was designed. This spell is highly favored in the courts of the dragons, who consider a summoner slain by the creatures he summons to be a fitting irony for those who seek to thwart their wishes.

Spell Effect

Targeted creature that appeared as the result of a Conjunction (Summoning) effect must succeed at a Will save or attack the spellcaster who summoned them. The creatures still disappear at the end of the duration of the original summoning.

Theater of Death

Divination

Level: Clr 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target, Effect or Area: 10 ft. radius/level

Duration: See text (D)

Saving Throw: None

Spell Resistance: No

Description

The Imperial Censors are the highest representatives of law in the Dragon Lands, answerable to the Emperor alone. Because it is their mandate to investigate all matters that draw their attention — whether those involved are the meanest peasants or the mightiest of dragon lords — the Censors are all spellcasters.

One of their greatest tools is this spell, used to gain deeper insight into the scene of a murder, for it does not rely on the limited perceptions of the dead to recall what happened, the way *speak with dead* does.

Spell Effect

If an intelligent creature had been killed within the area of affect at any point in the past, this spell creates a ghostly image (complete with sound) of the killers and their

victims. The caster may then indicate which vignette he wishes to see reenacted and the other images vanish. The chosen images reenact the killing, starting from one minute before the victim's death to a time one minute after. If the killer chosen is responsible for multiple deaths, all of the deaths will be shown, in chronological order.

The spell imparts no special abilities of detection; if the killer wore a mask during the event, witnesses to the re-enactment will still not know the killer's identity (though they may use other clues such as clothing or the killer's voice if he spoke during the event).

Material Components: A weapon once used for murder.

Time Bubble

Alteration

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 25 ft. + 5 ft./2 levels radius emanation, centered on you

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Description

Another manifestation of the dragons' studies into time magic, time bubble is often used in long experiments and alchemical procedures, large-scale battles, and to rest and recover when time is of the essence.

Spell Effect

This spell creates an immobile spherical area in which time flows differently than in the surrounding area. Anyone within the area when the spell is cast or later entering the area is affected by the time flow. The caster may create one of the following effects:

Slow Time: For every 10 rounds (1 minute) that pass outside the bubble, 1 round passes within the bubble.

Accelerate Time: For each round that passes outside the bubble, 10 rounds (1 minute) pass within the bubble.

The bubble has a silvery sheen which prevents sight or any other sense from passing through. Magic may pass through the sphere, but durations are based on the time flow of the area that they affect. Missile fire and other attacks may not pass through the bubble.

Creatures entering or leaving the area of the time bubble must make a Fortitude save to adjust to the shifting time flow or be *stunned* for one round.

Material Components: A gemstone worth at least 100 gp and a small golden replica of an hourglass (10 gp).

Time Distortion

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

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

Area: 20-ft.-radius spread

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Description

This spell was created by the dragon lords to study the extent to which distortions in time could be spread over an area. This has been used on multiple occasions by dragons to take foes hostage.

Spell Effect

Creates a burst of time energy that stuns all creatures within the spread radius for the duration of the spell. Stunned creatures are encased in a shimmering gray field and are treated as if they were *blinking* (as the spell *blink*).

Material Components: A small golden clock worth at least 200 gp.

Void Implosion

Evocation [Air]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Area: 15-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude negates, Reflex half

Spell Resistance: None



Description

A step up from the *sphere of vacuum*, *void implosion* was created by the Blighted Breath for use against more formidable foes. To this end, the arcanists of the Blighted Breath developed *void implosion*, a massive displacement of air that could render dozens of foes helpless in a single stroke.

Spell Effect

The caster points his finger and determines the location within range at which the void implosion is to manifest. A swirl of distortion surrounds the area as the caster shunts the air within a 15 foot radius area to the ethereal plane. All breathing creatures in the area must make a successful Fortitude save or have the air ripped from their lungs, knocking them unconscious for 2d8 rounds. Tiny and smaller creatures suffer a -4 penalty to this save.

The surrounding air then crushes inward with a thunderous roar. Creatures within the spell's radius take 1d6 points of nonlethal damage per two levels of the caster, to a maximum of 10d6. Creatures who succeeded at the Fortitude save above or who do not need to breathe get a Reflex save for half damage from the sphere's collapse. Creatures who fail their Reflex save are knocked prone by the blast; those who failed the Fortitude save above are automatically knocked prone.

Oozes, water elementals, gelatinous and liquid creatures, and swarms are exceptionally vulnerable to this spell and take a -4 penalty to both the initial Fortitude save and the subsequent Reflex save. Creatures of these types take lethal damage from the blast and are stunned for 2d6 rounds regardless of the success or failure of their saving throws.

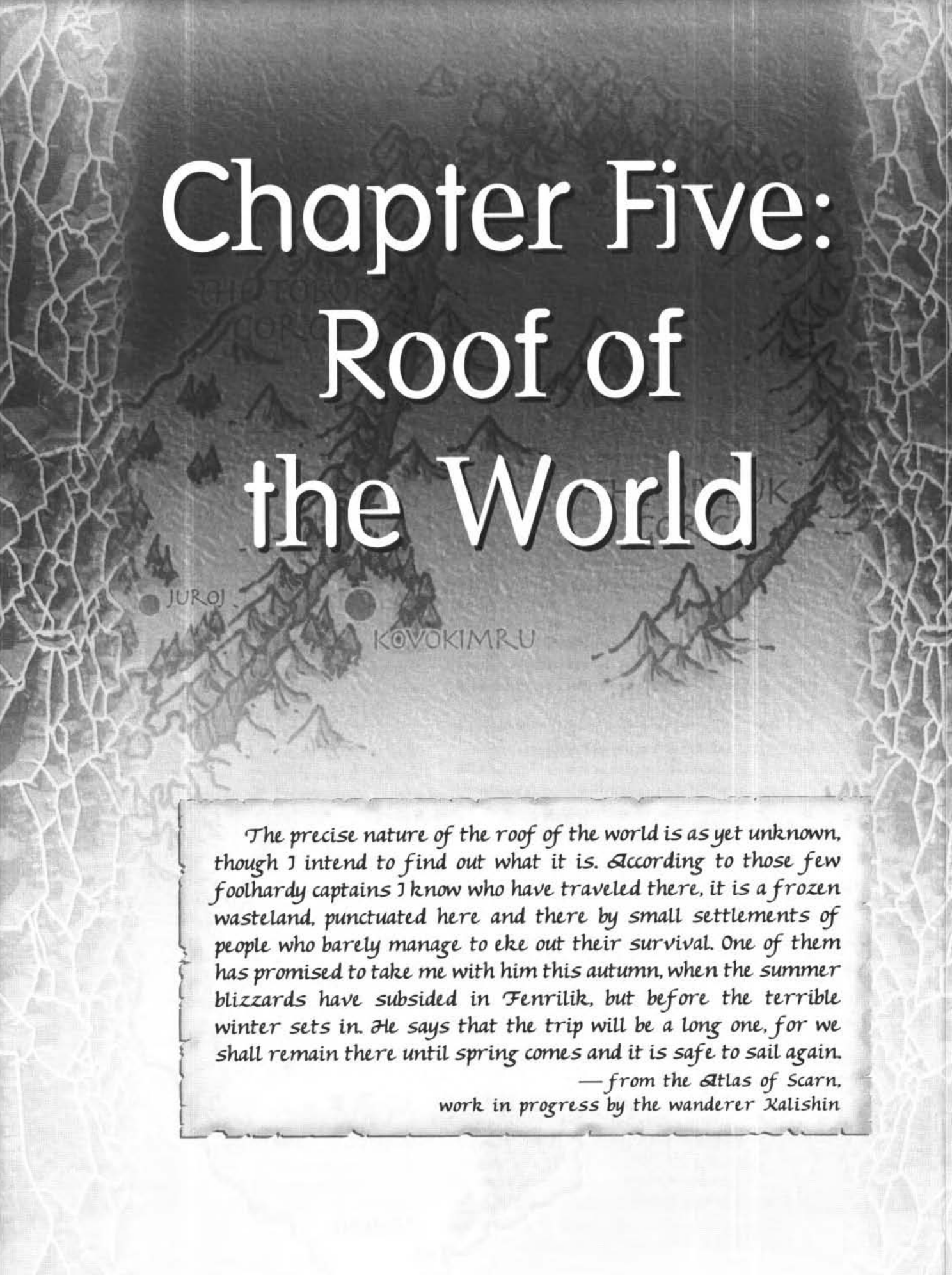
Fire elementals that fail their initial Fortitude saves are instantly snuffed out and utterly destroyed. An air elemental or gaseous creature that fails the initial Fortitude save is transported to the ethereal plane along with the displaced atmosphere and is spared any further effects.

Creatures and objects of Tiny and smaller size within 15 feet of the spell's area must make a Reflex save at +2 or be blown toward the center of the *void implosion* by the sudden rush of wind (see the *blown away* condition in the DMG, Chapter 8).

Any creature within the area of effect or within 15 feet of the spell's area that can hear must make a successful Fortitude save or be deafened for 1d8 rounds. Creatures outside the spell's radius get a +4 bonus to the saving throw.

Material Component: A hollow glass sphere worth at least 5 gp.





Chapter Five: Roof of the World

The precise nature of the roof of the world is as yet unknown, though I intend to find out what it is. According to those few foolhardy captains I know who have traveled there, it is a frozen wasteland, punctuated here and there by small settlements of people who barely manage to eke out their survival. One of them has promised to take me with him this autumn, when the summer blizzards have subsided in Fenrilik, but before the terrible winter sets in. He says that the trip will be a long one, for we shall remain there until spring comes and it is safe to sail again.

*—from the Atlas of Scarn,
work in progress by the wanderer Xalishin*

Fenrilik Overview

It is the greatest, most barren and most constant wasteland in the Scarred Lands. Even in the harshest reaches of the great desert of Asherak, the heat of the day dissipates into chilly nights, and the sands are rife with tiny plants and animals that thrive in the dry environment. Fenrilik, however, is never-changing. It is a land of eternal ice, bleak tundra and permafrost and ice-capped peaks. During the many storms that blow in from the north, whipping snow and stinging sleet block vision beyond a mere few feet; on clear days, the ice and snow shine so bright and blinding that one might almost wish for a blizzard. Not that it matters, really, as all one can see is an endless plain of white broken by rocky mountains and the occasional deep crevasse. Here the struggle for life supercedes all other concerns, spawning a scattered society very different in culture from the rest of the Scarred Lands.

The rest of the world knows little indeed of Fenrilik, and the Fenriliki people reciprocate that ignorance. The small continent is not only the least welcoming of the lands of Scarn, it is the least accessible. Ghelspad is the frozen waste's nearest neighbor, yet Fenrilik is farther from Ghelspad than any of the other continents are from one another. It is farthest north, farthest west, and what may lie across the seas beyond even the gods themselves cannot say.

In a land so barren, then, and so far from any potential trading partner, it seems impossible that society could survive, let alone prosper. Yet Fenrilik is home to a thriving, if hard-pressed, culture; to multiple communities of varying faiths and races; to titanspawn like none seen elsewhere, and the inevitable if outnumbered heroes who rise up to oppose them.

History

The oral histories of the winter gnomes extend back hundreds of years, to well before the Divine War. They claim their forebears emerged full-grown from the depths of the ice itself, fully aware of the traditions and morals that shape their culture to this day. None of what they experienced at the time was ever recorded, however, so beyond this family's journey across the tundra, or that tribe's encounter with a crawling glacier (see Chapter Seven, "Creatures of Fenrilik"), the continent has little history before the modern era. Humans have dwelled there for ages as well, but they, too, failed to record their histories, being far more concerned with locating food and shelter from the cold.

Humans began arriving on Fenrilik in much greater numbers during the Divine War. The ini-

tial arrivals were refugees from the war itself, individuals on both sides who chose to flee the raging combat rather than participate in the conflict. A few pockets of violence erupted on Fenrilik itself. Some were due to the differences between titan- and god-worshipping fugitives, but most were more primal conflicts over resources. Several of the larger communities were founded during this time, including the one that would eventually grow to become the city of Kovokimru.

It wasn't until the Divine War was drawing to a close that the population of Fenrilik expanded to near its current levels. Many of the titans' followers saw the way the war must inevitably end; others battled on, quitting the field only when the last of their masters fell in defeat. In either event, many of the titan-worshippers fled the lands they knew, certain they would be hunted down by the servants of the Eight Victors. Harsh a land as it was, Fenrilik's isolation beckoned to them. In it, they saw safety — at least from their enemies, if not from the world itself.

Conflict erupted yet again, of course, as newcomers moved in on resources used by those already dwelling there. Eventually, however, the new arrivals settled into the tribal structure. Religious violence has faded to almost nothing across Fenrilik, replaced by wars of territory, multigenerational tribal feuds, and — oddly enough — a brief chapter of the War of Broken Vows.

The War of Broken Vows was waged across the deserts of Asherak in the 33rd year after the Divine War, fought between the Exemplars and the renegade Tarkun. It was the pacts Tarkun made with dark powers that spawned the sandmaskers, half-human and half-scorpion creatures who have bedeviled the deserts ever since. It was an event that, though horrible, should have had no impact on Fenrilik at all.

Yet it was not long afterward that the first skerrai appeared from the Divluk Gorge, raiding nearby communities and enslaving all they captured. The skerrai are not exactly like the sandmaskers, but the similarities are unmistakable. Fenriliki legend speaks of half-arachnid monstrosities and claims they rule sprawling underground kingdoms beneath the ice, but this event marked the first time they had been seen since well before the changing of the epochs. Whether the skerrai are related to the sandmaskers — or were, perhaps, the inspiration for the sandmaskers, models for the dark power that created them — is unclear. In any event, the skerrai incursion was met by the Fenriliki tribes fighting side by side against a common foe. The skerrai were driven back, and while they still make occasional forays to the surface, they have never again appeared in the sort of numbers they did in those days following the War of Broken Vows.

(For more on the War of Broken Vows, see the “sandmasker” entry in **Creature Collection Revised**.)

Precious little of historical significance has occurred since the abortive skerrai invasion. Kovokimru has grown to dominate what little trade occurs across the continent. Independent villages continue to struggle against the elements, cooperating or competing with one another as their individual preferences dictate. Some small travel occurs between Fenrilik and other continents — primarily Ghelspad — but only a very few of the coastal towns benefit from these sporadic contacts. Put simply, Fenrilik is such a barren waste, and so sparsely populated, that it would require an event of incredible magnitude to impact the continent as a whole.

As always, given the vagaries of fate in the Scarred Lands, such an event may well be in the offing. The nomadic tribes of Fenrilik’s northern reaches, and the very few villagers who dwell there as well, have noticed a disturbing migration in recent days. Multiple varieties of titanspawn, many of which normally avoid or prey upon one another, have been making their way into the cluster of mountains at the continent’s northern point. The winter gnomes dwelling in the mountain villages have even seen several hooded figures, gaunt and notably taller than any human, overseeing the sporadic immigration of monsters into the nearby valleys. To date the gnomes and the nomads have been unwilling to risk any of their number in investigation, and the larger portion of Fenrilik’s human populace remains ignorant that anything at all is amiss.

Environment and Ecology

Nothing that cannot tolerate the perennial cold lives in Fenrilik. The greater portion of the continent is tundra, coated in permafrost. Even the northern coasts are frozen; the ice simply drops off where it meets the sea, and icebergs the size of mountains float menacingly offshore. Only on the southern coasts does one find beaches of sand and rock, and even these sparkle with a layer of frost as often as not.

Except on those southern coasts, the temperature rarely rises above freezing. The fierce winds that blow across the small continent rise and fall with the season but never truly cease, and the blizzards they carry, though more common in some months than others, may strike year-round. The changing seasons are measured not in “hot or cold,” as elsewhere, but simply in “cold or colder.” Blizzards are actually far more common in summer, when the upper air is warmer and storms move across the continent. In the dead of winter, when temperatures drop low enough to kill an unpre-

pared man in a matter of minutes, even the weather seems frozen solid. The winds die down somewhat, though they rarely fade completely, and the very air seems too solid to allow for storms. Outsiders to Fenrilik fear the great blizzards, in which they can easily grow lost, and indeed some are violent enough for even experienced natives to lose their bearings; but natives know the most dangerous days are those when the world stands still, for then the temperature drops so low that, without fire and the aid of others, even the most skilled outdoorsman will almost certainly freeze.

Due to the scarcity of fertile land, those few areas that can be farmed are heavily used indeed. In a few sporadic spots near the southern coasts, a hard rocky soil is accessible beneath thin layers of frost. If well tended and protected against the ravages of the coldest nights, crops can grow here, though not well. A few forests of evergreens bedeck the frozen countryside — particularly on the slopes of mountains, above the permafrost but below where the air becomes too cold even to breathe — and these provide wood and game for nearby settlements. Finally, in a few exceptionally rare locations, warm underground springs break the surface of Fenrilik’s icy crust. These provide not only a supply of water that need not be melted, but also melt the ice around them and nourish the earth below, resulting in tiny oases of vegetation in the frozen wastes. Only a very few of these are large enough to sustain even a tiny community, however, and only one — around which was built the city of Kovokimru — is truly sizable.

Most of the animals of Fenrilik are quite large, as small creatures lose body heat at a more rapid rate. Woolly versions of many great land mammals, such as elephants, rhinos and gargantuan elk and deer, wander the wilds. Dire predators stalk them at every turn, and the titanspawn of Fenrilik are equally well adapted to the cold. While some communities keep herds of elk and wollahogs (see Chapter Seven, “Creatures of Fenrilik”), many others have to fight for every bite of meat they consume.

Civilizations of Fenrilik

With one notable exception, Fenrilik has no truly sizable communities anywhere on the continent. It lacks the great cities of Ghelspad or Asherak, or even the large villages of Termana. The people of Fenrilik are divided into tribes, extended families who have remained together both for comfort and survival. In the vast majority of instances, a given community is made up of members of a single tribe, or at most two closely allied tribes. Anyone from outside this family group is viewed with at least a modicum of suspicion. Most villagers will take in a lost traveler needing shelter, and they are



happy to trade when the opportunity presents itself, so it should not be presumed that they are innately *hostile* to strangers. They are simply suspicious enough that a newcomer must prove her intentions before she can expect Fenriliki natives to relax around her.

The village-dwelling tribes represent only a bit more than half of Fenriliki natives, however. Many of the families live in smaller nomadic units. They wander the tundra, following the migrations of wild elk, wollahog and similar beasts. Their druids, rangers and ice-walkers allow them to create shelter when they cannot find it, and they make such efficient use of their kills that a single successful hunt often feeds them for weeks. The mortality rate among the nomads is high; they die from the cold, from starvation during lean periods, from wounds taken in the hunt, from conflicts with titanspawn, from war with other tribes. This last is far more frequent than one might expect in such an open expanse, because the nomadic tribes are *fiercely* territorial when it comes to the herds they have chosen to follow.

For the most part, these lifestyles transcend racial boundaries. That is, because most villages or nomadic groups are made up of single families, they tend to be made up of members of a single race, but each of the native races tend to live in much the same way. The greatest portion of Fenrilik's population is human. Winter gnomes (see below) make

up the second-most populace group, though they have nowhere near the humans' numbers. Beyond that, few divine races dwell in Fenrilik in any great numbers. Only two dwarven tribes exist, one which lives in its own small village, the other of which lives in Kovokimru. Halflings are scattered about Fenrilik as well, but in even smaller quantities. If elves exist here as anything other than the occasional trader from across the sea, nobody has encountered them.

In nearly all Fenriliki communities, druids serve as community (if not political) leaders. Rangers and ice-walkers are granted much respect as well, for without them, no village could survive here long.

Kovokimru

The only true city on Fenrilik, Kovokimru began as a large village and trading post. Constructed around Stazadlov, the single largest warm spring on the continent, it swiftly grew from an assembly of two or three tribes into a permanent armed encampment, and from that into a great city. The warmth of the spring, and the fertile ground that surrounds it, is sufficient to feed and maintain a population of nearly 8,000 souls — hardly substantial as far as cities on other continents go, but gargantuan compared to the tiny villages that make up the rest of Fenrilik's population centers.

Kovokimru, in addition to having the largest populace on Fenrilik, has the most diverse. Members of several dozen tribes dwell here in a harmony that is, while far from perfect, substantially quieter than one can find elsewhere on the continent. Specific families tend to keep to particular quarters of the city, and the occasional feud erupts in arguments and brawls. Nevertheless, members of multiple tribes, and multiple races, live and work side by side. The law of Kovokimru is strict indeed, and contains only two inviolable precepts: anyone who needs shelter is permitted inside, as long as they agree to contribute to the welfare of the city; and anyone who threatens the welfare of the city is put out in the wild to freeze.

Kovokimru has little to fear from the west, as it sits on the very edge of the Tobor Gorge and controls the only reliable bridge across the chasm. The remainder of the city, and many of its most vital buildings, are constructed directly from the ice. Utilizing the ice-shaping abilities of the ice-walkers and the alchemical expertise of the winter gnomes who dwell there, these structures are as solid as iron or stone. Further, they have been enchanted to resist flame, eliminating their most obvious vulnerability to siege. The remaining buildings are built of the lumber that is Kovokimru's lifeblood. Because it controls the bridge across Tobor and has sufficient might to encroach on the territories of the small communities beyond, Kovokimru has access to the single largest supply of lumber (and, by extension, game animals) on the continent. Due to the warm waters carried up from the south by coastal currents, and protected from the worst of the continent's storms by the mountains on either side of the gap, the region is slightly more temperate than elsewhere on Fenrilik. This has allowed a sizable deciduous forest to grow here, dwarfing all others found in the icy wastes. By trading what it does not use to other villages and nomadic tribes, and by charging any who wish to pass through a percentage of their profits and goods, the city maintains its economic and military might.

The city is ruled by a council formed of the various tribal chiefs and patriarchs who dwell in the city. At each council, the participants elect one of their number to supervise the meeting, but his only duty is to keep things on track; he does not have any executive power over the others.

The Tobor Gorge

Isolating roughly a fifth of Fenrilik is the Tobor Gorge, a crevasse that averages several hundred feet deep and ranges from roughly 30 to 100 feet wide. It runs from north to southwest, coast to coast, and at no point is the chasm spanned by any natural formation; only man-made bridges provide access from one side to the other.

For generations, the natives of Fenrilik assumed the gap was a literal split in their continent, a section where the landmass had literally cracked and broken apart. After all, earth and ice both shift; the gorge runs from one coast to another; and though few people have been able to enter the gorge, spellcasters learned early on that the lowest reaches have water rushing through them. It was logical to assume that this was ocean water, flowing between two portions of a broken continent.

Recently, however, the winter gnomes of the Kocheski Tribe, who dwell in the western reaches of Fenrilik, have been telling tales in the taverns and markets of Kovokimru. They claim to have traveled to the bottom of the Tobor Gorge, and that they discovered the water rushing through it is fresh water, not salt. Further, they claim the water is oddly warm, given the frigid clime through which it flows. The gap must be isolated from the sea, they claim, despite the fact that it appears to run into the ocean on both ends. They theorize, as well, that the source of this river may be the same underground source that feeds Stazadlov, the wellspring from which Kovokimru draws its fertility.

If this is so, it implies an underground network of springs and rivers, all of which are kept warm by some geothermal process. To date, nobody from Kovokimru has managed to descend into the gorge to confirm the gnomes' findings. Those who have traveled part of the way, however, do report catching sight of abundant plant life further down, and sufficient movement to suggest that animals — or other inhabitants — exist in the gorge to take advantage of that vegetation.

The Divluk Gorge, on the other side of the continent, looks very much like the Tobor, and locals theorize they were caused by the same event, or at least under very similar circumstances. The Divluk Gorge ends at Mount Divluk, rather than traversing the entire continent; none can say if it, too, has fresh water in its depths. It is from the caves in the walls of the Divluk Gorge that the skerrai most frequently come, when they are seen on the surface (see Chapter Seven, "Creatures of Fenrilik").

Religion of Fenrilik

While the specifics of faith differ from village to village and tribe to tribe, the general religious practices of the Fenriliki natives have commonalities across the icy continent. Each community has its own ceremonies and rites, but they usually involve the consumption of spirits; the burning of meats in honor of the titans or *ushada*; ritual dances; recitations of song and epic poetry; and reenactments of great battles from the tribe's past. Outsiders invited to witness a religious rite should be aware

that they have been granted a great honor, and must be careful not to spurn their hosts' generosity. The people of Fenrilik, for the most part, understand that an outsider does not know their ways, and will not be offended if a newcomer is unsure of how to go about participating; but any active mockery, contradiction, or refusal to participate when instructed is a terrible offense.

Titan-worship

Due to the influx of fugitives from the Divine War, and the fact that it was already one of the two primary faiths on the continent before then, titan-worship is far and away the most common religion of Fenrilik. More than three quarters of the humans who dwell here worship the titans, and the vast majority of other humanoids as well. This may sound like a frightening situation to most foreigners, who are accustomed to regions where the gods hold sway, but the truth is, titan-worship does not take the same form here that it does in Ghelspad. Most Fenriliki are too busy worrying about their own survival to go out hunting followers of the gods, or of rival titans.

The titan worshippers of Fenrilik tend to view their patrons as they do the environment itself — as something to be respected for their power, acknowledged as a part of life, and placated where possible. Most prayers to the titans are less of the "Please grant me this" variety and more of the "Please turn your wrath, and the accompanying avalanche, away from my house" variety.

Perhaps the only exception to that is the slitheren ratmen, who have settled Fenrilik in abundance, having been driven forth from many other areas. The ratmen of Fenrilik bear slightly shaggier coats of fur, aiding them in surviving the terrible cold here, but other than that are identical to those found elsewhere.

The titans most frequently venerated on Fenrilik are Denev, Gulaben, Hrinruuk and Lethene.

Ushadani

The winter gnomes of Fenrilik, and a small proportion of the humans as well, engage in a form of spirit-worship known as Ushadani. The *ushada* themselves are primal entities: spirits of places (such as a mountain or a forest), totems (such as the *ushada* of wolves) and the ancestors of those who have died before the current generation.

Ushadani is practiced primarily on the jungle continent of Termana. Whether it somehow made its way to Fenrilik, or whether it developed independently here due to the Fenriliki natives' spiritual natures, is a mystery lost to memory. The winter gnomes honor their ancestors above all others, offering only incidental prayers to other *ushada*.

The human Ushadan tend toward the opposite, selecting specific local *ushada* as their village or individual patrons, and honoring their ancestors only in quiet personal ceremonies. In either case, the trappings of Fenriliki Ushadani are very much like those of titan-worship; only the specific details of the ceremonies differ.

God-worship

With the exception of travelers from other lands, and the very rare and very small tribe living out away from the others, very few Fenriliki worship the gods. This is partly due to the continent's isolation; god-worship is, on a relative scale, a recent occurrence on Scarn, and given the scarcity of travel to Fenrilik, it has had little opportunity to travel there. Additionally, both Ushadani and titan-worship are substantially more primal, venerating beings who are much more a part of the surrounding world than are the gods, who dwell on other planes and were not a part of the world's creation. As such, god-worship rarely appeals to the natural-minded Fenriliki, even those few who have been exposed to it.

Races of Fenrilik

Winter Gnomes

Winter gnomes — or *eschek*, as they call themselves — are fey who dwell in the most frigid reaches of Fenrilik. They very closely resemble standard gnomes in general appearance but appear to be made of living ice rather than flesh. (Whether they bear any true relation to other gnomes is a matter of some scholarly debate.) They are excellent ice-crafters, being able to craft furniture and tools out of raw ice with their bare hands. They rarely bother to clothe themselves, except when dealing with other races or preparing for war; they take the field of battle in armor made of shimmering ice.

Personality: Winter gnomes are intelligent, and rather shy and suspicious of strangers in their lands. They often observe newcomers for hours or even days before deciding whether to make contact. They are relatively nonhostile, preferring simply to hide if a stranger appears dangerous.

Should the *eschek* decide a newcomer is not a threat, however, they grow extremely friendly, welcoming the traveler, making him comfortable and plying him for tales of the outside world. They are quick to turn hostile, however, if those strangers prove themselves to have bad intentions after all.

Winter gnomes love craft as much as dwarves and other gnomes, and will proudly show a newcomer their creations at the first opportunity. They respect craftsmanship and manual labor above all other pursuits.

Physical Description: Winter gnomes are small, about 3-1/2 feet tall, and tend to be thin. They have no flesh, but rather appear to be made entirely of a pale blue ice. Males wear beards and mustaches that seem to be formed of tiny icicles, and their eyes glimmer like bright gems, most frequently in green or purple tones. In their tribes they usually disdain clothes (they do not create their own cloth), but when living in multiracial communities, they wear light, loose, comfortable clothing.

Relations: The extreme climatic conditions of winter gnome lands make interaction with other races rare. In recent days, however, a greater number of eschek have begun to leave their lands and take up residence in human or humanoid settlements that have some need of their crafting abilities. Most such gnomes do sufficiently well that they may maintain a comfortable lifestyle.

As a society, winter gnomes are usually suspicious of other races at first meeting, but they tend to get along well with others once they've gotten to know them. They are known to feel very anxious in the company of Termanan gnomes, however, and the feeling seems to be mutual. Some instinctive unease makes interaction between the two (superficially) similar races a largely losing proposition. Fortunately, given the very different environments in which they dwell, such interaction is exceptionally rare.

Alignment: The vast majority of winter gnomes are ethically neutral, with a slight tendency toward good on the moral axis. Traveling winter gnomes are more likely to tend toward extremes of alignment, however, as those who prove too rigid, too unpredictable or too cruel are often encouraged to leave the community.

Winter Gnome Lands: Due to their icy nature, winter gnomes always live in frigid climates. They build their homes with ice bricks. These are exceptionally well crafted dwellings, with a simple room distribution heavily ornamented with icy sculptures, columns and decorative furniture. They are fond of their architecture, and many a winter gnome has made building herself the perfect home into her life's work. Winter gnomes living in human cities retain their affection for ice-sculpted decoration.

The eschek tend to organize in fairly small communities, usually consisting of no more than a few dozen families. They have no organized militia, but all band together to defend their own. Invaders often learn that winter gnomes are expert in guerilla warfare tactics, taking advantage of their environment to lead hit-and-run strikes on enemies or staying for hours buried beneath the snow to ambush a foreign caravan.



Religion: Oddly enough, winter gnome religion is centered primarily around Ushadani, a spirit-worshipping faith found almost exclusively on Termana. They particularly revere spirits of snow and ice, as well as those of their ancestors.

Much less frequently, winter gnome factions develop who worship Enkili (in his god of storms aspect) and Tanil. Despite their alignment, they greatly distrust Madriel; they feel she does not consider them true living beings. She appears often in winter gnome' folkloric tales as a kind of bogeyman — not evil per se, but definitely not sympathetic.

Rumors persist that some hidden cult of winter gnomes pays homage to some strange and terrible elemental outsider, but it is taboo in their society even to discuss it.

Language: The winter gnome language is essentially the same as that spoken by the gnomes of Termana, save for some changes in vocabulary and inflection. The written alphabet, however, is quite different, and appears to be based on runic dwarven lettering.

Names: Winter gnomes have no names until they reach the age of maturity. Until that time, they are identified by their parents' names, for instance, "Son of Thuren." The ceremony of adulthood allows all the participants (including friends, neighbors and family) to choose the name of the young winter gnome. The name is always unique (no standard names or surnames exist for this folk). Names often describe some great deed or personality trait the participants hope the gnome will accomplish or gain in the future.

Adventures: Winter gnomes usually live in isolated areas where few men go. When visited by one these outsiders, however, many young winter gnomes feel the need to learn more about them. Some few are brave enough to journey to the far human villages and cities and explore an unknown world. These winter gnomes who make a career as adventurers are the most curious and brave among their folk, and are treated with a mixture of respect and suspicion by those who stand isolated in their homelands.

Winter Gnome Racial Traits

- **+2 Constitution, -2 Strength.** Winter gnomes are hardy, but their size makes them physically weaker than others.

- **Small:** As a Small creature, a winter gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three quarters of those of a Medium character.

- **Type:** Fey. Winter gnomes are immune to spells and effects that affect only humanoids.

- **Winter gnomes' base land speed is 20 feet.**

- **Low-light Vision:** A winter gnome can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

- **Weapon Familiarity:** Winter gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons

- **+2 racial bonus on Listen checks.**

- **+2 racial bonus on Craft (iceworking) checks.**

- **Elemental Traits:** Although fey, these creatures share some traits with elementals and are resistant to attacks that target biological processes. They gain a +2 racial bonus to saves against poisons, sleep effects, paralysis and stunning. They have innate fortification of 25% against critical hits. They sleep only four hours per night, eat only once per day, and can hold their breath for a number of rounds equal to four times their Constitution.

- **Cold Dependent:** Winter gnomes are uncomfortable in temperatures above freezing and are very susceptible to heat. They treat temperatures of 50–90 °F as "very hot"; 91–110 °F as "severe heat"; 111–140 °F as "extreme heat"; and suffer double the standard "extreme heat" damage in temperatures above 140 °F (see the DMG Glossary, "Heat Dangers"). Finally, winter gnomes suffer a -2 racial penalty to all saves against fire or heat, and they suffer one additional point of damage per damage die from fire.

- **Cold Focus:** Add +1 to the Difficulty Class for all saving throws against spells with the Cold subtype cast by a winter gnome. This bonus stacks with any other bonuses to the DC the winter gnome may have.

- **Automatic Languages:** Gnomish and Common. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin and Orc. In addition, a gnome can speak with animals whose environment includes arctic (see below). This ability is innate to winter gnomes. See the *speak with animals* spell description.

- **Spell-like Abilities:** 1/day— *speak with animals* (duration 1 minute). This ability works only with animals which have arctic listed as a natural environment. In addition, a winter gnome with a Charisma score of at least 10 has the following spell-like abilities: 1/day— *cold snap*††, *iceshards*†. Cast as a sorcerer of the winter gnome's character level.

- **Favored Class:** Sorcerer or rogue.

Ice-walker

Everyone across the length and breadth of the Scarred Lands knows that Fenrilik is a realm of eternal winter, a wasteland of blinding snow, broken only by icy crags, deep crevices and the occasional village, most of which are little more than a handful of buildings clustered together for warmth.

What fewer people know is that Fenrilik is also a land lush in the spiritual. Here, where many of the titans' followers fled when the Divine War turned against them; here, where the omnipresent threat of the natural world itself has spawned worship of spirits unlike that seen anywhere else save the jungles of Termana; here, where life is hard and it is easier to warm the soul than it is the body, faith has taken hold as firmly as the frost itself.

Fenrilik is home to druids, of the titans and the *ushada* both. It is home to sorcerers who manipulate the snows around them, wrapping the cold about themselves like a cloak. Perhaps most vitally, it is home to rangers who have learned to maximize their effectiveness in these chilly environs, to hunt the ice and blaze trails through the snow as their brethren do in the forests of warmer lands.

None of these, however, is viewed with quite the same awe and reverence as the Fenriliki ice-walkers, masters of the permafrost plains and snow-capped peaks. Hunters and guides to make even rangers feel like gangly city youths, the ice-walkers are the lifeblood of many Fenriliki communities. They catch game where others cannot, rescue those lost in the violent blizzards that rake the continent, stand as a bastion against the monsters of the frozen wilds, and — in happier times — serve as healers and craftsmen for their communities.

Surprisingly enough for the rugged, outdoorsy type, most ice-walkers tend to be quite garrulous and sociable. Because they spend so much time alone in the cold, they take every opportunity for company and comfort they can, enjoying every day spent in the confines of a warm tavern or friendly village hovel, for they know that soon enough they will be back out in the snow. A few do become loners, drifting apart from their fellows and preferring the bleak desolation of the frost to the voices and warmth of others, but these are the exception rather than the rule.

Ice-walkers feel a deep spiritual bond with the frozen world around them. Some have compared it to the calling felt by a paladin, save that they feel the need to

explore and embrace the environment of Fenrilik itself, rather than any given god. Most also feel a duty to keep that environment existing in harmony with the creatures who dwell within it. They rescue the lost and help feed communities not simply because they feel any loyalty or kinship with these others — though many of them do — but because is their duty as liaisons between civilization and the wilderness. They could no more abandon that role than a wolf could choose to become an herbivore, or a storm to turn aside from the paths sculpted by the winds. In return for their service, winter itself grants the ice-walkers abilities beyond those enjoyed even by other agents of the natural order.

Many outsiders to Fenrilik view ice-walkers with some measure of suspicion, for they show strange abilities and an odd love for an environment most individuals find downright hostile. To the natives, however, ice-walkers are figures of awe and respect, and a great many Fenriliki folk tales revolve around heroic ice-walkers who saved lost children or starving villages from the predations of raiders or monsters, often at the cost of their own lives. The locals are less anxious to



speak of those occasional ice-walkers who grow as cold and uncaring as the world in which they live, abandoning others to their fates or even turning evil, using their abilities for personal gain. Wicked ice-walkers are a rarity, but the notion is disturbing enough to the locals that they hesitate even to acknowledge the possibility.

Many ice-walkers enjoy joining adventuring parties, as such companions provide company otherwise lacking on the tundra. On the other hand, they only want companions who can keep up, and who can survive with minimal aid from the ice-walkers themselves; after all, anyone whom an ice-walker must baby-sit is just another charge, not a true equal.

To date, ice-walkers are found only in Fenrilik. Their skills would likely prove quite beneficial in other frozen areas, such as Albadia, but none has yet made such a journey.

Use in Other Campaigns: Nothing intrinsic to the ice-walker prevents their use in worlds other than Scarn. They can fill the same niche in any world that has a spiritual culture and an arctic environment. While the ice-walkers of the Scarred Lands tend to serve titans (usually but not always Denev) or *ushada*, those elsewhere might be operatives of a god of winter, storms or any other portfolio that involves shapers of ice and snow. Similarly, while ice-walkers tend to be benevolent as written here, a shift toward a more selfish or evil outlook could make them truly formidable villains in an arctic setting (as gods of cold or ice seem to be evil, for the most part).

Hit Die: d8

Requirements

To qualify to become an ice-walker, a character must fulfill all the following criteria.

Alignment: Any non-lawful. (Most ice-walkers are neutral good, neutral, chaotic good or chaotic neutral, but only the non-lawful is required.)

Base Attack Bonus: +5

Feats: Endurance, Track

Skills: Knowledge (nature) 6 ranks, Survival 8 ranks

Special: Must have spent at least 10 years living in an arctic environment. Must worship an entity associated with cold, ice, winter or similar aspects. This need not be the *only* thing with which the entity is associated. For instance, most ice-walkers worship Denev, the titan associated with the natural world — which includes winter.

Class Skills

The ice-walker's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (ice-working), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (architecture and engineering) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis) and Survival (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All the following are class features of the ice-walker prestige class.

Weapons and Armor Proficiency: An ice-walker is proficient with all simple and martial weapons, with light armor and with shields (but not tower shields).

Spells: An ice-walker gains the ability to cast divine spells, as a ranger does. He may prepare any spell from the ranger spell list, and any spell with the [Cold] descriptor from any other spell-list. (If a Cold spell is available on multiple spell lists, the ice-walker prepares it at its lowest available level.)

Cold Resistance (Ex): An ice-walker gains resistance to cold equal to his ice-walker level. He is immune to any environmental hazards from cold, as per "Cold Dangers" in Chapter 8 of the DMG.

Wild Empathy (Ex): An ice-walker's class levels stack with druid or ranger levels for purposes of wild empathy, but only when dealing with creatures native to cold climates.

Ice Walk (Ex): As of 2nd level, an ice-walker is not hindered by ice or snow. He can walk, run, tumble or what-not on ice or snow, or climb an icy wall, all without penalty. Further, he leaves no tracks in snow unless he chooses to do so, as the spell *pass without trace*.

Snowmantle (Ex): When making Hide or Move Silently checks in an icy, snowy or similar environment, an ice-walker of at least 2nd level adds his ice-walker level to the roll.

Ice-Craft (Sp): As of 3rd level, the ice-walker can form small items, such as tools or weapons, out of ice. He need merely place his hand or hands against an icy surface, and he can draw forth the item he envisions. The item may not have moving or flexible parts, so he could not create a chain, a rope, a bow or a chest with a lid. Nearly any other weapon, tool or small item imaginable is possible, however.

The ice-walker can *ice-craft* one item weighing a number of pounds less than or equal to his ice-walker level x 2, or two items whose combined weight does not exceed that limit. Creating an item or items is a standard action. Items thus created have the same Hardness and hit points as normal items of their type, as long as they remain in a freezing environment. If taken into warmer environs, the item loses 1 hit point per hour to melting for every degree above freezing. (Thus, the item loses 13 hit points an hour in a 45 °F environment.) If the ice-walker ever suffers damage from a heat- or fire-based attack, the item suffers as much damage as he does, ignoring Hardness. If the item ever leaves the ice-walker's possession, it melts in 24 hours, regardless of temperature.

At 6th level, the ice-walker can imbue his ice-crafted creations with magic. Subtract 5 from his ice-walker level; this is the enchantment bonus he could imbue into a weapon or shield created from ice. (For instance, a 7th-

level ice-walker could create a +2 *short sword*.) If he chooses to create more than one item at a time, he must divide his total bonus between those items. It requires a Craft (ice-working) check, with a DC equal to 10 + the desired enhancement bonus, to create a magical ice-craft; if the roll fails, the item is nonmagical. The magic inherent to these items does not prevent them from melting, as described above. An ice-walker can only have one magical ice-crafted item (or two, if they were created in the same round) at a given time. If he creates new ones, the old ones immediately become nonmagical.

Also at 6th level, the ice-walker gains the ability to quicken his ice-craft ability. It still requires a standard action to create magical ice-crafts, but he can create nonmagical ice-crafts as a free action.

Snow Stealth (Ex): At 4th level, an ice-walker can make Hide and Move Silently checks in an arctic environment — with the bonuses applied by snowmantle — while moving at full speed, or even running.

Snowsight (Ex): Also at 4th level, an ice-walker's vision (and thus his Search and Spot checks) are not hindered by falling snow, sleet or hail.

Ice Glide (Su): From 5th level onward, an ice-walker moving across an ice or snowy surface can actually travel faster than normal. In such environs, he adds 10 + his ice-walker level to his movement rate.

Shelter (Su): Beginning at 5th level, the ice-walker may extend a portion of his cold resistance to his companions. He can affect up to one additional person per every two ice-walker levels, as long as they remain within 30 feet of him. These individuals gain cold resistance equal to half the ice-walker's cold resistance, and are also immune to environmental cold dangers. While this power is active, the ice-walker himself benefits from only half his normal cold resistance. Activating this power requires a standard action, but deactivating it is a free action.

Turn/Rebuke (Su): At 7th level, the ice-walker can turn creatures with the fire subtype, and command/rebuke creatures with the cold subtype, as a

cleric does undead. His functional cleric level equals 5 + his ice-walker level. He may do this once per day, plus one additional time per point of Charisma modifier, if positive.

Ice Burrow (Su): An 8th-level ice-walker can burrow through snow and ice at a movement rate of 5. He does not leave a hole behind him, and he cannot take any creature larger than Tiny with him.

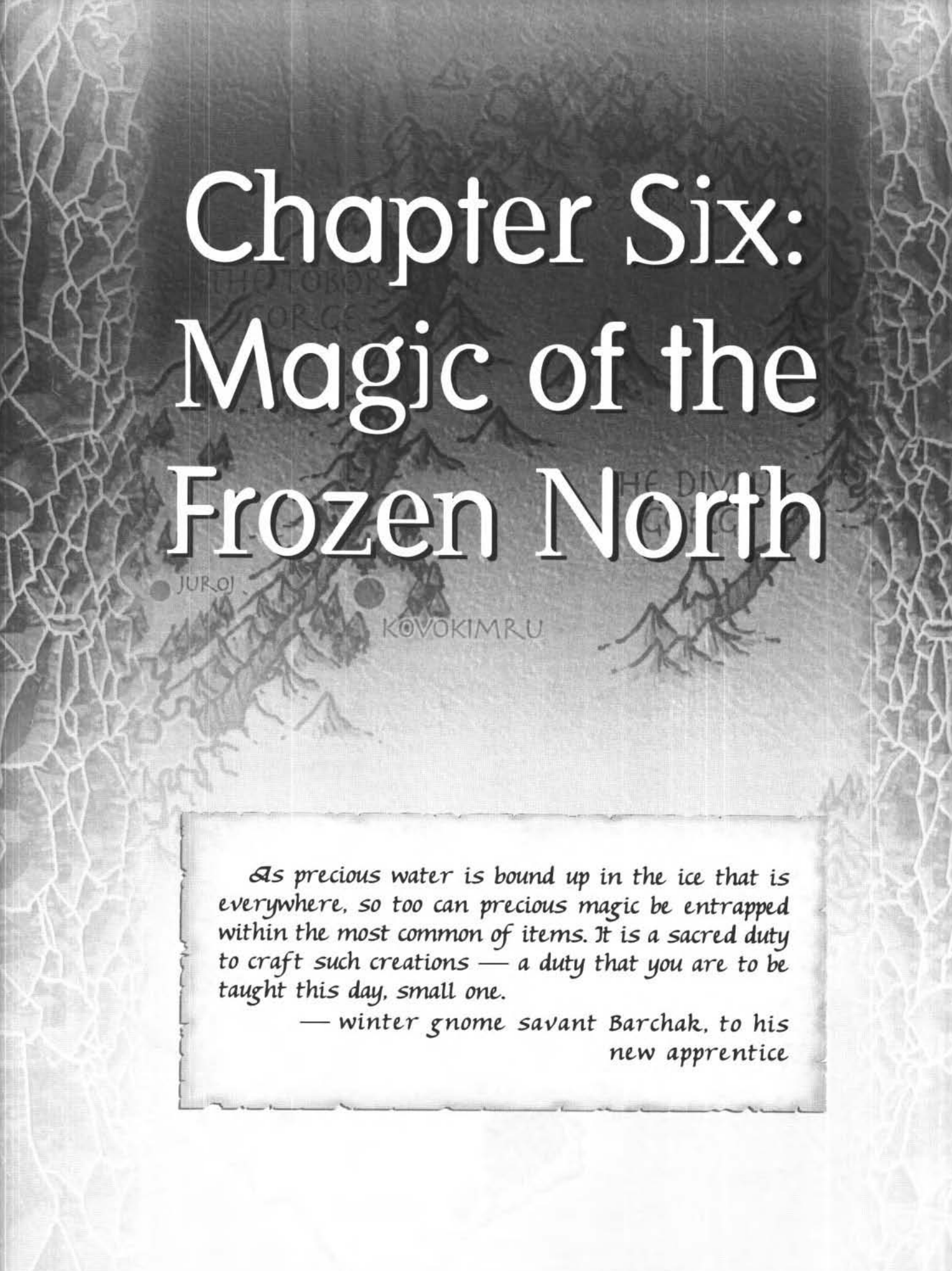
Ice Shape (Sp): At 9th level, the ice-walker gains the ability to shape ice, frost and snow. Other than its target substance, this functions like the spell *stone shape*. The ice-walker's effective caster level for this ability is equal to his ice-walker level, plus any druid or ranger levels he may have. He may use this ability twice per day, plus one additional time per point of Wisdom modifier, if positive.

Cold Strike (Sp): A 10th-level ice-walker may apply the icy burst weapon special quality (and thus, by inclusion, also the frost quality) to any melee weapon he wields (including any weapons he may have created through *ice-craft*). Activating or deactivating this ability is a move action.

Eyes of Winter (Sp): At 10th level, the ice-walker can extend his senses through the snow and ice that surround him. By concentrating for 10 minutes, he may use either *clairaudience/clairvoyance* or *commune with nature*. The distance at which he can apply these abilities is equal to 10 miles plus one mile per point of Wisdom modifier. This ability functions only in areas of snow or ice, however; if such conditions extend only three miles, the powers function only within those three miles. The ice-walker may use this ability once per day, plus one additional time per point of Wisdom modifier, if positive. He must decide before beginning his 10 minutes of concentration which of the two spells he is invoking. If he changes his mind, or if his concentration is interrupted, he does not lose his use of the ability, but he must start over. (*Clairaudience/clairvoyance* is considered a 3rd-level spell, and *commune with nature* a 4th-level spell, for purposes of Concentration checks made to maintain concentration if the ice-walker is distracted, damaged or otherwise interrupted.)

Table 5–1: The Ice-walker (Icw)

Class Level	Base		Ref Save	Will Save	Special	Spells per Day			
	Attack Bonus	Fort Save				1st	2nd	3rd	4th
1st	+1	+2	+2	+0	Cold resistance, wild empathy	1	—	—	—
2nd	+2	+3	+3	+0	Ice walk, snowmantle	1	—	—	—
3rd	+3	+3	+1	+1	<i>Ice-craft</i>	1	0	—	—
4th	+4	+4	+1	+1	Snowsight, snow stealth	1	0	—	—
5th	+5	+4	+1	+1	Ice glide, shelter	1	1	—	—
6th	+6	+5	+2	+2	Magic <i>ice-craft</i> , swift <i>ice-craft</i>	1	1	0	—
7th	+7	+5	+2	+2	Turn/rebuke	1	1	1	—
8th	+8	+6	+2	+2	Ice burrow	1	1	1	—
9th	+9	+6	+3	+3	<i>Ice shape</i>	2	1	1	0
10th	+10	+7	+3	+3	<i>Cold strike</i> , <i>eyes of winter</i>	2	1	1	1



Chapter Six: Magic of the Frozen North

As precious water is bound up in the ice that is everywhere, so too can precious magic be entrapped within the most common of items. It is a sacred duty to craft such creations — a duty that you are to be taught this day, small one.

*— winter gnome savant Barchak, to his
new apprentice*

Equipment

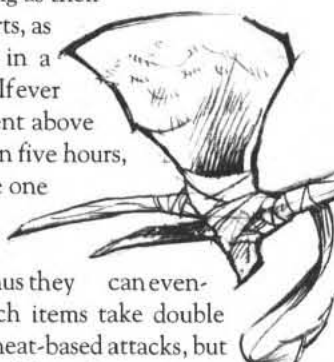
The equipment of Fennilik must be strong to survive the terrible temperatures of this frozen wasteland. Leather cracks, cloth is sheared away by ice crystals on terrible winds, and even wood is worn thin by this punishing environment. As a result, craftsmen of this continent have undertaken certain precautions. For example, most leathers here are treated with an herb and bear-fat concoction that prevents damage from the cold, but causes it to stink terribly in warm conditions.

Most fascinating of all, however, is the creation of the winter gnomes — the ice that is like steel.

Hardened Ice

Winter gnomes have developed alchemical techniques for hardening ice. Many of their tools, weapons, armor and building materials are constructed using this method, which requires a Craft (alchemy) check along with the other Craft checks necessary for creation of a given item. The DC of the Craft (alchemy) check is the same as the DC required to craft the item.

Any items formed of ice in this manner weigh 75% as much as items made of more traditional materials. They are as strong as their traditional counterparts, as long as they remain in a freezing environment. If ever kept in an environment above freezing for longer than five hours, they permanently lose one hit point and one point of Hardness per hour after the fifth. Thus they can eventually melt away. Such items take double damage from fire and heat-based attacks, but cannot be harmed by cold attacks in any way.



Magic Items

Magic Weapons

Gorgor's Axe

Description: The brood of slitheren known as the Brown Gorgers infest not only the Perforated Plains and Gaurak's Teeth but also the lands of Fennilik with their filthy warrens. Each of these warrens competes against the others, devouring its rivals for food when other fodder grows scarce.

The gorgers' taste for the flesh of humans and other divine races often drives them on mad hunts for food along the borders of civilized

settlements. Those slitheren charged with leading such missions to gather slaves for food and work often carry one of the gorgor's axes.

A gorgor's axe is a crude-looking wooden-hafted axe with a white stone blade tied to it. These weapons are deceptive in their construction, because the blade itself is a fragment from a shattered portion of a tooth of Gaurak. The driving need of the blade to chew through whatever it hits makes this weapon deadly, despite the apparent carelessness in its construction.

Powers: This crude +1 handaxe of wounding is balanced for throwing. Despite the rough appearance of its construction, the axe is a very functional weapon that doesn't require a lot of training to use. When the axe scores a critical hit, the blade lodges into the victim and begins to burrow, inflicting an additional 1d6 points of damage per round until removed. A DC 20 Strength check is required to remove the blade. Removing the blade is a full-round action and can be done by either the victim or a companion. If the blade is in the victim's back or otherwise inaccessible, only a companion can attempt to remove it.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, magic stone, creator must be a Brown Gorgor slitheren or druid of Gaurak;
Price 18,606 gp;
Weight 1 lb.





Wondrous Items

Jaws of Amazing Mastication

Description: Many have wondered what exactly the creator of this item was thinking. This set of wooden teeth sits over the wearer's own and can turn the jaw muscles and teeth of the wearer into a massive set of retractable mandibles capable of biting and gnawing through almost anything.

Powers: The jaw and teeth of these wooden mandibles transform the wearer's teeth and jaws into a sharklike mouth. This jaw alteration lasts for 1d6+4 rounds, during which time the wearer may make a bite attack that does 1d6+ Strength bonus points of damage, with a 19–20 critical threat range and a x3 critical multiplier. The teeth also vibrate back and forth rapidly, negating the hardness of wood and metal objects and halving that of stone. Once used, *jaws* crumble and break.

Faint transmutation; CL 5th; Craft Wondrous Item, *magic fang*, spellcaster level 5+; Price 250 gp

Ointment of Comfort

Description: The weather and climate of the Scarred Lands can vary from comfortable to hostile, and all manner of weather might be encountered by a hardened adventurer. With

this in mind, the *ointment of comfort* provides an individual with the necessary insulation to endure cold temperatures.

Powers: When applied to the skin of an individual, the *ointment of comfort* bestows the effects of *endure elements* for purposes of resisting cold temperatures. In addition, the person coated in this warm salve gains resistance to cold 5 for 24 hours. A container of this ointment typically has three uses when full.

Faint abjuration; CL 3rd; Craft wondrous item, *endure elements*, *resist energy*; Price 900 gp; Weight 1 lb.

Robes of the Red Witch

Description: The *robes of the red witch* are a sign of status among the red witch slitheren. A red witch with these robes commands significant necromantic power, and the capabilities of the *robes* are both protective and offensive. With these robes a single accomplished slitheren necromancer becomes a much more significant threat.

The *robes* are made from fine red spider silk, woven by monstrous spiders under control of the ratmen. They often endure hard use and appear tattered, but they never lose their magical qualities. The red witches guard the secrets of the *robes'* creation closely.

Table 6–1: Spirit Beasts

d%	Beast	Perform Ranks	Power
1–50%	crescent elk*	3	none
51–53%	orafau*	6	cause sleep
54–75%	emperor stag*	8	speak with animals
76–85%	hornsaaw unicorn*	8	rage
86–88%	Amalthean ram*	8	remove disease
89–96%	tundra lord**	10	shout
97–00%	muskhorn*	15	corrosive musk

Powers: The wearer of the robes of the red witch gains the ability to rebuke undead as an evil cleric equal to her wizard level. The robes of the red witch allow the wearer to cast the following spells (*animate vermin* and *bone weapon* are found in **Hollowfaust: City of Necromancers**). All the spells are cast as if by a wizard of 8th level.

- 3/day: *animate vermin*, *bone weapon*, *chill weapon*††.
- 2/day: *phantom's howl*†, *bones of silver*††.
- 1/day: *repair dead*††.

Moderate necromancy; CL 8th; Craft Wondrous Item, all spells listed, creator must be a red witch slitheren; Price 70,235 gp; Weight 4 lb.

Shofar of the Beast

Tribal bards believe that the primitive shofar contains the spirit of the beast from which the horn was taken. Often these horns are enchanted to call forth such a spirit in physical form. Enchanted shofars are treasured as sacred relics, and occasionally the spirit beasts they summon serve as tribal totems. Causing the destruction of such a spirit beast is seen as a breach of honor and even a cause for exile.

Each shofar has a specific spirit beast associated with it, and the horn may be used to summon this beast once per day. The beast acts under the shofar wielder's direction for up to 10 rounds before returning to the horn. If the spirit beast is ever killed, the shofar loses all magical power. In addition to being able to summon the appropriate beast, each shofar has another power that can be called upon once per day based on the nature of its spirit, as shown in Table 6–1: Spirit Beasts.

Remove disease, *shout* and *speak with animals* all function as the spells of the appropriate names, cast at the horn's caster level. *Cause sleep* targets one individual, who must succeed at a DC 14 Will save or fall into an hour-long slumber. *Rage* affects one individual, who gains a +2 bonus to attack and damage rolls for the target's Con modifier + 3 rounds. During this time, the target

cannot cast spells or engage in activities that require intense concentration. Corrosive musk affects everyone within 20 feet of the shofar wielder, including the wielder himself. All characters must succeed at a DC 15 Fortitude save or suffer a –2 penalty to initiative and attack rolls for d4 rounds. The musk does not last long enough to affect metal items and armor.

In order to use a shofar of the beast, the wielder must have a number of ranks in Perform as indicated on the table for the given shofar.

Faint to strong conjuration; CL 10; Craft Wondrous Item, *summon monster I*, (*remove disease*, *shout*, *sleep*, *speak with animals*, *stinking cloud* or *Vangal's touch*), creator must have the bardic music ability; Price: *crescent elk* 3,240 gp, *orafau* 6,480 gp, *emperor stag* 9,720 gp, *hornsaaw unicorn* 9,720 gp, *Amalthean ram* 12,960 gp, *tundra lord* 16,200 gp, *muskhorn* 9,720 gp

Slave Bore

Description: One of the most horrific items the slitheren are known to use is the *slave bore*, which high-ranking slitheren often use on unfortunate captives to enforce obedience. The *slave bore* resembles a small corkscrew, crafted of iron and silver and dipped in the blood of its victim's potential master. The target of this device's foul magic is trussed up with a scarlet cord and made to wear a black velvet hood with a small forehead opening. A gag prevents the victim from biting his tongue during the agonizing ritual. The wielder then screws the bore into the victim's head.

Powers: When the bore is put in place, the victim immediately suffers 1d6 points of Intelligence and Wisdom damage, and must succeed in a DC 12 Fortitude save or suffer 1d6 points of Constitution damage as well.

While the bore remains in place, the victim must make a DC 15 Will save every day. Each day the victim resists successfully, he suffers 1 point of Constitution damage and a –1 cumulative penalty to his next Will

save against the bore. If the victim's Constitution drops to 0, he dies.

Should the victim fail one of these Will saves, he becomes the slave of the creature whose blood is on the bore. The victim must obey his master's every command without question. Only the slave's master may deliver these commands, and they must be comprehensible to the victim. The unfortunate slave has no chance to resist, remaining a slave until rescued or slain. So complete is the master's control, the slave will not even eat or drink unless commanded to do so. The ability drain damage caused by the bore will not heal on its own and cannot be magically cured (such as with a *restoration* spell) as long as the bore remains in place.

Another character can remove the bore with a *heal*, *wish* or similar high-level magic. Alterna-

tively, someone can physically remove the bore from the victim's head. This procedure is extremely hazardous and requires a successful DC 25 Heal check. Should the check fail, the victim suffers 1d6 points of Constitution damage, and the healer may try again. (This damage, unlike the ability damage described above, will eventually heal as per normal recovery rules, even while the bore remains in place.) If the bore is removed without killing the victim, he is immediately freed of his master's control and his abilities return at the standard rate. If the victim dies, the bore may be removed and the victim brought back to life with a *resurrection* or similar spell.

Faint necromancy, strong enchantment; CL 9th; Craft Wondrous Item, *bestow curse*, *dominate person*, *touch of idiocy*; Price 45,000 gp; Weight 1/10 lb.

Spells of Fenrilik

Empathy of the Faceless One

Divination [Mind-Affecting]

Level: Brd 4, Drd 5

Components: V, S

Casting Time: 1 action

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

Target: One creature/level, no two of which may be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Description

Golthain the Faceless was said to possess such a deep connection with the life around him that he could feel the pain of every living thing damaged by the titans. More than any other titan, he cared for his creations and could not bear to see them hurt. The other titans mocked Golthain for this sensitivity, seeing it as a form of weakness. After Golthain's face was sundered, he came to develop an even greater dependence on and empathy with his creations.

This spell, found among the small sect of Golthainite druid-ascetics who wander the ice of Fenrilik barefooted to

understand their patron's agony, was developed by druids of Golthain in order to understand their patron better. Many use it as a form of penance, proving that they too can bear the burden of the pain of every living thing. Its use has also spread to druids of other titans, however, who employ the magic offensively, proving Golthain's weakness.

Spell Effect

The targets of this spell feel the damage they inflict upon others as if it were affecting themselves. Any physical damage dealt to another creature by an affected target is also inflicted upon the target as nonlethal damage. This does not include damage inflicted by spells unless the spells do not have an area of effect and damage an opponent within 30 feet.

Each time any creature dies within 30 feet of an affected target, the target must make an additional Will save or be stunned for 1 round. This stunning may have a cumulative effect if multiple creatures are killed.

While this spell is in effect, affected targets gain a +4 primal bonus to Animal Handling, Bluff, Diplomacy, Gather Information and Sense Motive skill checks.

Escape the Bonds of Flesh

Necromancy [Death, Evil]

Level: Clr 4, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Description

The precise origin of this spell remains unknown, but recorded instances speak of its use in the years before the Titanswar. In the modern age, however, most of the Scarred Lands races seem to have lost knowledge of this spell — assuming they ever possessed it — save for the ratmen witches. Horrific stories tell of slitheren raiding parties attacking villages. Survivors report watching the very bones tear free from the bodies of friends and family, only to turn upon their loved ones at the bidding of their attackers.

Spell Effect

The victim's skeleton writhes and twists within his body, tearing muscles and rupturing flesh. The victim suffers 2d8 points of damage, +1 point per caster level (maximum +20). If the damage dealt by this spell brings the target below zero hit points, his skeleton tears from its body and becomes an animated skeleton. (See the "skeleton" entry in the MM.) This skeleton is under the caster's control, in all respects as if it had been created by the *animate dead* spell. Should the skeleton possess too many hit dice for the caster to control, it remains independent and immediately attacks the nearest creature.

Material Components: A fragment of bone with flesh still attached to it and a piece of iron.

Fracture

Transmutation

Level: Clr 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature which can be no larger than one size category above the caster's

Duration: See text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Description

Scholars believe that worshippers of Chardun created *fracture* to cause maximum pain and suffering to a victim with minimal actual damage.

Spell Effect

The caster selects a target and utters the word "suffer" while snapping a small bone. If the target fails a Fortitude save, one of her bones snaps, often piercing the skin.

The target sustains 1d6 points of nonlethal damage and 1d4 points of actual damage, and suffers a broken bone. Roll

1d10 and consult the corresponding table to determine which bone is broken.

d10 Bone Broken

1 Left arm

2 Right arm

3-5 Left leg

6-8 Right leg

9-10 Torso†

† Indicates a single bone, such as a rib, collarbone, pelvis, etc.

Broken Arm: The victim drops anything held and suffers a -4 penalty (cumulative) to any task that requires both arms, such as Climb or Swim. She cannot perform any task that uses the broken arm alone, and cannot hold a shield or use a weapon with that hand. Her Strength is considered one-half normal for purposes of lifting and carrying.

Broken Leg: The victim falls prone and suffers a -4 penalty (cumulative) to any task that requires the use of both legs, such as Climb, Jump or Tumble, and cannot perform any task that uses the broken leg alone. Her speed is reduced by half and she cannot run or charge. Her Strength is considered one-half normal for purposes of lifting, and one-quarter normal for purposes of carrying anything for more than a few steps.

Broken Torso Bone: The victim suffers a -2 penalty (cumulative) to all Strength-, Dexterity- and Constitution-based checks. Her speed is reduced by one quarter and her Strength is considered one-quarter normal for lifting or carrying anything.

Due to the pain of the broken bone, spellcasters suffering from any form of *fracture* must make a Concentration check to cast any spell successfully (DC of 15 + level of the spell being cast).

The target of *fracture* must possess bones; thus, this spell proves ineffective against constructs, incorporeal and ethereal creatures, most vermin and amorphous creatures such as oozes. *Fracture* can be used against undead. They do not suffer the nonlethal portion of the damage dealt, nor do they incur skill penalties. A skeletal undead with a broken leg cannot walk at all.

Material Components: A small piece of bone that is snapped at the moment of casting.

Mesos' Resonance

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area: 100 ft. radius burst

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Description

With the rise of wizardly magic before the Titanswar, Mesos the Sire of Sorcery was concerned that this upstart form of magic would overshadow his own followers. Rather than let his minions become irrelevant, Mesos developed a powerful spell which would hamper the gods' wizard followers while strengthening magic cast by sorcerers. This spell clearly shows the Sire of Sorcery's genius in crafting magic, because it is able to distinguish between spells cast by sorcerers and wizards even though they are functionally identical.

This spell was thought lost with the destruction of Mesos and most of his followers during the Titanswar. With the increase in the number of sorcerers in recent years, however, the spell has enjoyed a renewed popularity.

Spell Effect

When the spell is cast, each arcane spellcaster in the area of effect or later entering it chooses one spell of each level he is able to cast. These spells may be cast normally by any caster in the area. For each previous time any given spell was cast during the duration of the spell, the spell being cast receives a +1 bonus to DC. For instance, if a sorcerer casts a *fireball* during the 5th round of the spell and three previous *fireballs* have been cast during this time, then that sorcerer's *fireball* has a +3 bonus to DC.

Any other spell cast by an arcane spellcaster in the area immediately fails without effect or explanation.

Material Components: A glass eight-sided polyhedron (50 gp) that is shattered during casting.

Rupture

Transmutation

Level: Clr 5, Sor/Wiz 6

Description

Rupture is a more powerful version of the spell *fracture*. It causes maximum pain and suffering to the victim with little true damage.

Spell Effect

This spell is identical to *fracture* except as noted above, and as follows. The target sustains 2d4 points of nonlethal damage and 3d4 points of normal damage, and suffers a broken bone with all the effects and penalties described under *fracture*. When casting *rupture*, however, the caster may choose which bone to break, rather than rolling randomly. Further, in addition to the bones listed under *fracture*, the caster may choose to fracture the victim's skull instead. The victim of a fractured skull is *stunned* and incapable of any

actions other than defending himself. Foes receive a +2 bonus to attack rolls made against stunned victims. The victim may make an additional Fortitude save on his turn in each subsequent round to recover from the stunned condition. A fractured skull imposes a -2 penalty on all attack rolls, skill checks and saving throws (including the Fortitude save to recover from being stunned).

Song of the Viren

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 6

Components: V, S

Casting Time: 1 full round

Range: 30-ft. burst centered on the caster

Target: One creature/level

Duration: Concentration + 5 rounds (D)

Saving Throw: None

Spell Resistance: No

Description

Long before the rise of the divine races and most titanspawn, Scarn was dominated by the great viren civilization. Created by Gormoth the Life-Giver, the viren created a civilization rarely rivaled throughout the history of the Scarred Lands. Among their most impressive achievements, the viren perfected the mastery of the bardic arts, allowing them to manipulate life force and even reality itself with sheer strength of will. Though the great viren culture has been lost, throughout the ages the most powerful of bards have been able to tap into the wisdom of these ancients. This spell, among the least of the viren's once mighty power, has reappeared in the hands of powerful bards since ancient times.

This spell is yet remembered by those civilizations with strong connections to the

titanic past, such as those found in the wastes of Fenrilik.

Spell Effect

This spell enhances the bard's use of the *inspire greatness* bardic music ability. At the same time the spell is cast, the bard activates *inspire greatness*. Unlike the normal bardic music ability, the bard may enhance a number of creatures equal to his level within 30 feet. Furthermore, all bonuses normally granted by this ability are doubled. Enhanced creatures receive:

- +4 Hit Dice (d10s that grant temporary hit points).
- +4 competence bonus on attacks.
- +2 competence bonus on damage rolls.
- +2 competence bonus on Fortitude and Will saves.

The bardic music ability functions normally in all other respects.

Treachery of the Earth Mother

Transmutation

Level: Drd 4

Components: V, S, M

Casting Time: 1 action

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

Target: One spellcaster

Duration: Discharge

Saving Throw: Will negates

Spell Resistance: Yes

Description

With the betrayal of the fallen titans by Denev, their titanspawn children were left little choice but to oppose those misguided druids still dedicated to the Earth Mother. Only when Denev's treacherous followers are eradicated, they reason, will the titan truly slip into slumber, her power diminished beyond her ability to recuperate. It is only then that

the Epoch of Betrayal shall come to an end and the great titans shall once again arise.

The druids of the fallen titans created this spell to assist in their task and to teach the followers of Denev a lesson in betrayal. The spell turns the very energies of nature, which the druids call upon, against their wielders. Although this may affect any spellcaster who casts nature-related spells, it is most effective against the followers of Denev due to the nature of

their patron and the demoralizing effect the spell often has.

Spell Effect

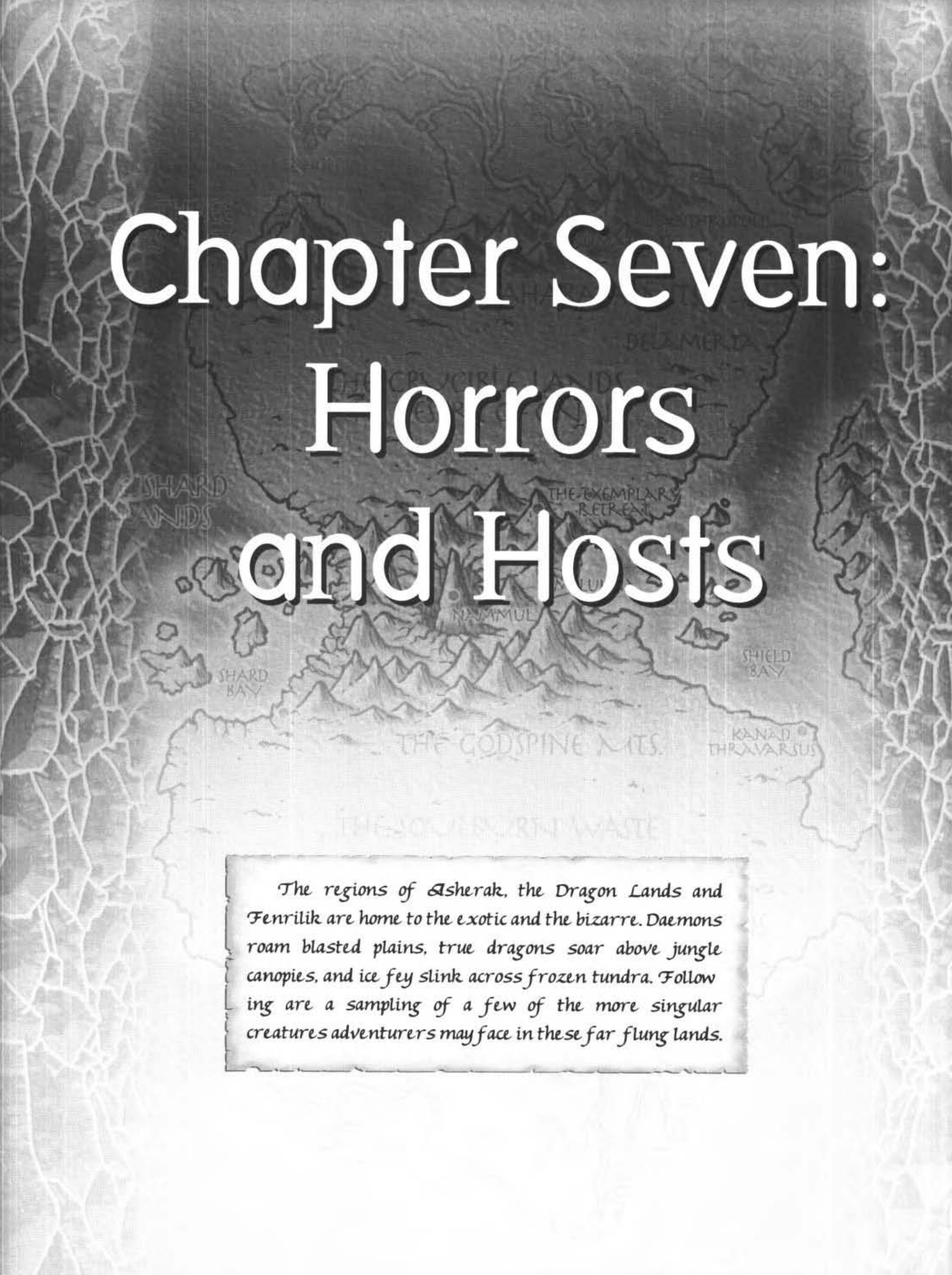
This spell targets a single divine spellcaster and remains active until its discharge, although the spell's presence is not visible. Upon casting a spell with one of the following conditions, the spell is discharged:

- Any spell that deals directly with plants or animals.
- Any *summon nature's ally* spell.

The spell is never discharged by any spell that deals directly with elements or elemental effects, nor is it discharged by any spell that states explicitly that it draws upon the power of a titan other than Denev.

Upon discharge, the spell being cast automatically fails, and the spellcaster suffers divine damage equal to 1d6/level of the ruined spell.

Material Components: Any flower with thorns.



Chapter Seven: Horrors and Hosts

The regions of Asherak, the Dragon Lands and Fenrilik are home to the exotic and the bizarre. Daemons roam blasted plains, true dragons soar above jungle canopies, and ice fey slink across frozen tundra. Following are a sampling of a few of the more singular creatures adventurers may face in these far flung lands.

Creatures of Asherak

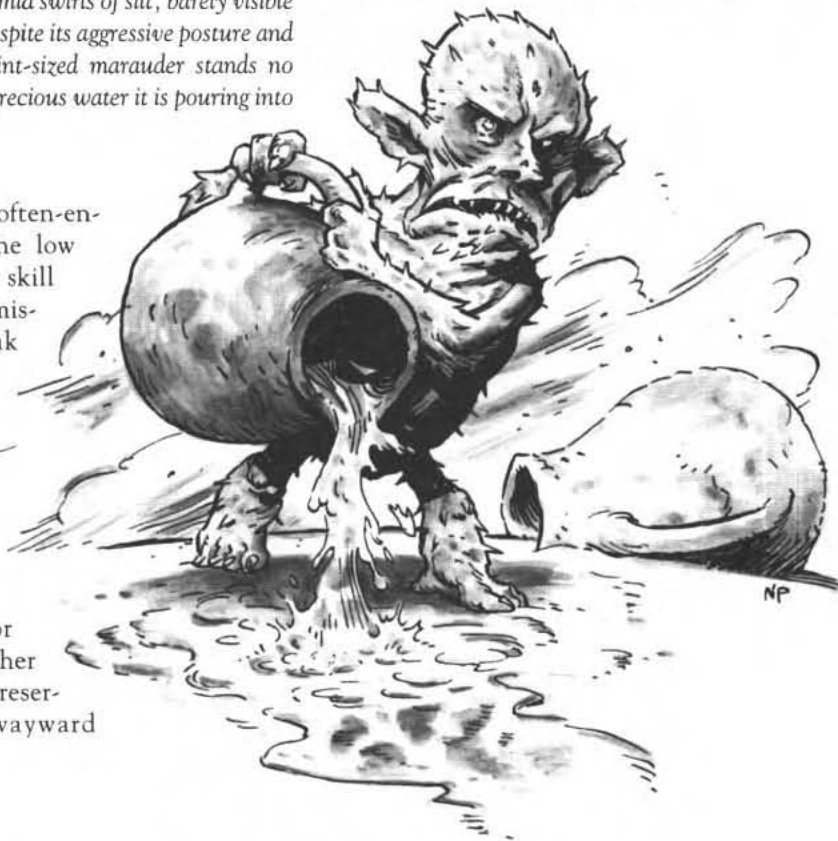
Cactus Imp

Tiny Fey	
Hit Dice:	1d6+2 (5 hp)
Initiative:	+5
Speed:	20 ft. (4 squares), burrow 10 ft.
Armor Class:	19 (+2 size, +5 Dex, +2 natural), touch 17, flat-footed 14
Base Attack/Grapple:	+0/-11
Attack:	Slam +5 melee (1 plus poison)
Full Attack:	Slam +5 melee (1 plus poison)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Spines, poison
Special Qualities:	Damage reduction 5/cold iron, low-light vision, resistance to fire 5, spell resistance 16
Saves:	Fort +2, Ref +7, Will +3
Abilities:	Str 5, Dex 21, Con 14, Int 10, Wis 12, Cha 10
Skills:	Climb +1, Escape Artist +7, Hide +21*, Jump +1, Listen +2, Move Silently +12*, Search +6*, Sleight of Hand +7, Spot +3
Feats:	Weapon Finesse
Environment:	Desert
Organization:	Gang (2-4), band (6-11)
Challenge Rating:	3
Treasure:	No coins; 50% goods; 50% items
Alignment:	Usually chaotic neutral
Advancement:	2-4 HD (Tiny)
Level Adjustment:	—

The creature stands amid swirls of silt, barely visible against the desert sand. Despite its aggressive posture and spine-bristled hide, this pint-sized marauder stands no taller than the pitchers of precious water it is pouring into the dust.

Description

Cactus imps are an often-encountered hazard of the low desert. Hidden by their skill at concealment, these mischievous spirits sneak from their cactus burrows to sabotage those who camp in the desert at night. Wishing nothing but harm to those foolish enough to test their beloved desert's fury, these devilish scoundrels abhor water as well as all the other artificial trappings of preservation carried by wayward travelers.



Ranging in color from reddish brown to sandy tan, the cactus imp stands no taller than 1-1/2 feet tall and weighs no more than 10 pounds. Unlike dryads, a cactus imp is not linked to its cactus and can always find a new dwelling if its current burrow is destroyed.

Cactus imps speak Sylvan, and some also speak Common.

Combat

Fully aware of the limitations of their size, cactus imps resort to cunning and dirty fighting when dealing with their victims. When cornered, however, cactus imps use their spines to defend themselves until an escape route makes itself evident.

Spines (Ex): Cactus imps are covered with envenomed spines. Any creature striking a cactus imp with a natural attack, or successfully grappling the imp, takes damage as if struck by the imp's slam attack.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage sleep for 1d6 rounds. The save DC is Constitution-based.

Skills: *Cactus imps have a +4 racial bonus to Hide, Move Silently and Search. When in a desert environment, this racial bonus increases to +8.

Daemon, Beguiling Merchant

Medium Outsider (Daemon, Evil, Extraplanar)

Hit Dice: 7d8+7 (38 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

Armor Class: 19 (+3 Dex, +6 natural), touch 13, flat-footed 16

Base Attack/Grapple: +7/+7

Attack: Dagger +7 melee (1d4/19–20)

Full Attack: Dagger +7/+2 melee (1d4/19–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: *Binding agreement*, spell-like abilities, summon fiend

Special Qualities: Daemon qualities, damage reduction 10/good, craft delusion item, disguise object, foulest purchase of all, miser's true love, silver-tongued, spell immunities, spell resistance 22

Saves: Fort +6, Ref +8, Will +7

Abilities: Str 11, Dex 16, Con 12, Int 17, Wis 15, Cha 20

Skills: Appraise +12, Bluff +23, Diplomacy +15, Forgery +12, Gather Information +14, Hide +12, Knowledge (planes) +9, Listen +8, Profession (merchant) +9, Search +7, Sense Motive +20, Sleight of Hand +10, Spot +7, Use Magic Device +14

Feats: Dodge, Improved Initiative, Quicken Spell-Like Ability (*charm person*)

Environment: Usually Belsameth's Blackest Pit

Organization: Solitary

Challenge Rating: 6

Treasure: Triple standard

Alignment: Always neutral evil

Advancement: 8–21 HD (Medium)

Level Adjustment: +8

The smiling merchant stands in his shop, which is crammed full of valuable treasures and rare curios. "Greetings, my friend! Anything you want is here, if you're willing to pay the right price...."

Description

Crafted from the souls of charlatans, frauds and dishonest merchants, these daemons deceive mortals into buying worthless junk and illusory magic items. Tales tell of whole towns bankrupting themselves and selling their children into slavery to buy the merchant's trash. If the customer is willing to give more than money, however, the beguiling merchant is more than willing to sell items of great power.

A beguiling merchant may appear as a normal merchant or peddler of any race and either sex. It will quietly enter a city, set up a small shop, and then proceed to swindle as much money as possible from the citizens. If some customers can be persuaded to perform foul atrocities or give over their souls in exchange for wealth or power, so much the better. The merchant covets both material wealth

and the souls of mortals. The merchant may hint that it is willing to part with genuine valuables in exchange for evil acts. These acts may include poisoning a village's well, stealing food from poor families, defiling a temple consecrated to a good deity, or committing rape, assault and murder. The fouler the act performed, the more valuable the merchandise. Only by agreeing to commit evil acts can a customer acquire genuine items from the daemon instead of counterfeit goods.

If the customer is willing to hand over his immortal soul to the merchant, then he can "buy" a unique item of great power that can fulfill his most fervent desire. Only the most desperate (or foolish) people would consider doing such a thing, but such people are all too common.

Beguiling merchants speak Common, Daemonic, Draconic and Titan.

Combat

Beguiling merchants never enter combat if they can avoid it. They attempt to charm opponents into submission or order their bodyguards to defend them. If the battle turns desperate, and if it cannot charm or trick its way out of its predicament, a beguiling merchant simply vanishes, shifting itself and its trove to the Netherworld or teleporting to some other city to set up shop again.

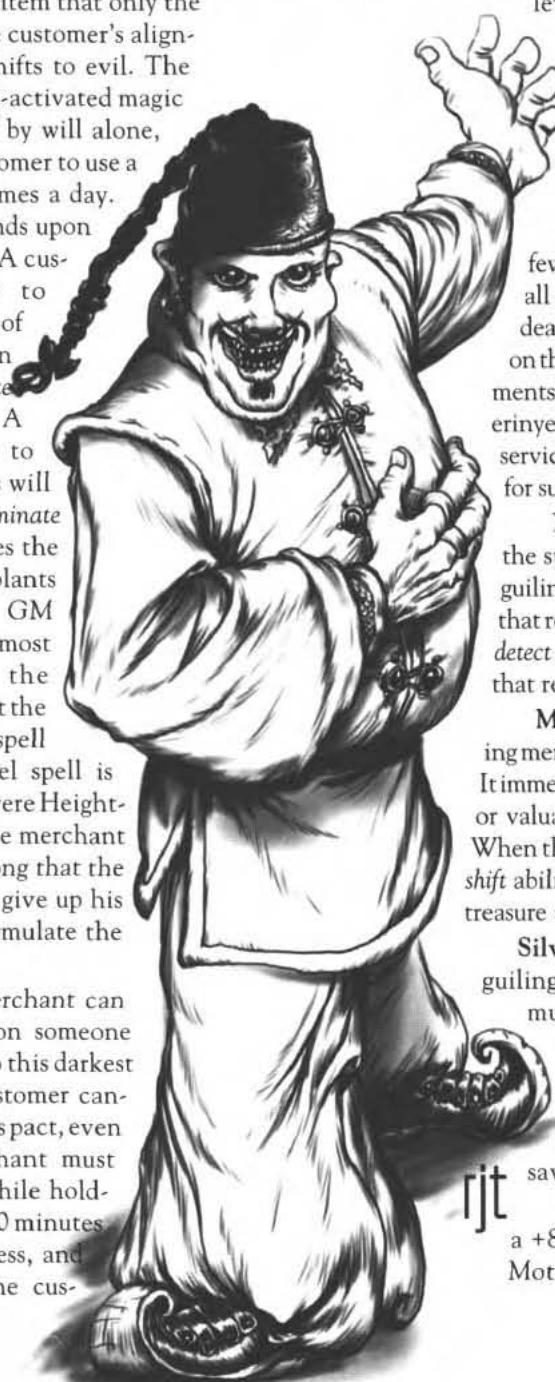
Disguise Object (Su): The beguiling daemon can alter an object's appearance and texture. It cannot disguise an object's shape or size, but the object's visual appearance and tactile sense can be shifted to whatever the daemon wants. It often makes pebbles look like gems, wooden chips resemble coins, and common utensils look like gold. The daemon can affect any object up to 100 pounds in weight and no larger than 10 feet in diameter, and can use this power at will. Subjects may make a DC 18 Will save to see through this illusion, but only if they have a viable reason to disbelieve what they see. This is a glamor effect and lasts 6 days. The save DC is Charisma-based.

Craft Delusion Item (Su): The beguiling merchant can implant a magical effect into an ordinary item so that it functions as a Delusion cursed item (DMG, Chapter 7: Magic Items, "Cursed Items"). The owner falsely believes the item has magical powers and hallucinates the proper sensory stimuli. The customer's perceptions of reality subtly conform to the delusion. Thus, if a customer uses an illusory *wand of fireballs* against a band of orcs, she will see and hear the orcs being incinerated, and even feel the heat of the *fireball's* explosion. She will perceive the still-living orcs as suddenly appearing behind the "incinerated" orcs.

Binding Agreement (Sp): If the customer agrees to perform an act of great evil in return for the merchant's goods, he is immediately *geased* to perform the dark deed. This takes effect the moment the customer accepts the daemon's merchandise and allows no saving throw. The beguiling merchant can use this power only on customers who accept its wares. Only *remove curse*, followed by an *atonement* spell, can remove the *geas*.

Foulest Purchase of All (Su): If the customer is willing to give his soul to the beguiling merchant, it can then remove a small part of the customer's soul and weave it into an object. The object becomes a special magic item that only the customer can use. The customer's alignment automatically shifts to evil. The item functions as a use-activated magic item that is activated by will alone, and it enables the customer to use a single spell up to 6 times a day. The spell it uses depends upon the customer's desire. A customer who wishes to command the legions of Hell will generate an item that can cast *gate* or *summon monster IX*. A customer who longs to make others his slaves will implant the spell *dominate person*. One who craves the power to kill at will implants *circle of death*. The GM chooses a spell that most closely matches the customer's desire. Treat the power as a 9th-level spell effect (if a lower-level spell is involved, treat as if it were Heightened to 9th level). The merchant uses this desire, so strong that the customer is willing to give up his soul to fulfill it, to formulate the item's power.

The beguiling merchant can use this power only on someone who willingly agrees to this darkest of covenants. The customer cannot be coerced into this pact, even by magic. The merchant must touch the customer while holding the item. It takes 10 minutes to complete this process, and if it is interrupted the customer dies.



If the item is destroyed, the customer dies instantly. When the customer dies, the item crumbles to dust. The customer cannot be resurrected by any means once the item is created, since Belsameth claims his soul forever.

Spell-like Abilities (Su): At will — *darkness*, *detect gold†*, *filch††* (DC 15), *greater teleport* (self plus 50 pounds or the daemon's treasure; see below), *locate object*. 5/day — *charm person* (DC 16), *detect thoughts*, *suggestion* (DC 18). 3/day — *charm monster* (DC 19), *mirage arcana* (DC 20), *veil* (DC 21). 1/day — *blasphemy* (DC 22), *dominate monster* (DC 24), *mass charm* (DC 23), *plane shift*. Caster level 10. Save DCs are Charisma-based.

Summon Fiend (Sp): Twice per day, the beguiling merchant can summon a daemon, devil or demon with a 70% chance of success. The summoned fiend can be of any kind that has 8 Hit Dice or fewer. These merchants traffic with all manner of fiends in their business deals in the Underworld, and can call on them to fulfill various pacts and agreements. They frequently summon succubi, erinyes, jade empresses and pain devils to service customers who have paid dearly for such corrupt and perverted pleasure.

Immunities (Su): In addition to the standard daemononic immunities, beguiling merchants are immune to spells that reveal thoughts or emotions (such as *detect thoughts* and *mind raid†*) and spells that reveal alignment.

Miser's True Love (Su): The beguiling merchant's greed links it to its treasure. It immediately knows when any of its money or valuables is stolen, even a single coin. When the merchant uses its *teleport* or *plane shift* abilities, it can choose to transport its treasure along with it, regardless of weight.

Silver-tongued (Su): When the beguiling merchant lies to someone, he must make a DC 18 Will saving throw or believe the lie. If the saving throw succeeds, he may then make a Sense Motive check as normal to detect the lie. The save DC is Charisma-based.

Skills: Beguiling merchants have a +8 racial bonus to Bluff and Sense Motive checks.

Daemon, Eyethief

Medium Outsider (Evil, Daemon)

Hit Dice: 12d8+48 (102 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armor Class: 21 (+4 Dex, +7 natural), touch 14, flat-footed 17

Base Attack/Grapple: +12/+15

Attack: Claw +15 melee (1d8+3)

Full Attack: 2 Claws +15 melee (1d8+3) and bite +10 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blindness, improved grab, summon daemon

Special Qualities: Blindsight, daemon traits, evil-aligned, eyepluck

Saves: Fort +12, Ref +12, Will +9

Abilities: Str 16, Dex 19, Con 18, Int 10, Wis 13, Cha 10

Skills: Bluff +15, Diplomacy +15, Disguise +15, Escape Artist +19, Hide +19, Listen +18, Move Silently +19, Spot +18

Feats: Alertness^B, Diehard, Dodge, Mobility, Power Attack, Stunning Fist

Environment: Any land or the Blackest Pit of Belsameth

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always neutral evil

Advancement: 13–24 HD (Medium)

Level Adjustment: —

This creature appears as an older human reaching almost six feet in height, swathed in billowing robes that cover his hands. A strip of cloth conceals his eyes.

Description

The eyethief lurks in the wilds and in cities, seeking to prey upon creatures for its most treasured of prizes: their eyes. Having none of its own, it covets eyes, and can even use the special gaze abilities of its victim, should they possess any.

An eyethief can pass as an elderly human as long as it keeps its clawed hands from sight.

Eyethieves speak Daemonic, Draconic and Common.

Combat

While in combat, the eyethief seeks to grapple or use its Stunning Fist ability, then to suck out the ocular orb of its victim with its hidden proboscis. It makes good use of its ability to cause blindness on multiple opponents, thus granting it freedom to take the eyes of its victim.

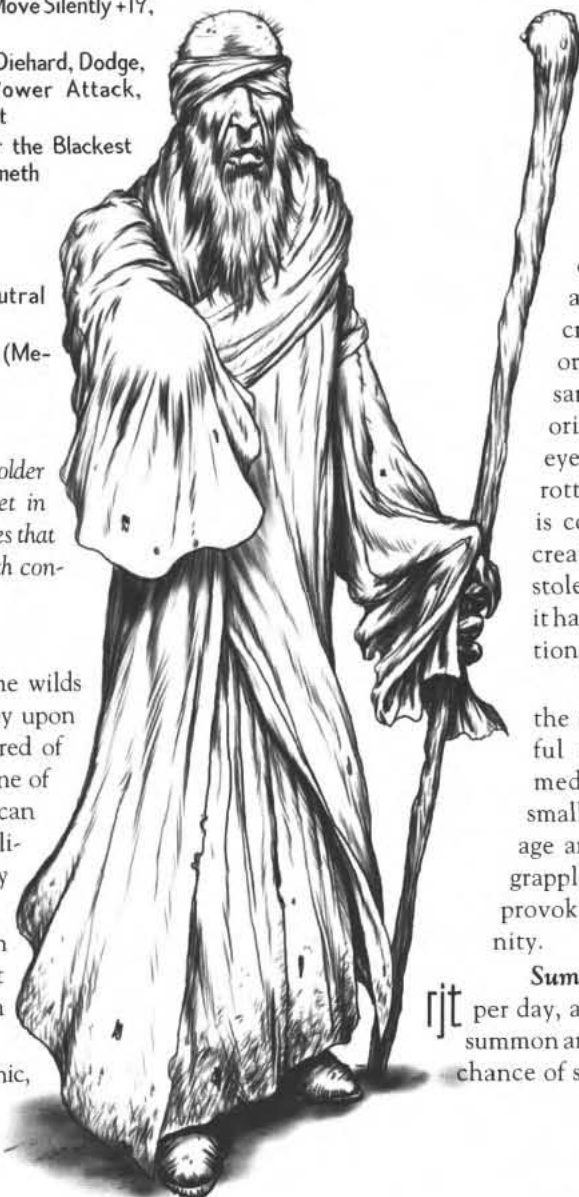
Blindness (Sp): This functions as the spell *blindness*, as cast by a wizard of 12th level.

Eyepluck (Ex): On a successful grapple, the eyethief extends its proboscis from within its mouth and attempts to suck the target's eye from the socket. The target must succeed on a DC 20 Fortitude save or lose the eye. Should all eyes be removed, the victim is blinded permanently. The save DC is Constitution-based. This can be healed only by a *regenerate*, *limited wish*, *miracle* or *wish* spell. (Re-

move blindness won't work, as no eyes remain to repair.) The demon can then either wear the eyes to see in all directions, or leave them in places to serve as scrying devices; this functions as *clairvoyance*, cast as by a 12th-level wizard. If it steals the eyes of a creature with a gaze attack or eye ray, it may use those same attacks exactly as the original creature. Any given eye lasts for 1d4 weeks before rotting away, so the creature is constantly hunting. If the creature is stripped of all its stolen eyes, it is blind (though it has blindsight, so it still functions in combat).

Improved Grab (Ex): If the eyethief makes a successful melee attack against a medium-sized opponent or smaller, it deals normal damage and can attempt to start a grapple as a free action without provoking an attack or opportunity.

Summon Daemon (Sp): Once per day, an eyethief can attempt to summon another eyethief with a 50% chance of success.



Darkmoon Slayer

Medium Outsider (Evil, Extraplanar, Incorporeal)

Hit Dice: 9d8+7 (49 hp)

Initiative: +3

Speed: 40 ft. (8 squares), fly 80 ft. (perfect)

Armor Class: 18 (+3 Dex, +5 deflection), touch 18, flat-footed 15

Base Attack/Grapple: +9/—

Attack: Incorporeal touch +9 melee (*chill touch*)

Full Attack: Incorporeal touch +9/+4 melee (*chill touch*)

Space/Reach: 5 ft./5 ft.

Special Attacks: Chill touch, spell-like abilities

Special Qualities: Darkvision 60 ft., incorporeal traits

Saves: Fort +7, Ref +7, Will +7

Abilities: Str —, Dex 16, Con 12, Int 12, Wis 12, Cha 20

Skills: Bluff +17, Concentration +12, Hide +21, Intimidate +17, Knowledge (arcana) +8, Knowledge (religion) +11, Listen +13, Search +13, Spot +13, Survival +7

Feats: Dodge, Flyby Attack, Mobility, Spring Attack

Environment: Any

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always neutral evil

Advancement: 10–18 HD (Medium)

Level Adjustment: —

A transparent female form with vulture's wings drifts silently through the shadows.

Description

Belsameth does not care for glory in killing, only the final demise of all life. It does not matter if the victim can defend itself or if it is helpless; murder is its own reward. To alleviate her boredom on some long nights in the dark of her moon, she created these servants in her image to harvest souls for her, delighted as she is by the taste of fear and death.

These spirits seem to sweep down from the darkness during Belsameth's new moon. They approach sleeping victims and penetrate their dreams, turning them into the worst nightmares the dreamers' minds might conjure.

The darkmoon slayer can communicate telepathically with any intelligent creature.

Combat

Sleeping victims are subjected to the darkmoon slayer's *phantasmal killer* spell-like ability, followed swiftly by its *smother*† and *dying breath*†† attacks. If it has to engage in melee, the slayer tries to prevent enemies from counterattacking by flying away between attacks. If it can't kill its victim, the darkmoon slayer flees back to the moon.

Chill Touch (Sp): The touch attack of the darkmoon slayer deals 1d6 points of damage from negative energy and 1 point of temporary Strength damage. A DC 16 Fortitude save negates the Strength damage. The save DC is Charisma-based.

Spell-Like Abilities (Su): At will — *dying breath*†† (DC 17); 3/day — *smother*† (DC 17); 1/day — *phantasmal killer* (DC 19). Caster level 9. The save DCs are Charisma-based.

Skills: Darkmoon slayers gain a +6 racial bonus on Hide checks.



Demon, Bellowing

Huge Outsider (Chaotic, Demon, Extraplanar, Evil)	
Hit Dice:	13d8+65 (123 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), fly 50 ft. (poor)
Armor Class:	26 (-2 size, +1 Dex, +17 natural), touch 9, flat-footed 25
Base Attack/Grapple:	+13/+28
Attack:	Huge greatsword +18 melee (2d8+10) or slam +18 melee (2d6+7)
Full Attack:	Huge greatsword +18/+13/+8 melee (2d8+10) or 2 slams +18 melee (2d6+7)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Apocalyptic screams, spell-like abilities, <i>summon demon</i>
Special Qualities:	All-around vision, damage resistance 10/cold iron and good, demon qualities, immune to sonic, spell resistance 19
Saves:	Fort +13, Ref +9, Will +10
Abilities:	Str 24, Dex 12, Con 21, Int 11, Wis 15, Cha 14
Skills:	Concentration +16, Diplomacy 10, Escape Artist +9, Hide -2, Intimidate +18, Knowledge (the planes) +14, Knowledge (any) +7, Listen +14, Search +16, Sense Motive +8, Spellcraft +8, Spot +21, Survival +8
Feats:	Cleave, Combat Reflexes, Flyby Attack, Hover, Power Attack, Stunning Fist ^B
Environment:	Usually the Pestilential Abyss
Organization:	Solitary, pair or vanguard (5–10)
Challenge Rating:	14
Treasure:	No coins; standard goods and items
Alignment:	Always chaotic evil
Advancement:	13–25 HD (Huge); 26–39 HD (Gargantuan)
Level Adjustment:	—

A large winged humanoid soars through the night sky. It has mouths arranged evenly around its oversized head, with an eye above each mouth. Suddenly it screams, its cry loud enough to burst eardrums and shatter bone. It clenches an enormous greatsword in massive fists.

Description

These creatures serve as the vanguard of Vangal's demonic armies. They fly at the forefront of the legions, scattering the enemy and rendering them deaf to their own commanders. They are also used to bring down fortresses and castles with their terrible shouting. Bellowing demons can also call back deserters and stragglers, and encourage them to fight with mindless rage. Finally, they are large and strong enough to serve as heavy infantry if necessary.

Great enmity exists between bellowing demons and fluted demons. Bellowing demons consider the fluted to be puny weaklings who trick others into fighting battles for them, while the

fluted demons consider their rivals to be crude, stupid brutes who lack subtlety and musical talent.

Bellowing demons speak Abyssal, Common and Infernal. The demons speak from all their mouths at once, and never below a booming shout.

Combat

The bellowing demon always begins combat with its thundering bellow, killing or stunning as many opponents as possible. It then engages in melee with any creatures that are not immediately struck down by its voice, fighting with either its fists or with a huge weapon (usually a greatsword). If faced with spellcasting foes, it uses its counterspell wail and then fights hand to hand. If it is overwhelmed with opponents, it generates a wall of sound while it either escapes or reaches a more defensible position.

Apocalyptic Screams (Su): The bellowing demon can use its loud voices to produce many powerful effects. All of these powers are free actions for the demon. Screaming like this is very taxing, however. For every 5 rounds in which the demon uses these powers in a given 24-hour period, it takes 1 point of temporary Constitution damage, even if these rounds aren't continuous. The demon can use only one scream at a time. All these abilities are sonic effects, and their saving throw DC is 18. The saving throw DC is Charisma-based.

Thundering Bellow: All creatures within 150 feet take 3d6 points of sonic damage per round and are deafened. Fortitude save halves the damage and negates the deafness. The deafness lasts for 2d4 hours. Inanimate objects within range also take damage, and their Hardness ratings are reduced by 5 for this effect.

Howl of Summoning: Every chaotic evil creature within one mile of the bellowing demon must make a Will save. If they fail, they must come to the demon as quickly as possible. They must then attack any creature the demon orders them to attack. The howl also enrages the summoned creatures so they attack without reservation. This is a compulsion (mind-affecting) effect as well as a sonic one. The demon must howl for at least 3 consecutive rounds for this ability to function.

Counterspell Wail: This high-pitched keening acts as a bard's counterspell (with the demon's Hit Dice as its effective bard level) against all arcane spells being cast within 50 feet. This affects only arcane spells with verbal components.

Wall of Sound: When the demon wants to keep enemies at bay, it produces an invisible spherical dome of sound 100 feet in radius. This dome has the powers of the "wall of cacophony" version of the

songwall† spell, as cast by a 15th-level bard (except for the wall's size and shape).

Spell-like Abilities (Su): At will — *darkness*, *greater command* (DC 17), *greater teleport* (self plus 50 pounds of objects only), *shatter* (DC 14), *shout* (DC 16). 3/day — *disintegrate* (DC 18), *greater shout* (DC 20), *power word: thunder*† (DC 18). 1/day — *blasphemy* (DC 19), *plane shift*, *power word: kill* (DC 21), *word of chaos* (DC 19), *wail of the banshee* (DC 21). Caster level 13. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day, the bellowing demon can attempt to summon another bellowing demon with a 60% chance of success, or it can attempt to summon 1d2 vrocks with a 40% chance of success.

All-around Vision (Ex): A bellowing demon has eyes circling its head and can see in all directions at once. It cannot be flanked.

Skills: The bellowing demon has eyes circling around its head. This gives it a +4 racial bonus to Search and Spot checks.



Demon, Oculus

Medium Outsider (Chaotic, Demon, Extraplanar, Evil)	
Hit Dice:	6d8+6 (33 hp)
Initiative:	+4
Speed:	40 ft. (8 squares), fly 40 ft. (perfect)
Armor Class:	14 (+4 Dex), touch 14, flat-footed 10
Base Attack/Grapple:	+6/+8
Attack:	Claw +8 melee (1d4+2)
Full Attack:	2 Claws +8 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Energy drain, spell-like abilities
Special Qualities:	Damage reduction 5/silver or good, darkvision 60 ft., demon qualities, natural invisibility, spell resistance 15, tongues
Saves:	Fort +6, Ref +9, Will +7
Abilities:	Str 14, Dex 19, Con 13, Int 16, Wis 18, Cha 20
Skills:	Diplomacy +14, Gather Information +24, Hide +23, Intimidate +24, Knowledge (arcana) +12, Knowledge (religion) +12, Listen +13, Move Silently +23, Sense Motive +13, Spot +13, Survival +13
Feats:	Flyby Attack, Hover, Wingover
Environment:	Any inhabited area, particularly large population centers
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7–12 HD (Medium)
Level Adjustment:	—

A horrifying glimpse of a pair of malevolent red eyes reflected in a mirror or a darkened window pane are the only hints that some malicious creature is present.

Description

An oculus is a fallen succubus or incubus that, for some crime against Vangal or one of the great demon lords, has been banished and stripped of its unearthly beauty, or indeed of any physical appearance at all. Oculus are naturally invisible. As a banished creature, the oculus is denied the ability to summon other demons.

An oculus seeks out population centers in which to make its home, and once entrenched rarely leaves unless forced to do so. An oculus loves to savor the experience of draining a victim and often takes weeks or even months to do so. This gradual weakening and eventual death are usually seen as the result of an unfortunate illness.

Once the oculus has finished with its prey it moves on and finds another victim, often leading to the appearance of a plague among the children of a city.

The oculus uses its abilities to discover what delights a potential victim and then to take such a form of something cute and innocent, such as a lovable dancing pig or a cute talking bunny. Adults rarely witness the creatures, save perhaps as a disembodied pair of glowing red eyes reflected in a mirror or darkened window. Thus most oculi are considered nothing more than a child's "imaginary friend."

Combat

An oculus attempts to kill anyone who threatens to reveal its presence. Although it is perfectly capable of defending itself with its claws, it prefers to eliminate threats in a manner that appears to be accidental.

When pressed into fighting, it will first attempt to use its *suggestion* and *charm person* abilities to cause opponents to fight among themselves, only then attacking with its claws. When severely injured, it attempts to snatch up its prey and use its *ethereal jaunt* or *greater teleport* abilities to escape.

Natural Invisibility (Ex): The oculus is invisible in its natural state. Anyone who is aware of the fact that the creature's eyes may be seen in reflection still suffers a 50% miss chance, but can target his blows in the appropriate square if such a surface is present.



A true seeing spell reveals only a transparent, vaguely humanoid form with insectlike wings and wickedly hooked claws. This reduces the miss chance from 50% to 20% and allows the oculus to be targeted accurately.

Energy Drain (Su): Though an oculus normally takes a very long time to drain a victim, it is also capable of doing so quickly. If pressed into combat it will use its *suggestion* and *charm person* abilities to lull a foe into allowing itself to be drained.

A living creature hit by its incorporeal touch attack gains a negative level. The save DC is 15 to regain a lost level and is Charisma-based.

Spell-like Abilities (Su): At will — *charm person* (DC 16), *detect good*, *detect thoughts* (DC 17), *ethereal jaunt* (self plus 50 pounds of objects), *polymorph* (self only, no limit on duration), *suggestion* (DC 18), *greater teleport* (self plus 50 pounds of objects). Caster level 12. Saves are Charisma-based.

Skills: Oculi have a +10 racial bonus to Gather Information, Hide, Intimidate and Move Silently checks.

Demon, Suvarros (The Undying Prince)

Medium Outsider (Chaotic, Evil)

Hit Dice: 42d8+294 (483 hp)

Initiative: +14

Speed: 30 ft. (6 squares)

Armor Class: 43 (+10 Dex, +23 natural), touch 20, flat-footed 33

Base Attack/Grapple: +42/+59

Attack: Slam +56 melee (1d8+13 plus undead touch/19–20)

Full Attack: 2 slams +56 melee (1d8+13 plus undead touch/19–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Death aura, undead touch, spell-like abilities, spells, summon undead

Special Qualities: Damage reduction 15/magic and good, darkvision 60 ft., immunity to fire and electricity, outsider dead, resistance to acid 10 and cold 10, spell resistance 34

Saves: Fort +32, Ref +33, Will +31

Abilities: Str 37, Dex 30, Con 24, Int 26, Wis 26, Cha 26

Skills: Balance +42, Bluff +43, Climb +48, Concentration +42, Decipher Script +28, Diplomacy +37, Escape Artist +40, Hide +45, Intimidate +55, Jump +50, Knowledge (arcana) +53, Knowledge (nature) +18, Knowledge (the planes) +53, Knowledge (religion) +28, Listen +48, Move Silently +45, Search +38, Sense Motive +33, Spellcraft +55, Spot +48, Survival +20 (+22 find or follow tracks, +22 in aboveground natural environment or on other planes), Swim +33, Tumble +32

Feats: Cleave, Combat Reflexes, Dodge, Empower Spell-like Ability (*lightning bolt*), Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (slam), Improved Grapple, Mobility, Power Attack, Quicken Spell-like Ability (*heat metal*), Quicken Spell-like Ability (*magic circle against good*), Spring Attack, Weapon Focus (slam)

Environment: Any land or the Pestilential Abyss

Organization: Solitary (unique) or pack (Suvarros plus 1–2 vampires, 4–6 wights and 1 lich)

Challenge Rating: 24

Treasure: Triple standard

Alignment:

Always chaotic evil

Advancement:

—

Level Adjustment:

—

Pale white skin is stretched tightly across the man's body. Muscles ripple and threaten to rip asunder, as if too much mass and muscle had been poured into the skin. Baleful deep sunken eyes promise death and pain. A trio of severed, dripping heads whirl about the man, their expressions each matching his own, while black lightning flickers from his body to the decapitated members. Each head shares the man's watchful, wicked gaze.

Description

Mortals first began to worship the titan in an ancient, forgotten age. The most devout pioneered the druidic arts and became extremely powerful. Despite their power, druids were not immortal, as the druid Iliana discovered. A great battle left Iliana's lover dead from grievous wounds. In despair, Iliana tapped powers beyond those the titans had granted. Iliana attempted to resurrect her fallen lover. The druid's magic stemmed from the titans, who lacked the ability to breach the wall between life and death. With a violent surge, the barriers between worlds shattered, and the body lurched as breath rushed within. Tears of joy poured from Iliana's eyes when the body haltingly rose to his feet. Her sobs transformed to cries of agony when the maniacal creature turned and tore into her flesh. The hapless druid died never knowing what went wrong.

The body rose from the grave, but it was not the man's soul within. A dark, seething madness from beyond worlds, the soul of a demon lord never before bound in corporeal form, rode the wayward spell into a mortal shell. The body was strong, and the demon relished physical form. Having never known a body, the demon did not know the corpse was decaying. After the elation of substance began to wane, the being realized it was not like other creatures. Where he trod, the grass withered, trees blackened, and the animals of the wood died in their tracks. When he came upon humans, his welcome was far from warm.

Men did everything to destroy the abomination. Many died on the spot, overcome by unholy energy. The monster's unnaturally strong hands effortlessly broke others. Everywhere the creature went, death followed. Wise men prophesized destruction and dubbed the entity Suvarros, meaning "darkness descending." Suvarros learned he could fill corpses with dark energy and raise them as undead. Worse still, his "children" could spread their taint to others. Undead plagued the lands, sowing horror and devastation in their wake.

Even the titans noticed the destruction. They saw the undead and saw the source of the plague, and they wondered how this had come to pass. They discovered Iliana's mistake and changed the nature of Scarn itself, so druids could never again even attempt to resurrect the dead. Eventually, Mesos, sire of sorcery, succeeded in banishing Suvarros into the worlds beyond.

When the titans fell, many of their laws, commands and magic effects were broken. Among them was the seal banishing Suvarros. With millennia of exile fueling his wrath, Suvarros intensely refocused on Scarn. Although a being of chaos and evil, Suvarros does not serve Vangal. Prophecy proclaims if Suvarros turns every living creature into undead, he will become a god. Regardless of the prophecy's veracity, Suvarros believes and labors to flood the world with undead.

Combat

Suvarros is a dangerous adversary, but he prefers to let others fight for him. He spent too long without a body to risk losing this one. If forced into battle, he uses his spellcasting heads to hamper foes while he summons allies. He makes judicious use of *greater teleport* to move out of melee range and bombard foes with spells and spell-like abilities. Suvarros particularly likes targeting armored opponents with his *heat metal* ability. Any foes slain he immediately raises as undead. Possessed of genius intellect and insane rage, Suvarros stops at nothing to make sure his minions hound anyone crossing him.

Death Aura (Su): A malign negative energy constantly flickers about Suvarros. All living creatures with 30 feet must make a DC 20 Fortitude save or die. A creature that saves successfully is immune to the death aura for 24 hours. Undead gain the special quality of fast healing 2 (which stacks with fast healing the undead may already have) as long as they are within the aura.

Undead Touch (Su): Suvarros channels the dread touch of the undead through his flesh. Each round, his touch may change effects. Roll 1d4 and consult the corresponding chart at the beginning of each round to determine Suvarros' current touch effect. Each effect is delivered through his slam attack.

d4	Effect
1	Ghoul touch
2	Mummy touch
3	Shadow touch
4	Vampire touch

Ghoul Touch: Those hit by Suvarros' slam attack must succeed on a DC 38 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Constitution-based.

Mummy Touch: Supernatural disease — slam, Fortitude DC 38, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Constitution-based.



Shadow Touch: Suvarros' touch deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by Suvarros dies.

Vampire Touch: Living creatures hit by Suvarros' slam attack gain two negative levels. For each negative level bestowed, Suvarros gains 5 temporary hit points. Suvarros can use his vampire touch once per round.

Outsider Dead (Ex): Although he is now an outsider, Suvarros shares many attributes with the undead. He is immune to poison, sleep effects, paralysis, stunning, disease and death effects. He is not subject to critical hits, nonlethal damage, ability drain or energy drain. He is immune to damage to his physical ability scores (Strength, Dexterity and Constitution), as well as fatigue and exhaustion effects. He is not subject to death from massive damage. Unlike undead, he is not destroyed when he reaches 0 hit points, but his body collapses and his spirit is sent in search of another body. Suvarros cannot be turned.

Spell-Like Abilities (Su): At will — *animate dead*, *create undead*, *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *heat metal* (DC 20), *insect plague*, *lightning bolt* (DC 21), *magic circle against good*, *poison* (DC 21); 1/day — *fire storm* (DC 25), *greater create undead*. Caster level 24. The save DCs are Charisma-based.

Spells: Each of the three severed heads hovering around Suvarros once belonged to a powerful spellcaster who succumbed to his death aura. When a spellcaster dies from the death aura, Suvarros may sever the head and replace any one of the three orbiting him. Each head casts spells as a 17th-level caster. At any given time, Suvarros has a bard, druid and sorcerer head in his possession. Suvarros may control each head, but only one may cast a spell in a given round. All spells cast require only verbal components. Because the heads are somewhat autonomous, Suvarros may take a full action while one of the heads casts a spell. Because the only means of delivering touch attack spells is through Suvarros, however, a head may cast a touch attack spell only if Suvarros is also making slam or touch attacks that round.

Destroying a head requires a successful sunder attack. Each head has a Hardness of 5 and 20 hit points. This provokes an attack of opportunity from Suvarros unless the attacker has the Improved Sunder feat. Suvarros has no spellcasting ability of his own, so destroying all three heads eliminates his spellcasting capabilities until he can replace them.

Summon Undead (Sp): Once per day, Suvarros can automatically summon either 5 mummies, 3 mohrg, 4 spectres, 1 vampire wizard (10th level) or 1 lich wizard (11th level). This is the equivalent of a 9th-level spell.

Devil, Academician (Anzaaleth)

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 10d8+30 (75 hp)

Initiative: +1

Speed: 40 ft. (8 squares), fly 60 ft. (average)

AC: 25 (–1 size, +1 Dex, +15 natural), touch 10, flat-footed 24

Base Attack/Grapple: +10/+18

Attack: Bite +13 melee (2d6+4 plus poison)

Full Attack: Bite +13 melee (2d6+4 plus poison) and 2 claws +8 melee (1d6+2)

Face/Reach: 10 ft./10 ft.

Special Attacks: Fear aura, poison, spells, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 10/good, darkvision 60 ft., devil traits, regeneration 5, spell resistance 24

Saves: Fort +10, Ref +8, Will +15

Abilities: Str 18, Dex 13, Con 16, Int 26, Wis 26, Cha 26

Skills: Bluff +18, Concentration +15, Decipher Script +20, Diplomacy +20, Disguise +16 (+18 when acting), Gather Information +20, Hide +8, Intimidate +18, Knowledge (arcana) +20, Knowledge (any one) +20, Knowledge (the planes) +20, Knowledge (religion) +20, Listen +18, Move Silently +8, Profession (accountant) +20, Search +18, Sense Motive +20, Spellcraft +22 (+24 with scrolls), Spot +18, Use Magic Device +18 (+22 with scrolls)

Feats:

Climate/Terrain:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

Combat Casting, Eschew Materials, Greater Spell Focus (Divination), Spell Focus (Divination)

Usually the Iron Hells

Solitary, team (2–4) or troupe (1–2 academician devils and 2–6 heartclutch devils)

12

Standard coins and goods; double items

Always lawful evil

11–15 HD (Large); 16–30 HD (Huge)

—

This creature looks like a tall humanoid surrounded by a shimmering golden halo and radiating a strange beauty. Its head is that of a viper, though it possesses multicolored plumage, and on its back are great feathered multicolored wings and a luminous peacock's tail.

Description

Academician devils, also called anzaaleths, are infernal scholars, serving as seers, sages, scribes, librarians and even accountants. Their most important task is to keep record of all incoming damned souls, making certain that the souls reach their ordained places in the Iron Hells. Though not as powerful as many other devils, academicians are indispensable to the infernal hierarchy, and many devils will not embark on a mission without first

consulting one of them for advice. This has made academican devils very egotistical and condescending toward other devils, whom they consider boorish and tiresome. Their serpentine appearance suggests a kinship with the gladius devil***. These two devils usually associate only on a purely professional basis, as neither is partial to the other's company, but the gladius finds academican records indispensable for spy work. Academican devils occasionally use heartclutch devils** as messengers and spies, and it is not uncommon to see heartclutch devils hurrying around the Iron Hells laden down with blasphemous scrolls and infernal ledgers, delivering data to the academicians.

An academican devil is about 8 feet tall and weighs around 300 pounds. It possesses retractable razor-sharp claws.

Combat

Academican devils disdain physical combat, considering it beneath them. If forced to fight, they prefer to use their enchantment spells and spell-like abilities to turn opponents against each other.

Spells: An academican devil casts spells as a 10th-level sorcerer. It can also cast spells from the cleric list and from the Knowledge, Magic and Trickery domains as arcane spells.

Typical Sorcerer Spells Known (6/8/8/8/7/4; save DC 18 + spell level, DC 20 + spell level for divination spells): 0 — *arcane mark*, *dancing lights*, *daze*, *detect poison*, *enumerate*†, *message*, *open/close*, *prestidigitation*, *read magic*; 1st — *arrow charm*†, *erase*, *hypnotism*, *Prevarication's bounty*†, *sleep*; 2nd — *desecrate*, *eagle's splendor*, *locate object*, *undetected alignment*; 3rd — *clairaudience/clairvoyance*, *mind raid*†, *secret page*; 4th — *discern lies*, *inquisition*†; 5th — *true seeing*.

Spell-like Abilities (Su): At will — *analyze dweomer* (DC 26), *detect good*, *detect thoughts* (DC 22), *dispel magic* (DC 21), *divination* (DC 24), *dominate person* (DC 23), *greater scrying* (DC 27), *magic circle against good* (DC 21), *mind over matter*†, *polymorph* (DC 22), *quick learn*††, *suggestion* (DC 21), *teleport without error* (self plus 50 pounds of objects only), *vision* (DC 27). Caster level 14. The save DCs are Charisma-based.

Fear Aura (Su): As a free action, an academican devil can create an aura of fear in a 5-foot radius. This is otherwise identical to the *fear* spell cast by a 14th-level sorcerer (save DC 23). A victim who succeeds in the save cannot be affected by that particular academican devil's fear aura for



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one day. Other devils are immune to the aura. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 18, Initial damage paralysis for 2d6 rounds, secondary paralysis for 2d6 hours. The save DC is Constitution-based.

Regeneration (Ex): Academician devils take normal damage from good-aligned weapons and from spells or effects with the good descriptor.

See in Darkness (Su): Academician devils have the supernatural ability to see perfectly in darkness of any kind, even *deeper darkness* spells.

Summon Devils (Sp): Once per day an academician devil can attempt to summon 1d6 heartclutch devils or another academician devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Devil, Diabolic Enforcer

Medium Outsider (Evil, Devil, Extraplanar, Lawful)

Hit Dice:	14d8+56 (119 hp)
Initiative:	+8
Speed:	40 ft. (8 squares), fly 60 ft. (average)
Armor Class:	32 (+4 Dex, +18 natural), touch 14, flat-footed 28
Base Attack/Grapple:	+14/+18
Attack:	Spear +19 melee (1d8+6/x3) or claw +18 melee (1d6+4)
Full Attack:	Spear +19/+14/+9 melee (1d8+6/x3) and bite +13 melee (1d8+4); or 2 claws +18 melee (1d6+4) and bite +13 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Fear aura, infernal wound, summon devil, spell-like abilities
Special Qualities:	Damage reduction 10/good and silver, darkvision 60 ft., devil traits, regeneration 5, spell resistance 25
Saves:	Fort +13, Ref +13, Will +12
Abilities:	Str 19, Dex 19, Con 19, Int 18, Wis 16, Cha 16
Skills:	Balance +9, Bluff +8, Climb +9, Concentration +13, Diplomacy +8, Escape Artist +7, Forgery +9, Gather Information +12, Heal +7, Hide +13, Intimidate +15, Jump +9, Knowledge (arcana) +10, Knowledge (local) +10, Knowledge (the planes) +10, Knowledge (religion) +10, Listen +12, Move Silently +14, Open Lock +13, Search +19, Sense Motive +12, Spellcraft +19, Spot +17, Survival +12, Tumble +9, Use Magic Device +12
Feats:	Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (spear)
Environment:	Usually the Iron Hells
Organization:	Solitary or team (2–4)
Challenge Rating:	16
Treasure:	Standard coins, standard goods, double items
Alignment:	Always lawful evil
Advancement:	15–20 (Medium), 21–32 HD (Large)
Level Adjustment:	—

From the darkness drops a winged humanoid form, wrapped from head to toe in metal bands, stained with blood that leaks between the segments. Its eyes smolder from within the crack formed by two of the bands on its head, and it wields a wickedly barbed spear.

Description

Many of the creatures of the lower planes and servants of the evil gods are devoted to ensuring that mortals who sign pacts with dark forces or swear allegiance to the gods don't break their word. The diabolic enforcer is the worst of the lot, because it doesn't target the oath-breaker, but rather the subject's loved ones and favored possessions. It can automatically sense who and what is most important to any individual, and acts accordingly. (It especially loves familiars, animal companions and the like.)

It relentlessly tracks down the target and does not stop until its objective is completed. In special cases, involving individuals who break pacts with or insult/disobey/turn away from Chardun himself, a team of diabolic enforcers will be sent out to completely devastate the life of the individual in question, slaughtering all of his loved ones and bringing him into ruin.

Due to their telepathic abilities, diabolic enforcers can communicate with any creature within 100 feet, as long as that creature speaks a language. They stand roughly 6 feet in height and weigh roughly 250 pounds, including metal bands.

Combat

Diabolic enforcers are resourceful and wicked fighters, using their weapons and spell-like abilities to their best advantage. They will try, whenever able, to kill an individual's loved ones in the most spectacular way possible, to send the appropriate message to the oathbreaker.

Fear Aura (Su): A diabolic enforcer can radiate a 10-ft-radius fear aura as a free action. A creature in the area must succeed on a DC 22 Will save or be affected as though by a *fear* spell (caster level 15). A creature that successfully saves cannot be affected again by the same diabolic enforcer's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Infernal Wound (Su): The damage that a diabolic enforcer does with its spear causes a

permanent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 24 Heal check, a *cure* spell or a *heal* spell. A character attempting to cast a *cure* or *heal* spell on a creature wounded by a diabolic enforcer's spear must succeed on a DC 24 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

Locate Loved One (Su): The diabolic enforcer can detect the loved ones and favored possessions of any creature who has violated a pact or agreement with any fiend or evil deity. This ability is ongoing and cannot be thwarted by any magics known to mortals. Should it be dispelled or suppressed, the enforcer can re-activate it as a free action.

Summon Devil (Sp): Once per day, a diabolic enforcer can summon 2d10 lemures or 1d6 bearded devils and 2d4 bone devils with a 50% chance of success, or another diabolic enforcer with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

Spell-like abilities (Su): At will — *blasphemy* (DC 15), *create undead*, *fireball* (DC 15), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *invisibility*, *magic circle against good*, *mass hold monster* (DC 21), *persistent image* (DC 17), *power word stun*, *unholy aura* (DC 21). Caster level 15.

Regeneration: A diabolic enforcer takes normal damage from good-aligned silver weapons and from spells or effects with the good descriptor.



Dire Camel

Huge Animal	
Hit Dice:	10d8+53 (98 hp)
Initiative:	+2
Speed:	80 ft. (16 squares)
Armor Class:	15 (-2 size, +2 Dex, +5 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+7/+24
Attack:	Bite +9 melee (1d6+4; see text)
Full Attack:	Bite +9 melee (1d6+4; see text)
Space/Reach:	15 ft./10 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, poison immunity, scent
Saves:	Fort +14, Ref +9, Will +3
Abilities:	Str 28, Dex 14, Con 20, Int 2, Wis 11, Cha 4
Skills:	Listen +9, Spot +8
Feats:	Alertness, Endurance, Great Fortitude, Toughness
Environment:	Warm deserts
Organization:	Solitary, pair or herd (4–12)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	11–20 HD (Huge), 21–30 HD (Gargantuan)
Level Adjustment:	—

An enormous dromedary camel moves forward on thick, muscular legs. Thick skin and matted fur cover the 20-foot-tall animal. Though it continues eating nearby shrubs, its gaze never leaves you.

Description

Dire camels are massive, 20-foot-tall versions of the standard desert pack animal. A steady diet of desert plants has left them immune to most poisons. Because of their size, they fear few natural predators.

The Ubuntu tribes often domesticate them, packing up the belongings of several families on each camel as they move their tent villages between the giant tortoise shells of the Desert of Onn. On those rare occasions when the Ubuntu go to war, the lead tribesman often goes mounted atop a dire camel from which he can survey the battle and issue orders easily. Asheraki merchants also use trained dire camels to run caravans of vital supplies between the various theopoli. The demigod Tamul favors dire camels almost as much as he does sage camels, and

anyone harming a dire camel may draw the ire of his followers.

Desert druids and rangers occasionally befriend dire camels. An *awakened* dire camel called the Proud Mountain accompanies the Shen Shenagar druid Boteh Gazesh, leader of the Bleak Mesa tribe, when she visits other Shen Shenagar communities.

Combat

Wild dire camels prefer to flee from danger and will attack only when their young are threatened. A domesticated dire camel can be trained to attack at the direction of a driver.

Poison Immunity (Ex): Dire camels are immune to all nonmagical poisons.

Carrying Capacity: A light load for a dire camel is up to 2,400 pounds; a medium load, 2,401–4,800 pounds; and a heavy load, 4,801–7,200 pounds. A dire camel can drag 36,000 pounds.

A dire camel's bite is treated as a secondary attack and adds only half the dire camel's Strength bonus to the damage roll.



Divine Envoy

Large Outsider

Hit Dice: 19d10+76 (180 hp)
Initiative: +9
Speed: 80 ft. (16 squares), fly 320 ft. (perfect)
Armor Class: 34 (–1 size, +5 Dex, +10 natural, +5 deflection, +5 sacred), touch 24, flat-footed 29

Base Attack/Grapple: +19/+25
Attack: Slam +23 melee (1d8+2)
Full Attack: 2 slams +23 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Spell-like abilities
Special Qualities: Damage reduction 15/magic and cold iron, resistance to acid 20, cold 20, fire 20, and electricity 20, immunity to mind-affecting effects, *sleep*, paralysis, stunning, death effects, spell resistance 30, spell-like abilities, telepathy 100 ft., unfettered

Saves: Fort +15, Ref +16, Will +14
Abilities: Str 14, Dex 21, Con 18, Int 14, Wis 13, Cha 27

Skills: Concentration +26, Diplomacy +29, Intimidate +29, Knowledge (geography) +24, Knowledge (the planes) +24, Knowledge (religion) +24, Listen +23, Perform (oratory) +29, Spot +23, **Tumble** +27

Feats: Ability Focus (*greater scry*), Flyby Attack, Improved Initiative, Iron Will, Quicken Spell-like Ability (*dimension door*), Quicken Spell-like Ability (*plane shift*), Weapon Finesse

Environment: Outer Planes

Organization: Solitary

Challenge Rating: 18

Treasure: Standard

Alignment: Always neutral

Advancement: 19–22 HD (Large), 23–57 HD (Huge)

Level Adjustment: —

The creature looks like an androgynous humanoid fired from dark clay, with featureless pearly eyes. Wings spanning 10 feet, made from thin membranes of an amberlike material, extend from its back. Runes are carved into its chest, exposing the glowing flesh that lies beneath the clay.

Description

Shortly after the Divine War, the Eight Victors realized that despite their common bonds, none of them could trust the servants of their brethren to act as go-

between. A messenger of Enkili might alter a message on a whim, an agent of Corean might be unable to speak diplomatically to Belsameth's daemons, and Vangal had no servants civilized enough to be trusted with anything but violence. They created the divine envoys as neutral arbiters, with no purpose other than to carry messages, objects or creatures throughout the planes at the beck and call of the Eight.

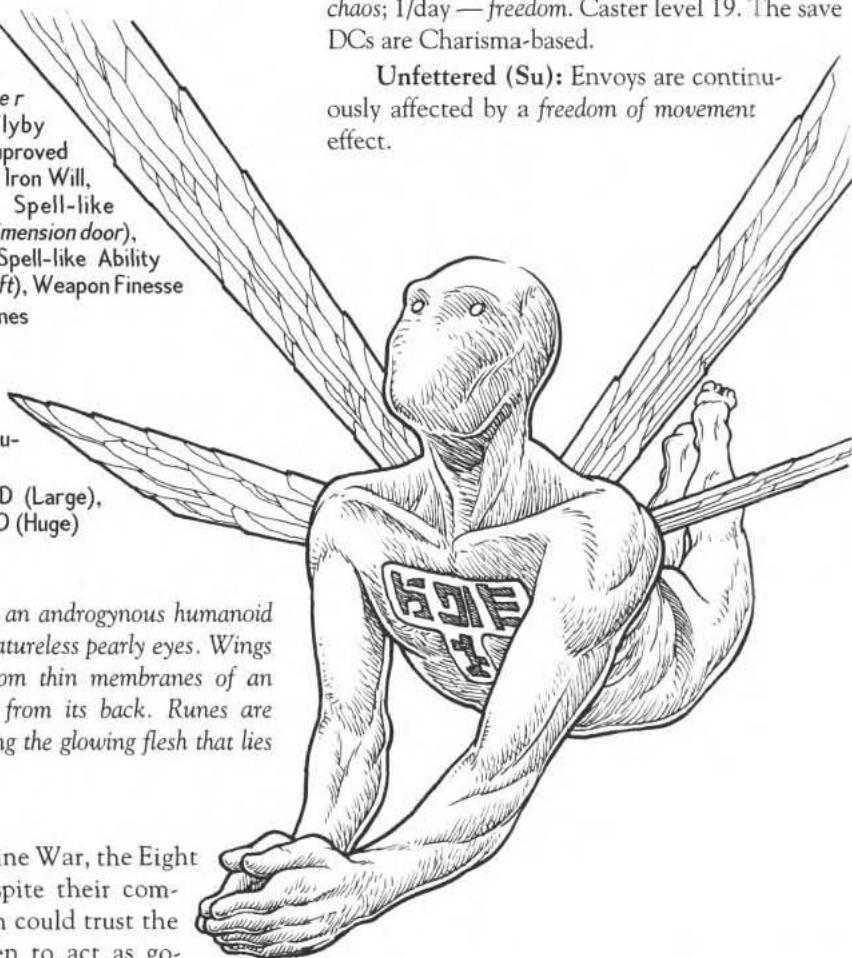
Envoys speak Common, Abyssal, Infernal and Celestial. Their telepathy allows them to communicate with any intelligent creature within 100 feet.

Combat

An envoy is not found in combat, as a rule, using its spell-like abilities to travel leagues or even worlds away before any would-be foe can intercept it. Only the most potent of planar magics can delay them. If somehow prevented from fleeing, one will use its divine voice to cripple its opponents long enough to escape.

Spell-like Abilities (Su): At will — *clairaudience*, *clairvoyance*, *dimension door*, *greater dispel magic*, *greater scry* (DC 27), *greater teleport*, *plane shift* (DC 23), *sending*; 2/day — *blasphemy*, *dictum*, *holy word*, *word of chaos*; 1/day — *freedom*. Caster level 19. The save DCs are Charisma-based.

Unfettered (Su): Envoys are continuously affected by a *freedom of movement* effect.



Dragon, Dustwrack

Huge Dragon

Hit Dice:	18d12+144 (288 hp)
Initiative:	+10
Speed:	60 ft. (12 squares), fly 90 ft. (poor), burrow 60 ft.
Armor Class:	34 (–2 size, +6 Dex, +20 natural), touch 14, flat-footed 34
Base Attack/Grapple:	+18/+38
Attack:	Bite +28 melee
Full Attack:	Bite +28 melee (2d10+12) and 2 claws +26 melee (2d6+6) and tail slash +26 melee (2d8+6)
Space/Reach:	15 ft./10 ft. (15 ft. with bite or tail)
Special Attacks:	Breath weapon, frightful presence, impale, pounce, spells
Special Qualities:	Damage reduction 10/bludgeoning and magic, immunity to sleep, paralysis, poison, disease, fire and heat, inscrutable, regeneration 5, resistance to acid 20 and electricity 20, sandstride, spell resistance 24, tremorsense, uncanny dodge
Saves:	Fort +19, Ref +17, Will +16
Abilities:	Str 34, Dex 22, Con 27, Int 21, Wis 21, Cha 25
Skills:	Bluff +22, Climb +13, Concentration +23, Diplomacy +17, Hide +16*, Intimidate +22, Knowledge (arcana) +25, Knowledge (history) +25, Knowledge (nature) +15, Knowledge (religion) +15, Listen +25, Move Silently +16, Ritual Casting +10, Search +10, Sense Motive +20, Spellcraft +20, Spot +20, Survival +25
Feats:	Flyby Attack, Hover, Improved Initiative, Improved Natural Attack (tail slash), Maximize Spell, Multiattack, Power Attack
Environment:	Temperate or warm desert (Asherak)
Organization:	Unique
Challenge Rating:	18
Treasure:	Standard
Alignment:	Always neutral evil
Advancement Range:	—
Level Adjustment:	—

The air thickens at the creature's approach, the loose sand around your feet spinning itself into frenzy, as though the earth itself feared what now draws near. The dragon before you seems carved from dead and blasted sand, the soot-colored wings along its back tapering to a long tail bearing a wicked spike.

Description

Before the Titanswar, the dustwrack dragons were almost plentiful, especially in and around the continent of Asherak. They never neared the numbers of their cousins, the seawracks, but were nonetheless the indisputable pride of their creator, the mighty titan Mesos. When the Father of Sorcery was betrayed, however, and his mighty essence unleashed at the start of the Titanswar, the dustwracks reacted unlike anything ever seen: they immediately set upon one another in a wave of fratricidal

rage that lasted the duration of the war itself. While the other wrack dragons were called to fight alongside their creators, the dustwracks waged private war in the shadows of the carnage, destroying each other until only one remained. This dragon, the last and mightiest of its kind, emerged victorious — just in time to see the destruction of the Seraphic Engine with its own horrified eyes.

If waging war upon its brothers had made it stronger, then the Engine's detonation made it immortal, for the creature soon discovered the truth behind its position as the living legacy of Mesos: as long as the desert remains, the last dustwrack cannot truly die, and whenever its body is slain on Asherak, it soon returns to life once more from its own ashes. Those who foolishly believe they've dispatched the last dustwrack dragon are soon shown the error of their ways, as the dragon hunts them down and dispatches them without mercy.

Perhaps the only saving grace comes in the fact that the dustwrack dragon has grown curiously non-violent toward most "lesser" beings. In its old age, it has come to relish its position as the unofficial keeper of lore on Asherak. Few creatures are as mighty, and fewer still as wise, as the last and greatest member of the last and greatest species of wrack dragon. Now that the majority of its home is but dust and sand, its appetite for violence has been largely satisfied, and in recent years, it has contented itself with maintaining the status quo among those who share its home. It is still a selfish and largely immoral being, but it finds the worship and respect it receives from the creatures of the desert oddly fulfilling.

The dustwrack dragon speaks Draconic, Titanic and the languages of Asherak.

Combat

After centuries of near-constant warfare, the dustwrack dragon has grown surprisingly weary of combat. This is not to say that it will not defend itself; quite the contrary, in fact, as it relishes the opportunity to dispatch those who would try to terminate the last of its kind. It prefers to use its vast knowledge of magic, and of the largely predictable nature of most mortal strategy, to win battles well before they've begun in earnest. As the creature almost never leaves its desert home, it enjoys making use of the environment, and will often lay elaborate traps involving sand, silt and the surrounding rock.

If a foe proves hardy enough actually to pose a threat to the dragon, it will occasionally allow its enemies to believe they have won, only to emerge from its own dust at a later time. It especially relishes the look of horror and surprise upon the faces of its former would-be vanquishers once it's tracked them down.

Breath Weapon (Su): 60-foot cone of superheated dust and air, once every 1d4 rounds, damage 12d10 heat and scouring, Reflex DC 26 half. The save DC is Constitution-based.

Anyone caught in the area of effect must also make a DC 24 Will save or be affected as if by the spell *enervation*. This save DC is Charisma-based.

Frightful Presence (Ex): 180 feet; DC 24 Will save or become *panicked* for 4d6 rounds if fewer than 3 HD or levels, or else *shaken* for 4d6 rounds if 4 HD or levels or more.

Impale (Ex): After the dustwrack dragon has pounced upon an opponent, it may make a tail slash attack (+26 melee) for 2d8+6 points of damage. As long as it remains atop a foe, or maintains a grapple, it can continue to impale each round, in addition to its normal attacks.

Improved Grab (Ex): To use this ability, the dustwrack dragon must hit an opponent with either its bite or claw attack. If it establishes a hold with either, it may automatically impale that foe with a successful grapple check.

Pounce (Ex): If the dustwrack dragon dives or leaps upon a foe as its first melee action against that foe, it can make a full attack even if it has already taken a move action that round.

Spells: The dustwrack dragon casts arcane spells as a 16th-level sorcerer and may also cast any fire, divination or heat-based spells from the druid list as if they were sorcerer spells. It otherwise tends to favor spells from the abjuration, divination and illusion schools. The save DCs are Charisma-based.

Typical Sorcerer Spells Known (6/8/7/7/7/6/5/3; save DC 17 + spell level): 0 — *acid splash* (DC 17), *dancing lights*, *daze* (DC 17), *detect magic*, *flare* (DC 17), *ghost sound*, *mage hand*, *resistance*, *touch of fatigue* (DC 17); 1st — *burning hands* (DC 18), *charm person* (DC 18), *magic missile*, *obscuring mist*, *ray of enfeeblement*; 2nd — *acid arrow*, *detect thoughts* (DC 19), *invisibility*, *see invisibility*, *scorching ray*; 3rd — *dispel magic*, *fireball* (DC 20), *gaseous form*, *suggestion* (DC 20); 4th — *dimension door*, *globe of invulnerability*, *polymorph*, *wall of fire*; 5th — *cloudkill* (DC 22), *dominate person* (DC 22), *hold monster* (DC 22), *transmute mud to rock*; 6th — *disintegrate* (DC 23), *eyebite* (DC 23), *move earth*; 7th — *delayed blast fireball* (DC 24), *vision*; 8th — *horrid wilting* (DC 25).

Inscrutable (Su): All spells or effects intended to divine information about the dustwrack dragon are doomed to failure. This means that the creature cannot be scried, and divination spells such as *detect evil* produce no results.

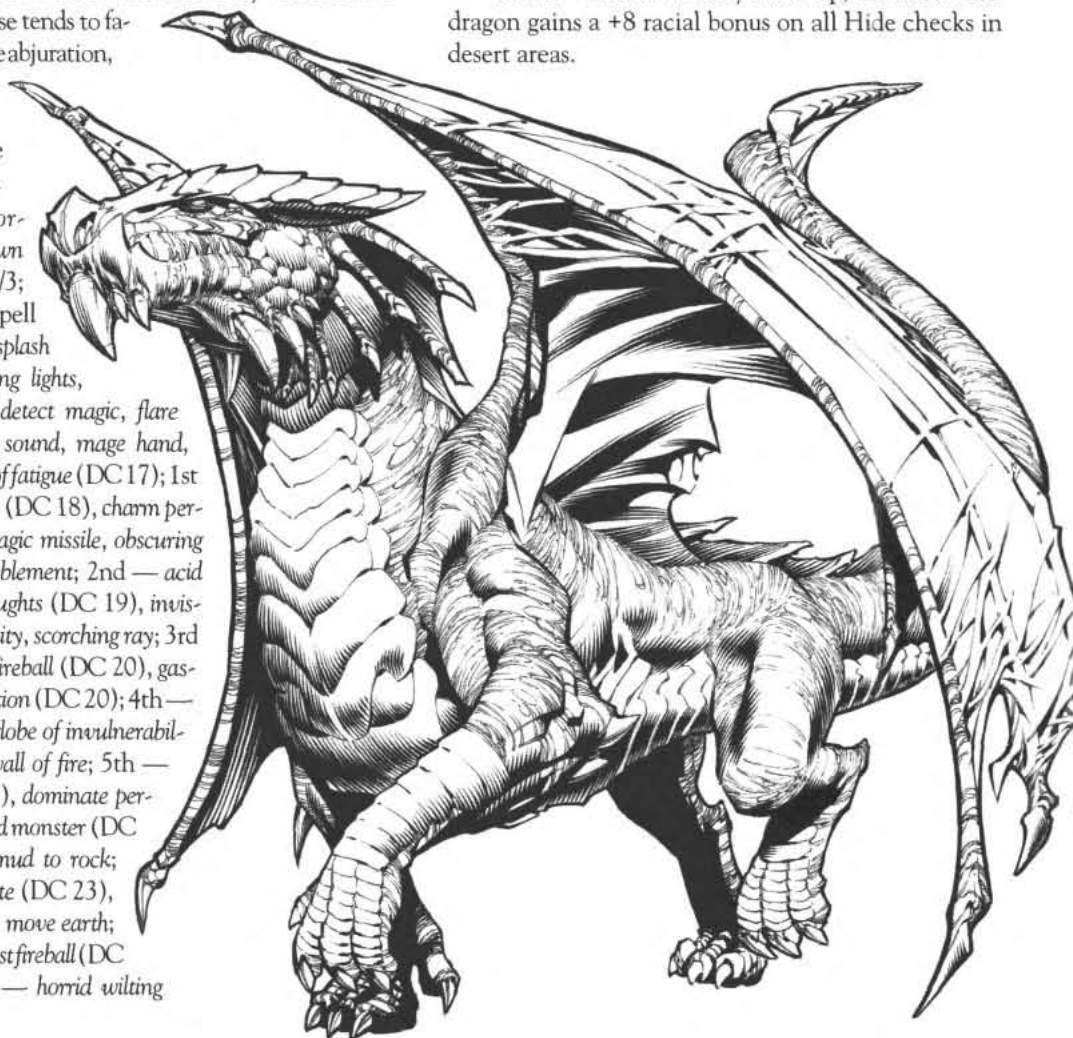
Regeneration (Ex): As long as it remains on Asherak, the dustwrack dragon regenerates 5 hit points per round. Unlike similar regeneration abilities, the dustwrack dragon's unique regeneration cannot be overcome by any means. When reduced to 0 hit points or below, the dragon's body turns to dust over the period of one round, but within 2d12 hours, the dragon reforms from its own dust and has soon regenerated back to its full hit points.

Sandstride (Ex): The dustwrack dragon may travel over silt and sand without leaving a trail and without fear of sinking. The dragon may leave a trail if desired.

Tremorsense (Ex): The dustwrack dragon can automatically sense the location of anything within 60 feet that is in contact with the ground.

Uncanny Dodge (Ex): The dustwrack dragon can react to danger before its senses would normally allow it to do so. It retains its Dex bonus to AC even if caught flat-footed or struck by an invisible attacker.

Skills: *Due to its body make-up, the dustwrack dragon gains a +8 racial bonus on all Hide checks in desert areas.



Dreamthief (Ash'Kashar)

Tiny Elemental (Air, Extraplanar)

Hit Dice: 4d8+8 (26 hp)

Initiative: +4

Speed: 10 ft. (2 squares), fly 100 ft. (good)

Armor Class: 19 (+2 size, +4 Dex, +3 natural), touch 16, flat-footed 15

Base Attack/Grapple: +3/-5

Attack: Peck +5 melee (1d4)

Full Attack: Peck +5 melee (1d4)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Dream Feeding

Special Qualities: Darkvision 90 ft., elemental and extraplanar traits, low-light vision

Saves: Fort +3, Ref +8, Will +7

Abilities: Str 10, Dex 18, Con 14, Int 14, Wis 18, Cha 15

Skills: Bluff 10, Hide 18, Knowledge (any one) 8, Listen 10, Spot 10

Feats: Alertness, Iron Will

Environment: Elemental Plane of Air, or any desert (wasteland)

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Usually chaotic evil

Advancement: —

Level Adjustment: —

Perched atop the desiccated tree is a large ravenlike bird, whose sandy brown feathers have white markings resembling arcane runes. The unwavering stare of its eyes reflects both great intelligence and malevolent mockery.

Description

Only a few creatures are drawn to the wastelands of Asherak. One of these is the ill-omened dreamthief. Not native to Asherak, the dreamthief arrived at the conclusion of the Divine War, drawn by the despair and misery that permeate the wastelands.

Although they appear on the Material Plane in the guise of large ravens, the dreamthieves are actually evil djinn. Known as the Ash'Kashar to the knowledgeable, they are elemental creatures of air that gain sustenance from the dreams of mortals. Nocturnal, they take flight across the expanse of Asherak during the evening hours, in a perpetual search for victims.

Dreamthieves speak Auran, Common and the primitive language of ravens.

Combat

The dreamthieves avoid direct combat whenever possible. They instead use their powers to feed off a victim's dreams.

Dream Feeding (Su): In order to feed off a victim's dreams, a dreamthief must be within 30 feet of its chosen prey and must have line of sight. Only one victim can be chosen per night. The sleeper is allowed a DC 16 Will save. If the sleeper fails, he suffers the full effects of the

nightmare spell as the dreamthief feeds on his dreams. If the save succeeds, sleep is restless but uneventful. Victims suffer one of four varieties of nightmares; roll 1d4 randomly or select from the corresponding chart.

d4 Result

- 1 A nightmare reliving a past traumatizing experience. It is even more horrible in the nightmare than it was in reality.
- 2 A positive experience or triumph is recast as a terrible failure.
- 3 A nightmare based on some of the victim's current worries. The dreamthief takes the dreamer's doubts and creates a nightmare of the worst possible outcome.
- 4 A truly prophetic dream of future events. It often serves as a dire warning of possible negative choices to come (similar to an *augury* in some respects, but far more vivid).

After failing the initial save, the dreamer must make another DC 16 Will save or believe that what happened in the dream is what truly happened (or will come to pass). This belief persists until the victim gains the benefit of a *remove curse* spell.

The malevolent djinn may torment a victim for days. For each consecutive evening of nightmares, the sleeper adds a cumulative -2 penalty to nightly saves.

A dreamthief bound to a mortal's service can be forced to use its powers to grant prophetic dreams. The bound Ash'Kashar resents its servitude, however, and always attempts to use its powers, and any loopholes in its master's orders, to mislead or destroy those who have imprisoned it.



Drowning Hole

Gargantuan Aberration

Hit Dice:	16d8+80 (152 hp)
Initiative:	+5
Speed:	0 ft.
Armor Class:	21 (−4 size, +1 Dex, +14 natural), touch 7, flat-footed 20
Base Attack/Grapple:	+12/+39
Attack:	Tentacle +20 melee (2d8+11)
Full Attack:	6 tentacles +20 melee (2d8+11)
Space/Reach:	20 ft./20 ft.
Special Attacks:	Poison
Special Qualities:	Regrowth, tremorsense 90 ft.
Saves:	Fort +12, Ref +8, Will +7
Abilities:	Str 32, Dex 13, Con 20, Int 1, Wis 8, Cha 8
Skills:	Listen +13, Spot +8
Feats:	Alertness, Awesome Blow ^B , Great Fortitude, Improved Grapple ^B , Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (tentacle)
Environment:	Warm deserts
Organization:	Solitary
Challenge Rating:	12
Treasure:	50% coins; 50% goods (gems and stone only); 50% items (metal, stone or magic only)
Alignment:	Always neutral
Advancement:	16–32 HD (Gargantuan, 6–8 tentacles); 33–45 HD (Colossal, 7–9 tentacles)
Level Adjustment:	—

A circle of palm trees surrounds what appears to be a natural spring-fed pool of water seeping up through the desert surface.

Description

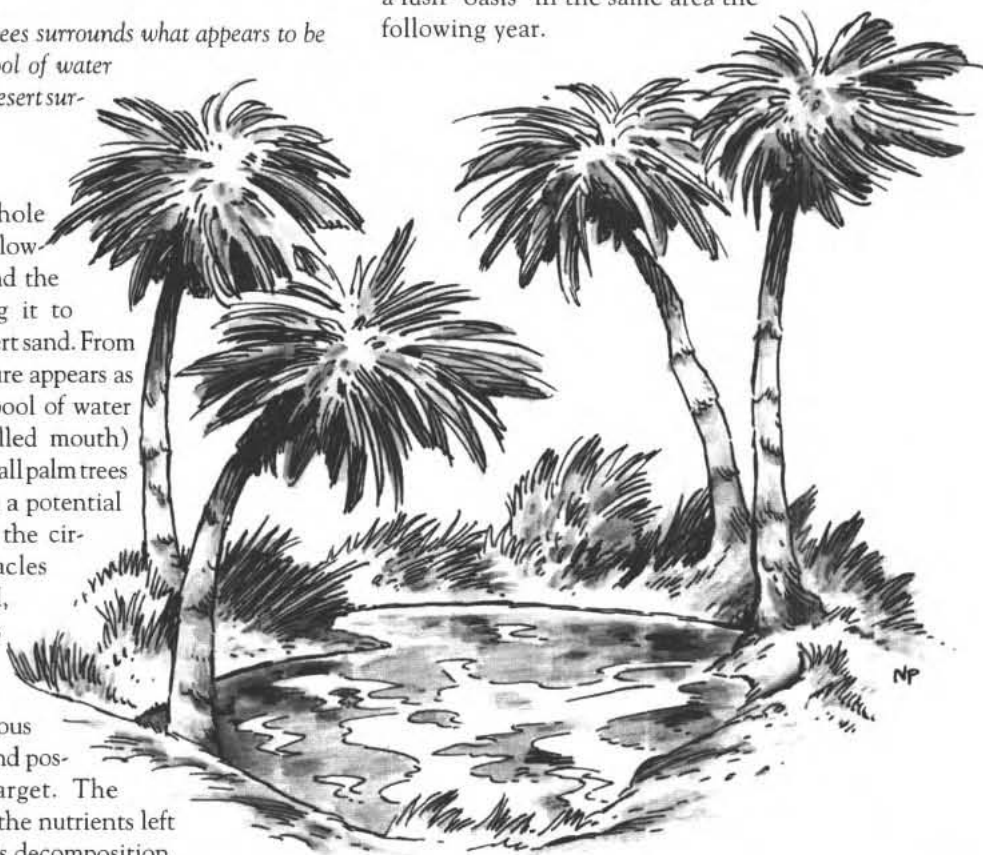
The drowning hole lives underground, allowing only its mouth and the tentacles surrounding it to protrude from the desert sand. From the surface, the creature appears as a normal oasis — a pool of water (actually its saliva-filled mouth) surrounded by several tall palm trees (its tentacles). When a potential victim passes within the circumference of tentacles surrounding the pool, the creature attacks and attempts to force the target into its maw, where its poisonous saliva incapacitates and possibly drowns the target. The creature then digests the nutrients left behind by the victim's decomposition.

Combat

The drowning hole attacks with all its tentacles each round, either all directed against a single creature, or against individual targets. The creature will attempt to either bludgeon targets to death or force them into its mouth. On a successful grapple attack, the drowning hole drops its victim into the pool on the next round.

Poison (Ex): The drowning hole's saliva is a mildly acidic contact poison (DC 22) that causes 1d6 points of initial temporary Constitution damage and 1d6 points of secondary Dexterity damage. If consumed under the false assumption that it is water it also functions as an ingested poison. Any organic material that falls in the creature's mouth completely dissolves within 24 hours if not rescued. Metallic and stone items break down more slowly and can last for up to a month. Any treasure possessed by the creature consists of metal, stone or magical items that have not yet been dissolved; these items lie at the bottom of its mouth, approximately 30 feet below the surface of the pool.

Regrowth (Ex): Unless completely destroyed by acid or fire damage, the creature will regrow injured tentacles at a relatively slow rate (roughly one tentacle per week). A party traveling through the desert may cut down all the "trees," only to find a lush "oasis" in the same area the following year.



Fossil Ghoul

Medium Undead

Hit Dice:	6d12+3 (42 hp)
Initiative:	+2 (Dex)
Speed:	30 ft. (6 squares), burrow 5 ft.
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3/+7
Attack:	Bite +7 melee (1d8+4 plus petrification)
Full Attack:	Bite +7 melee (1d8+4 plus petrification) and 2 claws +5 melee (1d6+2 plus petrification)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Petrifying touch, ghoulish fever
Special Qualities:	Darkvision 60 ft., powerful jaws and talons, turn resistance +2, undead traits
Saves:	Fort +4, Ref +4, Will +7
Abilities:	Str 18, Dex 15, Con —, Int 13, Wis 14, Cha 16
Skills:	Climb +9, Escape Artist +9, Hide +7, Jump +9, Listen +10, Move Silently +9, Search +6, Spot +11
Feats:	Alertness, Great Fortitude, Multiattack
Environment:	Any land and underground
Organization:	Solitary, gang (2–4) or pack (7–12)
Challenge Rating:	6
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7–9 HD (Medium), 10–12 HD (Large)
Level Adjustment:	—

This revolting creature is a tall, pale humanoid with white eyes and long strands of scraggly hair. Its rotting flesh stretches tautly over its bones. Its fingers end in talons of bone, and when it opens its mouth in a silent shriek, it reveals a mouth of crushing teeth.

Description

Fossil ghouls are a peculiar, prehistoric breed of ghoul that feasts only upon the fossilized remains of the truly ancient. Lumbering and digging tunnels deep beneath the Desert of Onn with their massive, hinged jaws and enormous claws, they search for fossils to devour. Scholars of necromantic matters believe these creatures are survivors of ancient eras, and that they will wait centuries for a dead creature to fossilize in order to eat it.

Fossil ghouls are somewhat larger than other ghouls. Their powerful claws and jaws allow them to tunnel through sand and soft earth, and they are often found underground. They actually consume much of the dirt through which they burrow, which is expelled as a dense scat. Fossil ghouls turn their victims to stone with a touch, and while they prefer natural fossils, they have been known to eat their petrified victims as well.

Ghouls speak the languages they spoke in life.

Combat

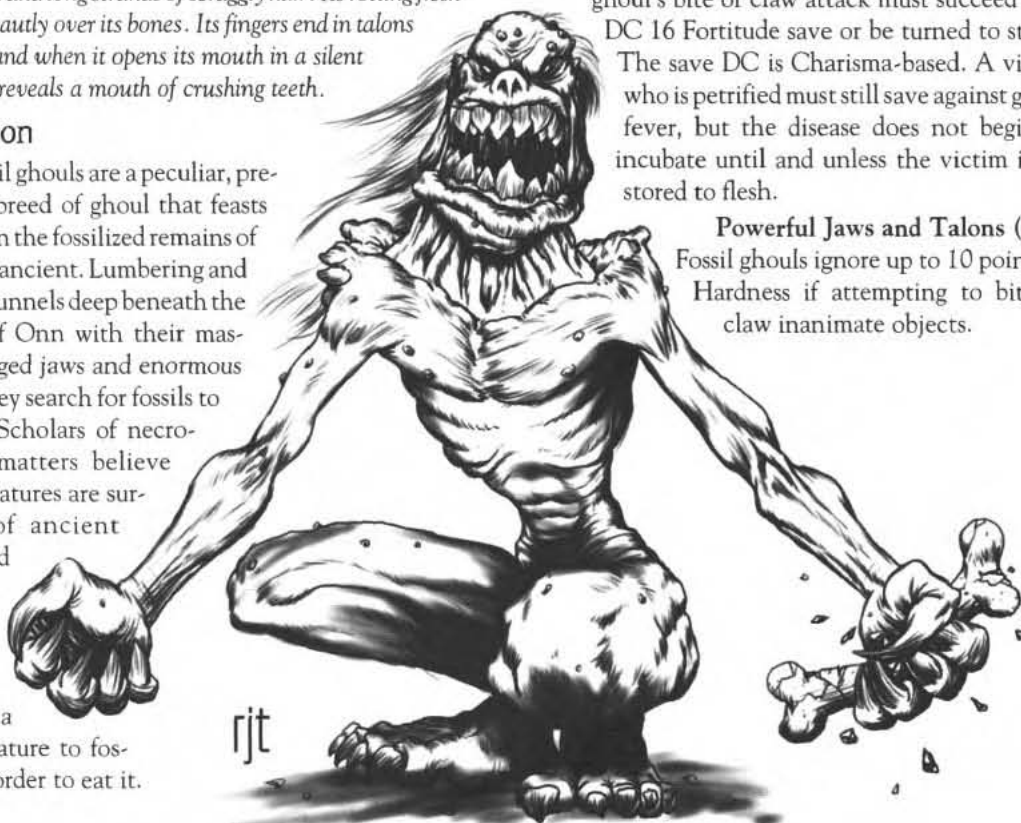
Fossil ghouls use their burrowing ability whenever possible and often attack their prey from beneath. If drawn out, they are smart enough to go after spellcasters first and fighters second.

Ghoul Fever (Su): Disease — bite, Fortitude DC 16, incubation period 1 day, damage 1d4 Con and 1d4 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoulish fever from a fossil ghoul rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghoul but hungers for either the flesh of the living or petrified fossils, and behaves as a ghoul of its type in all respects. A humanoid of 4 or fewer HD rises as a ghoul, a humanoid of 4–5 Hit Dice rises as a ghast, and a humanoid of 6 Hit Dice or more rises as a fossil ghoul.

Petrifying Touch (Su): Those hit by a fossil ghoul's bite or claw attack must succeed on a DC 16 Fortitude save or be turned to stone. The save DC is Charisma-based. A victim who is petrified must still save against ghoulish fever, but the disease does not begin to incubate until and unless the victim is restored to flesh.

Powerful Jaws and Talons (Ex): Fossil ghouls ignore up to 10 points of Hardness if attempting to bite or claw inanimate objects.



Glass Scorpion

Large Aberration (Earth)	
Hit Dice:	10d8+40 (85 hp)
Initiative:	+4
Speed:	50 ft. (10 squares)
Armor Class:	21 (–1 size, +12 natural), touch 9, flat-footed 21
Base Attack/Grapple:	+7/+17
Attack:	Claw +13 melee (1d8+6)
Full Attack:	2 claws +13 melee (1d8+6) and sting +7 melee (1d6+3 plus crystalline petrification)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Constrict (1d8+6), crystalline petrification, improved grab
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft
Saves:	Fort +9, Ref +3, Will +9
Abilities:	Str 23, Dex 10, Con 19, Int 6, Wis 14, Cha 4
Skills:	Climb +13, Hide +6, Spot +10
Feats:	Dodge, Great Fortitude, Improved Initiative, Power Attack
Environment:	Desert
Organization:	Solitary or pair
Challenge Rating:	9
Treasure:	Special
Alignment:	Always chaotic evil
Advancement:	11–19 HD (Large)
Level Adjustment:	—

The massive scorpion skitters across the sands, the desert sun refracting through its prismatic body. It has a formidable set of lobsterlike claws and a massive barbed tail that drips crystalline droplets of a glistening, oily substance.

Description

Glass scorpions are intelligent and malevolent titanspawn that seek to slay all living beings they encounter.

As a result of the Titanswar, titanic blood flows deep beneath the Asheraki wastes. Glass scorpion spawning beds are created when one of these veins breaks the desert's surface and forms a pool of cursed magma. As small glass beads, these creatures rise up from the pools, crawling onto the sand where they grow to full size in one year. After reaching maturity, the beasts wander out into the desert in search of living prey. The scorpion's only desire is to infuse all it encounters with its deadly petrifying venom, leaving its victims as glass statues shining in the desert sun.

Glass scorpions communicate through a series of complicated gestures and are incapable of communicating with, or learning, normal languages.

Combat

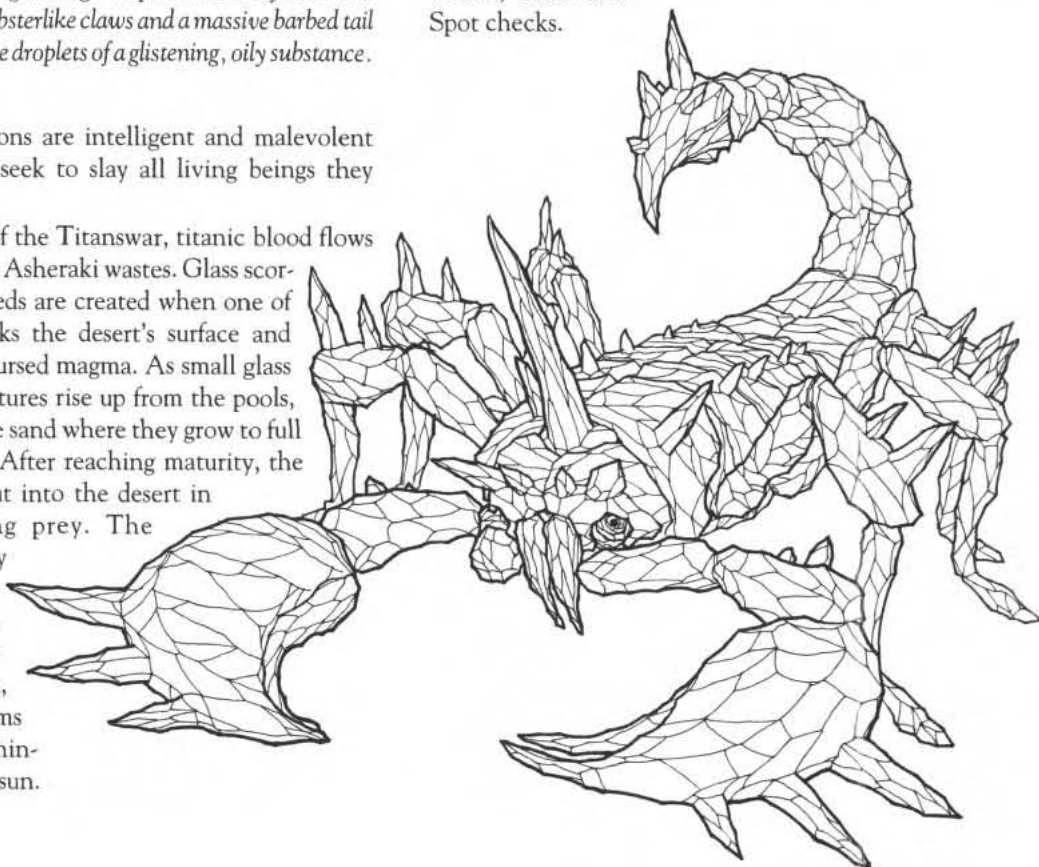
Glass scorpions are fearless in combat, incapable of feeling pain and free of anything resembling a self-preservation instinct. When a glass scorpion senses a living being, it immediately brings its claws and stinger to bear, fighting until all enemies have succumbed to its venom or it has been destroyed.

Constrict (Ex): A glass scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a glass scorpion must hit with its claws. It can then try to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and attacks with its tail stinger.

Crystalline Petrification (Su): Anyone struck by the glass scorpion's stinger attack must succeed on a DC 19 Fortitude save or instantly turn to glass. The victim can be restored through *stone to flesh*, *break enchantment*, *limited wish*, *wish* and *miracle* spells. The victim of the spell can be easily shattered, with Hardness 1, 10 hit points (plus or minus 4 hit points per size category above or below Medium, minimum 1), and a Break DC of 10.

Skills: Glass scorpions have a +4 racial bonus on Climb, Hide and Spot checks.



Gorjada

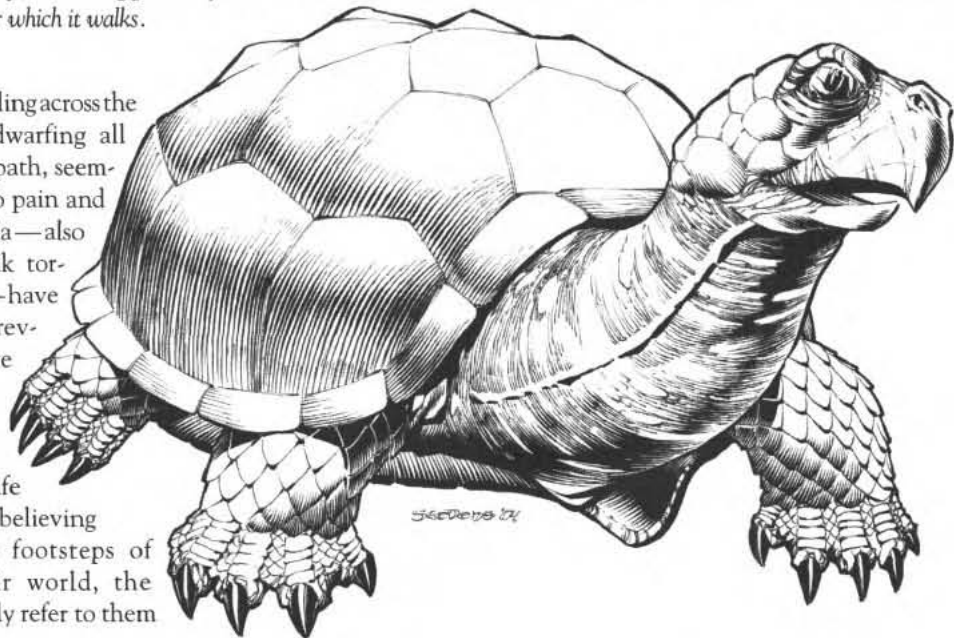
Colossal Magical Beast

Hit Dice:	20d10+500 (610 hp)
Initiative:	-4
Speed:	20 ft. (4 squares)
Armor Class:	48 (-8 size, -4 Dex, +50 natural), touch -2, flat-footed 48
Base Attack/Grapple:	+20/+53
Attack:	Bite +29 melee (4d8+17)
Full Attack:	Bite +29 melee (4d8+17) and slam +24 melee (4d6+8/18-20 x3, but see below)
Space/Reach:	60 ft./20 ft. (30 ft. with bite)
Special Attacks:	Augmented critical, improved grab, swallow whole
Special Qualities:	Blindsense 60 ft., damage reduction 20/epic, darkvision 60 ft., low-light vision, spell resistance 35
Saves:	Fort +37, Ref +2, Will +17
Abilities:	Str 45, Dex 3, Con 60, Int 5, Wis 16, Cha 7
Skills:	Hide -15*, Listen +8, Spot +10, Sense Motive +16
Feats:	Alertness, Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack, Skill Focus (Sense Motive)
Environment:	Warm desert
Organization:	Solitary
Challenge Rating:	19
Treasure:	None
Alignment:	Always neutral
Advancement:	21+ HD (Colossal)
Level Adjustment:	—

The creature approaching across the desert is almost too massive to contemplate. Four legs the size of tree trunks support a colossal shell like that of a tortoise; the massive head boasts a beak that could cut a horse in half with ease, and sand-colored eyes with a deep, measuring gaze. Its flesh is the color of the sand over which it walks.

Description

Eternally crawling across the Desert of Onn, dwarfing all other life in their path, seemingly indifferent to pain and pleasure, the gorjada—also called the Asherak tortoise by outsiders—have become objects of reverence to the native Ubuntu. To the Ubuntu, gorjada embody the stoicism required by life in the desert. Also believing them to be the footsteps of Hedrada in their world, the Ubuntu collectively refer to them as “God’s walk.”



Gorjada shells are grooved by five wide but shallow troughlike depressions; Ubuntu sometimes build mobile tent-villages in the topmost depression. This gives them a very dunelike profile. Their coloring so closely matches the sand of the Desert of Onn that they appear to be entirely composed of sand themselves, making it difficult to distinguish them from their environment despite their size.

Ubuntu also live inside the hollowed-out shells of deceased gorjada, which attract entire ecosystems of plant and animal life with the fertile soil their decaying flesh produces and the shade their shells provide. Ubuntu take full advantage of deceased gorjada by harvesting skin and bone for building materials; mixing flesh with soil, seed and water gathered from nearby oases to grow crops; and trapping animals baited with the meat. Ubuntu also cook, cure and store what meat they can for their consumption. In this manner, the site of a fallen gorjada quickly becomes a bustling Ubuntu metropolis, a center of trade which can extend outward for miles at its height. While they last, such communities must constantly guard against raids by desert creatures and Ubuntu alike, not to mention internal strife.

Much about the gorjada remains a mystery. For one, they have an unknown life span; written reports of their existence extend only back to the end of the Divine War. Given their slow rate and range of growth (from Large to Colossal size), however, it may take them 150 years just to reach full size, leading to estimates of a life span of well over 1,000 years. Another mystery is how they subsist, for they don't appear to eat or drink anything but sand, which they occasionally gorge on, usually after days spent digging.

Some believe they must be eating some-

thing buried in the sand as well, but evidence is lacking as gorjada completely digest everything they eat, leaving no waste behind.

Gorjada do not speak.

Combat

Normally placid creatures, gorjada never start fights and only engage in combat reluctantly. If pressed, they attempt to bring down or drive off their strongest opponents first, hoping to end the conflict as quickly as possible. Despite their low Intelligence, gorjada seem able to instinctively identify the relative power of their foes.

A gorjada usually attacks by biting. It can swallow most opponents but prefers to crush them with its powerful jaws until they stop struggling. Gorjada will swallow immediately if overwhelmed by multiple opponents, however.

A gorjada's natural weapons are treated as epic weapons for purposes of overcoming damage reduction.

Augmented Critical (Ex): A gorjada's slam attack threatens a critical hit on a natural attack roll of 18–20, but only against Huge or smaller opponents, and deals triple damage on a successful critical hit.

Blindsense (Ex): Gorjada notice and locate creatures within 60 feet. Opponents they can't see still have total concealment.

Improved Grab (Ex): To use this ability, a gorjada must hit a Gargantuan or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it grabs hold and can try to swallow Huge or smaller opponents the following round or deal bite damage with additional successful grapple checks.

Swallow Whole (Ex): A gorjada can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. The opponent takes initial bite damage and 2d8+8 points of acid damage each round after being swallowed. A swallowed creature can cut itself free by dealing 70 points of slicing or piercing damage to the gorjada (AC 35), or can escape back into the mouth with a successful grapple check, where it must succeed in another grapple check or be bitten or swallowed again. Once a swallowed victim has cut his way out, muscular action closes the hole; additional victims must cut their own exits. Gorjada can swallow and hold 2 Huge, 8 Large, 32 Medium, 128 Small or 512 Tiny or smaller creatures.

Skills: *Gorjada receive a +25 racial bonus on Hide checks while in the Desert of Onn.

Kelklic Sand Beetle

Large Vermin

Hit Dice: 7d8+35 (66 hp)
Initiative: +0
Speed: 30 ft. (6 squares), burrow 20 ft.
Armor Class: 20 (–1 size, +11 natural), touch 9, flat-footed 20

Base Attack/Grapple: +5/+14
Attack: Bite +9 melee (2d8+7)
Full Attack: Bite +9 melee (2d8+7)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Damage reduction 5/—, darkvision 60 ft., fortified anatomy, resistance to fire 10 and electricity 10, tremorsense 60 ft., vermin traits

Saves: Fort +10, Ref +2, Will +1

Abilities: Str 20, Dex 10, Con 20, Int —, Wis 8, Cha 5

Skills: —
Feats: —
Environment: Warm deserts

Organization: Solitary, cluster (2–10), feed (50–500) or colony (100–1,000)

Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 7–10 HD (Large), 11–18 HD (Huge)

Level Adjustment: —

This gigantic beetle has a gold-brown carapace that gleams like lacquered steel in the desert sun. As it scuttles forward, its powerful mandibles twitch hungrily.

Description

Kelklic sand beetles are large scavengers that live in deserts and wastelands. They dig vast networks of tunnels beneath the desert sands and spend most of their lives breeding and eating. Sand beetles can go about 90 days without food, after which they emerge from their tunnels by the hundreds, eating everything and anything in their paths. After a period of feeding that can last anywhere from one to three weeks,



the beetles return en masse to the colony and repeat the process.

Because they breed so quickly and are so hard to kill, it's difficult to wipe out a kelklic beetle colony. At best, those unfortunate enough to live near an area inhabited by sand beetles can hope to fortify their borders and kill off the creatures every few months when they emerge from their colonies to feed. It's not uncommon to find sand beetle colonies surrounded by the fortifications of intelligent races that would rather not see the tenacious vermin spread into the surrounding lands.

Combat

Kelklic sand beetles generally focus all their attacks on the closest food source — a category for which just about every living being may qualify.

Once they have eaten something, they simply move on to whatever is next and eat that as well. They aren't smart enough to recognize threats, but they defend themselves if attacked. Sand beetles are utterly fearless and continue to attack and eat everything they can until they are dead or their hunger is satiated.

Fortified Anatomy (Ex): Kelklic sand beetles are extraordinarily hearty and can survive blows that would kill most creatures. Whenever a critical hit or sneak attack is scored on the beetle, it has a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. Even cutting the beetle's head off has little effect, as it can still live (and breed) until it eventually dies of starvation.

King's Hound

Medium Magical Beast

Hit Dice: 8d10+16 (60 hp)

Initiative: +5

Speed: 40 ft. (8 squares)

Armor Class: 15 (+5 Dex), touch 15, flat-footed 10

Base Attack/Grapple: +8/+13

Attack: Bite +13 melee (1d6+7)

Full Attack: Bite +13 melee (1d6+7)

Space/Reach: 5 ft./5 ft.

Special Attacks: Burst of speed, trip, improved grab

Special Qualities: Darkvision 60 ft., divine strength, endure heat, fire resistance 5, low-light vision, scent, smell magic, spell resistance 18

Saves: Fort +8, Ref +11, Will +2

Abilities: Str 20, Dex 20, Con 14, Int 4, Wis 11, Cha 4

Skills: Survival +11*

Feats: Dodge, Mobility, Run^B, Spring Attack, Track^B

Environment: Desert

Organization: Solitary or pack (2–8)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 9–16 HD (Medium)
17–24 (Large)

Level Adjustment: —

A pack of sleek desert hunting hounds the size of mastiffs races across the sands at break-neck speed. They almost seem to crackle with divine power as they move.

Description

King's hounds were originally bred and divinely infused by devotees of Hrinruuk to sniff out and run down heretical worshippers of the godlings. The hounds' abilities to distinguish between clerical and dru-

idic magic turned out to be a two-edged sword when the clerics learned how to master the beasts and turn the witch hunts upon the titan devotees.

King's hounds originally arose from large forest hounds on the continent of Asherak, but they have since been shaped and bred to thrive in the desert wastes that now cover the ashen continent. They are filled with divine power to enhance their hunting of magical prey. While they can distinguish between divine traditions and general arcane magic, they cannot tell one source of divine power from another. They are excellent trackers of magical scents and are effective at chasing down fleeing prey, but they are less

capable than other canines at detecting nonmagical hidden creatures.



Combat

King's hounds prefer to swarm a single target, harrying it until it drops and one of the hounds can reach its throat.

Burst of Speed (Sp): Three times a day as a free action, a king's hound may put on a burst of speed and accelerate its reflexes. This functions as *haste*, as cast at 5th level.

Trip (Ex): A king's hound that hits with a bite attack can attempt to trip the opponent (+5 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the king's hound. The hound may not use trip and improved grab as part of the same attack.

Improved Grab (Ex): To use this ability the king's hound must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it

gets a hold, the hound automatically deals bite damage.

Divine Strength (Su): A king's hound is filled with divine might, granting it a +4 enhancement bonus to its Strength score (this has already been figured into the stat block above). This bonus is suppressed in areas of *antimagic*.

Smell Magic (Su): A king's hound's scent also acts as a *detect magic* spell, except that instead of discerning the school of magic, the hound can discern whether the magic is druidical, clerical, other divine or arcane. Casters with prepared spells detect as if their prepared spells were active.

Endure Heat (Su): A king's hound is treated as if it were under the effects of an *endure elements* spell for purposes of resisting the effects of extreme heat.

Skills: *King's hounds have a +4 racial bonus on Survival checks when tracking by scent.

Na'heem

The Na'heem are the keepers of ancient and dark monastic secrets. Once the most devout monastic order on the continent of Asherak, the Na'heem now despise all receptacles of holy faith, wandering the sands in search of pilgrims and priests to subject to their torments. The Na'heem are the result of the misapprehension of spiritual epiphany at the most delicate moment of the enlightenment process — instead of rising to the status of Exemplar, the monk undergoes a dark and hideous metamorphosis. They loathe true Exemplars with every fiber of their desiccated beings, and the feeling is more than mutual.

The Brotherhood of Na'heem embodied the highest levels of ascetic virtue for an eon. Disciplined and devoted to the arts of self-mortification, the brotherhood set off into the wastes to pursue total mastery of their spiritual system. It was not long before the Ministers of Cruelty, an order of sadistic devils that "patronizes" the religiously ascetic, disturbed the deep desert meditation of these nomadic monks. Their souls stretched to shreds upon the unresolved paradox of their order's mysteries, the first masters of the Na'heem brotherhood were cursed to walk the sands as undead warnings to the religiously zealous, thinking only of the yawning void coursing through their husks. Since then, other misguided spiritualists, drawn to the promise of unholy wisdom and immortality, have chosen to walk the maddening path of the Na'heem, swelling the brotherhood's ranks with worthy new believers.

Na'heem speak Infernal as well as the languages they knew in life.

Sample Na'heem

The buzzing of unseen locusts shatters the silence, and the air swells around the sinister-looking holy man emerging from the darkness. Its sigil-carved face stares from the shadows of its monk's cowl, balefire eyes burning with an unfathomable hate.

This example uses an 11th-level human monk as the base character.

Na'heem, 11th-Level Human Monk

Medium Undead (Augmented Humanoid)

Hit Dice:	11d12 (71 hp)
Initiative:	+9
Speed:	60 ft. (12 squares)
Armor Class:	37 (+5 Dex, +7 Wis, +6 natural, +2 intrinsic, <i>bracers of armor</i> +4, <i>ring of protection</i> +3), touch 27, flat-footed 32
Base Attack/Grapple:	+8/+12
Attack:	Unarmed strike +12 melee (1d10+4 plus energy drain)
Full Attack:	Unarmed strike +12/+12/+12/+9/+6 melee (1d10+4 plus energy drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Aura of madness, energy drain, greater flurry of blows, <i>kistrike</i> (lawful/magic), martial prowess
Special Qualities:	Damage reduction 10/lawful, darkvision 60 ft., diamond body, fast healing 5, improved evasion, purity of body, resistance to cold 20 and fire 20, slow fall 50 ft., still mind, turn resistance +4, undead traits, wholeness of body
Saves:	Fort +7, Ref +12, Will +14
Abilities:	Str 18, Dex 20, Con —, Int 12, Wis 25, Cha 14
Skills:	Balance +20, Bluff +7, Climb +11, Concentration +18, Hide +20, Knowledge

	(religion) +7, Jump +10, Listen +20, Move Silently +20, Sense Motive +10, Spot +12, Tumble +12
Feats:	Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Improved Trip, Ki Projection, Mobility, Nerve Strikes, Power Attack, Spring Attack, Stunning Fist
Environment:	Desert
Organization:	Solitary
Challenge Rating:	15
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	By character class (monk only)
Level Adjustment:	+8

Combat

This Na'heem's unarmed strikes are treated as magic and lawful weapons for the purpose of overcoming damage reduction.

The DC is 18 for the Fortitude save to remove a negative level caused by its energy drain.

Diamond Body (Ex): The monk gains immunity to poison of all kinds.

Greater Flurry of Blows (Ex): Use the full-attack action to make two extra attacks per round with an unarmed strike at his highest base attack.

Ki Strike (Su): Deal damage to creatures with damage reduction using the unarmed strike as though with a magic and lawful weapon.

Improved Evasion (Ex): If the Na'heem makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. In addition, he takes only half damage on a failed save.

Purity of Body (Ex): Immunity to all diseases except for magical diseases such as mummy rot and lycanthropy.

Slow Fall (Ex): A monk within arm's reach of a wall takes damage as if the fall were 50 feet shorter than it actually is.

Still Mind (Ex): +2 bonus on saves against enchantment spells and effects.

Wholeness of Body (Su): Cure up to 22 hit points of his own wounds each day.

Possessions: ring of protection +3, bracers of armor +4, periapt of Wisdom +4.

Creating a Na'heem

"Na'heem" is an acquired template that can be added to any humanoid monk of at least 11th level (referred to hereafter as the base creature).

A Na'heem uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Same as the base creature.

Armor Class: The base creature's natural armor bonus improves by +6.

Attack: A Na'heem retains all the attacks of the base creature. A Na'heem fighting without weapons uses its unarmed strikes.

Full Attack: A Na'heem fighting without weapons uses its greater flurry of blows ability.

Damage: Same as the base creature (plus the bonuses granted by this template).

Special Attacks: A Na'heem retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 Na'heem's HD + Cha modifier unless noted otherwise.

Aura of Madness (Su): The intensity of the transcendental suffering surrounding these beings is overwhelming. Living creatures within 30 feet must succeed on a Will save or be *shaken* for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same Na'heem's aura for 24 hours. A *remove curse* spell, or simply being within the area of effect of a *consecrate* or *hallow* spell, removes the effect from a shaken creature. Creatures with immunity to fear or mind-affecting spells or effects are unaffected, and creatures resistant to fear or mind-affecting spells or effects receive their normal bonus on the saving throw.

Energy Drain (Su): Living creatures hit by a Na'heem's unarmed strike gain two negative levels. For each negative level bestowed, the Na'heem gains 5 temporary hit points. A Na'heem can use its energy drain ability once per round.

Martial Prowess (Ex): The Na'heem are especially potent in hand-to-hand combat. All their iterative attacks (including greater flurry of blows) are figured at a factor of 3 rather than 5. Thus, a Na'heem with a base attack bonus of +8 would attack with its greater flurry of blows at +8/+8/+8/+5/+2. They are still limited to no more than five attacks per round.

Special Qualities: A Na'heem retains all the special qualities of the base creature and gains those described below.

Damage Reduction (Su): The Na'heem has damage reduction 10/lawful. A Na'heem's unarmed strikes are treated as lawful and magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A Na'heem heals 5 points of damage each round as long as it has 1 hit point. The Na'heem's fast healing ability ceases to function in the area of a *consecrate* or *hallow* spell. When a Na'heem is reduced to 0 or fewer hit points, its physical form crumbles to dust and its essence explodes in a burst of black flame, destroying the creature forever.

Resistances (Ex): A Na'heem has resistance to cold 10 and fire 10.

Turn Resistance (Ex): A Na'heem has +4 turn resistance, except when being turned by clerics of Hedrada.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Wis +4, Cha +2. As an undead creature, a Na'heem has no Constitution score.

Skills: Na'heem have a +8 racial bonus on Balance, Concentration, Hide, Listen, Move Silently, Spot and Tumble checks. Otherwise same as the base creature.

Feats: Na'heem gain Combat Reflexes, Improved Initiative, Ki Projection and Nerve Strikes, assuming the base creature doesn't already have these feats. (Ki Projection and Nerve Strikes can be found in the **Player's Guide to Monks and Paladins**.)

Environment: Any, usually desert.

Organization: Solitary.

Challenge Rating: Same as base creature +4.

Treasure: Standard.

Alignment: Always lawful evil.

Advancement: By character class. Na'heem may only advance in monk levels.

Level Adjustment: Same as the base creature +8.

Na'heem Weaknesses

For all their power, Na'heem have a number of weaknesses.

Static Morality: A Na'heem must remain forever devoted to the code of (warped) discipline that sustains its unholy existence. A Na'heem whose ethical alignment shifts from lawful (either to neutral or chaotic) is instantly driven insane, as per the *insanity* spell, until and unless it can somehow regain its ethical balance. While Na'heem are normally immune to all mind-influencing spells and effects, a Na'heem's ethical alignment may be shifted from lawful by means of a *limited wish*, *miracle* or

wish spell. All a Na'heem's monk levels are treated as ex-monk levels during these extremely rare periods of madness.

Vulnerability to Faith: As undead mockeries of true balance, the Na'heem are especially vulnerable to the faith of the living (especially the faith of those devoted to Hedrada, against whom their turn resistance is useless). When caught within the radius of either a *consecrate* or *hallow* spell, a Na'heem loses its fast healing ability until it leaves the area of effect. In addition, a Na'heem caught within the power of such holy magics becomes vulnerable to mind-influencing spells and effects until it leaves the area of effect. The Na'heem still receives a Will save as normal (with all appropriate bonuses) to such effects during this time.



Eric Lofgren

Panacea Spirit

Tiny Outsider (Incorporeal, Extraplanar)

Hit Dice: 6d8 (27 hp)

Initiative: +4

Speed: 15 ft. (3 squares), fly 50 ft. (Good)

Armor Class: 19 (+2 size, +4 Dex, +3 deflection), touch 19, flat-footed 15

Base Attack/Grapple: +6/-4

Attack: Disrupting ray +12 ranged touch (2d6/disruption)

Full Attack: Disrupting ray +12 ranged touch (2d6/disruption)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Spells, disruption ray

Special Qualities: Form control, incorporeal traits, low-

light vision, spell-like abilities, spells

Saves: Fort +5, Ref +7, Will +7

Abilities: Str — (7), Dex 18, Con 10, Int 13, Wis 19, Cha 17

Skills: Concentration +9, Diplomacy +14, Heal +13, Knowledge (the planes) +10, Knowledge (religion) +10, Listen +13, Perform (sing) +12, Sense Motive +13, Spot +13

Feats: Dodge, Empower Spell, Enlarge Spell

Environment: Usually Madriel's Paradise

Organization: Solitary, Pair, Flight (3-8) or Grace (9-20)

Challenge Rating: 7

Treasure: Standard

Alignment: Always neutral good

Advancement: 7-12 HD (Tiny)

Level Adjustment: +3

This perfectly formed 18-inch woman has peacock wings and glows softly with an inner light. Her dulcet soprano echoes faintly when she speaks.

Description

Panacea spirits are minute sparks of Madriel's mercy. During the Divine War, they darted through battlefields, saving lives and fighting the titans' undead servitors. Small in stature but great in righteousness, these tiny celestials lift the spirits of even the most disheartened warrior.

Panacea spirits often take other forms to walk among mortals. They aid the suffering and work tirelessly against evil, sometimes joining adventurers who oppose Chern or the evil gods. They believe most beings have the capacity for goodness, and destroy the irredeemably evil with a sad resignation. Panacea spirits hate despairs, however, and attack them fiercely.

Panacea spirits speak Common and Celestial.

Combat

Panacea spirits prefer to support others with their healing magic rather than fight, unless undead or despairs are their opponents.

Disrupting Ray (Su): A panacea spirit's main attack is a ray of positive energy that can deal critical

hits to undead. On a critical hit, in addition to suffering double damage as would any other creature, an undead target must make a DC 16 Fortitude save or be destroyed. This save DC is Charisma-based.

Spell-like Abilities (Su): At will — *negative energy protection*, *polymorph* (humanoids and monstrous humanoids only). The caster level is 10th.

Form Control (Su): Panacea spirits may become corporeal or incorporeal at will as a free action. Their Strength when corporeal in their natural form is given in parentheses above.

Breath of Life (Su): Once per year, a panacea spirit may cast *true resurrection*. A spirit that uses this ability disappears, returning to Aolib for one full year to rest and recover.

Spells: Panacea spirits cast Conjuraton (Healing) spells and spells from the Good and Sun domains as 10th-level clerics. The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/6/6/5/5/3; save DC 14 + spell level): 0 — *cure minor wounds* (x6); 1st — *cure light wounds* (x4), *protection from evil* (x2); 2nd — *burst of energy*†† (x3), *heat metal*, *lesser restoration* (x2); 3rd — *cure serious wounds* (x4), *remove blindness/deafness*, *searing light*; 4th — *cure critical wounds* (x3), *demonbane*††, *holy channel*†; 5th — *flame strike*, *mass cure light wounds* (x2).



Sand Eagle

Huge Outsider (Lawful)

Hit Dice: 10d8+40 (85 hp)
Initiative: +5
Speed: 40 ft. (8 squares), fly 80 ft. (average)
Armor Class: 21 (-2 size, +1 Dex, +12 natural), touch 9, flat-footed 20

Base Attack/Grapple: +10/+26
Attack: Talon +16 melee (2d6+8)
Full Attack: 2 bites +16 melee (2d6+8) and bite +11 melee (2d8+4)

Space/Reach: 15 ft./10 ft.
Special Attacks: *Lawful shriek*
Special Qualities: Aura of menace, damage reduction 10/evil, darkvision 60 ft., magic circle against chaos, resistance to acid 10, cold 10, electricity 10 and fire 10, save bonuses, spell-like abilities, tongues

Saves: Fort +11, Ref +8, Will +14
Abilities: Str 26, Dex 13, Con 19, Int 14, Wis 20, Cha 17

Skills: Diplomacy +16, Gather Information +16, Intimidate +16, Knowledge (history) +15, Knowledge (the planes) +15, Knowledge (religion) +15, Listen +18, Search +15, Sense Motive +28, Spot +28

Feats: Flyby Attack, Improved Initiative, Iron Will, Wingover

Environment: Any desert (primarily Asherak)

Organization: Solitary or family (2-3)

Challenge Rating: 12

Treasure: None

Alignment: Always lawful, always good or neutral

Advancement: 11-20 HD (Huge), 21-30 HD (Gargantuan)

Level Adjustment: —

This enormous sand-colored eagle has eyes, talons, flight feathers and a beak that appear to be forged of steel. Its gaze is piercing and hard.

Description

Following the Titanswar, Corean and Hedrada created the celestial beings known as sand eagles to aid the survivors of Asherak's devastation in rebuilding. The bodies of these enormous birds are the color of desert sand, and their eyes, beaks, talons and longest flight feathers are all the cold gray of forged steel. Also known as judge eagles, they are extremely intelligent, and they thrive on justice and order.

The eagles help protect the people of Asherak from all that is evil, tainted by the blood of titans, or harmful to the continuation of lawful civiliza-

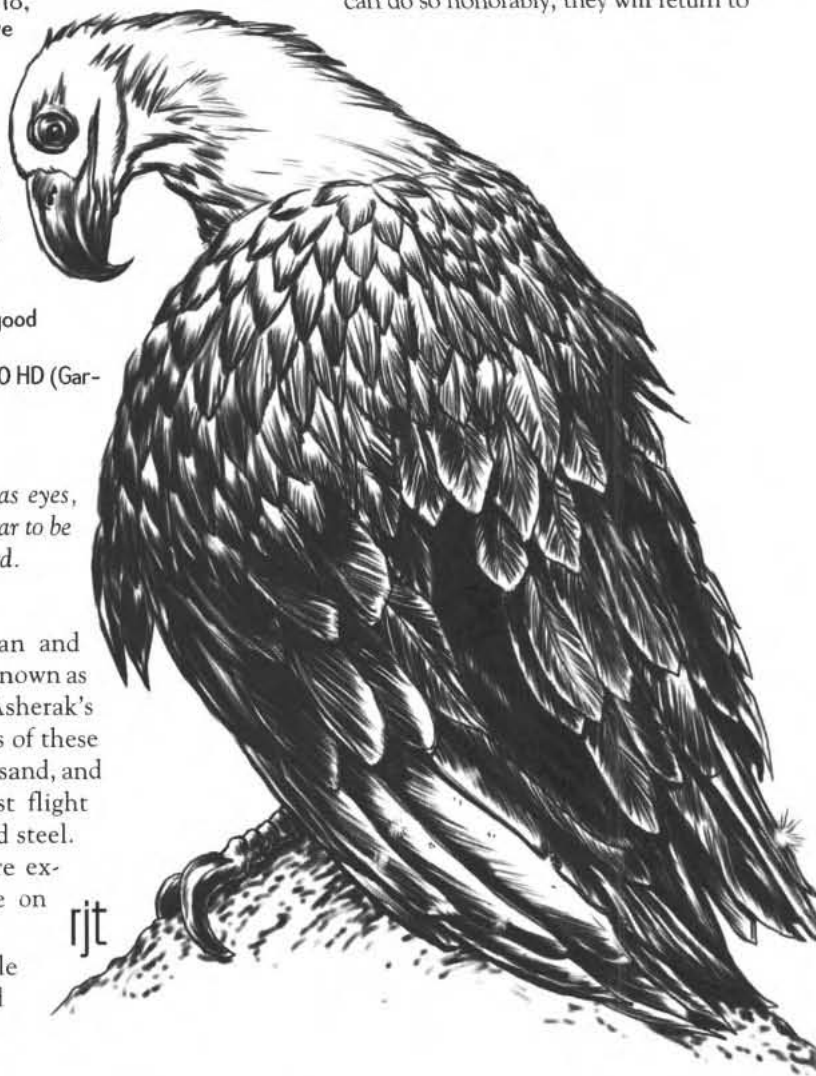
tion. They gain sustenance from the blood and hearts of chaotic and evil beings, and as long as they are true to the cause they were created to serve, they need no other food or drink to survive.

Eight eagles were created, and they are extremely solitary creatures. Four are lawful neutral in alignment, the others lawful good. Should one die in battle, the eldest of the surviving eagles lays the egg that will hatch the new eighth sand eagle. The eaglet grows to full maturity over the course of one year. Sand eagles are encountered together only if one or more adult sand eagles are protecting a new hatchling, or if facing a threat so great that Corean and Hedrada have ordered them to join forces.

Sand eagles speak all languages (see below).

Combat

Sand eagles prefer to use the minimum force necessary to accomplish a task, but they never hesitate to bring other weapons to bear at need. If they need to retreat and can do so honorably, they will return to



fight another day, but the eagles are entirely fearless and far prefer death to dishonor.

Aura of Menace (Su): A righteous aura surrounds sand eagles. Any hostile creature within a 20-foot radius of a sand eagle must succeed on a DC 18 Will save. Those who fail are *shaken* for 24 hours, or until they successfully strike the sand eagle. A creature that has resisted or broken the effect cannot be affected again by the same sand eagle's aura for 24 hours. The sand eagle can activate or suppress this ability at will. The save DC is Charisma-based.

Lawful Shriek (Sp): Six times per day, a sand eagle can emit a piercing shriek that paralyzes chaotic creatures. All chaotic creatures in a 100-ft.-radius must make a DC 18 Will save or be paralyzed for 1d6 rounds. The save DC is Charisma-based.

Magic Circle against Chaos (Su): A sand eagle is constantly surrounded by a *magic circle against chaos* effect, at caster level 10. It may suppress or resume this ability as a free action.

Save Bonuses (Ex): The sand eagle gains a +4 racial bonus to all saves versus petrification or poison.

Spell-like Abilities (Su): At will — *detect chaos*; 3/day — *teleport without error*, *true seeing*.

Tongues (Su): Sand eagles can speak with any creature that has a language as though using a *tongues* spell (caster level 14). This ability is always active.

Skills: Sand eagles have a +10 racial bonus to Sense Motive and Spot checks.

Sand Serpent

Large Magical Beast

Hit Dice: 3d10+6 (22 hp)

Initiative: +1

Speed: 40 ft. (8 squares), burrow 10 ft.

Armor Class: 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +3/+10

Attack: Claw +5 melee (1d4+3)

Full Attack: Two claws +5 melee (1d4+3) and bite +0 melee (1d6+1)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, constrict

Special Qualities: Empathy, terrain adaptation, darkvision 60 ft., low-light vision

Saves: Fort +5, Ref +4, Will +1

Abilities: Str 17, Dex 12, Con 15, Int 4, Wis 10, Cha 6

Skills: Listen +5, Spot +5

Feats: Alertness, Endurance

Environment: Warm desert

Organization: Solitary, family (2–6) or herd (7–30)

Challenge Rating: 2

Treasure: None

Alignment: Often neutral

Advancement: 4–8 HD (Large), 9–14 HD (Huge)

Level Adjustment: —

This rust-colored serpentine beast has a blunt, snakelike head and a pair of arms ending in sharp claws. Its colorful neck frill flares in warning.

Description

Golthain created these reptilian creatures to serve as his eyes and ears on Asherak. They are well adapted to the territory and thrive in the deserts and badlands of this blasted continent.

Sand serpents are smarter than normal animals, and some Ubuntu tribesmen have domesticated

them. Serpents make ideal mounts and pack animals, and tribes sometimes come into conflict over herds. Paladins who hail from Asherak occasionally have sand serpent mounts.

Sand serpents are omnivorous but prefer a diet of lizards and cacti. They can go without food or water for extended periods but gorge themselves when either is plentiful. They attack humanoids only in self-defense or when food becomes so scarce that humanoids are the only meal available.

Sand serpents speak only via empathy.



Combat

Sand serpents are straightforward combatants, concentrating their attacks on one opponent.

Constrict (Ex): A sand serpent that successfully grapples an opponent may wrap its tail around the target and constrict for 2d6+4 points of damage. A sand serpent with a rider on its back may not use this ability unless the rider makes a DC 20 Ride check.

Empathy (Su): Sand serpents are semitepathic. Because of their limited intelligence, they are inca-

pable of detailed communication, but they can share feelings and thoughts expressible in about five words. This ability functions up to 100 feet.

Improved Grab (Ex): A sand serpent that hits a Medium or smaller opponent with both claw attacks may start a grapple as a free action without invoking an attack of opportunity. If it succeeds on the grapple check it may immediately constrict.

Terrain Adaptation (Ex): A sand serpent suffers no movement penalties for traversing difficult terrain in deserts or badlands and takes no damage from severe heat.

Stealer of Children

Medium Fey (Incorporeal)

Hit Dice: 12d6+36 (78 hp)

Initiative: +8

Speed: 40 ft. (8 squares)

Armor Class: 25 (+8 Dex, +7 deflection), touch 25, flat-footed 17

Base Attack/Grapple: +6/—

Attack: Hypnotic caress +14 melee (*charm person*)

Full Attack: Hypnotic caress +14 melee (*charm person*)

Space/Reach: 5 ft./5 ft.

Special Attacks: Conversion, hypnotic caress, spell-like abilities

Special Qualities: Incorporeal traits, low-light vision

Saves: Fort +7, Ref +16, Will +13

Abilities: Str —, Dex 26, Con 16, Int 21, Wis 20, Cha 25

Skills: Bluff +22, Concentration +18, Diplomacy +26, Hide +23, Intimidate +24, Knowledge (arcana) +20, Knowledge (architecture) +20, Listen +20, Perform (dance) +22, Sense Motive +20, Spot +20

Feats: Blind Fight, Dodge, Mobility, Spring Attack, Empower Spell-like Ability (mind fog)

Environment: Any urban

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic neutral

Advancement: By class (bard favored)

Level Adjustment: —

A jesterlike figure clothed in bright colors capers into view through a solid wall. Its face is a shimmering blur beneath a wide-brimmed hat of foreign make, while its hands are sinuous and expressive.

Description

The Phylacteric Vault contains a few reports of the stealers of children. They seem to hail from across the sea to the west, and appear in urban areas across Asherak, Ghelspad and Termana. Current theory holds that the stealer of children is an emissary from an alien place, a

realm of fairytale streets and strange buildings that has sent the stealer out to bring new citizens to inhabit it. The Phylacteric Vault has dispatched missions to the west seeking this unknown city, and though scraps of information return, its location still remains a mystery. It is possible that no city in truth exists, and that the stealer of children is actually a strange living sickness that masquerades as a child's obsession.

The stealer is a tall figure, though details of its appearance are always vague. Its face is a pallid blur which its victims find hard to describe, though they clearly see its colorful festive clothing. Almost all victims make mention of the stealer's long, pale fingers and their eagerness to touch and caress its victims.

The stealer of children preys on children and those with a weak sense of self. It charms them in the night. It may tap upon their windows (or at least appear to do so, using *ghost sound*), or lure them with vague whispers down a dark alley. It tells the children stories of another place, a grand city. These stories are hypnotic and enthralling; children often return to hear these stories of the wonderful far-away city. They may dismiss the stories as dreams or daydreams, but they are always eager for another tale and find themselves drawn to the stealer of children night after night.

After a week of these stories, the children begin to undergo changes as the stealer converts them into creatures more akin to itself. They slowly lose their ability to speak their native tongue and begin to develop minor magical abilities.

The influence of the stealer of children is not, as its name might imply, limited to children. It can work on any humanoid or monstrous humanoid being vulnerable to its powers — goblins, ogres, giants and so on.

Stealers of children prefer to speak only their unknown, alien language, but using their magic they can whisper in any known language.

Combat

The stealer of children never sits still for an attack. It dances about, seeking places of safety from which it can use its spell-like abilities, and perhaps *charm* a suitable defender.

Hypnotic Caress (Su): Anyone touched by the stealer must succeed at a DC 22 Will save. Those who fail are effected as if by a *charm person* spell. The spell effect is that of a 9th-level caster; the save DC is Charisma-based.

Conversion (Su): If a stealer of children spends five minutes uninterrupted with a victim, it can whisper stories of strange sights and dreamlike worlds. These stories infect the victim unless he succeeds at a DC 22 Will save. Each failed roll results in a -1 circumstance penalty on all future saves against any of the stealer's spell-like abilities. Once a stealer has reduced the total Will save of its victim to 0, the victim begins to gain the abilities of a stolen child (see below).

Spell-like Abilities (Su): At will—*detect thoughts* (DC 19), *ghost sound*, *levitation*, *locate creature*, *tongues*; 3/day—*dimension door*, *hideous laughter* (DC 19), *shadow conjuration* (DC 22), *silent image* (DC 18); 1/day—*mind fog* (DC 22), *mirror image*, *suggestion* (DC 20), *telepathic bond*. These spell-like abilities function at 12th caster level; the save DCs are Charisma-based.

Stolen Children

After the conversion process has begun, the victims of the stealer of children begin to manifest magical abilities and forget their prior lives. The longer the stealer is able to meet with them and fill their minds with strange tales and fancies, the more abilities the stolen children develop. Initially, after becoming a stolen child, a victim begins to mutter in an alien tongue when alone, or pepper her speech with strange unknown words. When questioned about this, the victim denies anything is out of the ordinary. Gradually the stolen child becomes more and more out of touch with the world, spending time only with other stolen children, conversing in alien whispers. Their waking moments are consumed by attempts to envision this unknown place. They may attempt to draw it with chalk, sculpt it out of mud or clay, or sing of it in a nursery rhyme. Their eyes appear sunken, their skin pale, and their temperature mildly feverish.

One week after conversion, the stolen child can use the *prestidigitation* spell 3/day.

Two weeks after conversion, the stolen child can use the *mage hand* and *light* spells at will.

Three weeks after conversion, the stolen child can use *color spray* (DC 18) 1/day.

Four weeks after conversion, the stolen child can use the *fly* spell at will.

These spell-like abilities function as if cast by a 6th-level caster.

After the fourth week, the stolen child must succeed at a DC 10 Will save or give in to the compulsion to run away from home in search of the magical land of which the stealer of children speaks. Should the child successfully save, the Will save DC increases by +1 per week. After the fourth week, the stolen child automatically learns a random new 0-level wizard spell as a spell-like ability, usable 3/day. All spell-like abilities are based on the stealer's Charisma, not the child's.

After the fourth week, stolen children must succeed in a DC 10 Will save or else forget to eat and drink as their obsession with the strange city consumes them. This save DC increases by +1 per week; in the end, most stolen children die of starvation and exhaustion far from their homes, dreams of an unknown city flickering in their eyes.



Swarm, Drought Beetle

Diminutive Vermin (Swarm)

Hit Dice:	10d8+10 (55 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), fly 30 ft. (poor), swim 10 ft.
Armor Class:	22 (+3 size, +3 Dex, +6 natural), touch 16, flat-footed 19
Base Attack/Grapple:	+7/—
Attack:	Swarm (2d6 plus dehydration plus 2d6 heat)
Full Attack:	Swarm (2d6 plus dehydration plus 2d6 heat)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Boil water, dehydration, distraction
Special Qualities:	Darkvision 60 ft., immune to fire, immune to weapon damage, sense water 1000 ft., vermin traits
Saves:	Fort +8, Ref +6, Will +4
Abilities:	Str 1, Dex 17, Con 12, Int —, Wis 12, Cha 3
Skills:	Spot +5, Swim +11
Feats:	—
Environment:	Temperate forests, irrigated farmlands, wastelands, hills
Organization:	Swarm
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

A heat distortion in the air accompanies this swarm of hand-sized black beetles. The faces of the beetles seem dotted by brilliant blue-white flecks of light.

Description

Drought beetles are about 6 inches long with two pairs of mandibles around a protruding funnel-shaped mouth. The interior of their bodies is intensely hot, and blue-white flames flicker from their eyes and mouth. Normally these creatures swarm upon small ponds and pools to evaporate the water and then feed on the boiled creatures found on the bottom. If they cannot find such bodies of water, they attack land-dwelling creatures, evaporating the water from their bodies and turning it into steam with which to cook the flesh of their prey as they eat it.

Combat

When devouring a land-dwelling creature the swarm surrounds its prey and then uses a threefold attack of dehydration, steam and hundreds of bites from the beetles' razor-sharp mandibles.

Sense Water (Ex): A drought beetle swarm can detect the general direction and distance of any body of water within 1,000 feet. This includes any living beings that are composed mostly of water, such as humans and other humanoids, most animals and most magical beasts.

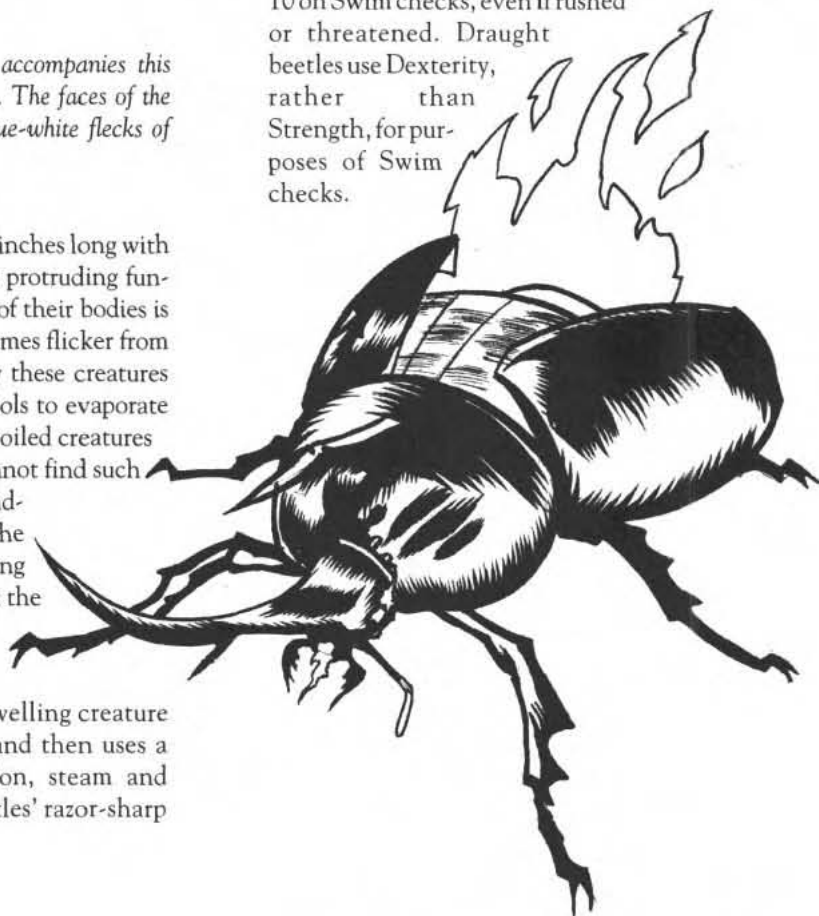
Boil Water (Ex): Each drought beetle swarm that enters a body of water boils off a 10-foot cube of water every minute after the first. All creatures within 30 feet of such a swarm suffer 2d6 heat damage per round from the boiling water and steam.

Heat (Ex): The drought beetles' swarm attack does 2d6 extra points of fire damage from the interior heat of the creatures and their exhaled steam.

Dehydration (Ex): Living creatures injured by the drought beetles' swarm attack also suffer 1 point of Constitution damage from dehydration.

Distraction (Ex): Any living creature that begins its turn with a drought beetle swarm in its space must succeed on a DC 16 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Skills: A drought beetle has a +8 racial bonus on Swim checks and a +4 racial bonus on Spot checks. A drought beetle can always choose to take 10 on Swim checks, even if rushed or threatened. Drought beetles use Dexterity, rather than Strength, for purposes of Swim checks.



Swarm, Godfly

Fine Vermin (Swarm)

Hit Dice:	6d8+12 (39 hp)
Initiative:	+2
Speed:	10 ft. (2 squares), fly 30 ft. (perfect)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+4/—
Attack:	Swarm (2d6)
Full Attack:	Swarm (2d6), plus special
Space/Reach:	10 ft./0 ft.
Special Attacks:	Desecration, disease, distraction
Special Qualities:	Divine spell immunity, swarm traits, vermin traits
Saves:	Fort +7, Ref +4, Will +4
Abilities:	Str 1, Dex 14, Con 14, Int —, Wis 14, Cha 14
Skills:	—
Feats:	—
Environment:	Any land and underground
Organization:	Solitary, congregation (2–6 swarms) or retribution (10–60 swarms)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

The phenomenon appears at first to be a cloud of shimmering silver. Closer examination reveals that it is made up of tiny flies, each the size of a thumbnail. As the swarm flies, it makes a resonating chiming sound, not unlike church bells.

Description

Godflies are small silver insects with opalescent wings. The chiming associated with a godfly swarm is made by males looking to attract mates. The flies have existed since the Divine War, feasting upon the corpses of fallen outsiders — and possibly even demigods — and the shattered ruins of their strongholds. Sages believe that the flies come from the Outer Planes, where divine energy is plentiful.

Churches and other religious institutions go to great lengths to be rid of a godfly infestation. A swarm of godflies does not ruin the walls of a temple, nor does it rend the pages of sacred tomes or befoul holy fonts. The work of a godfly swarm is much more insidious. Given a sacred scroll, it scours the meaning from the words. A temple infested with larvae is no longer a sanctuary to souls filled with doubt. Godflies are the bane of good, neutral and evil churches alike.

Combat

Godflies are attracted to, and feed on, divine energy. They seek the strongest source of divine energy, with a preference for clerics and paladins. Godflies also consume magic items created by divine means. Absent its favorite foods, a godfly swarm will attack anything with a soul, as such beings are still suitable for implanting eggs. The disease called spirit rot is actually an infestation of godfly maggots.

Desecration (Su): Godflies feed on divine energy. A swarm of godflies acts as an *antimagic field* specifically against divine magic. Further, divine magic objects and places exposed to a godfly swarm become permanently nonmagical after a number of days equal to the divine caster level required to craft it. A *holy avenger* becomes a normal longsword in 18 days. A scroll of *cure light wounds* is meaningless after one day.

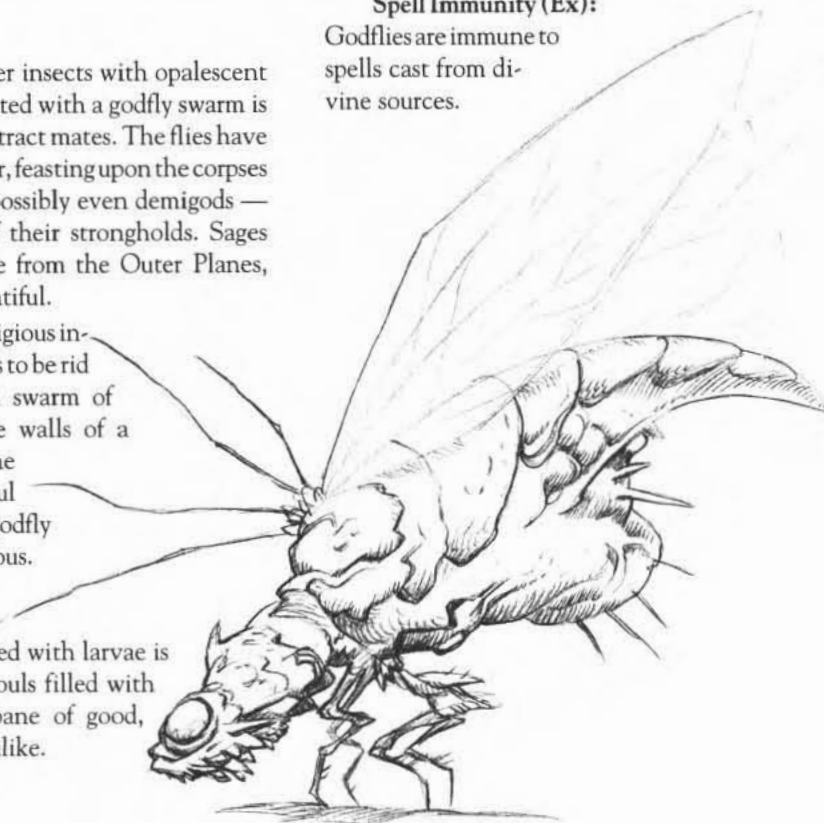
Disease (Su): Spirit rot — swarm, Fortitude DC 14, incubation period 1d4 days, damage 1d6 Charisma. The save DC is Charisma-based.

Anyone reduced to 0 Charisma by spirit rot becomes a void wight.

Distraction (Ex): Creatures with an Intelligence score that begin their turn in the same square as the swarm must make a DC 15 Fortitude save or be nauseated for 1 round. Spellcasters must make a Concentration check (DC 20 + spell level) to cast or concentrate on a spell. Using a skill that needs attention to detail requires a DC 20 Concentration check.

Spell Immunity (Ex):

Godflies are immune to spells cast from divine sources.



Swarm, Voracious Fang

Diminutive Undead (Swarm)

Hit Dice: 15d12 (97 hp)
Initiative: +7
Speed: 5 ft. (1 square), fly 40 ft. (good)
Armor Class: 17 (+4 size, +3 Dex), touch 17, flat-footed 14

Base Attack/Grapple: +7/—

Attack: Swarm (3d6 plus energy drain)

Full Attack: Swarm (3d6 plus energy drain)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction, energy drain

Special Qualities: Create spawn, darkvision 60 ft., immune to weapon damage, immunity to cold, swarm traits, undead traits

Saves: Fort +5, Ref +8, Will +9

Abilities: Str 1, Dex 16, Con —, Int —, Wis 10, Cha 1

Skills: —

Feats: Improved Initiative^B

Environment: Any

Organization: Solitary, bite (2–6 swarms) or maw (11–20 swarms)

Challenge Rating: 11

Treasure: None

Alignment: Always neutral evil

Advancement: —

Level Adjustment: —

The sound of chattering teeth accompanies a cluster of one hundred six-inch fangs flying through the air.

Description

Although the origin of these swarms is unknown, one thing is obvious: they almost certainly have some connection to Gaurak the Glutton. Some sages speculate that these swarms arise in areas where one of the ravenous titan's teeth tainted the land; others believe that they may have been created by Gaurak himself.

Voracious fang swarms always consist of exactly 100 teeth. These teeth are usually the fangs of some large creature, and each is approximately 6 inches long.

When voracious fang swarms surface, they hunt everything in the area to extinction. As Gaurak himself, these swarms can drain all life from an area. As such, druids do everything in their power to destroy a voracious fang swarm as soon as they learn of its existence.

Although the wake of devastation left in the path of a voracious fang swarm is impressive, it pales in comparison to the horror of the ghouls it leaves behind to feed on their former kinsfolk.

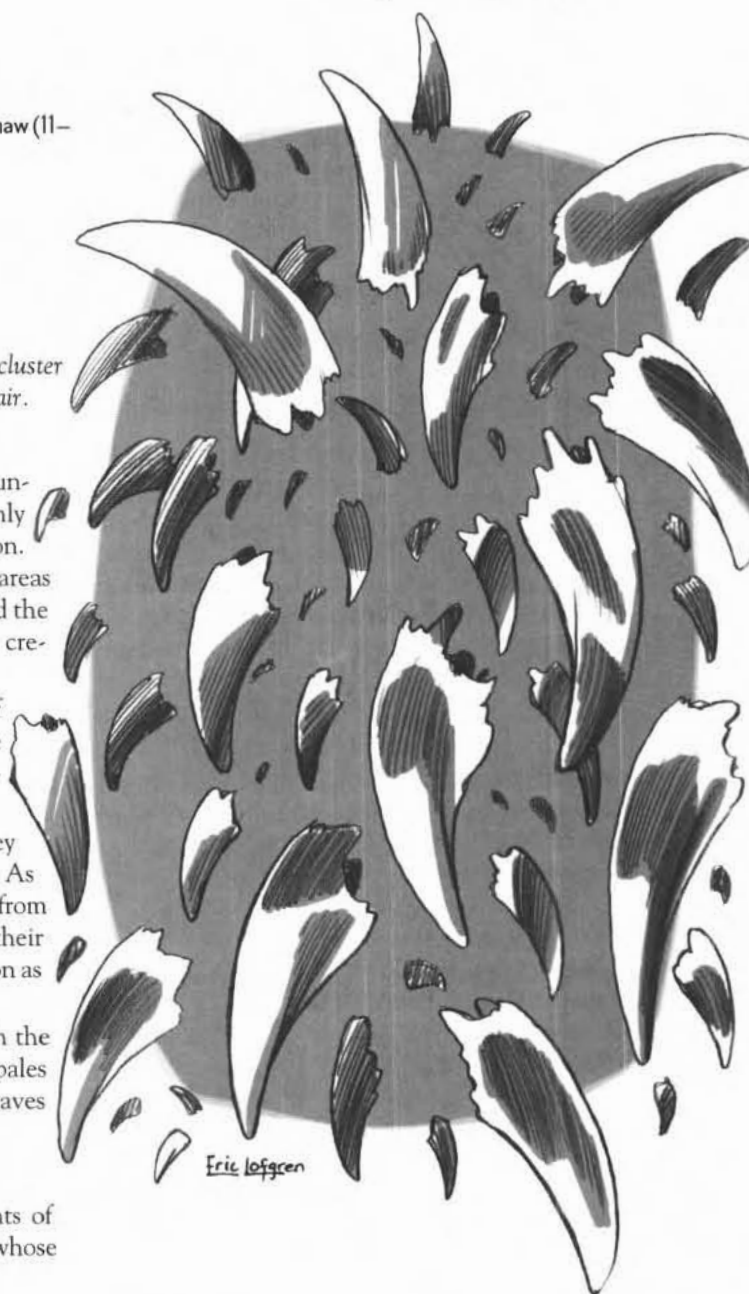
Combat

A voracious fang swarm deals 3d6 points of damage and energy drain to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 17 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a voracious fang swarm gain one negative level. The Fortitude save to remove the negative level is DC 17.

Create Spawn (Su): Any humanoid killed by the energy drain attack of a voracious fang swarm rises 2d6 hours later as a ghoul. Spawn are not under the command of the swarm that created them. They do not possess any of the abilities they had in life. They hunger for the flesh of the living and behave as normal ghouls in all respects.



Swarm, Wind Demon

Tiny Outsider (Air, Chaotic, Extraplanar, Evil, Swarm)

Hit Dice:	18d8+54 (135 hp)
Initiative:	+13
Speed:	Fly 80 ft. (perfect)
Armor Class:	27 (+2 size, +7 Dex, +6 natural), flat-footed 18, touch 21
Base Attack/Grapple:	+18/—
Attack:	Swarm (2d6)
Full Attack:	Swarm (2d6)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, <i>summon wind demon</i>
Special Qualities:	Damage reduction 10/good or lawful, demon qualities, immune to weapon damage, swarm traits, spell-like abilities, spell resistance 23
Saves:	Fort +14, Ref +20, Will +10
Abilities:	Str 3, Dex 29, Con 17, Int 17, Wis 11, Cha 19
Skills:	Concentration +24, Hide +30, Intimidate +25, Knowledge (arcana) +24, Knowledge (the planes) +24, Knowledge (religion) +24, Listen +21, Move Silently +30, Sense Motive +21, Spellcraft +26, Spot +21
Feats:	Dodge, Empower Spell-like Ability (<i>call lightning</i>), Improved Initiative, Mobility, Quicken Spell-like Ability (<i>call lightning</i>), Quicken Spell-like Ability (<i>control winds</i>), Quicken Spell-like Ability (<i>touch of the elf</i>)
Environment:	Vangal's Abyss
Organization:	Solitary or murder (2–7)
Challenge Rating:	13
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	—
Level Adjustment:	—

The creature appears to be composed of hundreds of black flapping wings, alternating between an amorphous mass and a shape that appears almost humanoid.

Description

Deep in the windswept recesses of the Abyss, the titan Lethene celebrates an endless display of chaos and destruction. To her side have flocked those demons that would likewise revel in the terrible power her winds and storms unleash. Foremost among these are the wind demons, horrible aggregations of demon and elemental that have somehow managed to channel the chaotic essence of the titan herself. While Lethene seems content to remain in her Abyssal prison, those who would seek to unleash her often find themselves bringing wind demons into the Scarred Lands instead.

Wind demons appear as accumulations of wings, much like a flock of birds tightly bound around a central core; they are not actually birds, though, merely wings and the desire for flight. Of a highly chaotic nature, wind demons are capable of taking a roughly humanoid shape or dispersing into their component parts. Their control of wind and air is almost total, enabling them to fly perfectly and to summon powerful storms.

Wind demons speak Abyssal, Auran, Common and Titan.

Combat

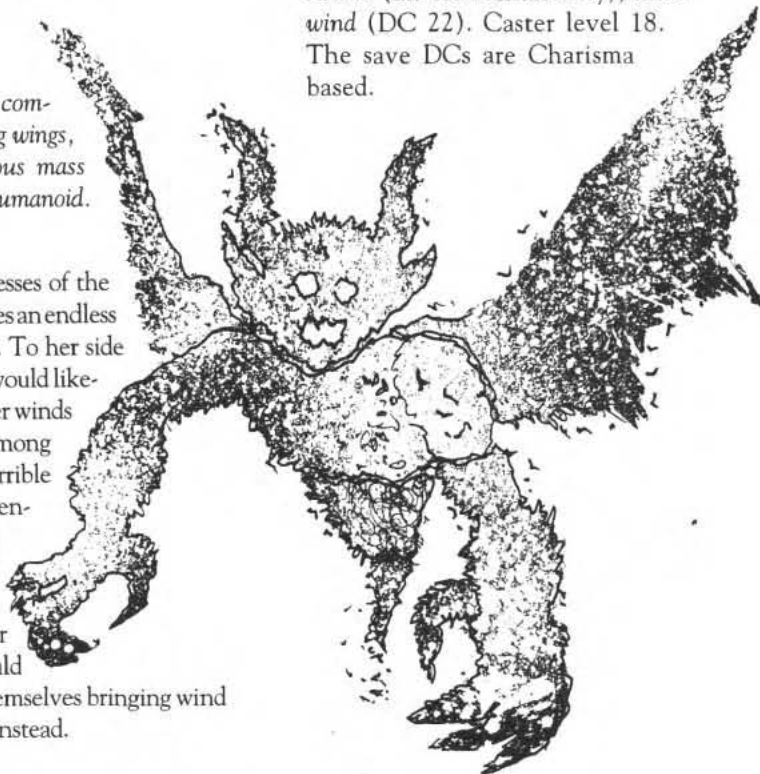
In combat, wind demons tend to attack with their spell-like abilities, conjuring powerful storms and blasts of lightning to pummel their foes before closing in for the kill, blinding and buffeting their enemies in a swarm of beating wings.

Distraction (Ex): Any living creature that begins its turn within the spaces a wind demon occupies must succeed on a DC 22 Fortitude save or be nauseated for 1 round. The save is Constitution-based.

Summon Wind Demon (Sp): Once per day, a wind demon can summon 1d4 other wind demons with a 40% chance of success.

Spell-like Abilities (Su): At will — *call lightning* (DC 17), *control winds* (DC 19), *touch of the elf*† (DC 18); 3/day — *chain lightning* (DC 20), *control weather* (DC 20), *Enkili's lightning storm*† (DC 20), *power word thunder*†; 1/day — *elemental swarm* (air elementals only), *whirlwind* (DC 22). Caster level 18.

The save DCs are Charisma based.



Unholy Chorus

Medium Undead

Hit Dice: 30d12 (195 hp)
Initiative: +6
Speed: 30 ft. (6 squares)
Armor Class: 24 (+2 Dex, +12 natural armor), touch 12, flat-footed 22

Base Attack/Grapple: +15/+19

Attack: Claw +20 melee (1d6+4) or heads +20 melee (1d6+4 to 3d6+4)

Full Attack: Claw +20 melee (1d6+4) and heads +17 melee (1d6+4 to 3d6+4), or 2 heads +20 (1d6+4 to 3d6+4), or two claws +20 melee (1d6+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Bardic music, haunting melody, vorpal claw

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., undead traits

Saves: Fort +10, Ref +12, Will +17

Abilities: Str 19, Dex 14, Con —, Int 10, Wis 11, Cha 16

Skills: Decipher Script +15, Gather Information +33, Hide +17, Move Silently +17, Listen +15, Perform +36*, Sense Motive +12

Feats: Blind-fight, Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Multiattack, Power Attack, Skill Focus (perform), Weapon Focus (claws), Weapon Focus (heads)

Environment: Any

Organization: Solitary

Challenge Rating: 13

Treasure: None

Alignment: Always chaotic evil

Advancement: 31–60

H D

(Medium)

Level Adjustment: —

This creature appears to be a walking corpse, a near-skeletal form clad in tattered grave-wrappings. Lacking a head of its own, it clutches several writhing, severed heads in its bony claws.

Description

An unholy chorus is a tormented soul that seeks to add heads to its collection and increase its haunting musical abilities.

These creatures relentlessly hunt for victims, discarding older decaying heads in order to make room for fresh kills. The unholy chorus prefers individuals with some musical gift or magical talent. Some claim unholy choruses burn with a deep hatred of the arts. Others believe they retain some twisted drive that inspires them to compose a final, triumphant masterpiece.

Combat

Unholy choruses employ their haunting melody ability to disable their opponents so they can draw near enough to use their vorpal claws.

Head Collection (Su): An unholy chorus carries a collection of heads that gives it voice and purpose. When it decapitates a victim, it can add its new victim's head to its collection. Adding a head to its collection is a standard action. For each additional head in its collection, the unholy chorus deals an additional 1d6 points of damage (maximum +3d6 per arm) when attacking with its heads. Each such head also increases the effect of its haunting melody ability. An unholy chorus can hold up to three heads in each claw. Therefore, an unholy chorus that has collected more than four heads cannot make a claw attack, but may make two head attacks.

These heads can be sundered (Hardness 10, 2 hit points). If all its heads are destroyed, the unholy chorus can no longer make heads attacks or use its haunting melody ability, but may make two vorpal claw attacks.

Haunting Melody (Su): An unholy chorus with at least one head may sing a dread song that functions as the *doomwail*† spell, as cast by a 13th-level bard.

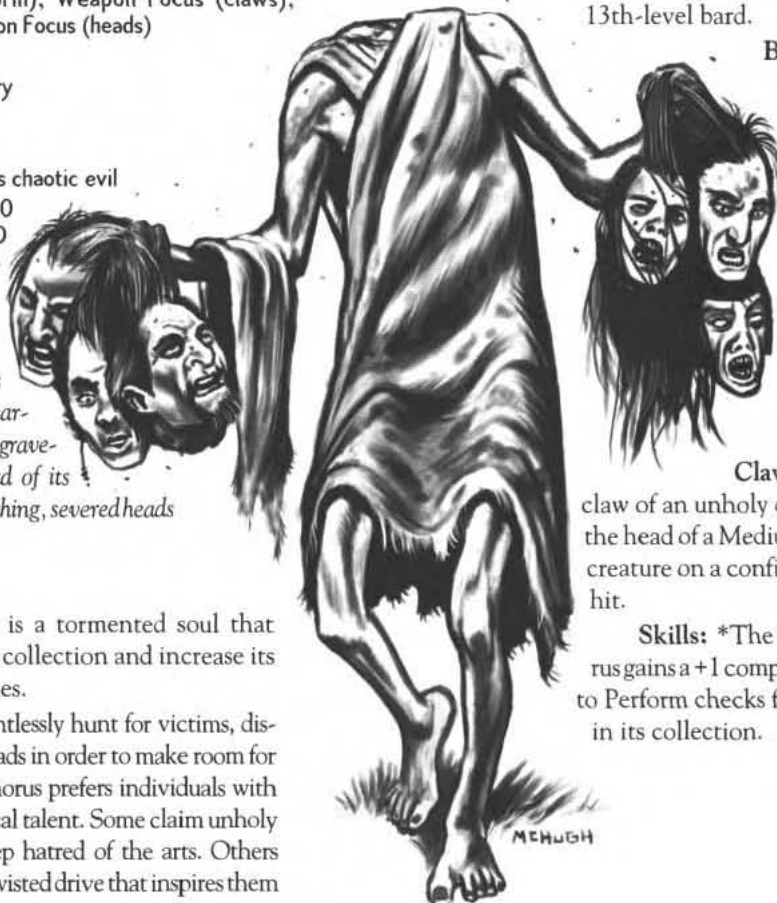
Bardic Music (Su/Sp):

An unholy chorus can produce bardic music effects as a 13th-level bard.

Vorpal

Claw (Ex): The claw of an unholy chorus severs the head of a Medium or smaller creature on a confirmed critical hit.

Skills: *The unholy chorus gains a +1 competency bonus to Perform checks for each head in its collection.



Void Wight

Void wights are creatures who have succumbed to *spirit rot*, a disease caused by an infestation of godfly maggots. Having had their souls almost completely devoured, void wights spend their remaining days in utter despair, destroying all that is divine until death ends their misery. Although technically still living, they appear deceased, and bear many traits in common with the undead.

Sample Void Wight

Out of the darkness skulks a dismal figure, barely larger than a human child. Its pale skin is dry and pulled tightly across its thin frame. The creature's face is twisted into a sneer and its eyes burn with loathing. It is dressed in rags, and a rank stench fills your nostrils as it closes in.

This example uses a 5th-level halfling rogue as the base creature.

Void Wight, 5th-level Halfling Rogue

Small Humanoid (halfling)

Hit Dice:	5d6+5 (22 hp)
Initiative:	+1
Speed:	15 ft. (3 squares)
Armor Class:	20 (+1 size, +2 Dex, +4 armor, +3 natural), touch 13, flat-footed 18
Base Attack/Grapple:	+3/-1
Attack:	Small rapier +6 melee (1d4+1); or slam +6 melee (1d4+1); or dagger +6 ranged (1d4+1)
Full Attack:	Small rapier +6 melee (1d4+1); or slam +6 melee (1d4+1); or dagger +6 ranged (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Aura of despair, sneak attack +3d6
Special Qualities:	Damage reduction 5/magic, divine hunger, divine spell resistance 20, halfling traits, rogue class features, undead similarities
Saves:	Fort +2, Ref +6, Will +0
Abilities:	Str 13, Dex 15, Con 12, Int 10, Wis 9, Cha 1
Skills:	Appraise +6, Bluff — (formerly 3 ranks), Climb +9, Disguise — (formerly 5 ranks), Forgery +7, Heal +1, Hide +18*, Jump +9*, Move Silently +16*, Open Lock +8, Use Rope +6
Feats:	Shield proficiency, weapon finesse
Environment:	Warm plains
Organization:	Solitary, gloom (2–8) or pall (6–24)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	By class
Level Adjustment:	—

Combat

Halfling void wights prefer to ambush their victims. They lurk in dark corners and make sneak attacks with their melee weapons. Halfling void wights also use thrown weapons such as daggers and rocks when attacking from a distance.

Sneak Attack: This halfling void wight gains a +3d6 bonus to damage whenever its target is denied its Dexterity bonus. It may make sneak attacks with ranged weapons as long as it is within 30 feet of its target.

Trapfinding: A void wight may use its Search skill to find traps.

Evasion (Ex): If the halfling void wight makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it takes no damage.

Trap Sense (Ex): The halfling void wight gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by a trap.



Uncanny Dodge (Ex): The void wight retains its Dexterity bonus to AC even if it is caught flat-footed or attacked by an invisible foe. It loses its Dexterity bonus to AC if immobilized.

Creating a Void Wight

"Void Wight" is a template that can be added to any living, corporeal, native creature (hereafter referred to as the "base creature"). A void wight uses all the base creature's statistics and special abilities except as noted here.

Speed: Subtract 5 feet from each movement mode. Void wights are lethargic.

Armor Class: The void wight receives a +3 natural armor bonus.

Attacks: Same as the base creature. The void wight gains a slam attack if the base creature did not already have one.

Damage: Same as the base creature. The void wight's slam attack does damage based either on the base creature's original slam attack or as listed on the corresponding chart, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	1d10
Gargantuan	1d12
Colossal	3d6

Special Attacks: A void wight retains the special attacks of the base creature and gains the following in addition:

Aura of Despair (Su): A palpable sense of hopelessness surrounds the void wight and affects an area up to a 30-ft. radius around it. Living creatures in the area of effect suffer a -2 morale penalty to attacks, saves, skill checks and damage rolls as if they were under the effects of a *crushing despair* spell. A successful Will save (DC 10 + 1/2 the void wight's Hit Dice + the void wight's Intelligence modifier) negates.

Special Qualities: As the base creature. The void wight also gains the following special qualities:

Damage Reduction (Ex): Void wights gain damage reduction of 5/magic. If the base creature already has damage reduction, it improves by +5.

Divine Hunger (Ex): The larvae within the void wight thrive on divine energy. As void wights are often mistaken for true undead, unwary adventurers often attempt to turn or rebuke them. This only makes them stronger. Once a turning check is made, regardless of the result on the initial roll, roll turning damage and

divide the result among the number of void wights being turned. This actually heals the void wights a number of hit points equal to the "damage" they sustained. Any hit points healed in excess of their normal total become temporary hit points and are lost at the rate of one per minute.

The channeling of divine energy also has the side effect of healing the soul of the void wight, offering a potential (but very risky) treatment for its disease. Each turning or rebuking attempt restores one point of Charisma to the void wight. Once the base creature's original Charisma total has been restored, the void wight may make a final DC 13 Fortitude save to overcome the effects of spirit rot. If the saving throw is successful, the void wight belches forth a swarm of artificially matured godflies. Once the godflies have been purged, the void wight once again reverts to the base creature state but is helpless for 2d6 rounds.

If the save fails, the godfly maggots within the void wight accumulate enough power to send the void wight into a rage (+4 Strength, +4 Constitution, +2 to Will saves). After this point, the disease is so advanced that the void wight cannot be restored to what it once was. It will die in 2d4 minutes, once the maggots within it have devoured the remainder of its soul.

Divine Spell Resistance (Ex): The void wight shares some of the resistance to divine spells that the godfly larvae possess. It has spell resistance equal to 10 + twice the base creature's hit dice. If the base creature already has spell resistance, use the better of the two values. This resistance applies only to divine spells.

Undead Similarities (Ex): Even though void wights are not undead, they appear very much as undead creatures. They gain darkvision 60 feet, if they did not already have it, and their flesh appears dry and desiccated. They do not, however, gain any other true undead traits. Since void wights have only the tiniest shards of their souls remaining, they cannot be *raised* or *resurrected* if slain.

Abilities: +2 Strength, Charisma becomes 1. Void wights have almost no sense of self remaining. (This also makes them inappropriate as PCs.)

Skills: As the base creature, although void wights cannot use Charisma-based skills. They have a +8 racial bonus to Hide and Move Silently.

Environment: As the base creature, although they are most often found at sites which once had great divine significance.

Organization: Solitary, gloom (2-8) or pall (6-24).

Challenge Rating: As base creature +1.

Treasure: Standard.

Alignment: Always neutral evil.

Advancement: By character class.

Level Adjustment: None.

Creatures of Dragon Lands

Ashwyrms

Small Dragon (Earth)

Hit Dice: 4d12+4 (30 hp)**Initiative:** +8**Speed:** 30 ft. (6 squares), burrow 40 ft.**Armor Class:** 19 (+1 size, +4 Dex, +4 natural), touch 15, flat-footed 15**Base Attack/Grapple:** +4/+2**Attack:** Bite +7 melee (1d6+2)**Full Attack:** Bite +7 melee (1d6+2) and 2 claws +2 melee (1d4+1)**Space/Reach:** 5 ft./5 ft.**Special Attacks:** Breath weapon**Special Qualities:** Darkvision 60 ft., immunity to *sleep* and paralysis, low-light vision, tremorsense 60 ft.**Saves:** Fort +5, Ref +8, Will +4**Abilities:** Str 15, Dex 18, Con 12, Int 6, Wis 10, Cha 10**Skills:** Hide +15, Listen +9, Move Silently +11, Spot +9**Feats:** Alertness, Improved Initiative**Environment:** Warm desert or plains**Organization:** Solitary, pair, clutch (3–5) or plague (6–10)**Challenge Rating:** 3**Treasure:** Standard**Alignment:** Usually chaotic evil**Advancement:** 5–10 HD (Small), 11–12 HD (Medium)**Level Adjustment:** —

Sand and flame erupt upward as creatures resembling small, wingless dragons rise out of the ground. Their charred black and red scales appear to absorb the light of the sun, rather than reflect it.

Description

Ashwyrms are small, vicious members of the dragon family, native to the Dragon Lands but also frequently found in Asherak. True dragons scornfully believe them to be the reincarnated spirits of cowardly dragons slain while fleeing battle with other dragons. This may be true, as ashwyrms flee the presence of their greater cousins. They are wingless, covered in hard, dull scales of black, brown, gray or red. The ashwurm's body is only about three feet long and weighs up to 60 lbs.

Ashwyrms work together to surround prey, burrowing through their

sandy environs at an almost supernatural rate. Their powerful claws and thin, serpentine bodies leave behind short tunnels that collapse behind them. Stone is more difficult for the ashwurm to pass through, slowing its movement to 20 feet per round. They dwell in semipermanent burrows, with a single den where they keep a community horde.

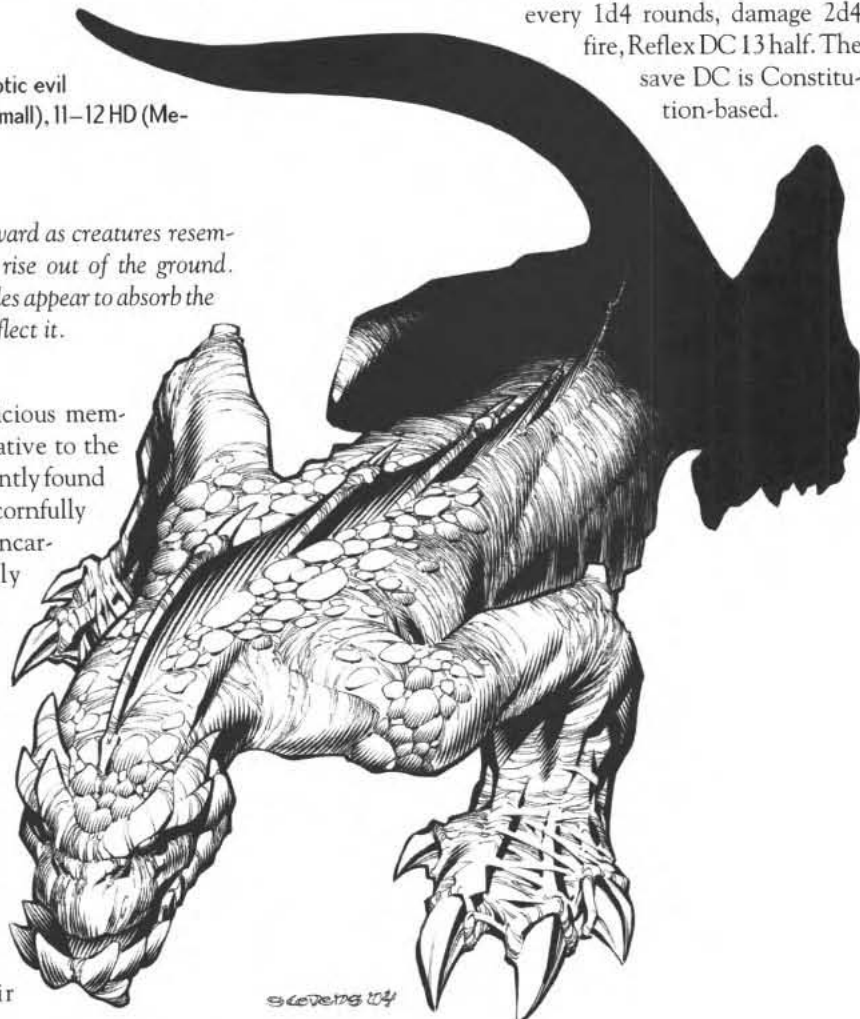
Ashwyrms prefer to prey upon large creatures, and a clutch or plague of ashwyrms will work together to pull down creatures much larger and powerful than themselves. Travelers that must pass through areas infested by ashwyrms often bring along cattle to act as a diversion or sacrifice.

Ashwyrms speak Draconic.

Combat

Ashwyrms stalk their prey from beneath the sand, preferring to take it by surprise, leaping out and attacking with their bite, claws and flaming breath. They use little or no strategy, relying more on the chaos that ensues during the attack.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 2d4 fire, Reflex DC 13 half. The save DC is Constitution-based.



Avion

Medium Dragon (Air)

Hit Dice:	14d12+56 (147 hp)
Initiative:	+7
Speed:	60 ft. (12 squares), fly 250 ft. (good)
Armor Class:	29 (+3 Dex, +16 natural), touch 13, flat-footed 26
Base Attack/Grapple:	+14/+18
Attack:	Wing slash +18 melee (1d8+4 plus wounding)
Full Attack:	Wing slash +18 melee (1d8+4) and bite +13 melee (1d8 +2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Wounding, bardic abilities, spells
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., immunity to paralysis and sleep, low-light vision
Saves:	Fort +13, Ref +12, Will +13
Abilities:	Str 19, Dex 17, Con 19, Int 18, Wis 19, Cha 23
Skills:	Appraise +14, Climb +9, Concentration +18, Decipher Script +19, Diplomacy +23, Hide +28, Jump +6, Knowledge (any two) +19, Perform +23, Spellcraft +19, Spot +19, Use Magic Device +21
Feats:	Eschew Materials, Flyby Attack, Hover, Improved Initiative, Wingover
Environment:	Temperate and warm forests and mountains
Organization:	Solitary, pair or flight (2–6)
Challenge Rating:	14
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	15–20 HD (Medium)
Level Adjustment:	—

Enormous, colorful birds circle overhead, revealing an extra set of limbs as they glide lower. Their iridescent feathers glitter in the sunlight. They begin to sing in voices both beautiful and terrible.

Description

Avions look like enormous birds with short, clawed forelimbs in addition to their wings, but they are actually feathered dragons. They were bred by true dragons more than a thousand years ago as swift scouts, servants and advisors. In the confusion following the fall of the titans, the avions were able to escape their draconic masters and were free to make their own way in the world.

Having been kept in servitude for so long, avions tend to be secretive. They fear being enslaved again by true dragons, to whom they feel superior. They enjoy long, philosophical discussions and sharing their wisdom with humanoids, however, and will often disguise their true nature to allow them to do so in safety. They also like to collect small objects of artistic value and minor magic items.

Avions speak Draconic and Common.

Combat

Avions are very aggressive in combat, preferring hit and run tactics. They strike from concealment, slashing at foes then flying out of range until they wear them down.

Wing Slash: The feathers of the avion are hard and razor-sharp. They function as *wounding* weapons when used in combat.

Bardic Abilities (Su): An avion has the Bardic Knowledge and Bardic Music abilities of a 9th-level bard.

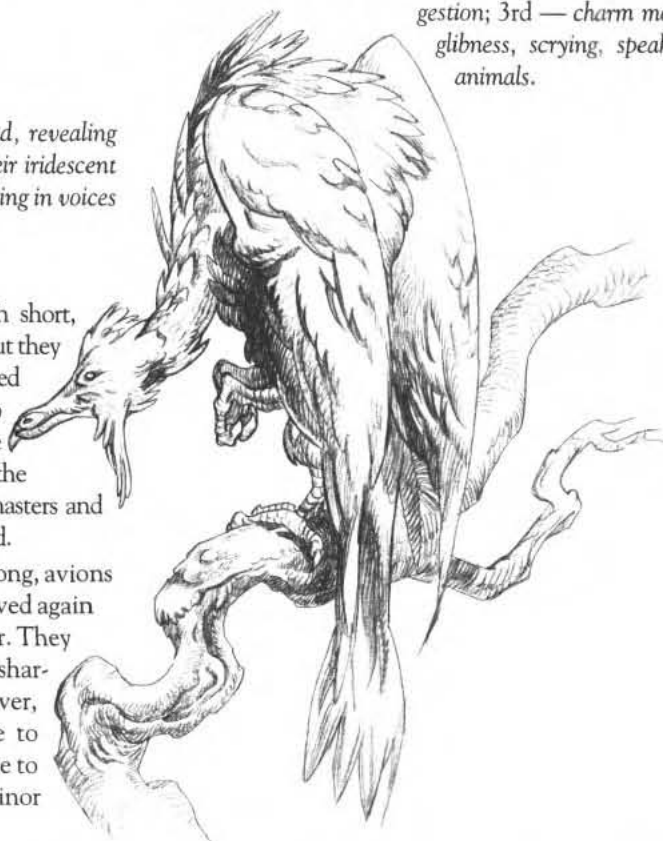
Breath Weapon (Su): 30-foot cone, once every 1d4 rounds, damage 10d10 sonic, Reflex DC 24 for half. The save DC is Constitution-based.

Chameleon (Ex): The avions' feathers change color to match their background, granting them a +10 racial bonus to Hide checks. They may activate or deactivate this ability at will, as a free action.

Spell-like Abilities (Su): All avions can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to avion's Hit Dice). This ability is always active.

Spells: Avions cast spells as a 9th-level bard. The save DCs are Charisma-based.

Typical Bard Spells Known (6/6/6/4; save DC 16 + spell level): 0 — *dancing lights*, *daze*, *flare*, *light*, *lullaby*, *message*; 1st — *charm person*, *cure light wounds*, *hideous laughter*, *identify*, *sleep*, *ventriloquism*; 2nd — *alter self*, *calm emotion*, *eagle's splendor*, *shatter*, *sound burst*, *suggestion*; 3rd — *charm monster*, *glibness*, *screaming*, *speak with animals*.



Boneweed

Huge Plant

Hit Dice: 6d8+18 (45 hp)

Initiative: +7

Speed: 0 ft. (0 squares)

Armor Class: 17 (-2 size, +3 Dex, +6 natural), touch 11, flat-footed 14

Base Attack/Grapple: +4/+15

Attack: Pierce +5 melee (2d4+3)

Full Attack: 6 pierces +5 melee (2d4+3)

Space/Reach: 15 ft./10 ft.

Special Attacks: Skewer, unbalance

Special Qualities: Low-light vision, plant traits, regeneration 6, tremorsense 60 ft.

Saves: Fort +10, Ref +5, Will +2

Abilities: Str 16, Dex 17, Con 16, Int 1, Wis 10, Cha 5

Skills: Survival +9

Feats: Combat Reflexes, Great Fortitude, Improved Initiative

Environment: Temperate plains

Organization: Solitary or patch (2-7)

Challenge Rating: 6

Treasure: Standard

Alignment: Always neutral

Advancement: 7-12 HD (Huge); 13-24 HD (Gargantuan)

Level Adjustment: —

A patch of pale, bonelike branches juts from the ground. The largest stands seven feet tall, and all end in sharp points. Smaller branches wind like roots through the earth, making walking treacherous. Within the patch rest the desiccated corpses of small birds and mammals.

Description

Most common along the coastlines of the Dragon Lands, but found in patches nearly everywhere on Scarn, boneweed is a fast-growing plant that feeds on blood and marrow.

Boneweed is dormant until approached, at which point a bone branch lurches toward the approaching creature to skewer it. Pierced creatures that pry themselves away rarely make it far before bleeding to death. Boneweed branches are lighter, tougher and more flexible than real bone, and regrow when damaged unless frozen or dissolved.

Boneweed is thought to have evolved from plants growing near the bones of buried dragons. It is occasionally cultivated around valuable objects.

Combat

A boneweed cannot strategize, and lashes out at any opponents close enough to skewer. It does not notice opponents that take no actions or move only 5 feet during a round, however.

Skewer (Ex): A boneweed that hits an opponent with a pierce attack can start a grapple as a free action without provoking an attack of opportunity. If the grapple check succeeds, the boneweed skewers the creature and pulls it into the boneweed's space. The opponent is considered grappled, but the boneweed is not; it does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

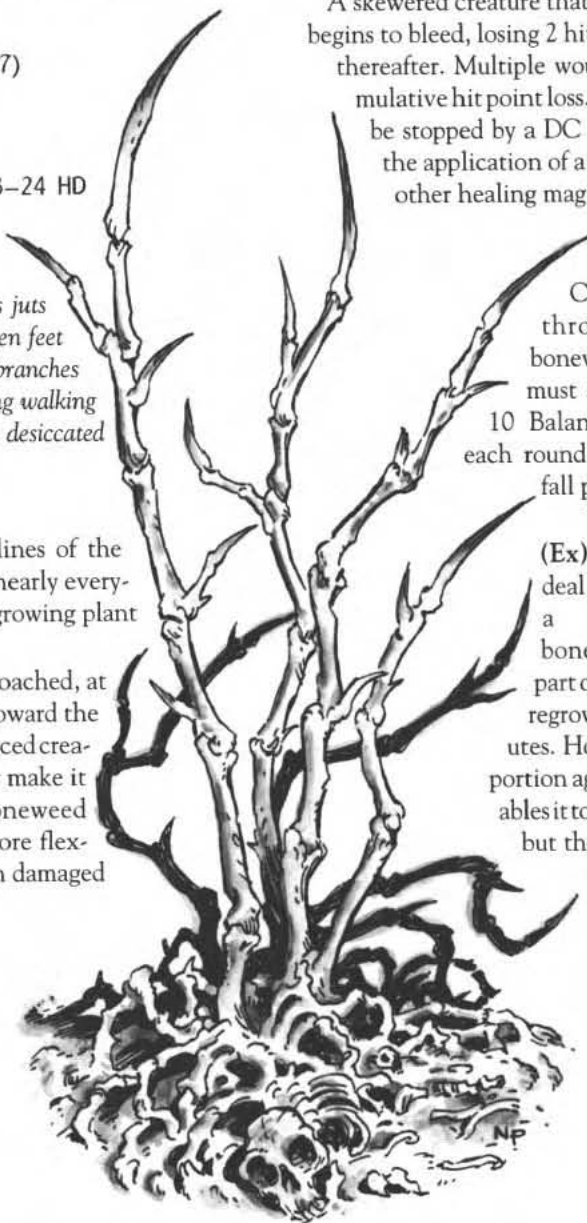
A skewered creature that escapes a grapple begins to bleed, losing 2 hit points per round thereafter. Multiple wounds result in cumulative hit point loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

Unbalance (Ex):

Creatures can move through squares a boneweed occupies but must succeed on a DC 10 Balance check during each round of movement or fall prone.

Regeneration

(Ex): Cold and acid deal normal damage to a boneweed. A boneweed that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly, but the boneweed is not capable of doing this itself.



Canopy Drake

Huge Dragon (Fire)

Hit Dice:	9d12+54 (112 hp)
Initiative:	+8
Speed:	60 ft. (12 squares), climb 40 ft.
Armor Class:	21 (–2 size, +4 Dex, +9 natural), touch 12, flat-footed 17
Base Attack/Grapple:	+9/+23
Attack:	Bite +14 melee (2d6+7)
Full Attack:	Bite +14 melee (2d6+7) and 2 claws +9 melee (1d8+3) and tail slap +9 melee (3d4+10)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Breath weapon, pounce
Special Qualities:	camouflage, damage reduction 10/magic, darkvision 60 ft., immunity to <i>sleep</i> and paralysis, low-light vision
Saves:	Fort +12, Ref +10, Will +9
Abilities:	Str 25, Dex 18, Con 23, Int 15, Wis 17, Cha 14
Skills:	Balance +16, Climb +27, Diplomacy +12, Hide +30, Jump +27, Listen +15, Move Silently +18, Sense Motive +11, Spot +15
Feats:	Dodge, Improved Initiative ^B , Mobility, Spring Attack, Stealthy
Environment:	Warm forest
Organization:	Solitary, pair, unit (3–6) or squad (7–12)
Challenge Rating:	8
Treasure:	Double standard
Alignment:	Usually lawful evil
Advancement:	10–18 HD (Huge), 19–27 HD (Gargantuan)
Level Adjustment:	—

This wingless dragon moves nimbly through the trees, its deep green scales changing color to match its surroundings. It has watchful eyes and spiral horns that arch gracefully backward.

Description

Canopy drakes are arboreal creatures that act as guards and scouts for the great dragons. Most lair on the Dragon Isles, but a fair number lurk in the Gamulganjus. Rumors exist of a few living deep in Ghelspad's forests, but no one has provided any proof of those claims.

Canopy drakes are unusually social for dragons; they work together frequently and fight with drilled precision. They are also less disdainful of other races than most dragonkin and make alliances as necessity dictates.

During mating season, canopy drakes display dazzling colors and patterns on their scales to attract mates. This show is among nature's wonders, and the idle wealthy sometimes hire woodsmen to lead them to rumored drake territories to see it.

Canopy drakes speak Common, Draconic and High Elven.

Combat

Canopy drakes prefer to drop on prey from the treetops and use hit-and-run tactics to soften up their targets before meeting them head on.

Breath weapon (Su): 90-foot line of superheated sludge, once every 1d4 rounds, damage 6d8 heat, Reflex DC 20 half. The save DC is Constitution-based. Creatures that fail the Reflex save are covered in sludge and affected as the *slow* spell for 2d4 rounds, or until the sludge is removed. The sludge takes a full-round action to scrape or wash off.

Pounce (Ex): If a canopy drake leaps on a foe from above, it can take a full-attack action even though it has also moved that round.

Camouflage (Ex): Canopy drakes gain a +10 racial bonus to all Hide checks and are treated as if they have concealment from ranged attacks beyond 30 feet.

Skills: Canopy drakes have a +8 racial bonus to Climb checks.



Sketches '04

Devil Ray

Large Magical Beast (Aquatic)

Hit Dice: 8d10+24 (68 hp)

Initiative: +4

Speed: Swim 40 ft.

Armor Class: 17 (–1 size, +4 Dex, +4 natural), touch 13, flat-footed 13

Base Attack/Grapple: +8/+14

Attack: Stinger +11 melee (1d4+2 and poison)

Full Attack: Stinger +11 melee (1d4+2 and poison) and bite +6 melee (1d8+1)

Space/Reach: 10 ft./10 ft.

Special Attacks: Hypnotic stripes, poison

Special Qualities: —

Saves: Fort +9, Ref +10, Will +2

Abilities: Str 14, Dex 18, Con 16, Int 3, Wis 10, Cha 3

Skills: Escape Artist +5, Hide +5, Listen +4, Spot +4, Swim +11

Feats: Combat Reflexes, Swim-By Attack (see sidebar), Weapon Finesse

Environment: Temperate and warm oceans

Organization: Solitary, pair, school (4–7)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 9–18 HD (Large), 19–24 HD (Huge)

Level Adjustment: —

The large manta ray is swimming just beneath the ocean's surface. Its body is covered with glowing red stripes that flow and shift as it swims.

Description

The giant manta ray lives in tropical seas. Its dark gray body has phosphorescent stripes that have the power to hypnotize predators. It has a long tail with a stinger that can inject paralyzing poison into creatures that aren't affected by its hypnotic patterns.

Devil rays speak very limited Aquan (just a few words and phrases).

Combat

When the devil ray sights its prey, it quickly swims around it, trying to mesmerize it with its glowing stripes. If a stronger predator attacks the ray, it uses its sting to paralyze the attacker. It will then tear the paralyzed (or mesmerized) creature to pieces with its maw.

New Feat

Swim-By Attack [General]

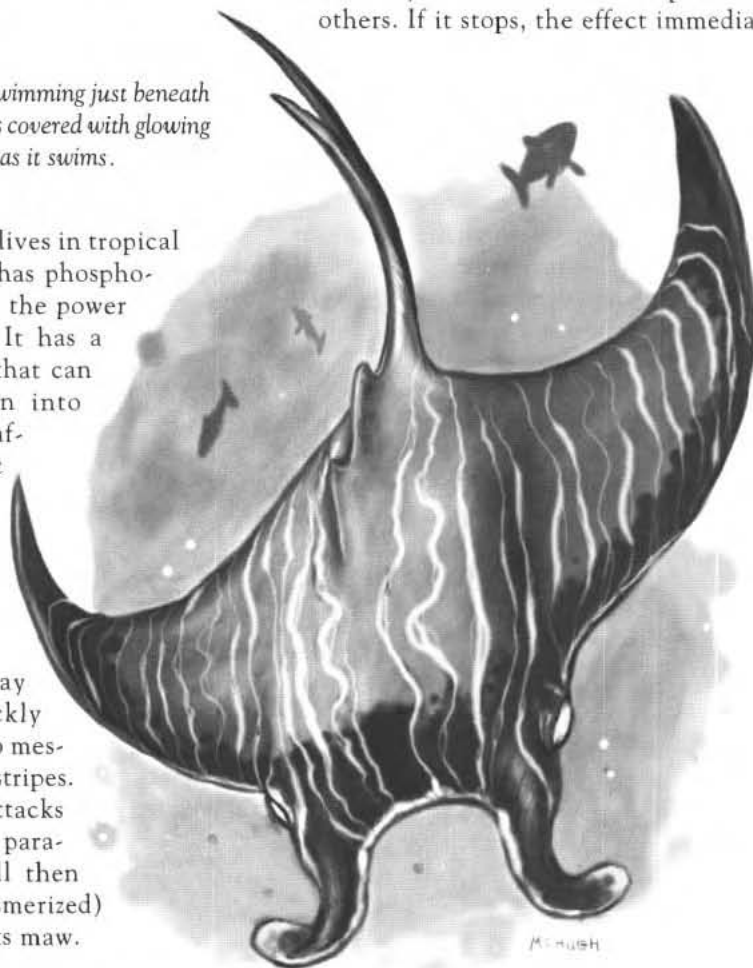
Prerequisite: Swim speed.

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

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

Poison (Ex): Injury, DC 15 Fortitude save; initial and secondary damage 1d6 Dexterity. The save DC is Constitution-based.

Hypnotic Stripes (Su): Any creature that looks at the manta as it swims must make a DC 15 Will save or be affected as though by a *hypnotic pattern* cast by a 14th-level caster. The devil ray must swim at its full speed to hypnotize others. If it stops, the effect immediately ends.



Dragavial

Huge Dragon (Aquatic)	
Hit Dice:	15d12+150 (247 hp)
Initiative:	+3
Speed:	40 ft. (8 squares), fly 30 ft. (clumsy), swim 60 ft.
Armor Class:	22 (-2 size, +3 Dex, +11 natural), touch 11, flat-footed 19
Base Attack/Grapple:	+15/+34
Attack:	Bite +24 melee (4d6+11)
Full Attack:	Bite +24 melee (4d6+11) and 2 claws +22 melee (2d8+5)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Breath weapon, <i>summon will-o'-wisp</i>
Special Qualities:	Darkvision 60 ft., immunity to disease, poison, <i>sleep</i> and paralysis, low-light vision, scent
Saves:	Fort +19, Ref +12, Will +11
Abilities:	Str 32, Dex 17, Con 30, Int 16, Wis 15, Cha 13
Skills:	Bluff +19, Hide +13*, Intimidate +19, Listen +22, Search +21, Sense Motive +20, Spot +22, Survival +20, Swim +37
Feats:	Alertness, Cleave, Diehard, Endurance, Multiattack, Power Attack, Snatch ^B
Environment:	Any marsh or aquatic
Organization:	Solitary or team (1–4 plus 7–12 alligator warriors)
Challenge Rating:	14
Treasure:	Double standard
Alignment:	Usually neutral evil
Advancement:	16–25 HD (Huge), 26–45 (Gargantuan)
Level Adjustment:	—

This huge, greenish-black crocodilian has a long, thin snout with rows of sharp, yellow teeth. A foul odor surrounds the creature as it emerges from the bog. Thin membranes stretch between its front and back legs, and it appears surprisingly graceful as it swims.

Description

Dragavials are crocodilian dragons that lair in shadowed swamps or deepwater caves, found in the Dragon Lands, Termana and the Blood

Bayou (where they associate with the Carnival of Shadows). Ravenous predators, they use summoned will-o'-wisps to hunt and to lure their prey to them.

Dragavials speak Aquan, Common and Draconic.

Combat

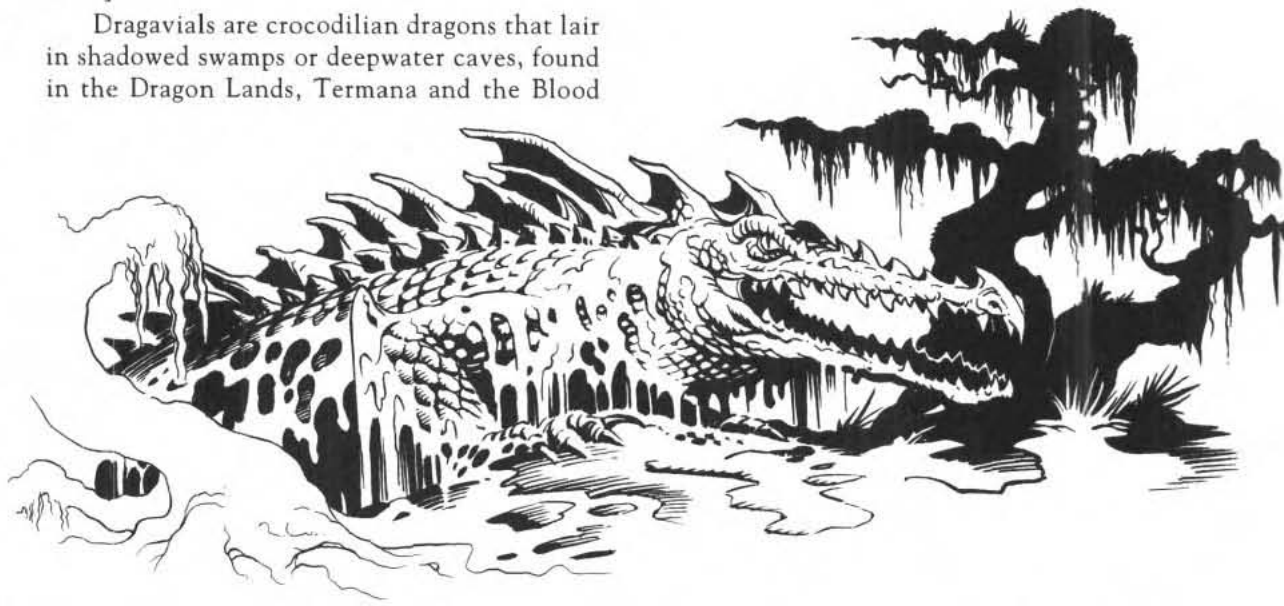
Dragavials favor ambushes, hiding until prey moves within range, distracted by will-o'-wisps. They begin combat with their breath weapon, then try to snatch a victim and drag it underwater. Against multiple opponents, they prefer to focus on one at a time, using their claws to keep the others at bay.

Breath Weapon (Su): 50-foot cone, once every 1d4 rounds, poison gas (inhalation), initial and secondary damage 1d6 Con, Fortitude DC 24 negates. The save DC is Constitution-based.

Summon Will-O'-Wisp (Sp): Once per hour, a dragavial can summon 1d4 will-o'-wisps. The will-o'-wisps obey the dragavial and remain for up to one hour, unless dispelled or dismissed. The dragavial's caster level is 15 for purposes of attempts to dispel the summoned creatures.

Skills: A dragavial has a +8 racial bonus on any Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check. It can use the run action while swimming in a straight line.

*Dragavials have a +8 racial bonus on Hide checks when in marshes. Further, when submerged or showing only their eyes and nostrils, they gain a +10 cover bonus on Hide checks.



Dragon Lice

Tiny Magical Beast

Hit Dice:	2d10+2 (13 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), climb 30 ft.
Armor Class:	20 (+2 size, +1 Dex, +7 natural), touch 13, flat-footed 19
Base Attack/Grapple:	+2/-9 (+3 when attached)
Attack:	Touch +2 melee (attach) (1d4-3)
Full Attack:	Touch +2 melee (attach) (1d4-3)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Attach, paralysis, egg implantation
Special Qualities:	Larva hatching, immune to energy type
Saves:	Fort +4, Ref +4, Will -3
Abilities:	Str 5, Dex 12, Con 12, Int 5, Wis 5, Cha 7
Skills:	Hide +16
Feats:	Improved Initiative
Environment:	Any
Organization:	Solitary, outbreak (2-9) or infestation (10 or more)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 HD (Tiny), 5-7 HD (Small), 8-10 HD (Medium)
Level Adjustment:	—

A coppery-red creature with a hammer-shaped head scuttles out from beneath the dragon's scales. It has eight spidery legs, surrounding a leathery sack hanging from its bony spine.

Description

Dragon lice are inherently magical parasites who feed exclusively on the blood of dragons. Due to the unique chemistry of the lice, the blood of dragon kind is required for their eggs to mature properly, though those eggs can be laid in any living being. That same blood is required through the louse's adult life, to maintain proper nutrition and the energy resistance required to feed. While only growing to medium size, some of the larger specimens have been known to prey on freshly hatched and very young wyrmlings.

Upon finding a sleeping dragon, the lice uses its flat head to lift a scale and insert a bony needle. This injects an anesthetic, deadening the nerves in the area. Once the lie is under the scale, the dragon's only recourse to remove the creature is bathing the area with its breath weapon. Lice with an inappropriate energy resistance succumb and are no longer a problem. After a full day of feeding, the louse detaches and scuttles off to hide while its eggs gestate. Then it hunts other living creatures to serve as host for its young.

Dragon lice speak their own primitive language.

Combat

Dragon lice do not attack except to implant their eggs.

Attach (Ex): If a dragon louse hits with a touch attack, it uses its eight legs to latch onto its opponent's body. An attached louse is effectively grappling its prey. The louse loses its Dexterity bonus to AC and has an AC of 19, but it holds on with great tenacity. Dragon lice have a +12 racial bonus to grapple checks (already calculated in the Base Attack/Grapple entry above) when attached.

An attached louse can be struck with a weapon or grappled itself. To remove an attached louse through grappling, the opponent must achieve a pin against the louse.

Paralysis (Ex): The first round after a louse successfully attaches itself to a victim, it automatically inserts its proboscis into the flesh; this bypasses all manner of damage reduction, as long as the victim is a living being of flesh. This puncture delivers an anesthetic. The victim must succeed in a DC 15 Fortitude save or collapse, conscious and aware but fully paralyzed, for 1d8+1 rounds. The save DC is Constitution-based.

Immune to Energy (Ex): Dragon lice gain immunity to the same sort of energy as the dragon type on which their parent louse fed while they were gestated. As adults, the dragon louse's energy resistance ability is the same as the resistance ability of the dragon or dragonkind upon which the louse last fed (i.e., a red dragon would grant the louse fire resistance).

Egg Implantation (Ex): A dragon louse may implant an egg in any round when it begins its turn attached to a victim. It implants one egg per round, up to 1d10 eggs, before detaching and departing. These eggs can be destroyed by *remove disease* (one casting destroys two eggs) or *heal* (which destroys all eggs in a given host).

The host begins to run a fever within a day of implantation. Its skin reddens and becomes painful, causing a circumstance penalty to all attack



rolls, skill checks, saving throws, armor class and ability checks. This penalty is -1 if the host has only one or two eggs implanted, -2 for three or four eggs, and so forth. Further, for every full week that passes after infestation, this penalty increases by an additional -2. Spellcasters suffering from infestation must make a Concentration check (DC 10 + spell level) to cast any spells during this time.

Larva Hatching (Ex): After 1d4+1 weeks of infestation, larvae hatch from the eggs and burrow out of the host. Each individual larva deals 1d4 points of damage per round for 1d4 rounds and then departs. If the victim survives, he begins to recover from the pain and penalties described above. The penalties decrease by 2 every day until completely gone.

Skills: Dragon lice have a +10 racial modifier on Hide checks.

Dragon Snake (Draka)

Colossal Dragon

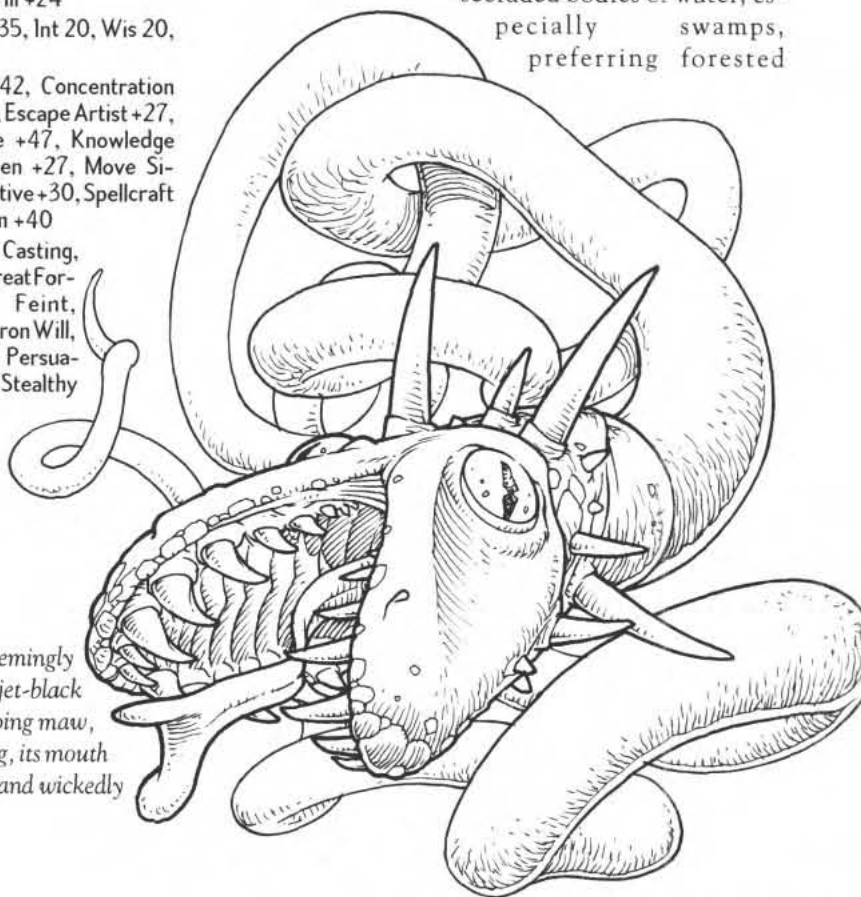
Hit Dice:	30d12+360 (555 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), climb 20 ft., swim 80 ft.
Armor Class:	34 (-8 size, +2 Dex, +30 natural), touch 4, flat-footed 32
Base Attack/Grapple:	+30/+61
Attack:	Bite +37 melee (4d8+15 plus poison)
Full Attack:	Bite +37 melee (4d8+15 plus poison) and tail slap +32 melee (4d6+7)
Space/Reach:	30 ft./20 ft. (30 ft. with bite)
Special Attacks:	Constrict, improved grab, poison, spell-like abilities, swallow whole
Special Qualities:	Damage reduction 15/magic, darkvision 60 ft., fast healing 10, immunity to sleep, low-light vision, paralysis effects and poison, spell resistance 25
Saves:	Fort +31, Ref +21, Will +24
Abilities:	Str 40, Dex 15, Con 35, Int 20, Wis 20, Cha 30
Skills:	Bluff +45, Climb +42, Concentration +42, Diplomacy +39, Escape Artist +27, Hide +8, Intimidate +47, Knowledge (dragons) +38, Listen +27, Move Silently +24, Sense Motive +30, Spellcraft +30, Spot +37, Swim +40
Feats:	Alertness, Combat Casting, Combat Expertise, Great Fortitude, Improved Feint, Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Power Attack, Stealthy
Environment:	Warm marshes
Organization:	Solitary
Challenge Rating:	17
Treasure:	Double standard
Alignment:	Always neutral evil
Advancement:	31+ HD (Colossal)
Level Adjustment:	—

An enormous serpentine body, seemingly nothing more than an endless tide of jet-black scales with hellish yellow eyes and a gaping maw, surges powerfully forward. Upon closing, its mouth opens wider, unsheathing fangs as long and wickedly curved as scimitars.

Description

In the days before the creation of the wrack dragons, Mormo set about to capture a true dragon and bend it to her will. She infused it with her essence and reshaped it in her image in the hopes of creating a more loyal subject. Though its spirit proved indomitable, she succeeded in poisoning its mind with a jealous hatred for its true dragon cousins and set it loose to wage a war of genocide.

Most draka were slain during the Divine War, and their slow reproductive rate continues to hamper their recovery. They've since learned to avoid concentrations of the divine races and hope to recover unnoticed. Excellent surface swimmers, even in ocean water, most live around secluded bodies of water, especially swamps, preferring forested



shores for the cover they provide.

Vain and hateful creatures, forever scheming in the dark corners of the world, draka spend most of their time tracking down and slaying true dragons less powerful than themselves.

Draka speak their own language. Due to the shapes of their mouths, they can't speak any other language without magic, but they understand Common and Draconic.

Combat

While avoiding civilized lands, draka delight in slaying adventurers of the divine races who wander into their remote territories. Often draka have the assistance of a number of lesser titanspawn who are either in awe of them or have been threatened into service.

Draka are cunningly evil and patient in their tactics and avoid fighting fairly whenever possible.

Constrict (Ex): On a successful grapple check, draka deal 3d8+15 points of constriction damage in addition to bite damage.

Improved Grab (Ex): To use this ability, a draka must hit a Gargantuan or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it grabs hold and can try to swallow Large or smaller opponents the following round or deal bite damage with additional successful grapple checks.

Poison (Ex): Injury, Fortitude DC 37, initial and secondary damage of 2d4 Strength. The save DC is Constitution-based.

Spell-like Abilities (Su): At will — *detect magic*, *pass without trace*, *tongues*; 3/day — *fear* (DC 24), *polymorph*, *true seeing*, *true strike*; 1/day — *charm person* (DC 21), *haste*, *invisibility*, *mind blank*, *protection from energy*. Caster level 15. Save DCs are Charisma-based.

Swallow Whole (Ex): A draka can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. If swallowed, the opponent is still grappled but not the draka. The opponent takes initial bite damage and 2d6+6 points of acid damage each round after that. A swallowed creature can cut itself free by dealing 50 points of slicing or piercing damage to the draka (AC 25) or escape back into the mouth with a successful grapple check, where it must succeed in another grapple check or be bitten or swallowed again. Draka can swallow and hold 8 Large, 32 Medium, 128 Small or 512 Tiny or smaller creatures.

Skills: Draka receive a +8 racial bonus on Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. Draka receive a +8 racial bonus on Swim checks to perform special actions or avoid hazards, requiring no check to move. They can always choose to take 10 on Swim checks, even if distracted or endangered. They can use the run action while swimming, provided they swim in a straight line.

Brine Dragon

Gargantuan Dragon (Aquatic)

Hit Dice: 16d12+144 (248 hp)

Initiative: +0

Speed: 20 ft. (4 squares), swim 70 ft.

Armor Class: 27 (–4 size, +21 natural), touch 6, flat-footed 27

Base Attack/Grapple: +16/+40

Attack: Bite +24 melee (2d12+12/19–20)

Full Attack: Bite +24 melee (2d12+12/19–20) and 2 claws +19 melee (3d6+6) and tail slap +19 melee (2d8+18)

Space/Reach: 20 ft./15 ft.

Special Attacks: Breath weapon, ram

Special Qualities: DR 10/piercing and magic or slashing and magic, darkvision 60 ft., immunity to *sleep* and paralysis, glide, low-light vision, spell resistance 23, thick-skinned

Saves: Fort +19, Ref +10, Will +14

Abilities: Str 35, Dex 11, Con 28, Int 15, Wis 19, Cha 16

Skills: Appraise +15, Diplomacy +13, Intimidate +22, Jump +47, Knowledge (history) +17, Knowledge (local) +17, Listen +18, Sense Motive +23, Spot +18, Swim +36

Feats:

Ability Focus (breath weapon), Blind-fight, Cleave, Great Cleave, Improved Critical (bite), Power Attack

Environment:

Temperate aquatic

Organization:

Solitary, pair or nest (3–5)

Challenge Rating:

14

Treasure:

Triple standard

Alignment:

Usually chaotic neutral

Advancement:

17–28 HD (Gargantuan), 29–40 HD (Colossal)

Level Adjustment:

—

This sinuous blue-green dragon has ramlike horns and retractable membranes that stretch from its forelegs to its hind legs.

Description

Brine dragons keep the ships of lesser races away from the shores of the Dragon Isles, but do this less out of obligation to the Isles than out of a fierce territorialism. They lair in dangerous reefs or at crushing depths to discourage looters, and their hoards consist of treasures scavenged from shipwrecks and extorted from passing vessels.

Brine dragons are as capricious as the sea, and it is impossible to predict whether they will attack a ship or let it pass unmolested. They have great affection for Manawe and Enkili; most do not worship those goddesses as such but view their followers with some modicum of respect. Brine dragons hate the Krewe of Waves and attack its members on sight, and often war with valugas over territory.

Brine dragons speak Aquan, Common and Draconic.

Combat

Brine dragons rely on ramming and their breath weapons to destroy most ships.

Breath weapon (Su): 120-ft. line of high-pressure seawater, once every 1d4 rounds, damage 12d10 magic bludgeoning, Reflex DC 29 half. The save DC is Constitution-based.

Glide (Ex): By extending their membranes, brine dragons can briefly skim the surface of the water, adding 30 ft. to their movement. Glide grants a +20 competence bonus to Jump checks and is usable every 3 rounds.

Thick-skinned (Ex): Brine dragons are immune to nonlethal damage and take no damage from deep-sea cold or pressure.

Ram (Ex): Brine dragons can ram creatures or objects in place of a normal charge. Ram deals 8d8+18 points of bludgeoning damage. Targets may either make a DC 30 Reflex save for half damage or take an attack of opportunity against the brine dragon.

Skills: Brine dragons have a +8 racial bonus on any Swim checks to perform some special action or avoid a hazard. They can always choose to take 10 on a Swim check. They can use the run action while swimming in a straight line.



Dragon, Fireglare

Huge Dragon (Fire)

Hit Dice: 20d12+120 (250 hp)

Initiative: +4

Speed: 60 ft. (12 squares), fly 200 ft. (poor), swim 60 ft. (lava only)

Armor Class: 24 (–2 size, +16 natural), touch 8, flat-footed 24

Base Attack/Grapple: +20/+36

Attack: Bite +26 melee (2d8+8)

Full Attack: Bite +26 melee (2d8+8) and 2 claws +21 melee (2d6+4) and 2 wings +21 melee (2d8+4 Fire) and tail slap +21 melee (2d6+12)

Space/Reach: 15 ft./10 ft. (15 ft. with bite)

Special Attacks: Breath weapon, fireglare, flamewings

Special Qualities: Alternate form, damage reduction 5/magic, immunity to sleep, paralysis, spell resistance 24, spellcasting

Saves:

Abilities:

Skills:

Feats:

Environment:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

Fort +18, Ref +12, Will +16

Str 27, Dex 10, Con 23, Int 19, Wis 18, Cha 18

Appraise +27, Concentration +29, Craft (any two smithing) +27, Diplomacy +29, Knowledge (any two) +27, Listen +29, Sense Motive +29, Spot +29

Alertness, Cleave, Hover, Improved Initiative, Negotiator, Power Attack, Wingover

Warm mountains and underground

Solitary or clutch (2–5)

14

Triple standard

Usually neutral

21–27 HD (Huge), 28–36 HD (Gargantuan), 37+ (Colossal)

—

A dragon with a serpentine body, golden scales and wide wings of pure flames dives from the clouds. Its hornless head looks more like that of a giant snake than a traditional dragon. Its eyes glow with an inner fire.

Description

Fireglares are a rare breed of fire dragons, named for their most remarkable feature. They have coal-black eyes with slanted pupils reminiscent of dancing flames. These fiery eyes hold potent powers. When not resting in their volcanic island lairs, fireglares adopt humanoid shape, trading with rich merchants and great craftsmen.

Fireglares speak Common, Draconic and Ignan.

Combat

Fireglares favor their gaze attacks and precise breath weapon over melee combat.

Alternate form (Su):

A fireglare dragon can assume a Medium or smaller Humanoid form thrice per day. It can remain in this form until it chooses to assume a new one or return to its natural form. A fireglare in alternate form loses its supernatural abilities, as well as its flamewings.



Breath weapon (Su): 100-foot line, once every 1d4 rounds, damage 10d10 fire, Reflex DC 26 half. The save DC is Constitution-based.

Fireglare (Su): The fiery eyes of the dragon produce several magical effects, all of which function as if cast by a 14th-level sorcerer. Constant — *detect magic, true seeing*. At will — *hypnotism* (DC 15); 3 times/day — *combustion* (functions as *inflict critical wounds*, but the damage is heat-based) (DC 18), *detect thoughts* (DC 16).

Flamewings (Ex): The wings of a fireglare dragon, made of flames, shed bright light in a 200-ft. radius. Damage dealt by a wing buffet is fire damage, and any combustible materials the wings touch immediately catch fire.

Spells: Fireglares cast arcane spells as 5th-level sorcerers. The save DCs are Charisma-based.

Typical Sorcerer Spells Known (6/7/5; save DC 14 + spell level): 0 — *arcane mark, enumerate†, mage hand, mending, message, prestidigitation*; 1st — *alarm, flash†, glue†, identify*; 2nd — *smother†, web*.

Nether Dragon

Living far below the earth, beyond light and even beyond shadow, nether dragons may be the greatest evil of Scarn's underground.

Some rare chromatic dragons continue to live on, long past the point where even other dragons have perished of old age. Nesting on treasure hoards they've no intention of using, their spirits are poisoned by their greed and by their loathing and distrust of every living thing. Such a dragon can become a twisted, corrupted thing indeed, its body bloated beyond all proportion and its soul rotten beyond the foulest evil. Dragons that reach this state of taint usually retire far below the earth; there, the utter lack of light, the dark arcane forces below the Scarred Lands, and the very weight of excess years finally turn the creature into a nether dragon.

Nether dragons are undead creatures, although they don't need to physically die in the process — their souls are simply snuffed out and they turn into foul husks, empty of life and light.

These creatures look like Colossal dragons with dull, opaque gray scales that lack even the metallic glint of most of their surface cousins. Only close scrutiny — a challenge given the creature's environment — reveals the milky-white coating over the eyes.

Sample Nether Dragon

Only a deep and low growl announces the ominous presence of an immense creature in the dark. It cannot be seen, but the darkness and evil emanating from it fill the entire area, and can actually be felt on the skin as the colossal creature slowly, inexorably approaches.

This example uses a great wyrm green dragon as the base creature.

Nether dragon, great wyrm green dragon

Gargantuan Undead (air, earth)

Hit Dice: 42d12 (286 hp)

Initiative: +2

Speed: 40 ft. (8 squares), burrow 30 ft., swim 40 ft.

Armor Class: 48 (−4 Size, −2 Dex, +44 natural), touch 4, flat-footed 48

Base Attack/Grapple: +41/+69

Attack: Bite +54 melee (6d8+16)

Full Attack:

Bite +54 melee (6d8+16), 2 claws +49 melee (4d6+8) and tail slap +48 melee (6d6+24)

Space/Reach:

20 ft./15 ft. (20 ft. with bite)

Special Attacks:

Breath weapon, Frightful presence, spell-like abilities, spells, tail sweep 2d8+24

Special Qualities:

Damage reduction 20/good and magic, malignant aura, immunity to acid, *sleep* and *paralysis*, low-light vision, poison blood, poor vision, scent, spell resistance 30, undead traits, water breathing Fort +23, Ref +21, Will +32

Saves:

Abilities:

Str 43, Dex 6, Con —, Int 22, Wis 23, Cha 28

Skills:

Bluff +30, Concentration +22, Diplomacy +30, Hide +29*, Intimidate +35, Knowledge (arcana) +32, Knowledge (nature) +27, Listen +63, Move Silently +22, Search +53, Sense Motive +40, Spellcraft +28, Spot +55, Swim +45

Feats:

Ability Focus (breath weapon)^B, Ability Focus (frightful presence)^B, Alertness, Blind-fight^B, Cleave, Flyby Attack (useless), Hover (useless), Improved Initiative, Improved Natural Armor, Improved Natural Attack (bite), Improved Natural Attack (tail slap), Improved Sunder, Power Attack, Skill Focus (Hide), Stealthy, Wingover (useless), Weapon Focus (bite), Weapon Focus (claw)

Environment:

The deepest underground

Organization:

Solitary

Challenge Rating:

26

Treasure:

Quadruple Standard

Alignment:

Neutral evil

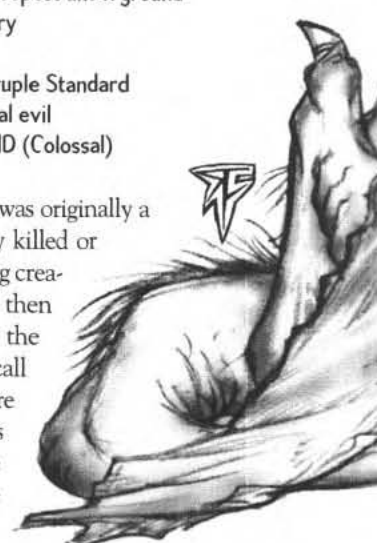
Advancement:

45+ HD (Colossal)

Level Adjustment:

—

This nether dragon was originally a green dragon who finally killed or drove away all other living creatures from its forest. It then retreated to the core of the dead woods it used to call home and descended more and more deeply into its caves, until it reached the deepest underground lake



it could find, where it now lies submerged, wallowing in its own hatred of everything.

Combat

This nether dragon comes from a particularly aggressive and hateful breed and suffers no intruders in its lair, preferring to attack from the shadows, without any warning.

The attacks of this nether dragon count as both magic and evil-aligned weapons for the purpose of bypassing damage reduction.

Breath Weapon (Su): 60-ft. cone, 24d12 poison and negative energy damage, Reflex DC 42 half.

Malignant Aura (Su): Will DC 40 negates.

Frightful Presence (Ex): 360-ft. radius, 42 HD or less, Will DC 42 negates.

Poison Blood (Ex): Fort DC 40 negates.

Spell-like abilities (Su): At will — *cause fear* (DC 20), *darkness*, *scare* (DC 21), *sleep* (DC 20), *soften earth and stone*; 3/ day — *deep slumber* (DC 22), *dispel magic*, *enervation* (DC 23), *fear* (DC 23), *move earth*, *unholy blight*; 1/ day — *earthquake*, *energy drain* (DC 28). Caster level 17.

Spells: This nether dragon knows the following sorcerer spells (6/9/8/8/8/8/7/7/5, save DC 19 + spell level): 0 — *arcane mark*, *daze*, *detect magic*, *ghost sound*, *touch of fatigue*, *mage hand*, *message*, *ray of frost*, *read magic*; 1st — *comprehend languages*, *identify*, *ray of enfeeblement*, *summon monster I*, *ventriloquism*; 2nd — *detect thoughts*, *locate object*, *summon swarm*, *web*, *whispering wind*; 3rd — *hold person*, *ray of exhaustion*, *tongues*, *vampiric touch*; 4th — *bestow curse*, *crushing despair*, *enervation*, *phantasmal killer*; 5th — *cloudkill*, *nightmare*, *summon monster V*, *wall of stone*; 6th — *circle of death*, *shadow walk*, *summon monster VI*; 7th — *hold person*, *mass*, *spell turning*, *summon monster VII*; 8th — *horrid wilting*, *maze*.



Tail Sweep: Reflex DC 40 half.

Water Breathing (Ex): Although undead do not breathe, water breathing still allows this nether dragon to use all of its special attacks, including spells, while submerged.

Creating a Nether Dragon

"Nether dragon" is an acquired template that can be added to any true dragon of evil alignment (referred to hereafter as the "base creature") that has reached great wyrm age.

A nether dragon uses all the base creature's statistics and special abilities except as noted below.

Size and Type: The creature's type changes to undead (earth). The earth subtype is added to any elemental subtype the base creature had previously. Do not recalculate base attack bonus, saves or skill points.

Hit Dice: The base creature gains 6 HD when it becomes a nether dragon; do not add any additional Hit Dice beyond these 6 for purposes of any size increase. These 6 HD are considered undead HD and grant BAB, saves and skills accordingly.

Speed: Same land speed as the base creature. The nether dragon loses its ability to fly (and flying speed) if it had any. It gains a 30-foot burrowing speed.

Armor Class: The base creature's natural armor bonus improves by +6.

Attack: A nether dragon retains all the attacks of the base creature, except those that depend on flying, such as the crush or wing attacks. It cannot choose the Flyby Attack, Hover, Snatch or Wingover feats, and these become useless if the creature already possessed them.

Damage: As base creature.

Special Attacks: A nether dragon loses the breath weapon and spell-like abilities of the base creature, gaining the special attacks described below instead. It retains all other special attacks from the base creature, including spellcasting abilities and caster level. A nether dragon's acquired undead Hit Dice stack with its dragon Hit Dice to determine the save DCs and other HD-dependent specifications of its special attacks.

Breath Weapon (Su): A nether dragon can breathe a cone of foul black smoke that deals 22d12 (if Gargantuan) or 24d12 (if Colossal) damage to living creatures. A Reflex save is allowed for half damage (DC equals 12 + 1/2 the nether dragon's HD + the nether dragon's Charisma modifier). A nether dragon's breath weapon counts as both a negative energy attack and a poison attack. Creatures who are immune, resistant or otherwise protected against both (not just one) of these attack forms are equally protected against this breath weapon.

Spell-like Abilities: At will — *cause fear, darkness, scare, sleep, soften earth and stone*; 3/day — *deep slumber, dispel magic, enervation, fear, unholy blight*; 1/day — *earthquake, energy drain*. Save DCs are Charisma-based.

Special Qualities: A nether dragon loses any spell-like abilities possessed by the base creature and

also any special qualities depending on eyesight, such as darkvision, keen senses or low-light vision. It retains all other the special qualities of the base creature (including spellcasting ability) and also receives all the special traits associated with the undead type. In addition, it gains the following special qualities:

Poor Vision (Ex): A nether dragon cannot see well, and all opponents are considered to have concealment (20% miss chance) against its attacks, though the nether dragon does gain an extra attempt to beat that miss chance, due to its Blind-fight feat. Being nearly blind grants the nether dragon a +20 circumstance bonus to saves against light-based attacks and spells.

Damage Reduction (Su): A nether dragon's damage reduction requires both "good" and "magic" to bypass.

Malignant Aura (Su): A nether dragon's malignancy is so powerful that it affects nonevil creatures just by being near. Any nonevil creature within 30 feet of a nether dragon must succeed at a Will save (DC equal to 10 + 1/2 the nether dragon's HD + the nether dragon's Charisma modifier) or gain one negative level while in the nether dragon's presence. A creature that succeeds at this save becomes immune to that particular nether dragon's malignant aura for the next 24 hours. Lost levels are regained as soon as the creature leaves the area of effect.

Poison Blood (Ex): Even the blood of a nether dragon has become foul and tainted. Any living being coming in direct physical contact with a nether dragon's blood or wounds must succeed at a Fortitude save (DC equal to 10 + 1/2 the nether dragon's HD + the nether dragon's Charisma modifier) or take 1d6 primary and secondary Constitution damage. An opponent dealing melee damage to a nether dragon has a percentage chance of being splashed by the nether dragon's blood equal to 1% per point of damage dealt.

Abilities: Modify from the base creature as follows: Strength +4, Dexterity -4 (minimum of 1), Charisma +6. A nether dragon has no Constitution score.

Skills: Nether dragons have a +8 racial bonus on Hide, Listen and Sense Motive checks. *When in low-light or darker lighting conditions, the Hide bonus rises to +16. They otherwise retain the base creature's skills.

Feats: A nether dragon gains Ability Focus (breath weapon), Ability Focus (frightful presence) and Blind-fight as bonus feats, if it didn't have them already. It otherwise retains the base creature's feats, but Flyby Attack, Hover, Snatch and Wingover become useless.

Environment: Only the deepest underground.

Organization: Always solitary.

Challenge Rating: Same as the base creature +2.

Treasure: Double the base creature's treasure.

Alignment: A nether dragon's alignment changes to neutral evil if it wasn't so already.

Advancement: As per the great wyrm entry of the base creature.

Level Adjustment: —

Dragoneet

Tiny Magical Beast

Hit Dice:	1d10-1 (4 hp)
Initiative:	+5
Speed:	10 ft. (2 squares), fly 40 ft. (average), swim 20 ft.
Armor Class:	18 (+2 size, +5 Dex, +1 natural), touch 17, flat-footed 13
Base Attack/Grapple:	+1/-9
Attack:	Claw -1 melee (1d4-2)
Full Attack:	2 Claws -1 melee (1d4-2) and bite -6 melee (1d4-2)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Breath weapon
Special Qualities:	Dragon call
Saves:	Fort +1, Ref +7, Will +3
Abilities:	Str 7, Dex 21, Con 8, Int 6, Wis 16, Cha 18
Skills:	Bluff +7, Hide +8, Intimidate +7, Listen +6, Sense Motive +7, Spot +6
Feats:	Alertness ^B , Flyby Attack
Environment:	Any warm
Organization:	Solitary or clutch (2-5)
Challenge Rating:	1
Treasure:	Standard (in lair)
Alignment:	Often neutral
Advancement:	2-3 HD (Tiny)
Level Adjustment:	— (Improved Familiar)

This creature appears to be a newly hatched wyrmlike dragon. It's surprisingly small with bright, curious eyes and birdlike quickness of movement.

Description

Dragoneets appear to be miniature dragons, about a foot in length. While they are native to the Dragon Isles, a rare few have been noted elsewhere among the pets and familiars of travelers and the wealthy. Since they seem so much like dragons, theories abound as to the drageoneets' relationship to the true dragons that once commanded such awe and terror on Scarn. Some say they grew from the magical residue of the true dragons who died during the Divine War, while others believe that the gods sought to humble many true dragons by shrinking them to the size of ferrets.



What is most likely, however, is that dragoneets are simply flying lizards that have evolved to look like dragons as a defense mechanism. Dragoneets even come in most standard dragon colors, always with breath weapons that closely mimic the abilities of the dragon they most resemble.

Dragoneets speak a broken, primitive dialect of Draconic.

Combat

Dragoneets are not fighters. If facing a superior opponent, they use their dragon call ability to attempt to intimidate their enemies. If unsuccessful, they simply flee; if successful, they may try to steal something first.

Breath Weapon (Su): 5-foot cone, once every 4 rounds and no more than 3/day, damage 3d4 (see below for type), Reflex DC 10 half. The save DC is Constitution-based.

The breath weapon of a dragoneet mimics that of the dragon it most closely resembles. Therefore, red, brass and gold dragoneets breathe fire; copper, black and green dragoneets breathe a cone of acidic mist; blue and bronze dragoneets breathe a cone of lightning; and silver dragoneets breathe a cone of cold. No white dragoneets have ever been seen, possibly because dragoneets cannot survive in the sorts of cold climates that white dragons prefer.

Dragon Call (Sp): Threetimes per day, a dragoneet can let out a piercing and plaintive cry that resembles nothing so much as an infant animal calling for its parent. All those who hear the cry must make a DC 15 Will save or hear an answering cry. The answering cry is entirely illusory, but it sounds like the roar of a truly enormous and angry creature, issuing from some nearby hidden place (underground if no other cover exists). The illusory creature then sounds as if it is rushing toward the dragoneet, presumably to destroy those who threaten it. The illusion has no visible component, but the auditory component lasts for one full minute.

Skills: Dragoneets have a +3 racial bonus to Bluff, Intimidate and Sense Motive checks.

Ghoul Ooze

Large Ooze	
Hit Dice:	5d10+30 (57 hp)
Initiative:	-5
Speed:	10 ft. (2 squares), climb 10 ft.
Armor Class:	4 (-1 size, -5 Dex), touch 4, flat-footed 4
Base Attack/Grapple:	+3/+9
Attack:	Tendril +4 melee (paralysis)
Full Attack:	12 tendrils +4 melee (paralysis)
Space/Reach:	10 ft./5 ft. (50 ft. with tendrils)
Special Attacks:	Acid, drag, improved grab, paralysis
Special Qualities:	Blindsight 60 ft., ooze traits
Saves:	Fort +7, Ref -4, Will -4
Abilities:	Str 15, Dex 1, Con 22, Int —, Wis 1, Cha 1
Skills:	Climb +10
Feats:	—
Environment:	Underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	6-8 HD (Large); 9-15 HD (Huge)
Level Adjustment:	—

Luminous beaded strands hang across the passage, attached to a gray amoebalike creature above.

Description

Although they are rumored to have originated beneath the Mourning Marshes of Termana, they have successfully populated underground areas across all of Scarn and are most often found in the Dragon Lands. The most notable feature of a ghoulish ooze is a luminous organ embedded in an otherwise plain gray body. A ghoulish ooze secretes paralyzing mucus along thin pseudopods that dangle from its body. The mucus forms globules along the pseudopods' tiny ridges. The luminous organ in the ooze's body shines on the mucus-laden pseudopods, illuminating them.

A ghoulish ooze can grow to a diameter of 10 feet and a thickness of 6 inches. A typical specimen weighs about 4,500 pounds.

Combat

The ooze pulls a paralyzed victim up to its body, then dissolves its prey with digestive acids.

Acid (Ex): The body of the ghoulish ooze secretes a digestive acid that dissolves only flesh and other organic materials, dealing 1d4 points of damage per round. Anyone in contact with the body — including anyone making an unarmed or natural attack against it — suffers this damage.

Drag (Ex): If a ghoulish ooze successfully grabs a victim, it drags its prey up to its body at a rate of 10 feet per round (provoking no attack of opportunity)

unless that creature breaks free, which requires a DC 17 Escape Artist or Strength check.

A pseudopod has 4 hit points and can be attacked by making a successful sunder attempt. Attacking a ghoulish ooze's pseudopod does not provoke an attack of opportunity. If the pseudopod is currently grappling a target, the ghoulish ooze takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a pseudopod deals no damage to a ghoulish ooze. If a pseudopod is severed, the ghoulish ooze can extrude a new one as a full-round action.

Improved Grab (Ex): To use this ability, the ghoulish ooze must hit with one of its pseudopods. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can drag its victim up to its main body.

Paralysis (Ex): Those hit by a ghoulish ooze's pseudopod must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Skills: A ghoulish ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.



Giant, Ophidic

Huge Giant	
Hit Dice:	15d8+75 (142 hp)
Initiative:	+2
Speed:	60 ft. (12 squares)
Armor Class:	25 (–2 size, +2 Dex, +15 natural), touch 10, flat-footed 23
Base Attack/Grapple:	+11/+30
Attack:	Claw +20 melee (2d6+11)
Full Attack:	2 claws +20 melee (2d6+11) and bite +15 melee (1d6+5 plus poison)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Entrancing patterns, poison, spells
Special Qualities:	Darkvision 60 ft., immunity to disease, poison and <i>sleep</i> , low-light vision, spell resistance 23
Saves:	Fort +14, Ref +7, Will +9
Abilities:	Str 33, Dex 14, Con 21, Int 21, Wis 18, Cha 20
Skills:	Concentration +19, Jump +37, Knowledge (arcana) +21, Knowledge (nature) +19, Listen +20, Search +19, Spellcraft +23, Spot +20, Use Magic Device +21
Feats:	Ability Focus (entrancing patterns), Alertness, Combat Casting, Eschew Materials, Spell Focus (Enchantment), Spell Focus (Evocation)
Environment:	Warm and temperate forests and marshes
Organization:	Solitary, pair or gang (2–4)
Challenge Rating:	14
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	—

The enormous creature has the lower body of a great serpent but a humanoid torso with two long, clawed arms and intelligent, malevolent eyes. The creature's colorful scales seem to move of their own accord, creating beautiful, even fascinating, patterns.

Description

The ophidic giants, found primarily in the depths of the Dragon Lands and the Yellow Jungle of Termana, are clearly creations of Mormo. These enormous humanoid creatures reach a height of 20 feet when uncoiled. The upper body of an ophidic giant looks much like that of an asaath except for the more colorful scales, while the lower body is that of a serpent. They have only limited contact with their distant asaathi cousins.

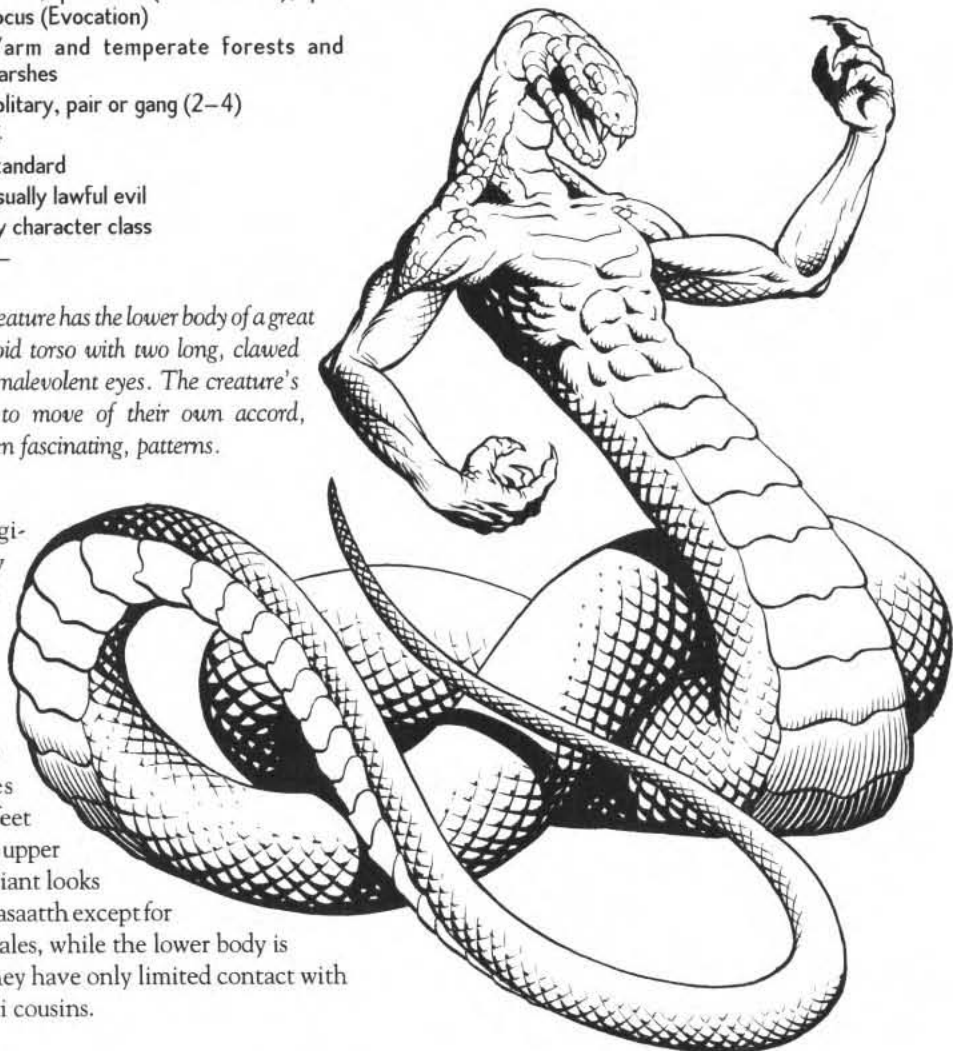
The scale patterns of ophidic giants are both status symbols and spellbooks for the giants, and every spell the giant learns becomes a new pattern. A character could potentially use the hide of an ophidic giant as any other spellbook; this requires the character to learn the patterns as he would any other language.

Ophidic giants speak Asaath, Common and Draconic.

Combat

Ophidic giants rely on their magical abilities, first their entrancing patterns, then their innate spellcasting powers. Only desperate ophidic giants use their natural weapons, as being forced into physical conflict is a mark of shame in their society.

Entrancing Patterns (Su): At the mere sight of an ophidic giant, all viewers (except other ophidic giants) must succeed on a DC 24 Will save or be fascinated, as if by a *rainbow pattern* spell. If the save is successful, that creature cannot be affected again by the same giant's entrancing patterns ability for 24 hours. The save DC is Charisma-based.



Poison (Ex): Injury, Fortitude save DC 22, initial damage 1d8 Con, secondary damage 1d8 Wis. The save DC is Constitution-based.

Spells: An ophidic giant casts spells as a 10th-level wizard. The save DCs are Intelligence-based.

Typical Wizard Spells Prepared (4/6/5/4/3/2; save DC 15 + spell level, or 16 + spell level for enchantment and

evocation spells): 0 — *detect magic* (x2), *read magic* (x2); 1st — *bolt of power*††, *charm person*, *magic missile* (x2), *shield*, *sleep*; 2nd — *acid arrow*, *fox's cunning*, *glitterdust*, *resist energy*, *weeping fool*††; 3rd — *dispel magic*, *gust of wind*, *manaspear*†, *suggestion*; 4th — *black tentacles*, *charm monster*, *ice storm*; 5th — *dismissal*, *mind fog*.

Skills: Ophidic giants receive a +2 racial bonus on Knowledge (arcana), Spellcraft and Use Magic Device checks.

Golem, Bamboo

Medium Construct

Hit Dice: 3d10 +20 (36 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 17 (+2 Dex, +5 natural armor), touch 12, flat-footed 14

Base Attack/Grapple: +2/+3

Attack: Slam +3 melee (1d4+1)

Full Attack: 2 slams +3 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Construct traits, damage reduction 5/adamantine, growth

Saves: Fort +1, Ref +3, Will +1

Abilities: Str 12, Dex 15, Con —, Int —, Wis 11, Cha 1

Skills: Hide +2*

Feats: —

Environment: Warm forests

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4–6 HD (Medium), 7–9 HD (Large)

Level Adjustment: —

The creature emerging from the jungle resembles nothing so much as a mass of bamboo stalks, held together by string and mud. It's hard to say where the jungle ends and the creature begins.

Description

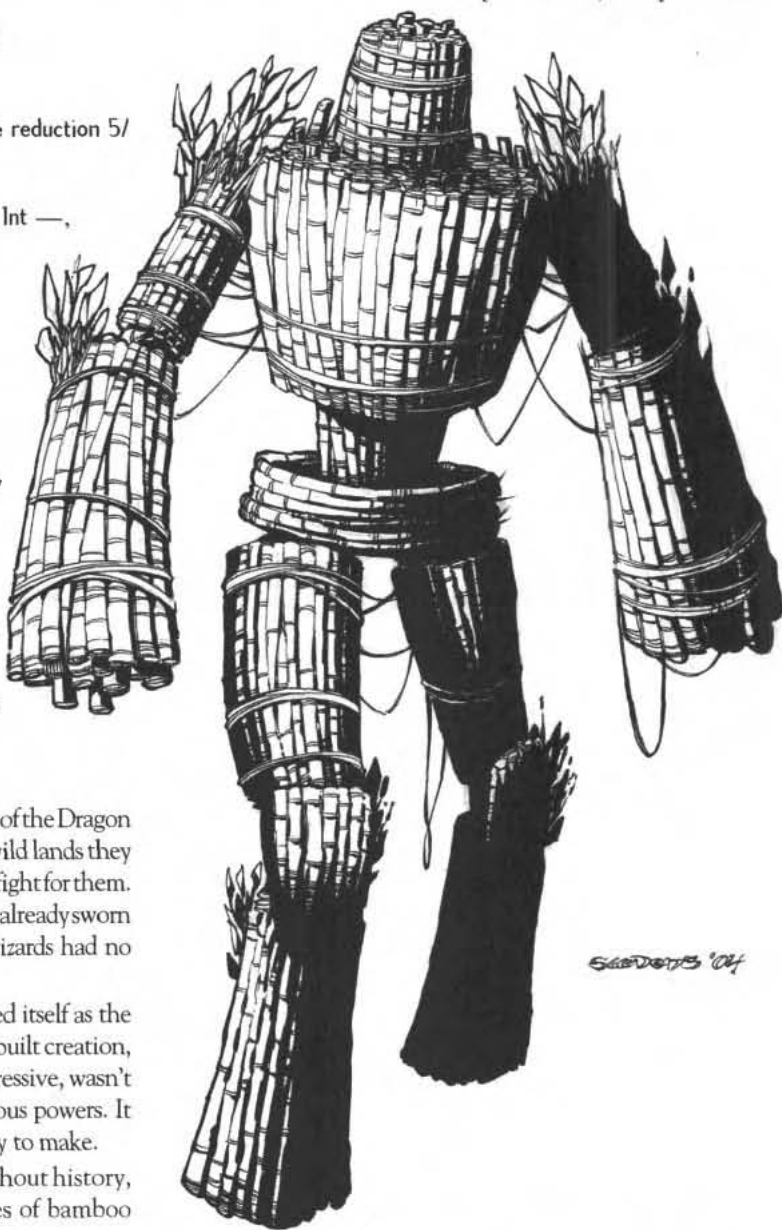
In ages gone, the humanoid spellcasters of the Dragon Isles learned that in order to survive in the wild lands they had come to inhabit, they needed soldiers to fight for them. As most of the inhabitants of the region were already sworn to particular clans or draconic lords, the wizards had no choice but to create their own warriors.

Bamboo, ubiquitous as it was, presented itself as the best material for their purposes. The lightly built creation, standing about 6 feet high, wasn't very impressive, wasn't esthetically pleasing, and had no tremendous powers. It was, however, exceptionally cheap and easy to make.

During many of the clan wars throughout history, the Dragon Isles have seen whole armies of bamboo

golems marching across the lands. But those years are long passed. In the Dragon Lands today, bamboo golems are used almost exclusively as servants and bodyguards — the purposes for which they were created in the first place.

Bamboo golems cannot speak. They weigh approximately 100 pounds.



Combat

Due to its relatively small frame and the materials used in its construction, the bamboo golem is all but impossible to see in the dense jungles of the Dragon Isles. If it cannot lurk in ambush, its tactics are simplistic, involving little more than a direct assault until either it, or the enemy, has been pulped.

Growth(Su): The bamboo golem grows after its initial creation at a rate of 1 HD per 3 months. Upon reaching 9 HD the bamboo golem is incapable of sustaining itself — the magical energies animating it dissipate and all that remains is a tangled bamboo bush.

Skills: *Due to its relatively small frame and the materials used in its construction, the bamboo golem gains a +8 circumstance bonus to Hide checks when within a jungle environment.

Construction

The bamboo golem's body is crafted from large quantities of bamboo stalks joined together with strings and wines. Assembling the body requires a DC 9 Craft (carpentry) check.

CL 5th; Craft Construct, *make whole*, *bull's strength*, caster must be at least 5th level; Price: 6,000 gp; Cost: 3,000 gp + 240 xp

Golem, Mountain

Colossal Construct

Hit Dice:	28d10+80 (234 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	33 (–8 size, +21 natural, +10 invulnerable bastion), touch 12, flat-footed 33
Base Attack/Grapple:	+21/+54
Attack:	Bite +30 melee (6d8+17/19–20)
Full Attack:	Bite +30 melee (6d8+17/19–20) and 2 claws +28 melee (4d8+8)
Space/Reach:	60 ft./45 ft.
Special Attacks:	Breath weapon, guard ward
Special Qualities:	Blindsense 60 ft., damage reduction 10/adamantine, darkvision 60 ft., fast healing 5, invulnerable bastion, low-light vision, spell resistance 28
Saves:	Fort +11, Ref +11, Will +15
Abilities:	Str 45, Dex 11, Con —, Int 23, Wis 23, Cha 20
Skills:	Bluff +36, Diplomacy +40, Disguise (as statue only) +38, Intimidate +38, Knowledge (local) +37, Listen +37, Sense Motive +37, Spot +37
Feats:	Ability Focus (breath weapon), Awesome Blow, Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Natural Armor, Lightning Reflexes, Multiattack, Power Attack
Environment:	Any mountains/underground
Organization:	Solitary or tribunal (3)
Challenge Rating:	18
Treasure:	Standard
Alignment:	Always neutral
Advancement:	29–84 HD (Colossal)
Level Adjustment:	—

A looming statue of a dragon carved from resolute stone stands 80 feet in height. The wings are riddled with veins of adamantite ore, shimmering with eldritch energies. The sound of grinding rock fills the air as that mountainous face slowly turns and magic bursts from its nostrils with a snort.

Description

Enormous constructs forged by ancient dragon kings and hundreds of their slaves, the mountain golems guard their masters' once-mag-

nificent underground palaces from any who would enter unbidden. Most are hundreds if not thousands of years old, guarding hallways of stone that now contain more decay and rot than gold and luxury. Nonetheless, entry into their domains without their permission is all but impossible; it is simpler, in most cases, to talk them into allowing entry, but even that is no small task.

The voice of a mountain golem echoes like a landslide, yet is sibilant as a snake's. They can talk circles around all but the most devoted negotiator and see through all but the most silver-tongued lies. It takes either daring or sincerity to convince them to allow entry.

Although their memories stretch back hundreds of years, their immobility prevents them from learning of the wider world: they have unrivaled knowledge of local events and history, but almost no knowledge of history in general. Nonetheless, many are the adventurers who seek out the enigmatic mountain golems for their knowledge of their surrounding areas, offering great wealth for great wisdom.

Mountain golems speak Common, Draconic, Dwarven, Giant, Goblin, Terran and Undercommon.

Combat

Mountain golems are inherently bound to the underground complexes they guard, and they cannot stray more than a few hundred feet from the places they protect before the magic that sustains them decays and they instantly collapse in a heap of inanimate stone. They are intuitively aware of their distance from their ward, and it is virtually impossible to trick them into overreaching. As a result, they are primarily defensive and wrap their wings about themselves for protection whenever they are bombarded from afar. They use their breath weapon freely but are equally deadly with tooth

and claw, and charge when an opportunity prevents itself.

Breath Weapon (Su): 160-foot cone of magical force, once every 1d4 rounds, damage 20d4 force, Reflex DC 26 for half. The save DC is Constitution-based.

Invulnerable Bastion (Su): A mountain golem's wings are reinforced with both adamantite and magical force, and are immune to virtually all damage, allowing the golem to use them as shields in combat. A *disintegrate* spell directed at the golem's wings will render them vulnerable to harm if the mountain golem fails its Fortitude save, negating the mountain golem's +10 shield bonus to AC and preventing use of invulnerable bastion for 1d4 rounds. The golem's SR does not apply against disintegrate attacks aimed at its wings. The wing's AC bonus applies against touch attacks as well, as any attack that strikes the wings, even a ghostly one or a magical one, is ineffective.

Guard Ward (Sp): A mountain golem is created to guard a specific underground complex, and it is capable of thwarting magical intrusion. The golem can cast *clairaudience*/*clairvoyance* or *dimensional lock* as a spell-like ability at will with a caster level of 20. As long as the area clairvoyantly viewed is part of its ward, it may cast *dimensional lock* upon it through the magical sensor.

Construction

A mountain golem's body is sculpted from more than 7,500 tons of rock, inlaid with adamantite ore and rare minerals costing at least 200,000 gp. Assembling the body requires a DC 35 Craft (stonemasonry) check or a DC 35 Knowledge (architecture and engineering) check.

CL 16th; Craft Construct, *geas/quest*, limited wish, *polymorph any object*, *wall of force*, caster must be at least 16th level; Price 400,000 gp; Cost 200,000 gp + 16,300 xp



Gommog

Huge Dragon (Augmented Giant)

Hit Dice:	16d10+112 (200 hp)
Initiative:	+6
Speed:	40 ft. (8 squares)
Armor Class:	29 (-2 size, +2 Dex, +19 natural), touch 10, flat-footed 27
Base Attack/Grapple:	+12/+30
Attack:	Club +20 melee (2d6+10) or claw +20 melee (1d8+10)
Full Attack:	Club +20/+15/+5 melee (2d6+10) and bite +15 melee (2d6+5); or 2 claws +20 melee (1d8+10) and bite +15 melee (2d6+5)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Bag, breath weapon, frightful presence, snatch
Special Qualities:	Darkvision 60 ft., immunity to fire, sleep and paralysis, low-light vision
Saves:	Fort +17, Ref +7, Will +8
Abilities:	Str 30, Dex 15, Con 24, Int 12, Wis 16, Cha 18
Skills:	Balance +12, Climb +20, Hide +13, Intimidate +23, Jump +25, Listen +18, Move Silently +21, Search +11, Spot +9, Survival +13
Feats:	Blind-fight, Cleave, Great Cleave, Improved Initiative, Power Attack, Snatch
Environment:	Cold forest
Organization:	Solitary (Unique)
Challenge Rating:	15
Treasure:	Triple standard
Alignment:	Always chaotic evil
Advancement:	—
Level Adjustment:	—

This humanoid is immense, standing 20 feet high, his coiled muscles rippling beneath thick scaled hide covered in patches of coarse hair. The eyes which peer from beneath the heavy brow gleam with a wicked intelligence; the mouth, with its upward-jutting tusks, curls into a horrible grin as he lumbers inexorably forward. The creature hefts a massive club carved from a tree trunk in one clawed hand, while the other grips a fetid bag made from sewn animal skins.

Description

Gommog is a creature of legend. He is said to be the child of a dragon and a monstrous ogre, but nobody can say for sure. Nobody can predict when and where Gommog will strike, but he often keeps to cooler climates and forested terrain. He appears most often in the Dragon Lands but seems to have access to some means of transportation, for legends of his rampages exist on Ghelspad and Termana as well.

He keeps a lair in distant caves, where he stores the treasure amassed from his reign of terror. He raids nearby settlements, reaving and destroying at will — a force of nature, like a natural disaster made manifest. He chooses a settlement and attacks it nightly, returning time and again to slaughter any who oppose him, scoop them up in his bag and carry them away to his lair. If he encounters no resistance, he kills two or three individuals at random, bags them and leaves. He does not pursue those who flee but instead returns again the next night to repeat the process. He does not accept surrender. When everyone in the settlement is dead, or the site has been abandoned, he chooses another settlement for his hunting ground. He is relentless and un-reasoning.

Gommog is 20 feet tall and weighs several tons.



He speaks Common and is well known for uttering the same phrases over and over as he kills: "Gommog comes... put you in my death-bag, bash and smash your life away."

Combat

Gommog is not a tactician. He prefers to enter by stealth, but that is due more to the terrorizing results of his sudden appearance within a settlement's walls than any true desire to infiltrate. If faced with experienced opposition, his combat tactics do change slightly from his usual slaughter. He still relies on his time-tested methods of snatch and bag, but he also targets those he considers most dangerous with his breath weapon (which, unlike those of most half-dragons, is not limited to once per day). If he loses more than half his hit points, he retreats back to his lair in shock but will return the following night using much more strategy — he will attempt to use stealth, to attack from cover and so forth. He remains focused on those who wounded him, to the point of abandoning the settlement and tracking the offenders if they have departed.

Breath Weapon (Su): 30-foot cone, once every 4 rounds, damage 6d8 fire, Reflex DC 25 half. The save DC is Constitution-based.

Frightful Presence (Ex): At the first sight of Gommog, creatures within 60 feet must succeed on a DC 22 Will save or be *frightened* for 5d6 rounds.

Creatures who successfully save are immune to Gommog's frightful presence for 24 hours, and beings with 16 HD or more are immune to this affect. The save DC is Charisma-based.

Snatch (Ex): If Gommog hits a Medium or smaller creature with a claw or bite attack, he may attempt to start a grapple as a free action without drawing an attack of opportunity. For every round Gommog maintains a hold, he does automatic bite or claw damage. Snatched creatures held in Gommog's mouth can be targeted with his breath weapon, with no save allowed. Snatched creatures can be flung 1d6x10 feet, for 1d6 points of damage per 10 feet. Snatched creatures can also be bagged.

Bag (Ex): Gommog can try to bag any snatched opponent by making a second successful grapple check. The target is shoved into Gommog's "death-bag" — a huge bag made from sewn animal skins, where Gommog keeps his food. As long as the bag is held by Gommog, the only way out is to cut the skins (AC 20, 25 points of damage). If Gommog drops the bag, a trapped individual can climb out of the heavy bag in 1 round. Should no additional opponents remain to be dealt with, however, Gommog's usual attack is to shove the target into the bag and then beat the bag against the ground, doing 2d6+10 points of damage to those inside. He also occasionally beats the bag with his club; each victim within is considered helpless against the club attack (–4 to AC and an effective Dexterity 0; see *Player's Handbook*, Table 8–6).

Laughing Drake

Small Dragon	
Hit Dice:	5d12+15 (47 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), fly 60 ft. (good)
Armor Class:	24 (+1 size, +7 Dex, +6 natural), touch 18, flat-footed 17
Base Attack/Grapple:	+5/+0
Attack:	Bite +13 melee (1d4–1 and poison)
Full Attack:	Bite +13 melee (1d4–1 and poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Distracting cackle, poison
Special Qualities:	Darkvision 60 ft., evasion, low-light vision, immunity to <i>sleep</i> and <i>paralysis</i>
Saves:	Fort +7, Ref +11, Will +8
Abilities:	Str 8, Dex 25, Con 16, Int 7, Wis 18, Cha 21
Skills:	Escape Artist +13, Listen +10, Move Silently +13, Sleight of Hand +13, Spot +10, Tumble +13
Feats:	Alertness, Weapon Finesse
Environment:	Warm forest
Organization:	Solitary, mated pair, or troupe (3–10)
Challenge Rating:	3
Treasure:	No coins; 20% small items (often jewelry); 20% magic
Alignment:	Always chaotic neutral
Advancement:	6–10 HD (Small)
Level Adjustment:	—

A small brightly colored dragon settles on a nearby branch, gazing downward. Its rainbow scales, gemlike claws and colorful wings are extravagant, almost like a tropical bird. Its narrow, delicate mouth opens and it lets out a braying, cackling laugh.

Description

The beautiful laughing drake originates in the Dragon Lands but can now be found in tropical forests throughout the Scarred Lands. Those unfamiliar with them might wonder why these lovely creatures are not prized as pets in the cities of Ghelspad — right up until they hear the laughing drake's raucous cry.

The laughing drake's cry combines the worst aspects of a hyena, a howler monkey and a screaming baby. Its cry makes concentration, spellcasting and sleep nigh impossible. Unless appeased with food or shiny gifts, the annoyingly intelligent laughing drake will follow a party and cackle at the most inopportune moments. If not placated, they sometimes steal items, and either keep them in their nests or adorn themselves with them. This sometimes leads to an inadvertent benefit conferred by a stolen magic item, such as an *ioun stone* or *Asaatthi battle ring*.



Laughing drakes sometimes work together in a troupe. A few cackle and distract a party, while a lone drake sneaks up and makes off with a wand or other item that has caught the drakes' interest.

Laughing drakes speak a debased version of Draconic. They can also be taught to imitate, but not truly speak, other languages, much like a parrot.

Combat

Laughing drakes try to avoid true combat by flying away or slipping from a foe's grasp, biting only if they cannot escape.

Distracting Cackle (Ex): 60-ft. radius, standard action, DC 17 Will negates. Those who fail their save cannot Take 10 or 20 on any skill checks and cannot naturally fall asleep as long as they hear the cackle (a new Will save to sleep is allowed once per hour). Spellcasters must make a Concentration check to cast spells (DC 12 + spell level). This is a mind-affecting effect. For each additional laughing drake cackling within 60 feet, the save DC is increased by +1. At the GM's discretion, the drake's cackle may also attract other nearby predators. Additionally, all within the cackle's area of effect who fail their Will save suffer a -1 morale penalty to hit, damage rolls and saves. The save DC is Charisma-based

Evasion (Ex): If subjected to an attack that allows a Reflex save for half damage, the laughing drake takes no damage on a successful save.

Poison (Ex): Bite, DC 15 Fort save, initial damage 1d4 Strength and become stricken with fits of laughter, secondary damage increased debilitating laughter. The save DC is Constitution-based.

Fit of laughter: 2d6 minutes, casting spells with verbal components is impossible, casting other spells requires Concentration check (DC 15 + spell level), -2 circumstance penalty to all attack rolls, saves, and checks.

Increased debilitating laughter: Victim is stunned for 1 minute.

Mountain Nautilus

Large Aberration

Hit Dice: 6d8+6 (33 hp)

Initiative: +3

Speed: 15 ft. (3 squares), climb 15 ft., swim 15 ft.

Armor Class: 26 (–1 size, +3 Dex, +14 natural), touch 12, flat-footed 23

Base Attack/Grapple: +4/+13

Attack: Pseudopod + 7 melee (1d6+5)

Full Attack: 2 Pseudopods +7 melee (1d6+5) and bite +3 melee (1d8+3)

Space/Reach: 10 ft./15 ft.

Special Attacks: Corrosive saliva, improved grab

Special Qualities: Darkvision 60 ft., detect magic, divination resistance, wyrmlike emulation

Saves: Fort +3, Ref +5, Will +7

Abilities: Str 20, Dex 17, Con 13, Int 12, Wis 14, Cha 15

Skills: Climb +13, Hide +4, Spot +9, Listen +9, Move Silent +11

Feats: Alertness, Combat Reflexes, Weapon Focus (Pseudopod)

Environment: Any

Organization: Solitary, pair or family (3–8)

Challenge Rating: 6

Treasure: Standard, but with no magic items

Alignment: Usually neutral

Advancement: 7–9 HD (Large); 10–13 HD (Huge); 14–17 HD (Gargantuan); 18 HD (Colossal)

Level Adjustment: —

The spiral shell of this creature is a light golden-brown and, like mother-of-pearl, diffuses the light into scintillating colors. Two black eyes protrude from the shell as the creature's fleshy pseudopods reach out in search of prey.

Description

Mountain nautili are found anywhere dragons dwell. They prey on the vermin that plague dragonkind, such as dragon lice, and many dragons consider them a boon to have around. While the nautilus feeds on other creatures, it requires dragon scales and the magic contained in them to construct its home. It digests the scales, then secretes them to form its colorful shell. If dragon scales are not available, magic armor or other items are a suitable substitute. The treasure of a nautilus can be found in the compartments formed each time it grows its shell.

The contents of a shell cannot easily be determined without opening it, as the shell itself confounds scrying and divination magics. Pixies and other fey have been known to carve doors into the old chambers of a nautilus shell and make their homes there, riding the creature wherever it goes.

Mountain nautili communicate through body language and touch. They can learn to understand Common and other spoken languages, but can never speak them.

Combat

In combat, the nautilus uses its *detect magic* ability to locate items of a magical nature, prioritizing them in the following order: armor, shields, helms, weapons, other. It prefers more powerful auras to weaker ones but will choose a weaker suit of armor over a stronger weapon. The creature then attempts to grapple the item with a pseudopod, drawing the prize to its maw, where it attempts to dissolve and ingest it. Nonmagical material so ingested is secreted through the shell opening and left as a unique form of waste. Since organic matter is consumed, all that remains is a form of metallic feces that tends to attract rust monsters. It is not uncommon to have a mated pair of rust monsters and their young in close proximity to a nautilus.

Improved Grab (Ex): To use this ability, the mountain nautilus must successfully strike a creature or object smaller than itself with an attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can either draw the victim to its maw (if it grappled with a



pseudopod), or bite and begin to dissolve the victim (if it grappled with a bite).

Corrosive Saliva (Ex): If the nautilus successfully hits with or maintains a bite attack, it automatically begins to secrete its digestive enzyme, which dissolves organic items and metals but not stone. This deals 3d4 points of acid damage per round (DC 14 Fortitude save for half).

Detect Magic (Sp): At will, the nautilus may detect magic as the spell of the same name.

Divination Resistance (Ex): Any attempt to penetrate the shell of a nautilus with divination spells requires a Caster Level check, DC of 15 + the hit dice of the nautilus who created the shell.

Wyrmling Emulation (Su): Each chamber of the nautilus grants it the wyrmling immunity ability of the dragon type whose scales comprise the majority of the shell for that chamber. In very rare cases the nautilus has also acquired some of the other wyrmling abilities as well (additional wyrmling abilities beyond immunities should be the very rare exception rather than the rule, as some dragon types gain very powerful abilities as wyrmlings). Magic items so absorbed comprise so little of the actual shell as to be a nonfactor. A Large nautilus has two such chambers.

Skills: Mountain nautili have a +2 racial bonus to Climb and Move Silently checks, due to their pseudopod-based movement.

Razor Eel

Large Magical Beast (Aquatic)

Hit Dice:	6d10+12 (45 hp)
Initiative:	+7
Speed:	Swim 20 ft. (4 squares)
Armor Class:	14 (–1 size, +3 Dex, +2 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+6/+14
Attack:	Dorsal fin +9 melee (1d8+4)
Full Attack:	Dorsal fin +9 melee (1d8+4) and bite +4 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Hull slice, improved grab, razor twirl
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +7, Ref +8, Will +3
Abilities:	Str 18, Dex 16, Con 14, Int 6, Wis 12, Cha 12
Skills:	Hide +9, Move Silently +7, Spot +4, Swim +12
Feats:	Improved Initiative, Power Attack, Stealthy
Environment:	Warm aquatic
Organization:	Solitary or swarm (3–12)
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	—

This silver beast has a long, undulating body with a gleaming dorsal fin running its length. Sharp, pointed teeth fill a gaping maw.

Description

Razor eels are found in the Blood Sea and around the coasts of the Dragon Lands and Termana. Saltwater and freshwater varieties exist.

The 6-foot to 8-foot beasts undulate through water, whip-snapping their silver bodies. Pointed teeth let them chew through metal, the eel's favorite meal (its second being sailors). The eel extrudes the digested metal to form a razor-sharp dorsal fin running the length of its body.

Smiths prize the eels for their fins, which can be melted into swords and armor fittings. Pirates claim razor eels exist in the deep seas bearing gold and platinum dorsal fins.

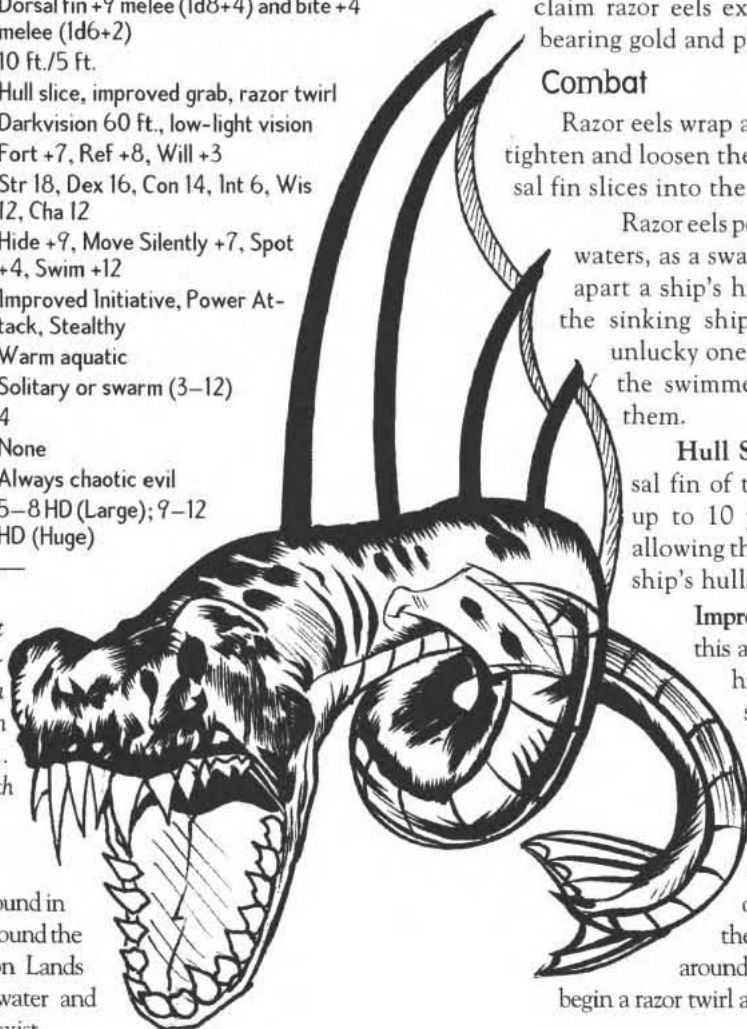
Combat

Razor eels wrap around victims, then tighten and loosen their bodies so the dorsal fin slices into the prey.

Razor eels pose a threat in coastal waters, as a swarm can quickly slice apart a ship's hull. Sailors escaping the sinking ship find they are the unlucky ones; the razor eels drag the swimmers under to devour them.

Hull Slice (Ex): The dorsal fin of the razor eel ignores up to 10 points of Hardness, allowing the eel to slice through ship's hulls.

Improved Grab (Ex): To use this ability, a razor eel must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it wraps around the creature and can begin a razor twirl as a free action.



Razor Twirl (Ex): If the razor eel wraps around a creature, it undulates its body to slice its dorsal fin into the victim. The fin does 2d8+4 points of damage to prey caught in the eel's embrace.

Skills: A razor eel has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Serpent Spy

Medium Dragon

Hit Dice: 6d12+12 (51 hp)

Initiative: +5

Speed: 10 ft. (2 squares), fly 80 ft. (good), swim 20 ft.

Armor Class: 23 (+5 Dex, +8 natural), touch 15, flat-footed 18

Base Attack/Grapple: +6/+8

Attack: Bite +11 melee (1d8+3 plus poison)

Full Attack: Bite +11 melee (1d8+3 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, spell-like abilities

Special Qualities: Bardic knowledge, darkvision 120 ft., eyes, immunity to paralysis and sleep, low-light vision, telepathy 100 ft.

Saves: Fort +7, Ref +10, Will +8

Abilities: Str 14, Dex 20, Con 14, Int 16, Wis 16, Cha 16

Skills: Diplomacy +14, Knowledge (Any three) +12, Listen +14, Move Silently +14, Search +13, Sense Motive +12, Spellcraft +12, Spot +24

Feats: Alertness, Hover, Weapon Finesse

Environment: Any

Organization: Solitary or cell (2–4)

Challenge Rating: 8

Treasure: Double standard

Alignment: Often neutral

Advancement: 6–8 HD (Medium), 9–12 HD (Large)

Level Adjustment: —

This creature is a flying serpent, longer than an average man is tall, with scales of many different chromatic and metallic colors. It has reptilian wings, a flattened body and a blunt head that ends in a single, large, gemlike eye. Its entire length is studded with smaller eyes, each of which scintillates with all of the colors of the rainbow.

Description

Millennia ago, the great dragons of Scam developed the true ritual by which they spawned the serpent spies. These original serpent spies had scales the same colors as their sires and were under their creators' control, but as the

centuries passed and the true dragons dwindled, the serpent spies became independent and interbred, eventually becoming the multihued creatures of today.

The serpent spies of the modern Scarred Lands are free-willed entities that trade in information. They place the most value on secrets whose revelation is of great consequence, such as the location of a lost dragon hoard or the identity of the duke's secret lover. They prefer communicating telepathically and have the ability to telepathically convey images and sounds exactly as they have experienced them.

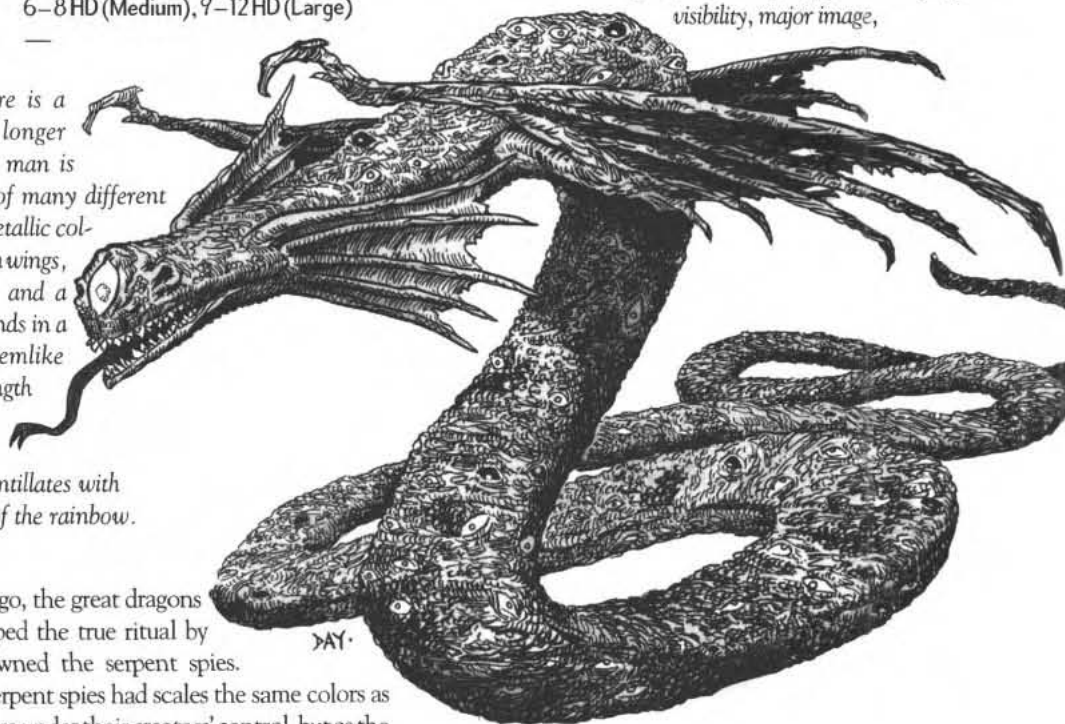
Serpent spies speak Common and Draconic.

Combat

Serpent spies prefer to avoid fights if possible. Before any encounter they will usually have gathered enough intelligence to determine the best course of action.

Poison (Ex): Injury, Fortitude DC 16, initial damage 1d4 Str + 1d6 Wis, secondary damage 1d6 Str + 1d4 Wis. Failing either save also results in a series of hallucinations, which mimic the effect of the *fascinate* spell for a number of rounds equal to the Wisdom damage. The save DC is Constitution-based.

Spell-like Abilities (Sp): At will — *arcane eye*, *blur*, *clairaudience*/*clairvoyance*, *color spray* (DC 14), *dead man's eyes*†, *detect scrying*, *greater scrying*, *invisibility*, *major image*,



mirror image; 3/day — analyze dweomer, battle projection††, displacement, false vision, rainbow pattern (DC 17), true seeing; 1/day — Abrindel's prism cloak††, discern location, greater prying eyes, mirage arcane, project image; 1/year — simulacrum. Spell-like abilities are cast as a sorcerer whose level is equal to the serpent's HD.

Eyes (Su): The many eyes of the serpent spy allow it to see in all directions at once and to see all invisible or ethereal beings within 120 feet. They also provide

the serpent spy with a +10 racial bonus to Spot and Search checks, and grant it the effects of a continuous *greater arcane sight* spell. The serpent spy retains its Dexterity bonus to AC even when flat-footed, and it cannot be flanked.

Telepathy (Su): The serpent spy can communicate with any creature within 100 feet that has a language.

Bardic Knowledge (Ex): As per a 9th-level bard.

Spitter Newt

Medium Dragon

Hit Dice: 3d12+3 (22 hp)

Initiative: +6

Speed: 40 ft. (8 squares), climb 30 ft., swim 40 ft.

Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Base Attack/Grapple: +3/+3

Attack: Bite +3 melee (1d6)

Full Attack: Bite +3 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acid spit

Special Qualities: Amphibious breathing, darkvision 60 ft., immunity to *sleep* and paralysis, low-light vision, resistance to acid 5, skin toxins

Saves:

Abilities:

Skills:

Feats:

Environment:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

Fort +4, Ref +7, Will +5

Str 10, Dex 15, Con 13, Int 2, Wis 14, Cha 11

Climb +10, Listen +4, Move Silently +4, Spot +4, Swim +12

Improved Initiative, Lightning Reflexes
Temperate to warm aquatic, forests, marshes and underground

Solitary, pair or den (1–4 adults plus 2–8 noncombatants)

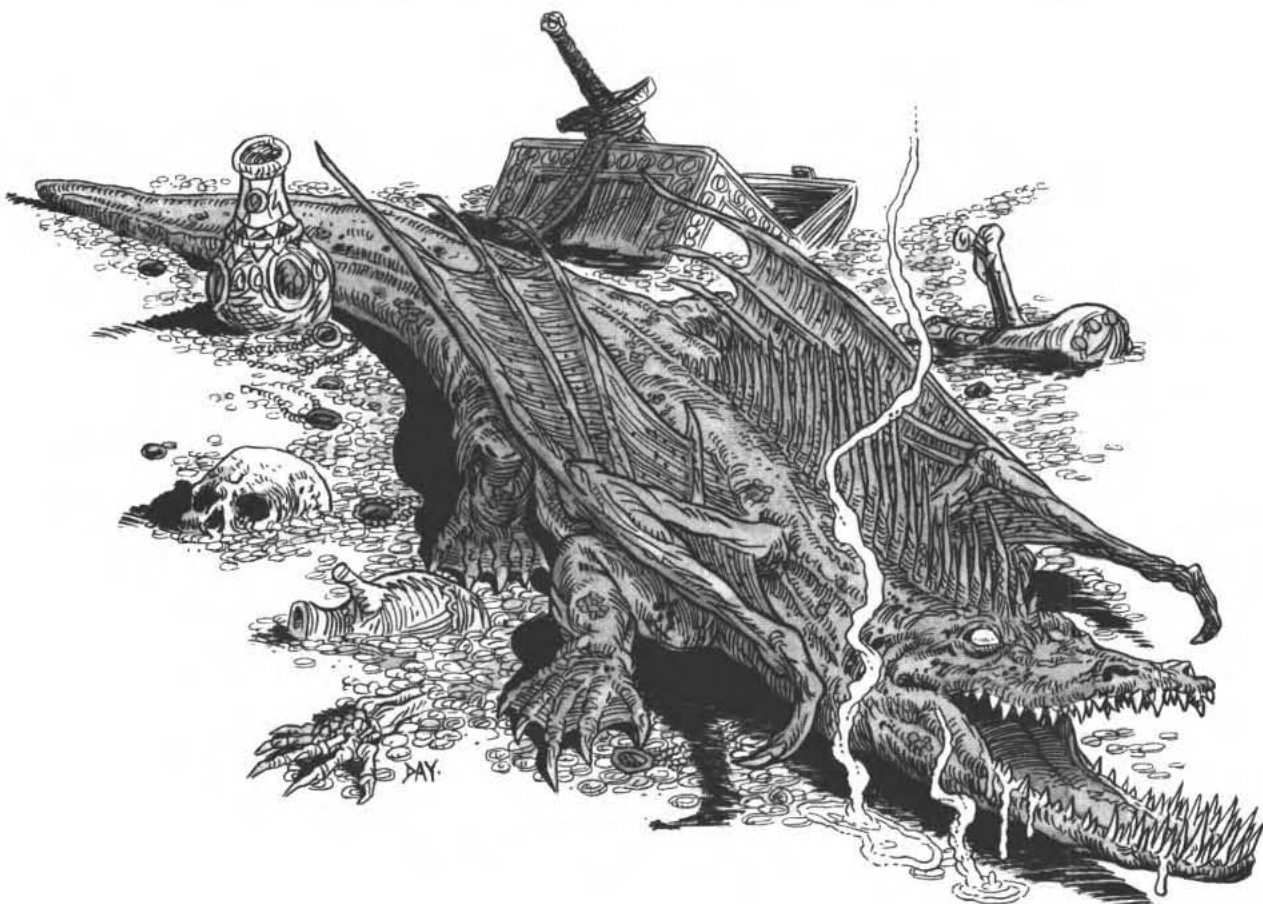
2

Standard

Always neutral

4–6 HD (Medium)

—



This creature, nearly seven feet in length, resembles a cross between a newt and a dragon. Its spotted skin is brightly colored, and a spiny comb runs from the top of its head to the middle of its back. Its eyes glow orange, while a trickle of fizzling, corrosive fluid drips from its mouth.

Description

Spitter newts are distant amphibious cousins of dragons. They are brightly colored and speckled with contrasting spots. Spitter newts come in almost any brightly colored shade, with blues, yellows and greens being most common. Spitter newts are four to six feet in length from snout to base of tail, and their tails range between three to five feet. While smooth and not scaly, the spitter newt's flesh is quite tough, providing a decent degree of natural armor. Although unintelligent, the spitter newt's instincts closely mimic a dragon's greed, causing it to hoard shiny coins and other treasure in an effort to attract humanoid prey.

Combat

Spitter newts are agile fighters that use their acid spit to keep enemies at a distance. In close combat the newt bites with its numerous teeth. Spitter newts savor the flesh

of animals, magical beasts, humanoids and monstrous humanoids but are repulsed by other creatures. If the newt sees a target as dinner it fights to the death. Otherwise the newt attempts to flee when it has lost half its hit points.

Acid Spit (Ex): 20-ft. line, once every 1d4 rounds, damage 1d6 acid, Reflex DC 12 half. The save DC is Constitution-based.

Amphibious Breathing (Ex): Spitter newts can breathe both in and out of water.

Skin Toxins (Ex): The spitter newt's skin is moderately poisonous. Creatures that ingest the flesh of a spitter newt often suffer from both loss of agility and severe bouts of stomach cramps and vomiting.

Spitter Newt Skin Poison: Ingested, Fortitude DC 14, initial damage 1d6 Dex, secondary damage 1d4 Con.

Skills: Spitter newts gain a +8 racial bonus to Swim and Climb checks. A newt can always choose to take 10 on a Climb or Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Storm Harvester

Gargantuan Aberration (Aquatic)

Hit Dice: 10d8+50 (95 hp)

Initiative: +2

Speed: 5 ft. (1 square), burrow 10 ft., swim 10 ft.

Armor Class: 11 (-4 size, -2 Dex, +7 natural), touch 4, flat-footed 11

Base Attack/Grapple: +7/+25

Attack: Bite +7 melee (2d6+6)

Full Attack: Bite +7 melee (2d6+6) and 4 tendrils +4 melee (1d4+3)

Space/Reach: 20 ft./15 ft.

Special Attacks: Improved grab, nauseating wave

Special Qualities: Amphibious, darkvision 60 ft., form bog, tremorsense 40 ft.

Saves: Fort +8, Ref +1, Will +8

Abilities: Str 22, Dex 7, Con 20, Int 4, Wis 9, Cha 7

Skills: Hide -6, Move Silently +6, Swim +15

Feats: Improved Initiative, Iron Will, Power Attack, Stealthy

Environment: Temperate marshes

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always neutral evil

Advancement: 11-16 HD (Gargantuan); 17-20 HD (Colossal)

Level Adjustment: —

Within the murky water lurks an enormous creature shaped like a starfish. Its skin is rough and brown, and in its center is a hexagonal gap framed with yellow teeth. Dozens of fibers spew from the gap, some as thin as hairs and others as thick as tree branches.

Description

Storm harvesters are amphibious predators that create marshland. They spend most of their time asleep underground. When their environment floods due to rain or tides, they release fibrous tentacles, trapping water in the earth above them and forming localized bogs. When animals come to feed on insects attracted to the bogs, or to drink from the water, harvesters use their tendrils to pull the animals down and devour them. They will attack humanoids and larger creatures but do not seek them out.

A primitive intelligence drives storm harvesters, but they are asocial and lazy, hating to exert effort.

Storm harvesters speak no languages.

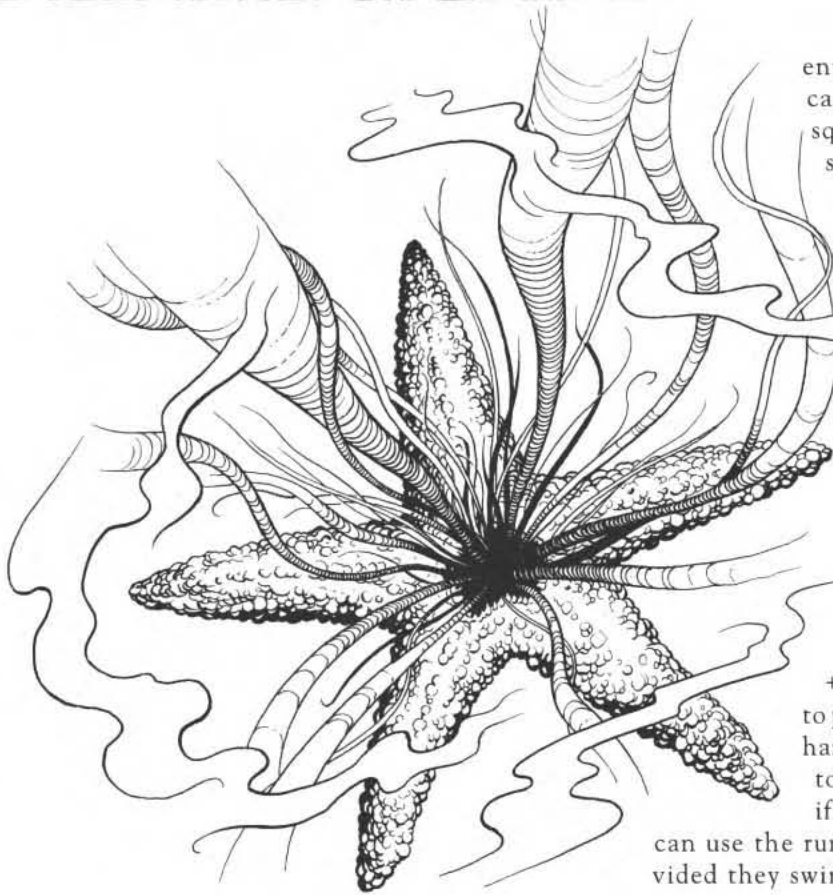
Combat

Storm harvesters hide until ready to attack. They scream if hard-pressed and burrow away if hurt.

Improved Grab (Ex): To use this ability, a harvester must hit with a tendril. It can then attempt to start a grapple as a free action, without provoking an attack of opportunity.

Nauseating Wave (Su): A harvester can make waves that induce nausea for 1 round in creatures touching water within 60 feet. Fortitude DC 20 negates. The save DC is Constitution-based.

Amphibious (Ex): Harvesters can survive indefinitely on land.



Form Bog (Ex): In a moist environment, a storm harvester can form a bog in 1 hour. All squares within the harvester's space become deep bog, while squares within the harvester's reach become shallow bog (as the marsh terrain).

Harvesters normally stay buried in mud within deep bog, gaining improved cover (+8 bonus to AC, +4 bonus on Reflex saves, and +10 to Hide checks) against opponents on land without freedom of movement effects.

Skills: Harvesters have a +8 racial bonus on Swim checks to perform special actions or avoid hazards. They can always choose to take 10 on Swim checks, even if distracted or endangered. They can use the run action while swimming, provided they swim in a straight line.

Valuga

Colossal Magical Beast (Aquatic)

Hit Dice: 36d10+324 (522 hp)

Initiative: +4

Speed: Swim 60 ft. (12 squares)

Armor Class: 27 (–8 size, +25 natural), touch 2, flat-footed 27

Base Attack/Grapple: +36/+68

Attack: Bite +44 melee (8d4+16/19–20) or tail slap +44 melee (3d6+8)

Full Attack: Bite +44 melee (8d4+16/19–20) and tail slap +39 melee (3d6+8)

Space/Reach: 30 ft./20 ft.

Special Attacks: Breath weapon, improved grab, swallow whole, thermal control

Special Qualities: Darkvision 60 ft., immunity to fire and cold, keen scent, low-light vision

Saves: Fort +29, Ref +20, Will +17

Abilities: Str 42, Dex 11, Con 29, Int 7, Wis 16, Cha 14

Skills: Listen +23, Spot +23, Swim +27

Feats: Ability Focus (breath weapon), Ability Focus (thermal control), Alertness⁶, Awesome Blow, Blind-fight, Cleave, Endurance, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Snatch

Environment: Any aquatic

Organization: Solitary

Challenge Rating: 19

Treasure:

Alignment:

Advancement:

Level Adjustment:

Triple standard

Always neutral

37–72 HD (Colossal)

—

Something enormous cruises through the swells, an enormous neck rising above the waves, holding aloft a maw with multiple rows of razor-sharp teeth. It looks rather like a dragon, but it has enormous fins instead of wings. A crest of thick bristles runs from the head to the fish-like tail. Two rows of circular glands appended to the sides of their scaly bodies glow with a faint light, blue at first but shifting to red as the water grows warmer.

Description

These creatures dwell in Scarn's oceans, hunting anything from whales to giant octopi. They tend to avoid the Blood Sea, because their keen scent is overstimulated there. The valuga's habit of hoarding treasure collected from sunken ships and storing it in their lairs much as dragons do has led some sages to believe that these creatures might be distantly related to dragons. Their possession of a breath weapon and their vaguely draconic appearance have fueled further speculations along these lines, but no solid evidence exists to prove this theory.

Valugas do not speak any known language, emitting only prolonged roars.

Combat

Valugas attack sailing ships, and occasional port cities, with little hesitation. They often attempt to crush a vessel's hull with a bite attack, but snatch victims off the deck of a ship if one presents itself. If successful, the valuga unleashes its breath weapon toward other creatures with the snatched victim still in its mouth, then swallows the trapped foe on the next round. A valuga with its mouth full may knock creatures out of ships by delivering awesome blows with its tail attack.

Breath Weapon (Su): A valuga can breathe either a cone of superheated steam or a line of extremely cold water, once every 1d4 rounds, for 12d6 points of damage. The steam cone is 50 feet long and deals heat damage. The line of water is 100 feet long and deals cold damage. Both breath weapons allow a DC 39 Reflex save for half damage and are equally effective on the surface or underwater. The save DC is Constitution-based.

If the valuga wishes to alternate breath weapons, switching from steam to water or vice-versa, add 1 round to the length of time required between breath attacks.

Improved Grab (Ex): To use this ability, a valuga must

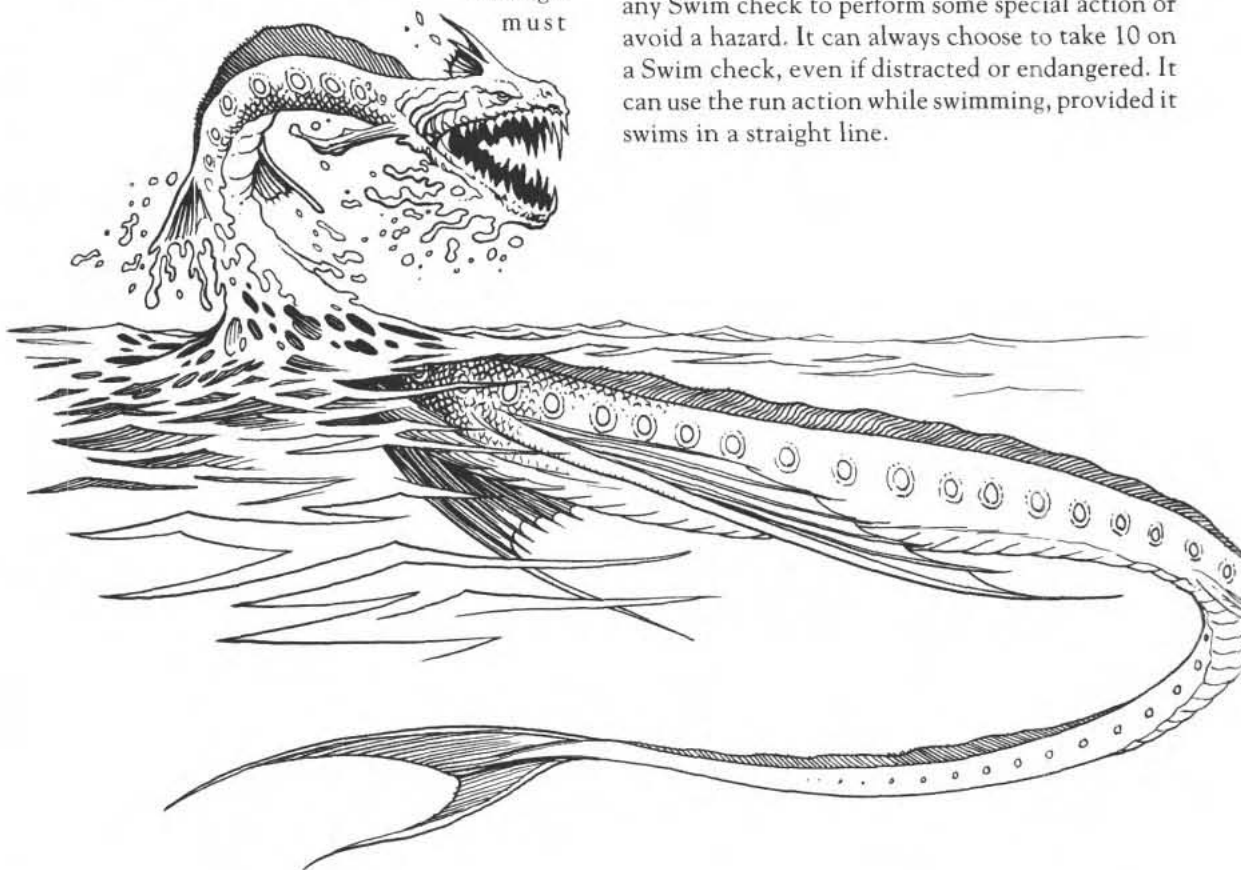
hit a Huge or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A valuga can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 8 points of acid damage per round from the valuga's gizzard. A swallowed creature can cut its way out by dealing 25 points of damage to the valuga's gizzard (AC 22). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The valuga's gizzard can hold 2 Huge, 8 Large, 32 Medium, 128 Small or 512 Tiny or smaller creatures.

Thermal Control (Su): As a full-round action, a valuga can decrease or increase the water's temperature (even below 0°F or until it boils) in a 240-foot radius centered on itself. Creatures not immune to fire or cold suffer the heat or cold dangers explained in the DMG, Chapter 3, "The Environment."

Keen Scent (Ex): Valugas can detect creatures by scent in a 360-foot radius and can detect blood in the water at a range of up to 1 mile.

Skills: A valuga 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.



Wisp Drake

Tiny Dragon (incorporeal)

Hit Dice: 2d12+2 (15 hp)

Initiative: +3

Speed: 10 ft. (2 squares), fly 80 ft. (good)

Armor Class: 16 (+2 Size, +3 Dex, +1 deflection), touch 16, flat-footed 13

Base Attack/Grapple: +2/—

Attack: Incorporeal bite +7 melee (1d6 plus numbness)

Full Attack: Incorporeal bite +7 melee (1d6 plus numbness)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Egg infestation, numbness, silent cry

Special Qualities: Darkvision 60 ft., immunity to *sleep* and paralysis, incorporeal traits, low-light vision, scent, soundlessness

Saves: Fort +4, Ref +6, Will +3

Abilities: Str —, Dex 17, Con 12, Int 2, Wis 10, Cha 6

Skills: Hide +21, Listen +6, Spot +6

Feats: Alertness

Environment: Any forest

Organization: Solitary, pair, family (3–5) or flock (10–30)

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral

Advancement: 3–6 HD (Small)

Level Adjustment: —

From out of nowhere, tiny fluttering shadows dart and swoop in all directions. At first they seem to be the shadows of birds flying overhead, but as they zoom closer, two evil-looking points of ghostly white light become apparent in each of their heads. As it becomes clear that they are actually little dragons, they open their mouths and all sounds are drowned by silence.

Description

Also called “phantom drakes” and “ghost drakes,” these strange creatures live in the deep virgin forests found in the Dragon Lands. There they survive as hunters, scavengers and parasites.

A wisp drake appears as the foot-long shadow of a dragon. Wisp drakes’ forms are completely black and almost featureless; their only clear physical features are two small, pale eyes, which are apparent only at close range. Wisp drakes make no sound.

Wisp drakes speak no known language, but they can understand Draconic.

Combat

Wisp drakes attack whenever they find a target suitable for food or spawn infestation. When hunting

in groups, they are known to attack much larger creatures.

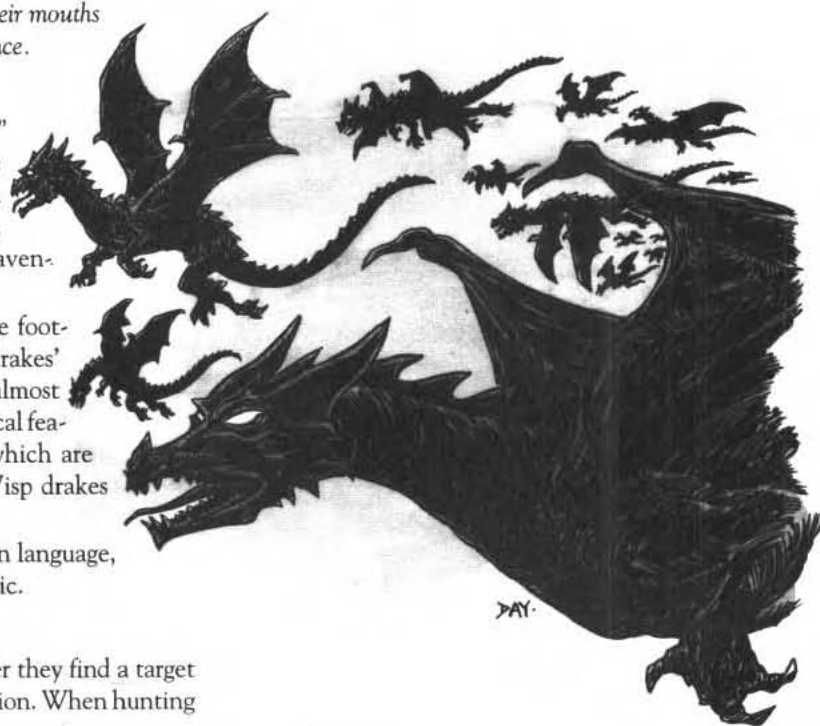
Create Spawn (Ex): A target reduced to 0 Dexterity by a wisp drake’s bite (see below) dies after 2d6 days, at which time a clutch of 2d6 fully grown wisp drakes sprouts from its body.

Numbness (Su): A wisp drake’s bite sends an unwholesome chill through the victim’s soul. This cold wave numbs the senses and reflexes, permanently draining 1d3 point of Dexterity unless the damaged creature succeeds at a DC 12 Fortitude save. The save DC is Constitution-based. A victim who successfully saves is immune to the numbness attack of that particular wisp drake for 24 hours.

Silent Cry (Su): Once per day, a wisp drake can emit a subsonic wave that drowns all other sounds and severely damages the brains of listeners. When a wisp drake emits its silent cry, any living creature (except for other wisp drakes) within 10 feet must succeed at a DC 12 Will save or become confused for 1d4 rounds. Any creature thus affected must then succeed at a DC 12 Fort save or take 1d4 points of temporary Intelligence damage and 1d4 points of temporary Wisdom damage. Save DCs are Constitution-based. Further, a 10-ft. radius around the drake is *silenced*, as per the spell, for 1 full round.

Soundlessness (Ex): Wisp drakes never make any sound. All Listen checks to hear a wisp drake automatically fail.

Skills: Their shady substance gives wisp drakes a +8 racial bonus on all Hide checks. *When in low-light or darker lighting conditions, the Hide bonus increases to +12.



Creatures of Fenrilik

Blood Gardener

Large Monstrous Humanoid (Cold)	
Hit Dice:	8d8+32 (68 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), quadrupedal 50 ft., burrow 10 ft. (snow only)
Armor Class:	20 (-1 size, +4 Dex, +7 natural), touch 13, flat-footed 16
Base Attack/Grapple:	+8/+19
Attack:	Claw +14 melee (1d6+7)
Full Attack:	2 claws +14 (1d6+7) and bite +12 melee (1d8+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rend 2d6+11
Special Qualities:	Darkvision 60 ft., immunity to cold, quadrupedal movement, scent, sleep aura, vulnerability to fire
Saves:	Fort +8, Ref +10, Will +9
Abilities:	Str 24, Dex 19, Con 18, Int 11, Wis 17, Cha 18
Skills:	Hide +8*, Listen +8, Move Silently +10*, Spot +10, Survival +7*
Feats:	Alertness ^B , Great Fortitude, Multiattack, Track
Environment:	Cold mountains or plains
Organization:	Solitary or mated pair
Challenge Rating:	6
Treasure:	Standard (30% chance of 2d8 bloodfruit; 50% if mated pair)
Alignment:	Usually neutral evil
Advancement:	9–12 HD (Huge)
Level Adjustment:	—

A tall shaggy humanoid bursts from the snow. Its pelt is white, its face that of an old man stretched over a wolflike skull, surrounded by a shaggy mane. It bares red-stained teeth and unclenches ivory talons.

Description

Blood gardeners are a race of titanspawn that haunts the frozen lands of Fenrilik. These children of Gulaben are tall, white-furred humanoids with long, gnarled arms and taloned fingers. Although it can walk on two legs, the gardener often creeps low across the ground on all fours when hunting. Oddly, the only food a blood gardener can eat is a plant: the bloodfruit that it grows in its strange hidden gardens. The lifeblood of living creatures feeds the plants in these unnatural groves, and the blood of humans seems to make the blood gardener's crops grow best.

Creeping across the snows, the blood gardener raids settlements of sentient humans. When it nears a settlement, the aura of the blood gardener puts any sentries to sleep. The

gardener then enters the settlement and snatches up a sleeping inhabitant. The only hope for those guarding a camp or settlement is to spot the gardener at a distance, which is made difficult by the gardener's coloration. Older blood gardeners know the best time to hunt is during a snowstorm, when spotting one is nigh impossible. A lucky blood gardener might be able to grab two sleeping humanoids, and will then race across the snows on its back legs, carrying prey in each arm. The sleeping prey is only killed immediately if the blood gardener's garden is in dire need of sustenance. Prey is often stored in an ice cavern close to the garden after being stripped of clothes and possessions. The gardener then turns to its stored "fertilizer" when its garden needs reinvigoration, for the fresher the blood, the plumper the bloodfruit.



The blood gardener's mating prospects are tied to the appearance of its unnatural garden. If a male with a subpar garden courts a female, he will be rebuffed and not be allowed to mate. If a gardener's garden is endangered, it will go to any lengths to save it, and some resourceful captives have managed to negotiate release using this fact as leverage.

Strangely, blood gardeners have inadvertently saved more than one group of lost travelers. The ice gardens are a warm refuge from the biting winds of Fenrilik, and wanderers without supplies can gain sustenance from the often plentiful bloodfruit. How they escape the return of the blood gardener, or live with themselves after they discover the bloodfruit's origin, is the source of many a tragic ballad in Fenrilik.

Blood gardeners usually live alone, but mated pairs sometimes appear. Each large region inhabited by blood gardeners is overseen by a blood gardener druid, a source of dark wisdom who sees to the welfare of his fellows. The gardens of these blood gardener druids are wondrous and terrible to behold.

Blood gardeners speak Auran and a rough barking dialect of Giant.

Combat

Blood gardeners, though mighty, are cautious creatures and attack only if they believe they can overpower their opponents. A blood gardener seeks to snatch a sleeping victim without raising an alarm. If a foe does not succumb to the blood gardener's sleep aura, it usually seeks easier prey elsewhere. Only if it is desperate to feed its garden does it attack to claim a waking victim. At the first sign of serious resistance, it flees.

Rend (Ex): If a blood gardener hits with both claw attacks in the same round, it may wrench asunder the flesh of its victim. This attack automatically inflicts an additional 2d6+11 damage.

Sleep Aura (Su): Beings within 30 feet of the blood gardener must succeed on a DC 18 Will save or else fall into a deep magical slumber. A successful save indicates that individual is immune to that particular gardener's aura for 24 hours. This slumber lasts for 40 minutes and has no Hit Die limitation, but is otherwise similar to the *sleep* spell. As a full-round action, a blood gardener can expand its aura of sleep to cover a 60-foot radius. While its aura is ex-

panded, it can take no action. Only creatures vulnerable to mind-affecting magic can be affected by this ability. Blood gardeners are immune to this ability. The save DC is Charisma-based.

Quadrupedal Movement (Ex): As a free action, a blood gardener can drop to all fours and take advantage of its higher ground movement rate. Regaining a bipedal stance is a move action. While moving on all fours, it can only carry things in its jaws and is functionally at -6 Strength for purposes of determining how much weight it may carry.

Ice Gardens: Blood gardener males create these intricate gardens. Kept temperate by blood sacrifice and secret ritual, these caverns are warm and hospitable. These gardens are usually concealed, blocked off with a boulder, or reachable only by tunneling through snow. Within, the atmosphere is almost tropical, and light fills the air. Inside these humid confines, lush vegetation grows in complex patterns, for a blood gardener spends nearly all of his waking hours tending meticulously to his garden or hunting for the blood he must regularly feed it. Many botanical wonders spontaneously grow in these ice gardens: flowers from far-off climes, medicinal herbs, pungently scented creepers that latch onto icy walls, and rare fruit from exotic lands.

Bloodfruit: The bloodfruit is the centerpiece of the blood gardener's garden. These rich, pulpy orbs seem to be a cross between a tomato and an orange. The skin is thick yet transparent, revealing the blood-red flesh of the fruit and the crimson veins woven through it. Those who eat the bloodfruit are mystically invigorated. They temporarily gain regeneration 5 for a four-hour period. (Fire and heat still do lethal damage during this period.) Consuming multiple fruits does not result in stacking regeneration; rather, only the longer period applies. Bloodfruit retains its special properties for only four hours after being plucked from the plant.

The blood gardener requires the bloodfruit for its sustenance and for mating purposes. Stories of human females consuming bloodfruit and giving birth to blood gardener children are surely the stuff of fable, though Fenriliki mountain folk are strangely reticent to talk about the subject.

Skills: *Blood gardeners gain a +10 circumstance bonus to Hide, Move Silently and Survival checks made in snow-covered environs.

Crawling Glacier

Colossal Ooze (Cold, Water)

Hit Dice: 30d10+330 (495 hp)
Initiative: -5
Speed: 5 ft. (1 square), swim 5 ft.
Armor Class: 1 (-8 size, -5 Dex, +4 natural), touch -13, flat-footed 1
Base Attack/Grapple: +22/+49
Attack: Slam +25 melee (4d6+16 plus 2d6 cold)
Full Attack: Slam +25 melee (4d6+16 plus 2d6 cold)
Space/Reach: 30 ft./20 ft.
Special Attacks: Cold aura (300 ft.), engulf
Special Qualities: Blindsight 120 ft., fast healing 10, immunity to cold, ooze traits, scent, spell resistance 34, vulnerability to fire
Saves: Fort + 21, Ref + 5, Will + 5
Abilities: Str 32, Dex 1, Con 32, Int —, Wis 1, Cha 1
Skills: Survival -5
Feats: Track^B
Environment: Cold mountains
Organization: Solitary
Challenge Rating: 23
Treasure: 1/10th coins, 50% goods (no non-metal or non-stone), 1/10th items (no non-metal or non-stone)
Alignment: Always neutral
Advancement: 31-60 HD (Colossal)
Level Adjustment: —

A large mass of ice seems to have appeared overnight, looming where nothing previously stood. Further examination, even from a distance, reveals beams, trees, large animal skeletons and even a section of a timber wall inside. They are not frozen in place but rather drift slowly within the mass. A clear path behind the creature shows where it has moved.

Description

Crawling glaciers are a rare but serious menace in cold, mountainous areas, capable of wiping away structures and settlements as though they'd never ex-

isted. Tales tell of whole villages being consumed by a crawling glacier during long blizzards, when the threat could not be spotted until it was too late.

Crawling glaciers hunt by scent, and they consume any organic material they engulf. This typically includes herds of animals, forests and settlements. Some who dwell in particularly frigid areas, such as the northern reaches of Fenrilik and Albadia, have developed tricks to change the creature's hunting route, such as enticing a direction change with a herd of animals, starting a large forest fire to drive it away or, of course, hiring a party of high-level mercenaries or heroes to harass it.

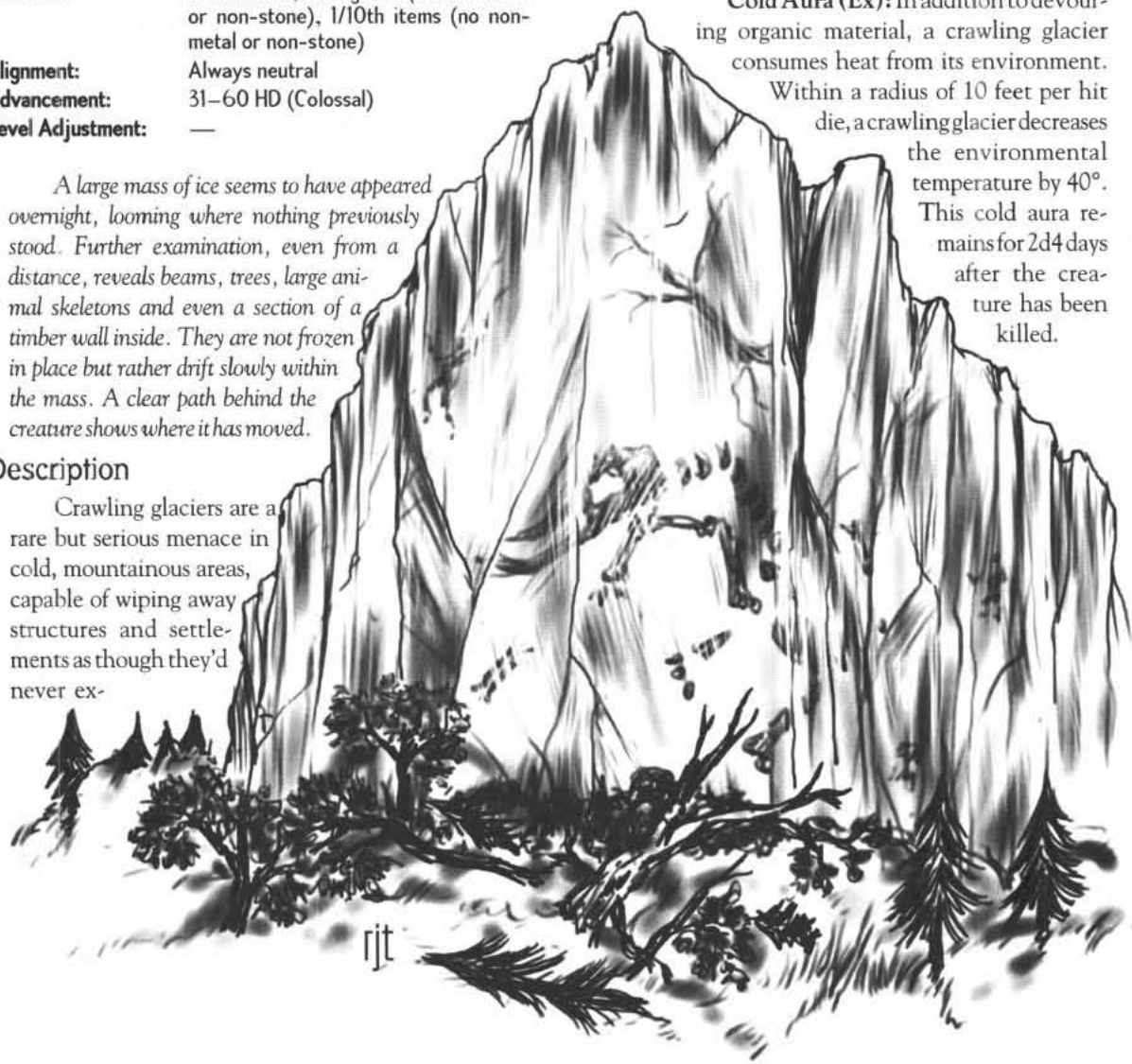
A typical crawling glacier is 15 feet high and 20 to 40 feet on a side, with crevasses and fissures all around its perimeter. Their weight is inestimable, as it varies not only with their dimensions but with their contents.

Combat

A crawling glacier is capable of making a slam attack with a pseudopod, but its instincts typically drive it to trample and engulf any potential prey.

Cold Aura (Ex): In addition to devouring organic material, a crawling glacier consumes heat from its environment.

Within a radius of 10 feet per hit die, a crawling glacier decreases the environmental temperature by 40°. This cold aura remains for 2d4 days after the creature has been killed.



Engulf (Ex): Although a crawling glacier moves very slowly, it can simply absorb Huge or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The ooze merely has to move over the opponents, affecting as many as it can cover with a double move. Opponents can make attacks of opportunity against the creature, but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at a DC 30 Reflex save

or be engulfed; on a success, they are pushed in the direction that the crawling glacier moved. Engulfed creatures are subject to the ooze's cold and internal digestive acids. They take 12 points of cold damage each round, and engulfed creatures and objects not made of metal or stone take 12 points of acid damage each round. Engulfed creatures are considered to be grappled and trapped within its body. The save DC is Strength-based.

Fast Healing (Ex): A crawling glacier heals only if the ambient temperature outside its cold aura is 32° F or below.

Fell Deer

Colossal Animal

Hit Dice: 24d8+240 (348 hp)

Initiative: +0

Speed: 50 ft. (10 squares)

Armor Class: 20 (–8 size, +18 natural), touch 2, flat-footed 20

Base Attack/Grapple: +18/+50

Attack: Gore +26 melee (6d6+24)

Full Attack: Gore +26 melee (6d6+24)

Space/Reach: 30 ft./20 ft.

Special Attacks: Trample (6d6+25)

Special Qualities: Darkvision 60 ft., low-light vision, immunity to cold

Saves: Fort +24, Ref +14, Will +9

Abilities: Str 42, Dex 10, Con 30, Int 2, Wis 13, Cha 2

Skills: Listen +17, Spot +16

Feats: Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Natural Attack (gore), Improved Natural Attack (trample), Improved Overrun, Power Attack

Environment: Any cold

Organization: Solitary or Herd (2–8)

Challenge Rating: 12

Treasure: None

Alignment: Always neutral

Advancement: 25–30 HD (Colossal); 31–48 HD (Colossal)

Level Adjustment: —

This massive beast is the size of a building and covered in shaggy hair. A pair of incredibly large antlers droops from the beast's head and scrapes along the ground as it walks.

Description

The name fell deer is actually a bastardization of *felldyr*—literally “mountain that walks,” the name for the creature in one of the native Fenriliki dialects.

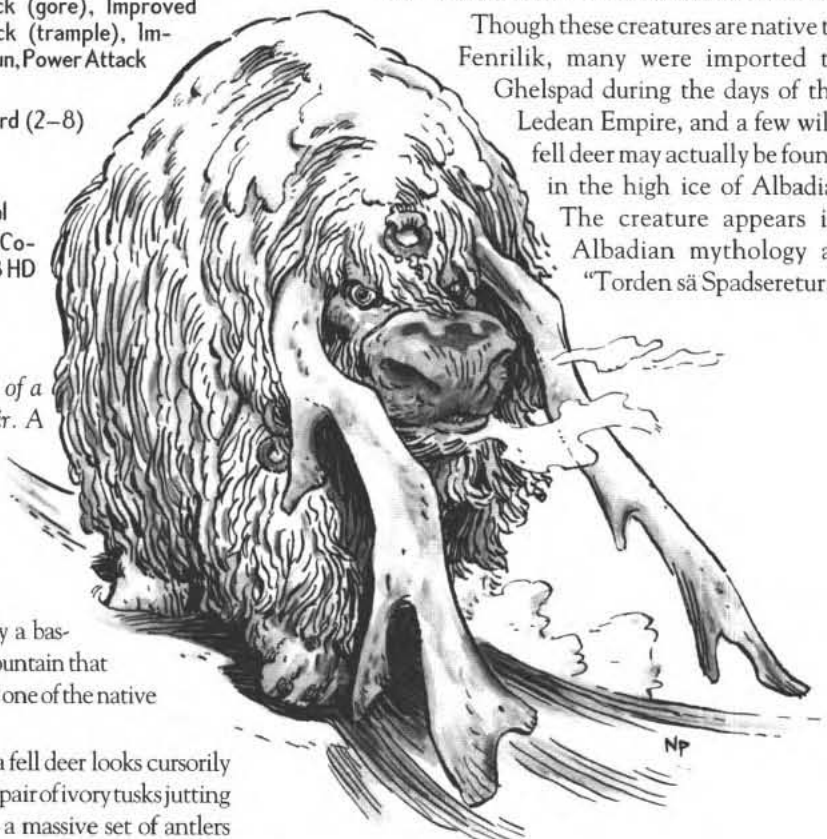
With its thick, shaggy coat, a fell deer looks cursorily like a mammoth, but rather than a pair of ivory tusks jutting from its cheeks, a fell deer sports a massive set of antlers

which sweep outward and downward, ending in large, flattened shovel-like tips. The fell deer use these antlers to break through the ice of the frozen Fenriliki landscape so that they may feed on the lichens and mosses that cling to life on the rocks and bare earth.

The fell deer's shaggy coat is grayish-brown in summer, fading to pure white in winter. The coats, hides and antlers of domesticated fell deer are beautifully decorated with dyes, rings or precious metal, and tattoos which identify their owners.

Few fell deer remain in the wilds of Fenrilik. They are most often found in captivity, where they are used as beasts of burden and as mobile war mounts by native tribes. Clad in thick iron armor and topped by miniature fortresses—each armed with catapults or ballistae—the fell deer serve as mobile battle platforms. The natives of Fenrilik also use fell deer hair for clothing and craft armor and shields from their hides.

Though these creatures are native to Fenrilik, many were imported to Ghelspad during the days of the Ledeian Empire, and a few wild fell deer may actually be found in the high ice of Albadia. The creature appears in Albadian mythology as “Torden sã Spadseretur,”



or "The Thunder That Walks." King Thalos has recently offered a sizable reward to anyone who can capture one alive.

Combat

Fell deer attempt to avoid combat by bellowing, swinging their massive antlers about, and stamping in an attempt to frighten off enemies. This stamping

behavior involves planting the back legs and then hopping with the front. If this behavior fails the fell deer charges in to attack. Lacking sharp teeth or the ability to grasp or grapple with its trunklike legs, the fell deer relies solely upon its mass and its clublike antlers for defense.

Trample (Ex): Reflex DC 38. The save DC is Strength-based.

Frost Maiden

Medium Undead (Cold)

Hit Dice: 4d12 (26 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13

Base Attack/Grapple: +2/+2
Attack: Icy touch +6 melee touch (1d6 cold)
Full Attack: Icy touch +6 melee touch (1d6 cold)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, spell-like abilities
Special Qualities: Damage reduction 5/magic, immune to cold, tree dependent, +2 turn resistance, undead, vulnerability to fire

Saves: Fort +1, Ref +5, Will +6
Abilities: Str 10, Dex 19, Con —, Int 14, Wis 15, Cha 18

Skills: Bluff +9, Concentration +9, Escape Artist +7, Hide +9, Intimidate +5, Knowledge (nature) +7, Listen +9, Move Silently +9, Spot +9, Survival +5

Feats: Alertness, Weapon Fin-
 nesse

Environment: Cold and temperate for-
 ests

Organization: Solitary

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: —

This gaunt, emaciated woman has white, cracking skin and hair like dead leaves. Her baleful gaze burns with malice and pain. A profound sense of loss and suffering is etched across her slender features.

Description

Winter takes its toll on all life, and dryads are no exception. Occasionally, a dryad's resplendent oak succumbs to the frigid touch of winter. The tree's destruction spells doom for the dryad, but death is not always the final result. The dryad may rise again as an undead monster filled with winter's fury — a frost maiden.

Gone is any semblance of natural beauty; instead, the frost maiden is pale white, with dead, cracked leaves spilling down her shoulders for hair. Her eyes are deep blue and sunken within the sockets. The maiden's tight stretched flesh is often torn or frayed about the mouth. Palpable cold capable of freezing water radiates from her body.

Frost maidens speak Common, Elven and Sylvan.

Combat

A frost maiden uses her spell-like abilities to charm and confuse opponents and avoid melee combat. She uses her Bluff skill to fool intruders into relaxing their guard and succumbing to her deadly touch and entangling foliage. A frost

maiden delights in freezing living creatures with her touch but endeavors to minimize her own risk.

Breath Weapon (Su):

30-foot cone, once per day, damage 3d4 cold, Reflex DC 16 half. The save DC is Charisma-based.

Spell-like Abilities

(Su): At will — *entangle* (DC 13), *tree shape*; 3/day — *charm person* (DC 13), *deep slumber* (DC 15); 1/day — *suggestion* (DC 15). Caster level 6. The save DCs are Wisdom-based.

Tree Dependent (Su): Each frost maiden is mystically bound to a single dead oak tree and must never stray more than 300 yards from it. Any who do weaken and cease to exist within 4d6 hours. A frost maiden's oak does not radiate magic.



Frost Moth

Diminutive Vermin (Cold, Swarm)

Hit Dice:	4d8+16 (34 hp)
Initiative:	+5
Speed:	5 ft. (1 square), fly 40 ft. (good)
Armor Class:	19 (+4 size, +5 Dex), touch 19, flat-footed 14
Base Attack/Grapple:	+3/—
Attack:	Swarm (1d6 plus frostbite)
Full Attack:	Swarm (1d6 plus frostbite)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Freezing bite, distraction
Special Qualities:	Heat sense 60 ft., immune to cold, immune to weapon damage, swarm traits, vermin traits, vulnerable to fire
Saves:	Fort +8, Ref +6, Will +2
Abilities:	Str 3, Dex 20, Con 18, Int —, Wis 12, Cha 4
Skills:	Listen +5, Spot +5, Hide +9*
Feats:	—
Environment:	Any cold
Organization:	Solitary, flight (2–4 swarms) or cloud (11–20 swarms)
Challenge Rating:	3
Treasure:	—
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

These exquisitely beautiful insects look like sparkling white or silver snowflakes.

Description

The frost moth is a delicate yet deadly insect, native to the White Wastes of Fenrilik. Probably created by ice hags, this vermin is attracted by warm-blooded creatures. The hags are immune to their heat-draining attacks, but they know that the presence of a swarm in the vicinity usually means that an ice hag is not far.

Occasionally, strong winds take a swarm toward warmer lands. Once exposed to direct sunlight, the moths die and melt into pools of clear water in a matter of days, but not before they have drained at least a few dozen creatures of their body heat. It is said that these “rogue” swarms are responsible for more than one case of villages found devoid of life, littered with frozen corpses in a sunny day.

Frost moths do not speak.

Combat

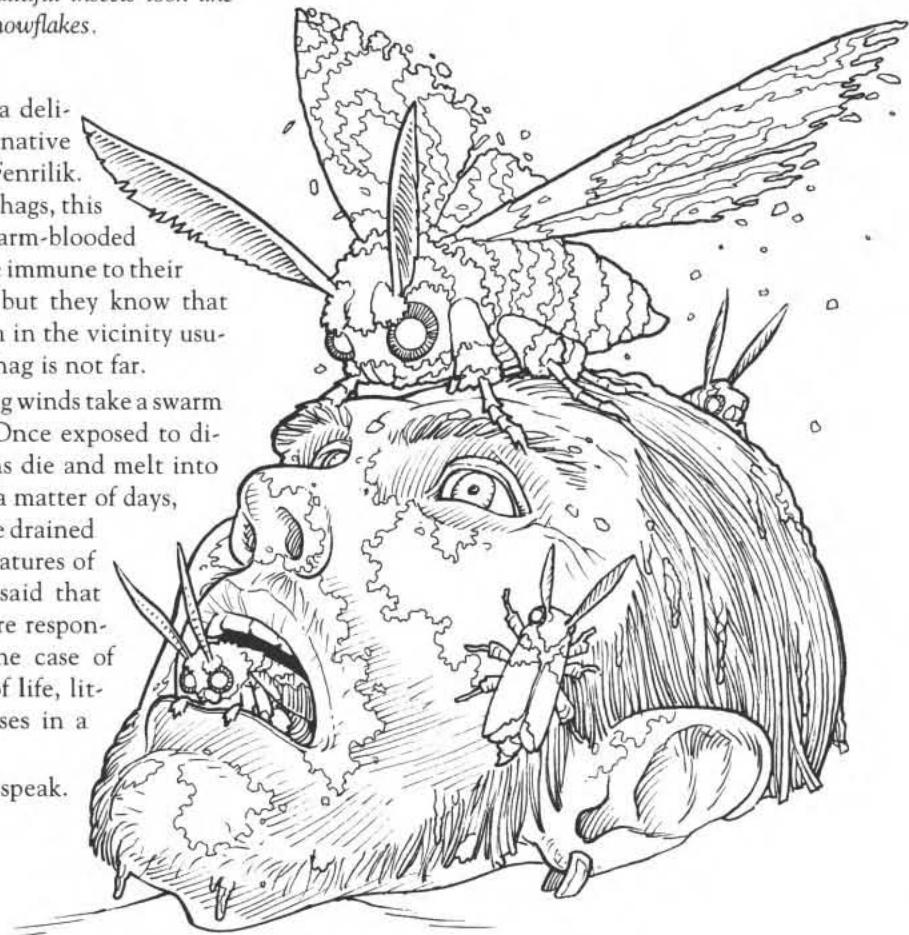
While contact with a single insect results in a little more than a numbing sensation, the collective attack of hundreds of them rapidly drains a warm-blooded creature of all body heat — and life.

Frostbite (Ex): The victim of a swarm attack must make a DC 16 Fortitude save or suffer an additional 1d6 points of nonlethal, cold-based damage and become fatigued. A new save is required each round the victim is exposed to the swarm. Each new failure deals additional nonlethal damage. Once the victim falls unconscious due to nonlethal damage, she begins to suffer cold-based lethal damage in addition to the swarm attack damage until she dies. Creatures with immunity to cold are also immune to this ability. The save DC is Constitution-based.

Heat Sense (Ex): The frost moth senses the presence of any warm-blooded creature within 60 feet.

Distraction (Ex): Any living creature that begins its turn within the same space as a frost moth swarm must succeed on a DC 16 Fortitude save or be nauseated for 1 round. The save is Constitution-based.

Skills: The frost moth receives a racial bonus of +4 to Hide, Listen and Spot checks. *It receives an additional +10 to hide during blizzards.



Gabrolin

Large Fey	
Hit Dice:	12d6+60 (102 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+6/+16
Attack:	3 gores +11 melee (1d8+6)
Full Attack:	3 gores +11 melee (1d8+6) and 2 claws +9 melee (1d6+3 plus poison)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Blinding gaze, piercing scream, poison, <i>silence</i>
Special Qualities:	Damage reduction 10/cold iron, independent minds, low-light vision
Saves:	Fort +9, Ref +11, Will +10
Abilities:	Str 22, Dex 17, Con 21, Int 15, Wis 15, Cha 18
Skills:	Concentration +20, Hide +18, Jump +25, Knowledge (nature)+17, Listen +21, Search +6, Sense Motive +17, Spot +21, Survival +17 (+19 following tracks)
Feats:	Ability Focus (blinding gaze), Combat Reflexes, Endurance, Multiattack, Track
Environment:	Cold mountains
Organization:	Solitary or pair
Challenge Rating:	12
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	13–23 HD (Large); 24–36 HD (Huge)
Level Adjustment:	—

This bizarre three-headed humanoid stands almost 9 feet tall. Instead of arms, it has two long, sharp branches which drip a dark sap. Its three heads are elflike in appearance, with mossy green hair and staglike antlers. The left head has no eyes, the right head has no ears, and the center head lacks a mouth. Brown fur covers its legs, which end in hooves like those of a deer.

Description

Denev created the gabrolin to patrol cold woods and tundra, punishing those who would harm the land or its inhabitants.

A gabrolin stands 9 feet tall and weighs 350 pounds. They speak Common, Elven and Sylvan.

Combat

The gabrolin begins combat by using its *silence* ability on potential spellcasters, and attempts to blind and deafen melee combatants before attacking with its branchlike claws and sharp antlers.

Blinding Gaze (Su): The gabrolin's left head has no eyes but has a gaze attack that originates from its empty eye sockets. Blindness, 1d6 minutes, DC 22 Fortitude negates. A victim who successfully saves against this attack is immune to the blinding



attack of that particular gabrolin for 24 hours. The save DC is Charisma-based.

Piercing Scream (Su): The right head has no ears but can emit a piercing scream that causes deafness. Every creature (except the gabrolin) within a 30-foot-radius spread who can hear the gabrolin must succeed on a DC 22 Fortitude save or become deafened for 1d6 rounds. The gabrolin must wait 1d4 rounds before it can use its piercing scream again. The save DC is Constitution-based.

Poison (Ex): The gabrolin's branchlike claws emit a venomous sap that causes its victim's skin to harden. Injury, Fortitude DC 22, initial and secondary damage 1d4 Dex. Additionally, the subject gains a +1 enhancement bonus (for

a total of +2 if he fails both) to natural armor, as the *barkskin* spell, which lasts for 24 hours or until the poison is mystically cured, whichever comes first. The save DC is Constitution-based.

Silence (Sp): The gabrolin's center head lacks a mouth but can use *silence*, as the spell, at will. Caster level 12, DC 16 Will save negates. The save DC is Charisma-based.

Independent Minds (Ex): A gabrolin's three heads act independently and can all act in the same round. Each can make a full attack or use its special attack. The gabrolin is still limited to only one move action or 5-foot step per round, however.

Skills: Because of its three heads, a gabrolin has a +4 racial bonus on Listen, Search and Spot checks.

Garamond

Large Outsider (Cold, Evil, Native)

Hit Dice: 12d8+60 (114 hp)

Initiative: +6

Speed: 40 ft. (8 squares), fly 60 ft. (poor), swim 40 ft.

Armor Class: 25 (-1 size, +2 Dex, +14 natural), touch 11, flat-footed 23

Base Attack/Grapple: +12/+21

Attack: Claw +16 melee (1d8+5 plus unholy)

Full Attack: 2 Claws +16 melee (1d8+5 plus unholy) and bite +11 melee (2d6+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Breath weapon, fear aura, spell-like abilities, unholy strike

Special Qualities: Damage reduction 10/good, darkvision 60 ft., immunity to cold and poison, resistance to acid 10 and fire 10, spell resistance 17, telepathy 100 ft.

Saves: Fort +13, Ref +10, Will +10

Abilities: Str 20, Dex 14, Con 21, Int 16, Wis 15, Cha 17

Skills: Bluff +18, Climb +20, Concentration +20, Diplomacy +8, Intimidate +18, Knowledge (any three) +8, Listen +17, Move Silently +9, Search +13, Sense Motive +17, Spellcraft +18, Spot +17, Survival +10

Feats: Alertness, Cleave, Flyby Attack, Improved Initiative, Power Attack

Environment: Cold mountains

Organization: Solitary, pair or band (2–5)

Challenge Rating: 11

Treasure: Double standard

Alignment: Usually neutral evil

Advancement: 13–24 HD (Large); 25–36 HD (Huge)

Level Adjustment: —

This large winged reptilian humanoid stands tall and arrogant, its white scales offset by the dim black aura licking upward from its claws and toothy maw. The white orbs of its eyes appear lit by a baleful crimson glow.

Description

Garamond first appeared during the Titanswar, surging forth from the icy reaches of Fenrilik. At first, civilized lands found it difficult to resist the onslaught of these ferocious outsiders, particularly in a world in the midst of a divine war. Yet as the tide of battle began to shift, the garamond were forced back into the bitter mountain passes, at the cost of many brave souls. Occasionally, the garamond make forays into more civilized lands. Some of the foul beasts simply raid outlying farms, stealing cattle and farmers for food or perhaps more perverse practices. Others remain in hiding and seek to corrupt innocent souls in service to some darker power.

Sages have yet to identify the true origin of the garamond, although indications that the garamond are outsiders to the world of Scarn have inspired numerous theories. Some scholars feel that the garamond come from a long-lost portal leading to an infernal realm populated by these foul creatures. Others fear that the garamond are the result of some powerful wizard's magical breeding experiments between white dragons and ice demons. Still other knowledgeable loremasters have proposed that the garamond are the result of an ancient ritual gone awry during a magically troubled time. Whatever the garamond's origin, two things are clear: the garamond are now bound to the Scarred Lands, and these monsters serve a darker power that has yet to reveal itself.

Garamond speak Common, Draconic and Infernal.

Combat

Garamond normally fight only on their terms, preferring to arrange conditions so they have the upper hand. Garamond typically initiate an assault

with their icy breath weapon, then depend on their fear aura and spell-like abilities to aid them in flyby attacks.

A garmond's natural weapons, as well as any weapons it may wield, are considered to be evil-aligned for purposes of overcoming damage reduction.

Breath Weapon (Su): 40-foot cone, once every 1d4 rounds (but no more than three times per day), damage 8d6 cold, Reflex DC 21 half. The save DC is Constitution-based.

Fear Aura (Su): Garmond radiate a 10-foot-radius fear aura. A creature in the area must make a DC 19 Will save or be affected as though by a *fear* spell (caster level 12th). A creature that successfully saves cannot be affected again by the same garmond's fear aura for 24 hours. Garmond can suppress or reactivate the aura as a free action. Other garmond are immune to the effect. The save DC is Charisma-based.

Spell-like Abilities (Sp): At will — *essential blade*††, *ice storm* (DC 17), *sleet storm* (DC 16), *wall of ice* (DC 17); 3/day — *cone of cold* (DC 18). Caster level 12. The save DCs are Charisma-based.

Unholy Strike (Su): The garmond's natural attacks are imbued with unholy power that inflicts an additional 2d6 points of damage against all targets of a good alignment.



Gelidiceph

Gargantuan Elemental (Cold, Water)

Hit Dice: 20d8+140 (230 hp)

Initiative: +9

Speed: 30 ft. (6 squares), swim 80 ft.

Armor Class: 21 (–4 size, +5 Dex, +10 natural), touch 11, flat-footed 16

Base Attack/Grapple: +15/+38

Attack: Tentacle +22 melee (2d6+11 plus 1d6 cold/19–20)

Full Attack: 10 tentacles +22 melee (2d6+11 plus 1d6 cold/19–20) and bite +20 melee (4d6+5)

Space/Reach: 20 ft./20 ft. (40 ft. with tentacle)

Special Attacks: Constrict 2d6+11, freezing cloud, improved grab

Special Qualities: Darkvision 60 ft., damage reduction 10/–, elemental traits, immunity to cold, jet, vulnerability to fire

Saves: Fort +19, Ref +11, Will +6

Abilities: Str 32, Dex 21, Con 24, Int 6, Wis 11, Cha 11

Skills: Hide +6*, Listen +7, Spot +7, Swim +19

Feats: Alertness, Blind-fight, Combat Reflexes, Improved Critical (tentacle), Improved Initiative, Multiattack, Power Attack

Environment: Cold aquatic

Organization: Solitary

Challenge Rating: 13

Treasure: None

Alignment: Usually neutral

Advancement: 20–39 HD (Gargantuan); 40–60 HD (Colossal)

Level Adjustment: —

This massive squidlike creature appears to be formed of solid ice.

Description

Hrinruuk created the gelidiceph to be the ultimate predator of cold-water regions. Despite being formed of ice, they have a voracious appetite and see most creatures as either threat or prey.

Gelidicephs speak Aquan.

Combat

Gelidicephs strike their opponents with their barbed tentacles, then grab and crush with their tentacles or drag them into their huge jaws. An opponent can make sunder attempts against a gelidiceph's tentacles as if they were weapons. A gelidiceph's tentacles have 20 hit points. If a gelidiceph is currently grappling a target with one tentacle, it uses another limb to make its attack of opportunity against the sunder attempt. Severing a gelidiceph's tentacle also deals 10 points of damage to the gelidiceph itself. A gelidiceph usually withdraws from combat if it loses three tentacles. A gelidiceph regrows severed limbs in 1d10+10 days.

Freezing Cloud (Ex): A gelidiceph can emit a cloud of ice-blue ink in an 80-foot spread once per minute as a free action. If the ink strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid. This ice lasts for 20 rounds (unless exposed to flame). Creatures swimming within the area or on the surface of frozen water must make a DC 25 Reflex save or become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so. The save DCs are Constitution-based.

Improved Grab (Ex): To use this ability, a gelidiceph must hit a creature of its size or smaller with a tentacle attack. It can then attempt to start a grapple as a free action



without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): A gelidiceph deals automatic tentacle damage with a successful grapple check.

Amphibious (Ex): Although gelidicephs are aquatic, they can survive indefinitely on land.

Icegliding (Ex): A gelidiceph can glide through snow or ice as easily as it swims through water. It can move at its full swim speed while icegliding. Its movement leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

Jet (Ex): As a full-round action, a gelidiceph can jet backward at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A gelidiceph has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Gelidicephs have a +8 racial bonus on Hide checks in icy environments.

Glaciad

Medium Fey (Cold)

Hit Dice:	4d6+4 (18 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	13 (+3 Dex), touch 13, flat-footed 10
Base Attack/Grapple:	+2/+3
Attack:	Staff +3 melee (1d6+1)
Full Attack:	Staff +3 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Immune to cold, low-light vision, vulnerable to fire
Saves:	Fort +2, Ref +7, Will +7
Abilities:	Str 12, Dex 16, Con 12, Int 15, Wis 16, Cha 18
Skills:	Balance +8, Bluff +6, Diplomacy +9, Escape Artist +4, Handle Animal +7, Heal +7, Hide +8, Intimidate +5, Jump +2, Knowledge (geography) +4, Knowledge (nature) +8, Move Silently +5, Perform (any) +6, Search +4, Sense Motive +11, Spot +5, Survival +14, Swim +2
Feats:	Alertness, Iron Will
Environment:	Any cold
Organization:	Solitary or copse (4–7)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic, often good
Advancement:	5–10 HD (Medium)
Level Adjustment:	+1

These creatures appear at first to be near-perfectly formed elven maidens, but a closer look shows their skin is tinted icy blue, and they hold an air of almost unearthly indifference. They are clad only in wispy vestments made of frost itself.

Description

Glaciads are rare fey that have bonded to extremely cold climates. Driven from their homelands during the Divine War, many of the glaciads of today are descendants of dryads that

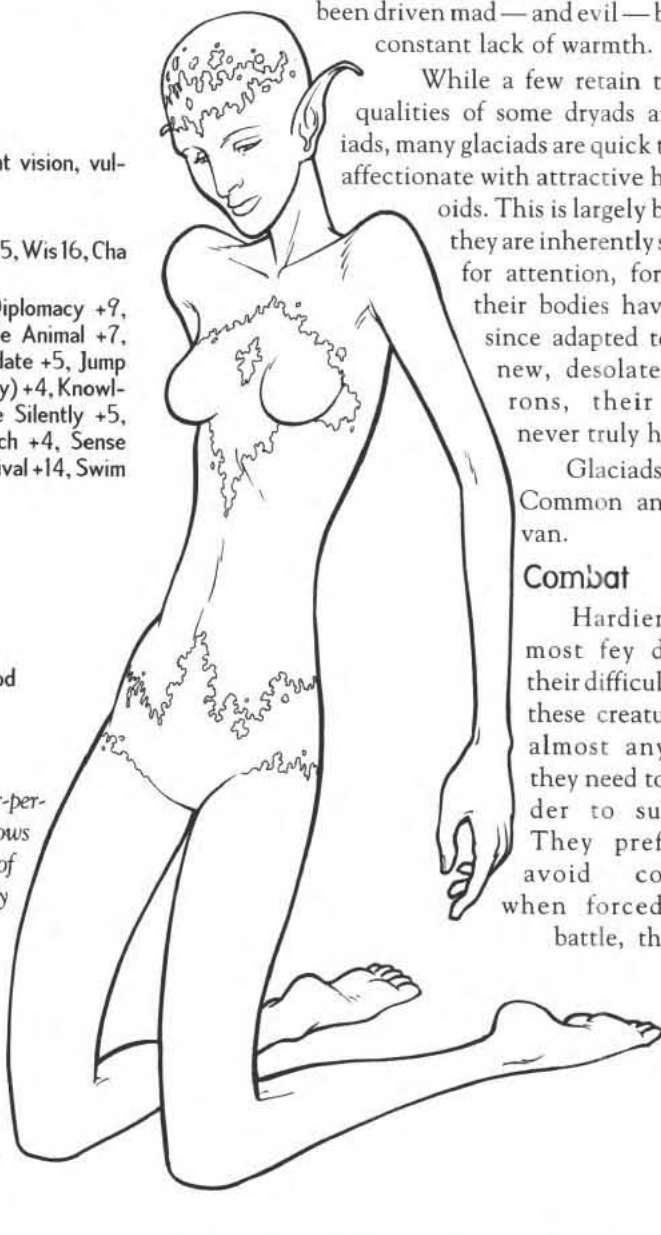
were forcefully torn from their bonded trees or naiads that were tied to bodies of water that froze. Although the majority of glaciads remain good in alignment, they are tortured souls who have been severed from their origins, and a few have been driven mad — and evil — by their constant lack of warmth.

While a few retain the shy qualities of some dryads and naiads, many glaciads are quick to grow affectionate with attractive humanoid. This is largely because they are inherently starved for attention, for while their bodies have long since adapted to their new, desolate environs, their souls never truly have.

Glaciads speak Common and Sylvan.

Combat

Hardier than most fey due to their difficult lives, these creatures do almost anything they need to in order to survive. They prefer to avoid combat; when forced into battle, they use



all the abilities at their disposal in order to escape or defeat their enemies as swiftly as possible. They are not afraid to include themselves in the area of effect of their *ice storm* ability, since they know they will be unaffected.

Aura of Despair (Su): This ability operates continuously, affecting all humanoids within 60 feet of the glaciad. Those who look directly at the glaciad must succeed at a DC 17 Will save or be affected by

the *crushing despair* spell. A successful save indicates the character is immune to that particular glaciad's aura of despair for 24 hours. The glaciad can suppress or resume this ability as a free action.

Spell-like Abilities (Su): 3/day — *chill touch* (DC 15), *control water*, *fog cloud*; 1/day — *ice storm*, *wall of ice* (DC 19). Caster level 7.

Skills: Glaciads have a +4 racial bonus to Sense Motive and Survival checks.

Sprite, Iccree

Tiny Fey (Air, Cold)

Hit Dice: 2d6+2 (9 hp)

Initiative: +9

Speed: 20 ft. (4 squares), fly 30 ft. (perfect)

Armor Class: 18 (+2 size, +5 Dex, +1 natural), touch 17, flat-footed 13

Base Attack/Grapple: +1/–10

Attack: *Ray of frost* +9 ranged touch (1d3+1)

Full Attack: *Ray of frost* +9 ranged touch (1d3+1)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Cold prestidigitation, ray of frost, spell-like abilities

Special Qualities: Damage reduction 5/cold iron, greater invisibility, immunity to cold, low-light vision, spell resistance 15, vulnerability to fire

Saves: Fort +1, Ref +8, Will +6

Abilities: Str 4, Dex 20, Con 13, Int 14, Wis 16, Cha 16

Skills: Bluff +8, Concentration +6, Diplomacy +5, Hide +13, Listen +7, Move Silently +10, Search +9, Sense Motive +8, Spot +10, Survival +5, Use Magic Device +8*

Feats: Dodge^B, Improved Initiative

Environment: Any cold

Organization: Gang (2–4), band (6–11) or tribe (20–80)

Challenge Rating: 4

Treasure: Half standard plus one minor wand

Alignment: Usually chaotic neutral

Advancement: By character class

Level Adjustment: +5

A wicked giggle shatters the stillness, and a small, purple elflike creature perhaps 12 inches high becomes visible, hovering in the air. Its rapidly but quietly beating blue wings appear to be feathered but also seem to have a crystalline appearance. A thin cloud of ice crystals floats around it. It thumbs its nose and vanishes once more from sight.

Description

Iccrees are a minor nuisance most of the time, but their capricious streak also can bring out the worst in other races during cold, lean

winter months. They delight in causing frustration but rarely cause physical harm to others. In fact, that frustration is more important to iccrees than gold or magic; in some metaphysical way, they seem to feed off the trouble they create.

Every iccree has at least one wand, and they trade these wands among their own kind, always seeking some new trick to add to their repertoire. On rare occasions, an iccree will attempt to use a scroll or staff, but this often ends poorly for the audacious fey.

Iccrees speak Common and Sylvan, and many also learn to speak Elven.



Combat

An iccree is not a master of combat, but of trickery. If things turn nasty, however, the iccree will not hesitate to use its *ray of frost* ability or other spell-like abilities to defend itself. An iccree is most likely to flee a serious fight, however, believing honor a trivial price to pay for continued survival.

Cold Prestidigitation (Sp): Iccrees have a true gift for freezing water and other similar liquids. Within a range of 30 ft., an iccree can create and/or freeze small amounts of water in many capricious ways. Common pranks include freezing the ale in a mug when someone is about to drink, trapping a sword in a frozen scabbard at the beginning of a fight (one that does not involve the iccree, of course) and encasing spell components in ice. A DC 14 Reflex save allows the bearer of an attended object to avoid the rapidly condensing cloud of ice crystals that are a signature of this ability. The DC is Charisma-based.

Ray of Frost (Su): As a race and culture, iccrees have elevated their use of *ray of frost* to an

art. They are able to use this often-overlooked arcane spell as a supernatural ability, so that it cannot be disrupted or defeated by spell resistance. In addition, they enjoy a +1 racial bonus to attack and damage with this ability.

Greater Invisibility (Su): Iccrees are naturally invisible. This ability only functions, however, if the ambient temperature is 32° or below. They may become visible or invisible as a free action, but only once per round.

Spell-like Abilities (Sp): 3/day — *flare* (DC 13), *ghost sound* (DC 13), *open/close* (DC 13), *touch of fatigue* (DC 13); 1/day — *daze monster* (DC 15), *dispel magic*, *grease* (DC 14), *minor image* (DC 15), *obscuring mist* (DC 14), *ray of exhaustion* (DC 16), *scare* (DC 15), *sleep* (DC 14), *touch of idiocy*, *ventriloquism* (DC 14), . Caster level is 6th. The save DCs are Charisma-based.

Skills: All sprites have a +2 racial bonus on Spot, Search and Listen checks. *Iccrees have a +8 racial bonus to Use Magic Device checks related to using wands.

Ice Phoenix

Large Magical Beast (Cold)

Hit Dice:	12d10+72 (138 hp)
Initiative:	+8
Speed:	20 ft. (4 squares), fly 120 ft. (good)
Armor Class:	24 (−1 size, +4 Dex, +11 natural), touch 13, flat-footed 20
Base Attack/Grapple:	+12/+24
Attack:	Claw +15 melee (1d6+1/19–20/x3)
Attack:	2 Claws +15 melee (1d6+4/19–20/x3) and bite +13 melee (1d8+2) and 2 wings +13 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Augmented critical, birth and death throes, crystalline fury, spell-like abilities
Special Qualities:	Control weather, damage reduction 10/magic, darkvision 60 ft., immunity to cold, poison and sonic, low-light vision, regeneration 5, resistance to electricity 15, spell resistance 25, vulnerability to fire
Saves:	Fort +14, Ref +12, Will +8
Abilities:	Str 19, Dex 19, Con 22, Int 10, Wis 18, Cha 16
Skills:	Hide +4*, Listen +18, Search +13, Spot +22, Survival +9
Feats:	Blind-fight, Flyby Attack, Improved Grapple, Improved Initiative, Multiattack
Environment:	Any cold
Organization:	Solitary
Challenge Rating:	15
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	13–24 HD (Large), 25–36 HD (Huge)
Level Adjustment:	—

A large bird with shimmering white feathers and hooked black talons shoots from the ground with a blast of snow and a gust of wind.

Description

The ice phoenix is a rare sight, for it cloaks itself in the mantle of winter. These magnificent creatures no longer serve higher powers but have abandoned their duty for their own selfish enjoyment of frigid airs and howling winds.

An ice phoenix is a solitary creature by nature, but occasionally one will cavort with air creatures of similar temper. Creatures not of the air should never trust the phoenix, for it is a creature of violence. It was created for conflict, born to violence, and seeks its death in battle. It constantly searches out mighty warriors and wizards to end this life cycle and begin the next. When an ice phoenix dies in battle, it explodes in a spray of razor shards. At the center of the blast lies an egg of purest white. This egg will hatch when a fresh fall of snow covers it with its chill blanket, again exploding in a spray of shards to release the adult phoenix.

Ice phoenixes speak Abyssal, Auran, Celestial and Common.



Combat

While not particularly crafty, an ice phoenix has an excellent intuitive grasp of how to employ its abilities. It uses its crystalline fury against grouped opponents, grapples and departs with a single strong foe, or employs its array of melee attacks against one or more opponents. Its great delight is in shattering opponents neutralized with its *freezing curse*†, even going so far as to ignore other opponents while spending an attack or full round breaking the statue.

Augmented Critical (Ex): The claws of the ice phoenix are perfect instruments of combat. They threaten a critical on a roll of 19 or 20, and deal triple damage on a critical hit.

Crystalline Fury (Su): As a standard action, an ice phoenix can produce a shower of sharp ice crystals from its wings. All creatures within 15 feet take 9d4+9 damage. Half of this damage is cold damage and half is piercing. A DC 22 Reflex save reduces the damage by half. The saving throw DC is Constitution-based.

Birth and Death Throes (Ex): When an ice phoenix hatches from its egg or is slain in combat, it explodes in a spray of

ice and cold similar to, but more powerful than, a crystalline fury. The radius of the effect it doubled to 30 feet, and the damage dealt is 15d4+15; a DC 24 Reflex save reduces the damage by half. The saving throw DC is Constitution-based.

Control Weather (Su): An ice phoenix is always surrounded by an aura of wind and cold. This has the effect of reducing the temperature by 20° and strengthening the winds by one class over a one-mile radius.

Regeneration (Ex): An ice phoenix takes normal damage from fire attacks and from any damage dealt on a confirmed critical hit from any source.

Spell-like Abilities (Su): 3/day — *cone of cold* (DC 18), *dispel magic*, *displacement*, *fire shield* (chill shield only); 1/day — *dimension door*, *dismissal* (DC special), *freezing curse*† (DC 20), *greater dispel magic*, *spell turning*, *wall of ice* (DC 17). Caster level is 14th. The save DC is Charisma-based.

Skills: Ice phoenixes gain a +4 racial bonus to Listen and a +8 racial bonus to Search and Spot checks. *In frozen or snowy environments, they gain a +8 racial bonus to Hide checks.



Ice Warden

Medium Ooze (Cold, Shapechanger)	
Hit Dice:	10d10+40 (95 hp)
Initiative:	+4
Speed:	30 Ft. (6 squares), burrow 30 ft. (ice only)
Armor Class:	14 (+4 Dex), touch 14, flat-footed 10
Base Attack/Grapple:	+7/+11
Attack:	Slam +11 melee (1d6+4 plus 2d6 cold)
Full Attack:	Slam +11 melee (1d6+4 plus 2d6 cold)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Chill, constrict 1d6+4 plus 2d6 cold, ice stasis, improved grab
Special Qualities:	Blindsight 60 ft., fragility, host imprint, ice home, ice stability, partial ooze traits
Saves:	Fort +6, Ref +6, Will -2
Abilities:	Str 19, Dex 19, Con 19, Int 3, Wis 3, Cha 23
Skills:	Hide +7*, Move Silently +7*, Survival +3*
Feats:	Great Fortitude, Improved Bull Rush, Improved Initiative, Power Attack
Environment:	Cold (any)
Organization:	Solitary, gathering (4-10) or congregation (50+)
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Always neutral (any)
Advancement:	11-20 HD (Large); 21-30 HD (Huge)
Level Adjustment:	—

This humanoid appears as an animated statue of ice, with sparkling eyes like sunlight on fresh-fallen snow. It appears carved in the form of an average adventurer, with armor, weapons and magical talismans seemingly spun from etched glass.

Description

Ice wardens lair in the primeval stretches of Scarn's frigid wastes, be they frozen mountains or "haunted" hills that canny villagers speak of only in whispers. They move within the ice and snow, scouting out creatures that stray into their domain.

In their native form, ice wardens appear as amorphous masses of dark blue water. These feared hunters of the cold encase their victims in ice, using the bodies of their prey as templates to create and animate simulacra of frost and snow. This "host imprint" then hunts down new victims, so the warden can reproduce. The host creature is not killed but is instead kept in a state of suspended animation. Therefore, were one able to rescue a warden's victim, the secrets that could be uncovered would be significant — some ancient wardens house very old victims indeed.

A warden's host imprint appears as a near-perfect replica of the host, right down to his dress and the dandruff on his shoulders. They are always effigies of protean ice, however, save the eyes, which look like the morning sun reflected off pristine snow. While it

is hard to find a warden's true body to kill (as they make their homes in forgotten underground holdfasts deep in the ice), destroying a host imprint sends the creature into shock, preventing it from hunting others for some time.

Legends are told of lost cities of ice beneath ancient glaciers, wherein many wardens (perhaps hundreds or even thousands) have gathered their "hosts" together in a grand prison of ice. These subterranean cities share the characteristics of the hosts' home cities, making them edifices that span culture and time.

Ice wardens speak whatever language(s) their host speaks. In addition, they can communicate with a series of resonant chimes, like a cross between musical wine glasses and xylophones.

Combat

Ice wardens use their harsh native environment to its fullest, allowing the cold to numb their prey, or even render it unconscious, before moving in to finish it off. Failing that, wardens prefer to ambush targets while they sleep, welling up from the icy floor so as to bypass guards. When working in groups, ice wardens use host imprints to herd or lure adventurers to carefully designated locations, whereupon they trigger avalanches or ice breaks to incapacitate their prey.

Above all else, ice wardens attempt to take their foes alive. This allows them to create more host imprints. Ice wardens resort to lethal force only if their own survival is at stake.

Chill (Ex): The touch of an ice warden is deadly cold. Melee and touch attacks made by ice wardens deal cold damage. Also, any metallic weapon that strikes the ice warden soon becomes too cool to hold, as if affected by a *chill metal* spell. A DC 19 Will save negates; the save DC is Constitution-based.

Constrict (Ex): An ice warden deals automatic slam and cold damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an ice warden must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Ice Stasis (Su): Ice wardens can *imprison* (as the *imprisonment* spell) helpless opponents, though the creature remains at its current location and must be transported to any new holding place by normal means. This requires 10 uninterrupted rounds during which the ice warden is itself helpless and cannot perform any other action (though the creature can stop initiating the stasis at any time as a free action). At the end of the 10 rounds, the target may attempt a DC 21 Fortitude save to negate the imprisonment. The save DC is Charisma-based.

The ice stasis can be ended with a *freedom*, *miracle* or *wish* spell, or if the imprisoning ice warden is slain. An ice warden can not use *ice stasis* on a creature more than one size category larger than itself.

Host Imprint (Su): This hallmark ability allows ice wardens to co-opt the powers of anything they have been able to place under *ice stasis*, henceforth referred to as the "host."

The ice warden can create a simulacrum of the host that is a perfect replica of it in appearance, save that it is obviously made of ice. The simulacrum also has all the powers of both host and ice warden, with a few exceptions. The simulacrum cannot *imprison* a target using *ice stasis*, nor can it cast any divine spells above 2nd level. Any ability from the host based on fire is instead based on ice. For example, a host imprint of a red dragon has a cold breath weapon, while a host imprint of a wizard casting *fireball* instead creates an explosion of frost and snow that deals cold damage.

The simulacrum possesses all of the host's ability scores, with the exception of Charisma. As it is an extension of the ice warden's will, the simulacrum carries the full force of the creature's impressive persona. Also, the simulacrum possesses the ice warden's Intelligence and Wisdom scores if they are superior to the host creature's.

As a "creature" of ice, the simulacrum possesses the cold subtype.

The simulacrum is otherwise identical to the host, possessing all of its base Hit Dice, base saving throws, base speed, skill ranks, base attack bonus and memories. A warden's alignment remains neutral on the ethical axis but adopts the moral axis — good, neutral or evil — of the host.

An ice warden can have only one host imprint at a time, but it can be maintained over vast distances. As long as both the ice warden and the simulacrum are on the same plane, the facsimile remains viable. Should the two ever be separated by planar boundaries, the simulacrum reverts to being normal ice.

The destruction of a host imprint instantly knocks the ice warden unconscious for 1d10 days.

Similar to its ability to replicate a living host, the ice warden can create facsimiles of any equipment the host possesses. It can even simulate any magical abilities such equipment might possess, up to a caster level of 10 (the ice warden's Hit Dice). These items disappear if either the host, warden or imprint is slain, or after being removed from the imprint's possession for 24 hours.

Nonlethal Substitution (Ex): Ice wardens may choose to deal nonlethal damage with any of their attack forms.

Ice Home (Ex): On any icy terrain, or for one round after being subject to any cold-based offensive spell, the warden gains a +1 to all attack rolls, damage rolls, saves and checks. In addition, the ice warden gains a +4 circumstance bonus to all grapple checks, its favored attack under these circumstances.

Ice Stability (Ex): Ice wardens gain a +4 bonus on ability checks made to resist being bull rushed or tripped while on icy terrain (including terrain affected by a *sleet storm*). Similarly, ice wardens never lose their footing while on icy terrain and may automatically take 20 on any Balance check on such terrain.

Fragility (Ex): Ice wardens are creatures of ice and can be shattered easily. Bludgeoning attacks deal half again as much (+50%) damage to ice wardens.

Partial Ooze Traits:

Unlike most oozes, ice wardens are not mindless and are thus subject to mind-affecting effects. Their primitive sentience inures them to such attacks, however, granting them a +4 bonus to all Will saving throws to resist these effects. They otherwise possess all normal ooze traits.

Skills: *Native creatures of elemental cold, ice wardens enjoy a +10 racial bonus to Hide, Move Silently and Survival checks when in any arctic environment.



Rekirrac

Medium Undead (Incorporeal)

Hit Dice: 7d12 (45 hp)
Initiative: +7
Speed: 40 ft. (8 squares), fly 80 ft. (perfect).
Armor Class: 15 (+4 Dex, +2 deflection), touch 16, flat-footed 12

Base Attack/Grapple: +3/—

Attack: Incorporeal touch +7 melee (1d4 plus 1d6 Wisdom drain)

Full Attack: Incorporeal touch +7 melee (1d4 plus 1d6 Wisdom drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Possession, Wisdom drain

Special Qualities: Consume flesh, darkvision 60 ft., incorporeal traits, undead traits, unnatural aura

Saves: Fort +2, Ref +6, Will +8

Abilities: Str —, Dex 18, Con —, Int 12, Wis 14, Cha 16

Skills: Hide +14, Intimidate +13, Listen +14, Search +12, Spot +14

Feats: Alertness, Blind-fight, Improved Initiative

Environment: Any land or underground

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always chaotic evil

Advancement: 8–14 HD (Medium)

Level Adjustment: —

A ghostly humanoid figure, surrounded by an aura of crimson mist, coalesces out of the frost and snow.

Description

Rekirracs are incorporeal undead that haunt the places they died, retaining their sentience but filled with unyielding hunger for the flesh of the living.

A rekirrac looks very much like it did in life, with one difference: the spirit looks withered, as if in the throes of starvation.

Rekirracs speak whatever languages they knew in life.

Combat

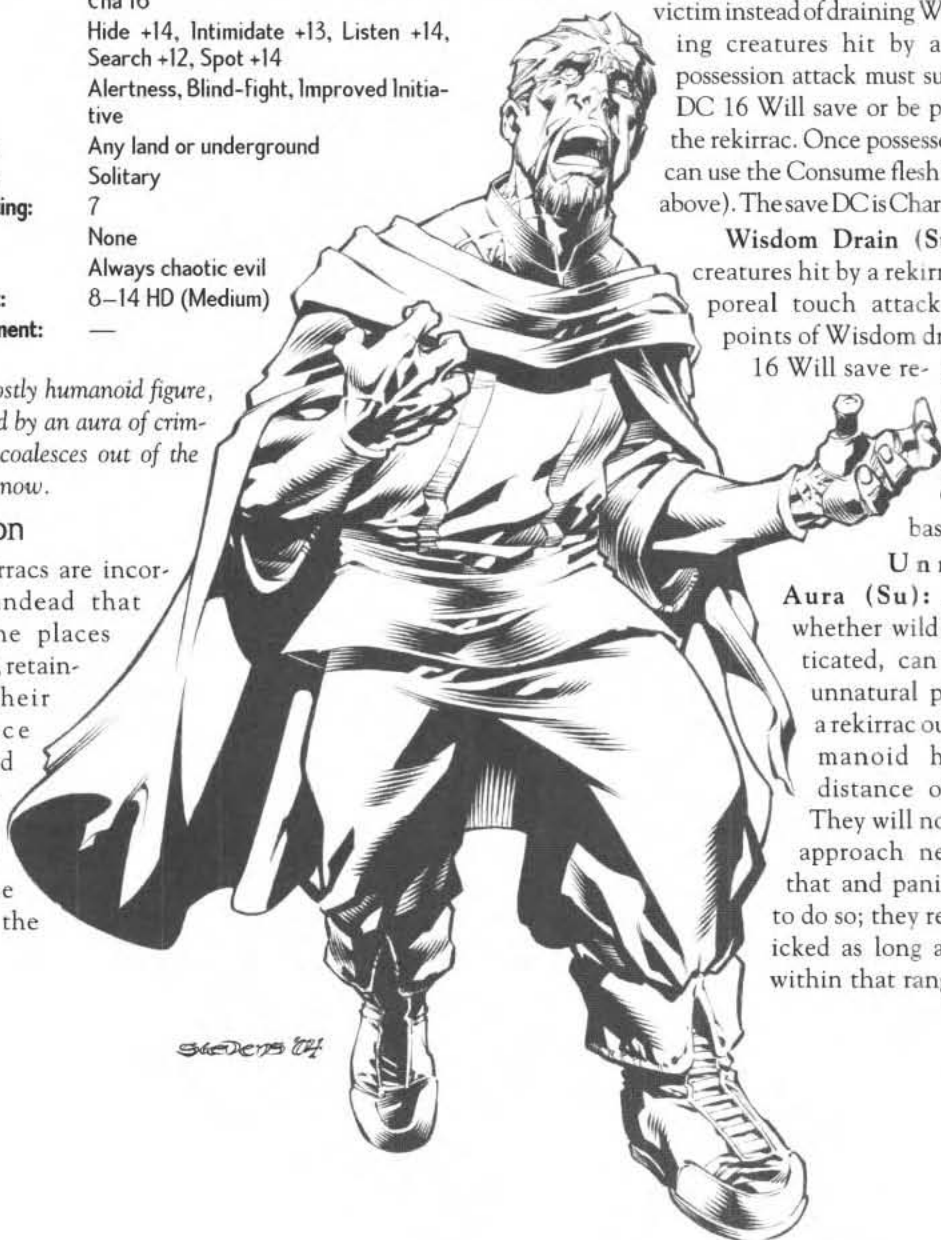
A rekirrac's main attack is its Wisdom drain, which weakens its prey to possession. Once possessed, the rekirrac turns on any living creature in order to commit cannibalism.

Consume Flesh (Ex): Once it possesses a host, a rekirrac can consume the flesh of a victim, alive or dead, gaining 5 temporary hit points per pound of flesh.

Possession (Su): When making an incorporeal attack, a rekirrac may choose to attempt to possess a victim instead of draining Wisdom. Living creatures hit by a rekirrac's possession attack must succeed on a DC 16 Will save or be possessed by the rekirrac. Once possessed, the host can use the Consume flesh ability (see above). The save DC is Charisma-based.

Wisdom Drain (Su): Living creatures hit by a rekirrac's incorporeal touch attack take 1d6 points of Wisdom drain. A DC 16 Will save reduces this drain by half. The save DC is Charisma-based.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a rekirrac outside a humanoid host at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.



Rime Witch

Medium Fey (Cold)

Hit Dice: 9d6+9 (40 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

Armor Class: 17 (+3 Dex, +6 deflection), touch 19, flat-footed 16

Base Attack/Grapple: +4/+3

Attack: Short sword +3 melee (1d6–1/19–20)

Full Attack: Short sword +3 melee (1d6–1/19–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Despairing visions, spells

Special Qualities: Aura of spite, damage resistance 10/ cold iron, immunity to cold, low-light vision, spell resistance 20, trackless step, vulnerability to fire

Saves: Fort +4, Ref +9, Will +8

Abilities: Str 9, Dex 17, Con 13, Int 15, Wis 14, Cha 22

Skills: Bluff +18, Concentration +13, Diplomacy +22, Disguise +18, Gather Information +18, Hide +15, Move Silently +15, Sense Motive +14

Feats: Silent Spell, Spell Focus (Illusion), Spell Focus (Necromancy), Still Spell

Environment: Cold forest

Organization: Solitary or witchbrood (2–7), plus 2d6 ice haunts per rime witch

Challenge Rating: 11

Treasure: 10% coins, double goods, double items

Alignment: Always neutral evil

Advancement: By character class

Level Adjustment: +4

This creature is a hauntingly beautiful woman with white-blond hair and flawless porcelain skin. Her cold eyes glitter with mocking disdain.

Description

Gormoth created these evil fey from equal parts snow and spite to torment the people of Fenrilik and Albadia. Rime witches cloak themselves in illusions and wander the frigid wastes, visiting woe on Gormoth's enemies.

Rime witches feed off the suffering of others. A rime witch insinuates herself into a victim's life under the guise of a concerned relative or sympathetic stranger and ferrets out the victim's fears and sorrows. She then torments the target with horrifying illusions that drain away his sanity, until he is compelled to follow the evil fey into the woods, where she kills him. Victims killed by a rime witch's spells or her ice haunts rise after 24 hours as ice haunts under her control.

Rime witches speak Common and any regional dialects.

Combat

Rime witches prefer to cast spells or use any magic items they possess during combat while their undead slaves engage opponents. A witch losing a battle flees if she can, rather than fighting to the death.

Despairing Visions (Su): Twice a day, a rime witch may designate an illusion spell as a despairing vision for a single target. If the target fails his Will save, he takes 1d4 points of Wisdom drain. Despairing visions cannot drain a target's Wisdom to zero. When the target's Wisdom falls below 3, he is treated as if under a *dominate monster* spell cast by the rime witch.

This ability cannot be applied to spells with the "harmless" descriptor and allows a saving throw even if the spell does not normally allow one.

Trackless Step (Su): Rime witches leave no tracks unless they wish to.

Aura of Spite (Su): Rime witches gain a deflection bonus to Armor Class equal to their Charisma bonus, and all undead under their control gain the same amount of turn resistance.

Spells: Rime witches cast spells as a 10th-level sorcerer. The save DCs are Charisma-based.

Typical Sorcerer Spells
Known (6/8/8/7/6/4; save DC 16 (17 for Illusion and Necromancy spells) + spell level): 0 — acid splash, false flavor††, ghost sound, mage hand, mending, prestidigitation, resistance, touch of fatigue; 1st — chill touch, disguise self, ray of enfeeblement, silent image, ventriloquism; 2nd — ghoul touch, invisibility, phantom howl†, spectral hand; 3rd — displacement, major image, vampiric touch; 4th — fear, phantasmal killer; 5th — nightmare.



Shimmer Snake

Large Magical Beast (Cold)

Hit Dice: 6d10+12 (45 hp)

Initiative: +8

Speed: 20 ft. (4 squares), burrow 30 ft., climb 20 ft., swim 20 ft.

Armor Class: 14 (-1 size, +4 Dex, +1 natural), touch 13, flat-footed 10

Base Attack/Grapple: +6/+13

Attack: Bite +8 melee (1d8+4 plus 1d6 heat)

Full Attack: Bite +8 melee (1d8+4 plus 1d6 heat)

Space/Reach: 10 ft./5 ft.

Special Attacks: Burning touch, surface strike

Special Qualities: Darkvision 60 ft., immunity to cold, low-light vision, vulnerability to fire

Saves: Fort +7, Ref +9, Will +2

Abilities: Str 17, Dex 19, Con 15, Int 6, Wis 10, Cha 15

Skills: Balance +12, Climb +12, Hide +9, Listen +8, Move Silently +6, Spot +9, Swim +11

Feats: Alertness, Improved Initiative, Power Attack

Environment: Cold plains

Organization: Solitary, clutch (2–5) or nest (11–20)

Challenge Rating: 4

Treasure: None

Alignment: Always chaotic neutral

Advancement: 7–12 HD (Large); 13–18 HD (Huge)

Level Adjustment: —

This giant snake has a tapered head rising slightly from a fur-covered body nearly twice as long as an average man is tall.

Description

The shimmer snake is a fur-clad snake inhabiting Fenrilik's frozen reaches. The 10- to 15-foot-long serpent has pale white fur covering a layer of fatty flesh often banded with green and yellow. The snake's head protrudes above the mass of its serpentine body. Vestigial "arms" grow along the snake's body, suggesting some draconic heritage. Shimmer snakes generate their own heat, similar to a remorhaz.

The shimmer snake creates a pleasant yellow-green glow from the friction of its body as it slides beneath the ice and snow. The pale glow is particularly noticeable at night. Travelers trudging through deep snows toward what they thought was a campfire sometimes find themselves in a nest of shimmer snakes.

Combat

Shimmer snakes burrow through the snow, then surface beneath prey. The snake stops short of the surface, but the heat of its ascent explodes in a superheated column of boiling water that engulfs the prey and splashes others. The snake surfaces to finish off any wounded creatures. The shimmer snake wraps around creatures and swallows them whole.

Burning Touch (Ex): The shimmer snake generates its own heat to survive. Touching the snake deals 1d6 points of burning damage.

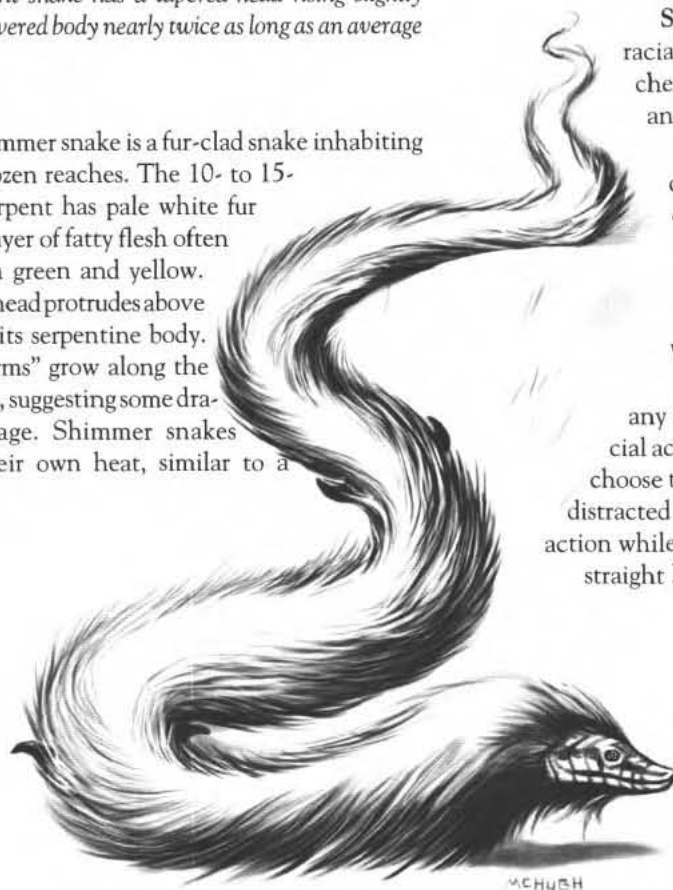
Surface Strike (Ex): A superheated column of water explodes upward as the snake rises beneath prey. The shimmer snake targets one creature with a ranged touch attack to surface beneath it. If it hits, the column of water bursts upward, engulfing the creature for 2d8 points of damage. Each creature within 5 feet of the bursts takes 1d4 points of damage. Because it must burrow beneath a target to make a surface strike, it requires 1d4 rounds of burrowing between such attacks.

Skills: Shimmer snakes have a +4 racial bonus on Hide, Listen and Spot checks and a +8 racial bonus on Balance and Climb checks.

A shimmer snake can always choose to take 10 on a Climb check, even if rushed or threatened.

Shimmer snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher.

A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



Skerrai

Medium Monstrous Humanoid

Hit Dice:	8d8+8 (44 hp)
Initiative:	+5
Speed:	30 ft. (6 squares)
Armor Class:	19 (+1 Dex, +4 chain shirt, +4 natural armor), touch 11, flat-footed 18
Base Attack/Grapple:	+8/+8+3+0+0
Attack:	Longspear +11 melee (1d8+4/x3) or sting +12 melee (1d8+1 plus implantation)
Full Attack:	Longspear +11/+6 melee (1d8+4/x3) and sting +5 melee (1d8+1 plus implantation)
Space/Reach:	5 ft./5 ft. (10 ft. with longspear)
Special Attacks:	Implantation, <i>mind blast</i> , psionics
Special Qualities:	Darkvision 120 ft., light blindness, racial saving throw bonuses, spell resistance 19 + class levels, telepathy 100 ft.
Saves:	Fort +3, Ref +7, Will +9
Abilities:	Str 16, Dex 13, Con 12, Int 19, Wis 17, Cha 17
Skills:	Bluff +14, Concentration +12, Intimidate +14, Knowledge (psionics) +9, Listen +9, Psicraft +15, Sense Motive +9, Spot +8
Feats:	Combat Manifestation, Improved Initiative, Weapon Focus (sting)
Environment:	Underground
Organization:	Solitary, pair, brood (3–6 plus 1–8 offspring) or hive (4–16 plus 2–12 offspring)
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+5

Its tail-stinger flicking about impatiently, the half-humanoid, half-scorpion clicks deep crimson mandibles as it takes in the world through multifaceted eyes. Six legs scuttle across the ground, while a pair of more humanoid arms on the upper torso bears a longspear stained with the blood of past victims.

Description

Twisted, sadistic, insidious and diabolical, these dwellers of the cavernous realms under Fenrilik control a sweeping empire beneath the icy reaches of the surface. Between their physical prowess and their psionics discipline, the skerrai either control or kill any creature that resists their slow and deliberate spread through their underworld. Some sages believe that the scorpionlike skerrai may be related to the larger sandmaskers found in Scarn's deserts. Whatever their origin, the skerrai plague, as some scholars call it, has spread considerably since these creatures were first encountered shortly after the War of the Broken Vows.

Skerrai are not farmers or fungus tenders, unlike some lesser underground races. They are carnivores, hunters and killers. They take great pleasure in torturing and killing their prey. Not all that are captured are killed, but instead some become either slaves or hosts for the

skerrai larvae. The skerrai dislike the light of day, and they raid the outskirts of surface communities occasionally at night to obtain the hosts they need for implantation.

Skerrai stand about as tall as elves but weigh as much as humans. They appear to have no gender differences, and some sages even argue that the skerrai may be a race of females, as all skerrai appear to have the ability to implant victims with larvae.

Skerrai speak Undercommon but prefer to communicate using their telepathic powers.

Combat

The skerrai prefer to fight from a distance, using their strong mental abilities while keeping their foes at bay with longer weapons. The skerrai reserve their sting attacks for close combat and implantation.

Implantation (Ex): With a successful sting attack, the skerrai may implant its victim with larval skerrai, which quickly burrow into the body and begin to eat the host as it lives. Due to the magically resistant nature of the skerrai, larval implantation is treated as a supernatural disease: Sting, Fortitude DC 17, incubation period 1 minute, damage 1d4 Con. The save DC is Charisma-based.

Unlike normal diseases, larval implantation continues until the victim reaches Constitution 0 (and dies), as the larvae eat away at the host, or until cured. A character attempting to cast any conjuration (healing) spells on the host must succeed at a DC 19 caster level check, or the spell has no effect on the larvae within the host.

Should a host die from the progress of the implanted larvae, the tiny skerrai young burst from the body within minutes and scuttle to safety, where they will grow to full size within a year.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds skerrai for one round. In addition, they suffer a –1 circumstance penalty on all attack rolls, saves and checks when operating in bright light.

Mind Blast (Sp): This psionic attack is a cone 60 feet long. Anyone caught in the cone must succeed at a DC 17 Will save or be stunned for 3d4 rounds. Skerrai often hunt using this power and then drag off their victims to be food, slaves or hosts for their larval young. The save DC is Charisma-based. This ability is equivalent to a 4th-level spell.

Psionics (Sp): At will — *charm monster* (DC 17), *detect thoughts* (DC 15), *psychic disruption*†† (DC 17), *suggestion* (DC 16). Effective caster level 8. The save DCs are Charisma-based.

Racial saving throw bonuses (Ex): Skerrai gain a +2 bonus to Will saves against spells and spell-like abilities.

Skerrai Society

Skerrai cities of 300 to 1,800 inhabitants, not counting slaves and captured hosts, exist in twisted tunnel complexes beneath Fenrilik. Compact and crowded, the scurry of activity can be unnerving to visitors unused to skerrai life. Skerrai masters enjoy complete obedience from their slaves, a product of their innate psionic abilities and harsh discipline.

Skerrai life is filled with the constant struggle for power. Internal power struggles between skerrai leaders often end with enforced submission, exile or death. When a leader is exiled, she often brings her brood (or even hive) of followers with her as she seeks a new place to establish her personal dominance in the underground.

Despite the near-constant internal conflict, skerrai unite against outside threats. Among skerrai, it is barely tolerable to suffer loss at the hands of a fellow skerrai, but inexcusable to lose to a slave race. This sense of superiority flavors all interactions with skerrai and has sparked many wars over the course of time. The skerrai seek to conquer any race or community they perceive as either a threat or as controlling resources they covet. For this reason, the skerrai appear as a much stronger and united empire to outsider observers.

Skerrai as Characters

Most skerrai with class levels are either psions or psychic warriors. (If your campaign does not make use of the optional psionic rules, most skerrai are sorcerers or multiclassed sorcerer/fighters.)

Skerrai characters possess the following traits.

- +6 Strength, +2 Dexterity, +2 Constitution, +8 Intelligence, +6 Wisdom, +6 Charisma.

- A skerrai's base land speed is 30 feet.

- Darkvision out to 120 feet.

- Racial Hit Dice: A skerrai begins with eight levels of monstrous humanoid, which provide 8d8 Hit Dice, a base attack bonus of +8, and base saving throw bonuses of Fort +2, Ref +6 and Will +6.

- Racial Skills: A skerrai's monstrous humanoid levels give it skill points equal to $11 \times (2 + \text{Int modifier})$. Its class skills are Bluff, Concentration, Intimidate, Knowledge (psionics), Listen, Psicraft, Sense Motive and Spot.

- Racial Feats: A skerrai's monstrous humanoid levels give it three feats.

- +4 natural armor bonus.

- Natural weapons: 1 sting (1d8).

- Special Attacks (see above): Implantation, mind blast, psionics.

- Special Qualities (see above): Light blindness, racial saving throw bonuses, spell resistance $19 + \text{class levels}$, telepathy 100 ft.

- Automatic Languages: Common, Undercommon. Bonus Languages: Abyssal, Aquan, Draconic, Dwarven, Elven, Gnome, Goblin, Infernal, Terran.

- Favored Class: Psion (or Sorcerer).

- Level adjustment +5.



Snowstorm Elemental

Huge Elemental (Air, Cold, Water)

Hit Dice: 24d8+96 (204 hp)

Initiative: +15

Speed: Fly 100 ft. (perfect) (20 squares)

Armor Class: 27 (–2 size, +11 Dex, +8 natural), touch 19, flat-footed 16

Base Attack/Grapple: +18/+32

Attack: Slam +27 melee (2d8+6 plus 2d8 cold)

Full Attack: 2 slams +27 melee (2d8+6 plus 2d8 cold)

Space/Reach: 15 ft./15 ft.

Special Attacks: Blinding storm, freezing

Special Qualities: Blindsight 500 ft., damage reduction 10/—, darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire

Saves: Fort +12, Ref +25, Will +10

Abilities: Str 22, Dex 33, Con 18, Int 10, Wis 11, Cha 11

Skills: Listen +29, Spot +29

Feats: Alertness, Combat Reflexes, Flyby Attack, Improved Bull Rush, Improved Critical (slam), Improved Initiative^B, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse^B

Environment: Any cold, or Elemental Plane of Air

Organization: Solitary

Challenge Rating: 13

Treasure: None

Alignment: Usually neutral

Advancement: 25–48 HD (Huge), 49–72 HD (Gargantuan)

Level Adjustment: —

A dark cloud of whirling snow cuts vision down to almost nothing. The temperature drops as the heart of the storm appears to thicken into a cohesive, almost humanoid form.

Description

Shamans say, that in ages gone, Lethene stood upon Fenrilik's shore and reached into the elemental planes to gather material for a great storm. With her right hand, she plunged into the eternal currents of endless air. With her left, she reached into the cold depths of the infinite ocean. With a clap she brought her hands back together upon Scarn, creating a massive blizzard of elemental matter. As she blew a cold wind upon her elemental amalgamation

to spread it across the world, the first snowstorm elementals were spawned.

This area is still charged with raw elemental power that occasionally spawns a horde of snowstorm elementals that fly across the landscape.

A snowstorm elemental is made up of both air and water infused with elemental cold. While it has aspects of water and cold, the being is primarily composed of elemental air and calls that plane its home. The elemental constantly generates a thick snowstorm around itself. The elemental perceives the position of every snowflake in its storm and can sense every object that enters the swirling flurries.

Snowstorm elementals speak Auran.

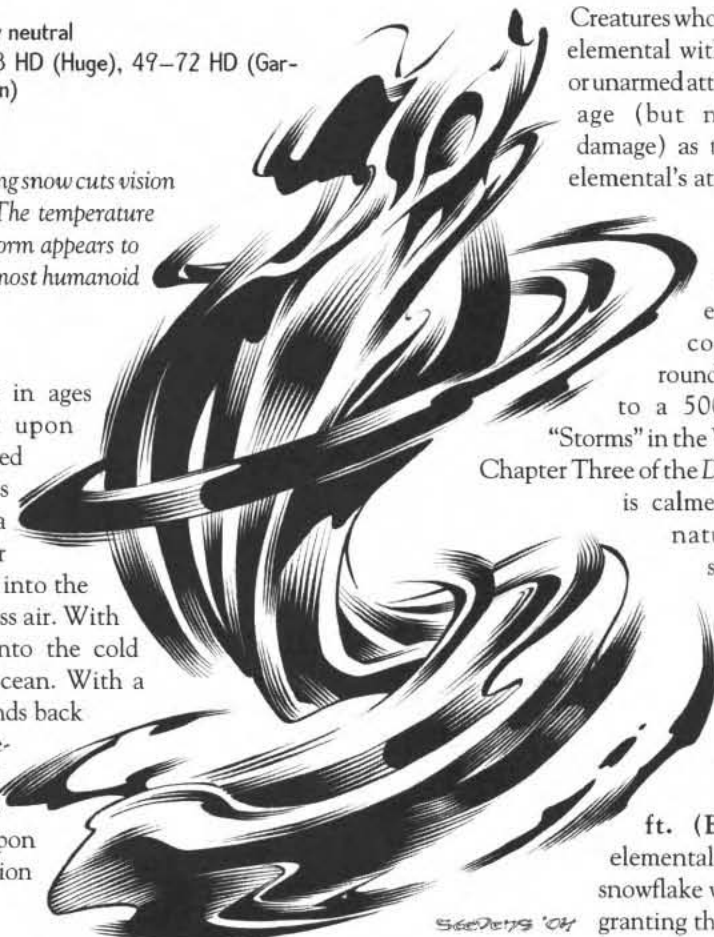
Combat

Snowstorm elementals usually rely upon their thick snowfall and howling winds to cloak their actual presence within their snowstorms during combat. They prefer to swoop in and knock a single opponent away from his fellows, then tear into him while his companions futilely search for him.

Freezing (Ex): A snowstorm elemental's slam attack deals bludgeoning damage plus cold damage from the elemental's freezing core. Creatures who strike a snowstorm elemental with natural weapons or unarmed attacks take cold damage (but not bludgeoning damage) as though hit by the elemental's attack.

Blinding Storm (Ex): The snowstorm elemental is constantly surrounded by a blizzard out to a 500-ft. radius (see "Storms" in the Weather section of Chapter Three of the DMG). If this storm is calmed through supernatural means, the snowstorm elemental can generate a new storm as a full-round action that draws an attack of opportunity.

Blindsight 500 ft. (Ex): Snowstorm elementals can sense every snowflake within their storm, granting them blindsight.



SEEDS '04

Winter Wraith

Small Undead (Incorporeal)

Hit Dice:	6d12 (39 hp)
Initiative:	+9
Speed:	Fly 40 ft. (perfect)
Armor Class:	22 (+1 size, +5 Dex, +6 deflection), touch 22, flat-footed 17
Base Attack/Grapple:	+3/—
Attack:	Incorporeal touch +8 melee (1d4 Strength)
Full Attack:	Incorporeal touch +8 melee (1d4 Strength)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drinking, keening, Strength damage
Special Qualities:	Darkvision 60 ft., hard to spot, incorporeal traits, traditional, undead traits
Saves:	Fort +2, Ref +7, Will +8
Abilities:	Str —, Dex 20, Con —, Int 10, Wis 17, Cha 22
Skills:	Hide +17, Listen +14, Search +9, Spot +14
Feats:	Alertness [®] , Flyby Attack, Improved Initiative, Skill Focus (Hide)
Environment:	Any cold
Organization:	Solitary or murder (2–4)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	7–12 HD (Small)
Level Adjustment:	—

A vaporous form, roughly the size and shape of a child, coalesces out of the drifting snow.

Description

In Fenrilik and other icy regions, young children who die from exposure to the elements sometimes return as winter wraiths, called “thirsty ghosts” by some.

Winter wraiths want one thing: warm, steaming liquid. Many Fenriliki natives leave offerings for the wraiths on their doorsteps or at the edges of their camps. Warm milk is traditional, though saucers of spiced apple cider or honeyed mead are also common in some regions. In cases where the wraith’s chill presence is not noticed and appeased, the winter wraith will settle for the steaming blood of those it slays.

Winter wraiths hover around a camp or group of people in the snows of Fenrilik. In this way they announce their presence — though how effective an announcement it may be is questionable, as the wraiths are silent and difficult to see. Should no warm draught be offered within several hours, they begin their keening. On steep slopes, this cry causes an avalanche. In icy caverns it causes ice to shatter in a shower of deadly icicles. Predators of the snow hearken to the keening of the winter wraith and thus provide it with the steaming liquid it seeks.

Once blood is spilled, the winter wraith’s wispy, intangible body slides through snow and ice and drinks deeply before moving on to search out other victims and other warm liquids.

Winter wraiths do not speak, though they usually understand Common.

Combat

Winter wraiths keen until appeased.

Keening (Su): Standard action. The effects of the keening depend on the location of the winter wraith.

Mountains: *Avalanche* — 8d6 damage, 30-ft. radius, DC 19 Reflex halves. The save DC is Charisma-based.

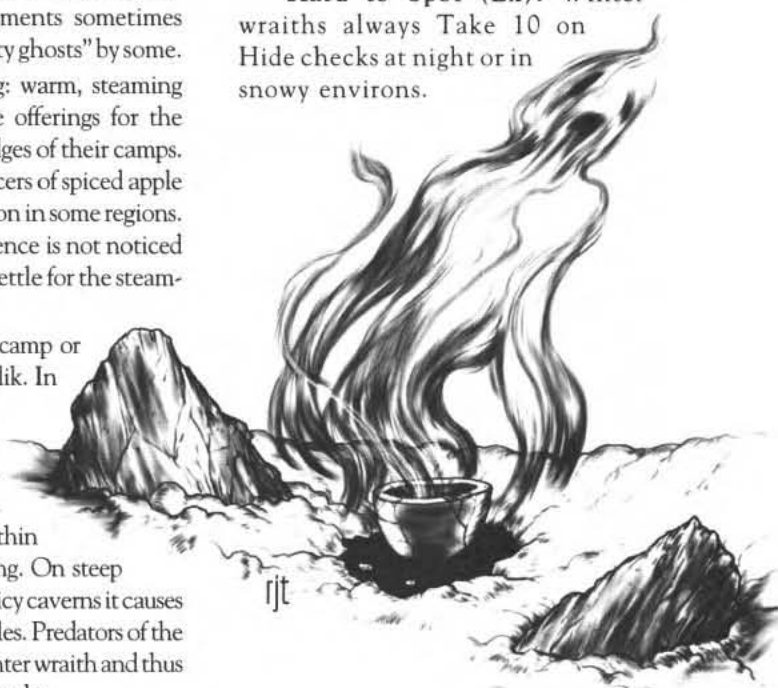
Ice caverns: *Rain of Ice* — 1d6–1 ice projectiles fall on each person within 30 feet of the winter wraith, +5 to hit, 1d6 damage.

Plains or Any Cold: *Predator Summoning* — 1d6 winter wolves arrive within 3d10 minutes. The GM may substitute other comparable predators, as appropriate. Additional wolves cannot be summoned by keening until the initial batch has been slain or chased off.

Blood Drinking (Su): Individuals within 30 feet of the wraith who have been wounded by a slashing or piercing weapon lose an extra hit point each round until they are healed or their wounds bound. The winter wraith gains these lost hit points as temporary hit points.

Strength Damage (Su): The touch of the winter wraith inflicts 1d4 temporary Strength damage, but only if the victim is already bleeding (recently injured by a piercing or slashing weapon). Victims reduced to 0 Strength die.

Hard to Spot (Ex): Winter wraiths always Take 10 on Hide checks at night or in snowy environs.



Traditional (Ex): The winter wraith always attempts to make its presence known before it is forced to seek blood through murder. It will accept any warm beverage such as

mead, milk or the like. If appeased, it will move on. A Bardic Knowledge check (DC 15 for a Fenrilik native, DC 20 for nonnative) reveals this information.

Wollahog

Medium Animal

Hit Dice:	2d8+6 (15 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+1/+2
Attack:	Gore +2 melee (1d8+1)
Full Attack:	Gore +2 melee (1d8+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, resistance to cold 5, scent
Saves:	Fort +8, Ref +3, Will +0
Abilities:	Str 13, Dex 10, Con 16, Int 2, Wis 11, Cha 7
Skills:	Listen +5, Spot +4
Feats:	Alertness ^B , Great Fortitude
Environment:	Cold plains
Organization:	Solitary or herd (3d4+2 plus 100% non-combatants)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	3–5 HD (Medium), 6–7 (Large)
Level Adjustment:	—

This plump, homely creature resembles a large pig with a protruding lower jaw and thick gray tusks. Its hide is grayish-black and largely covered in thick, blue-gray wool.

Description

The wollahog happily thrives in the bitter, frozen wastes of Fenrilik. Wollahogs are ugly, with the overall features of domestic swine but covered in thick, shaggy wool much like that of a wild sheep. Their lower jaws are thick-boned and equipped with two stubby tusks that the adult wollahog uses for defense when needed. Adult wollahogs are slightly larger than

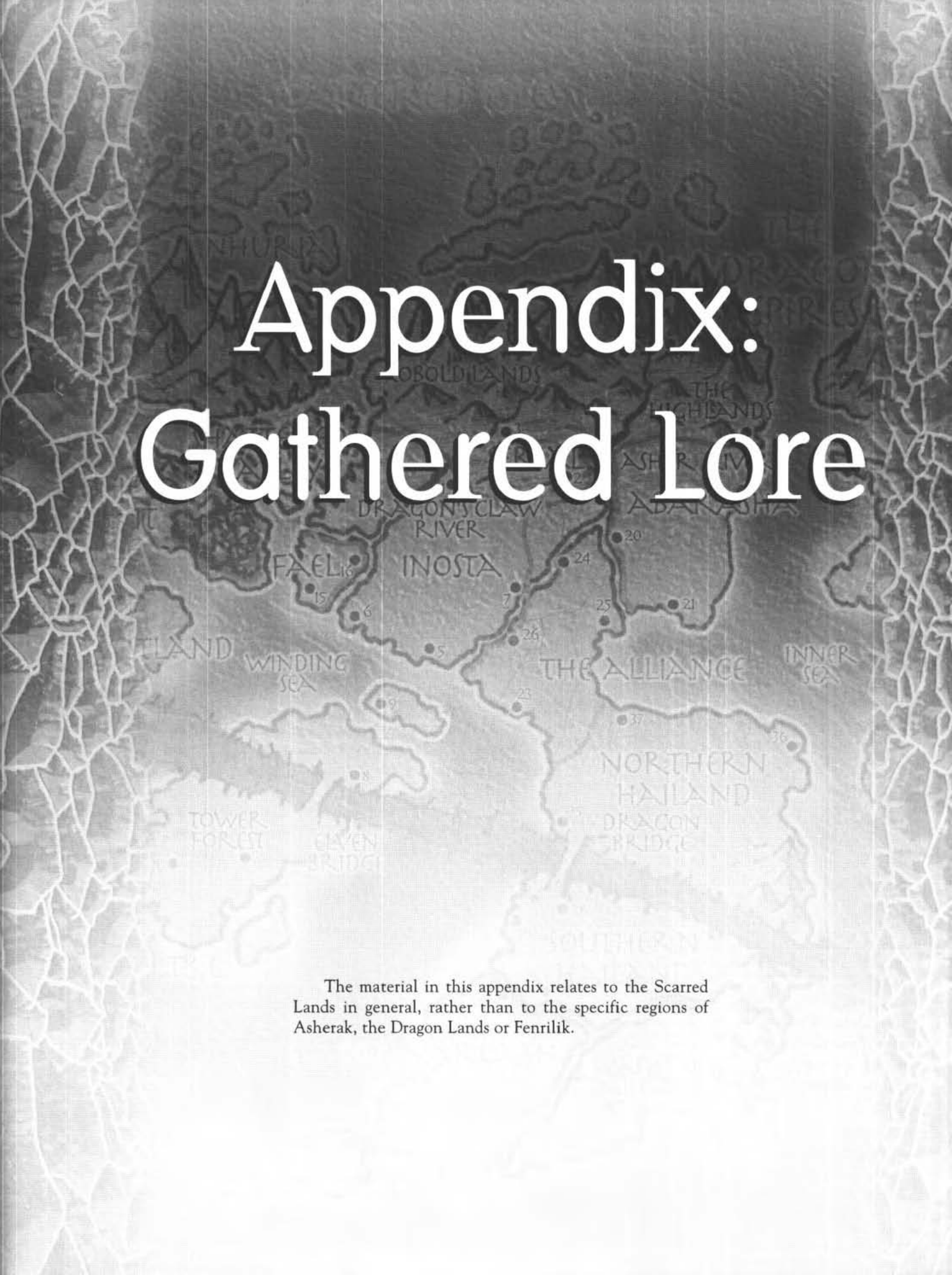
domestic pigs. The wollahog is omnivorous; while fresh meat is usually limited to tiny rodents, wollahogs do not turn down carcasses. Likewise, wollahogs show no interest in their own waste but are known to feed on the organic debris of other creatures. Wollahogs are found both wild and domesticated, as the intelligent inhabitants of Fenrilik prize these creatures as hardy, durable herd animals. Content to spend their days digging through the glacier crust, wollahogs show little interest beyond obtaining food.

On Fenrilik, an adult male wollahog sells for 15 gp, while a sow typically brings 20 gp. Piglets are worth 7 gp each on the open market. A pregnant sow can produce up to a gallon of milk a day, while a slaughtered adult provides an average of 150 pounds in meat and 80 pounds worth of fat, good for rendering into 60 pounds of soap or lamp oil. The wollahog's wool is also prized, and adult wollahogs are sheared once a year. The average yield of an adult wollahog is 10 pounds of wool, at a value of 2 gp per pound.

Combat

Though normally docile creatures, wollahogs are particularly vicious when threatened. Wollahog sows and boars fight with equal aggression and use their strong jawbones and protruding tusks to ram and gore targets. Wollahogs do not fight to the death, however, and will flee or submit when reduced to one-half their normal hit points.





Appendix: Gathered Lore

The material in this appendix relates to the Scarred Lands in general, rather than to the specific regions of Asherak, the Dragon Lands or Fenrilik.

Familiars Enhancing a Familiar

Everyone with even the slightest knowledge of magic in the Scarred Lands has seen it, or at least imagined it: the powerful wizard stands tall, black robes flowing, an unblinking owl perched on his shoulder. A calico cat winds its way around and between the witch's feet, never more than a few quick bounds away. A raven circles overhead, or a weasel scurries through the underbrush, both observing with nigh-human intelligence the mystic arts their masters weave around them.

These are familiars, normal animals who have bonded with arcane spellcasters to become something more than mere beasts. They are companions to their masters, friends who remain steadfast through the longest journeys and the most difficult travails. They are an extra pair of eyes watching in the night or scouting the dangers ahead, a guardian during the studies or meditations in which their masters must partake to renew their abilities every day. They are a source of strength, granting their masters extra physical prowess, and they are an arcane weapon, delivering spells so their masters need not place themselves in harm's way.

And, in the eyes of many, that's *all* they are. Familiars are useful scouts who might make an occasional observation or sarcastic remark, and who should otherwise shut up and keep hidden to avoid a messy death that will cost their master a rather sizable load of experience points.

But familiars can be so much more. Especially in the Scarred Lands, where all magic comes from the essence of the titan Mesos, these seemingly simple animals serve as channels to the arcane energies that have seeped into the world itself. In a world as violent and dangerous as this, spellcasters need every edge they can find — and the right familiar is not merely a companion, not merely a scout, but a doorway to magics and power unavailable to other casters.

A character can pursue two possible categories for enhancing a familiar: gaining access to familiar feats and/or taking the “channeler” option. The following sections assume that both are available to characters. The GM may choose to allow only familiar feats or the channeler option at her discretion. Unless noted otherwise, these abilities are available only to classes capable of summoning a familiar.

Some of these abilities are potent. Still, once an option or feat is selected, it cannot be discarded later on. A wizard who loses his familiar also loses access to the familiar-based feats until he has acquired a new one — after waiting a year and a day. A character who is weakened drastically for a long while if something untoward befalls his familiar balances out the benefits of taking such a familiar in the first place.

Channeler

A channeler is a spellcaster whose familiar channels arcane power, thereby increasing the caster's own magical prowess. A spellcaster who takes the “channeler” option gains the following benefits and restrictions as long as she possesses a living familiar. These abilities are in addition to those normally provided by familiars as presented in the *Player's Handbook*.

- As long as the caster's familiar is within 5 feet, the character's spells of a specific school are considered +1 caster level in all respects (though she cannot cast spells of a higher level than normal). The school is selected when the familiar is summoned and cannot be changed as long as she has the same familiar. If the caster selected a familiar from the list in the *Player's Handbook* (see “Familiars” in Chapter 3), she may choose a school from Divination, Enchantment, Illusion, Necro-

A Year and a Day

The *Player's Handbook* states that a sorcerer or wizard who loses her familiar must wait a year and a day before summoning a new one. Many players object to this notion, pointing out that a paladin requires only 30 days (or fewer) to replace a divine mount, and a druid requires a mere 24 hours to replace a lost animal companion. It's true that the bond between caster and familiar is more intimate than between the other two class types and their companions, but not to an overwhelming degree. So why the discrepancy?

Consider that a given familiar is attuned specifically to the caster who summoned it. Perhaps when a familiar is slain, the magic inherent within it dissipates, and it requires a year and a day for to reconstitute in a new animal form. Or, if one subscribes to the theory that familiars have sorcerer souls, perhaps the caster cannot call a new familiar until the same soul that resided in the old familiar is reborn.

Either of these theories explains the prolonged wait between companions and provides some sense of continuity, of closure and of hope to some poor caster who has lost her beloved companion.

mancy and Transmutation. If the caster has selected a familiar using the Improved Familiar or Greater Familiar Summoning feats (see the *DMG* and the *Player's Guide to Wizards, Bards and Sorcerers*), she may choose from any of the eight schools.

- As long as the character's familiar is within 5 feet, the caster does not generate "arcane heat" (see *Relics & Rituals*). The familiar channels and dissipates excess arcane energies that the character emits.

- The character may purchase feats with the "channeler" prerequisite (so called because the familiar helps its master channel greater amounts of arcane power).

- The character is considered one level higher than his current sorcerer or wizard level for purposes of determining the familiar's natural armor adjustment, Intelligence and special abilities.

- If the familiar moves more than 100 feet from its master or dies, the caster loses the +1 caster level benefit mentioned above and suffers a -1 caster level penalty to all her spells. This penalty lasts until the familiar returns to within 100 feet or until the caster acquires a new familiar, as appropriate.

- Should the familiar die, the character loses twice the normal experience (e.g., 400 XP on a failed save, 200 XP on a successful save).

Familiar Feats

The following feats represent ways in which a character can improve her familiar, or improve her own abilities via her familiar. Some feats modify the familiar rather than the caster, but the character is the one who purchases the feat. Because an enhanced familiar is linked to its master's body and soul, these feats carry over from one familiar to the next (unless it is of a type to which the feat cannot be applied).

Bond of Health [Familiar]

The spiritual bond between caster and familiar runs so deeply that the pair can lend one another strength and health.

Prerequisite: Channeler or possessing one or more familiar feats.

Greater Familiars

The *Player's Guide to Wizards, Bards and Sorcerers* has the Greater Familiar Summoning feat. Unlike Improved Familiar, this feat calls relatively normal animals, but with a wider variety of sizes available. This feat is considered a familiar-related feat for any feats or class abilities that require familiar-related feats as a prerequisite.

Benefit: Caster and familiar may exchange hit points up to a total amount equal to the caster's level times her Intelligence bonus (wizard) or Charisma bonus (sorcerer) per day. Thus, a 7th-level wizard with a 17 Intelligence and her familiar may exchange up to 21 hit points per day. The full amount need not be transferred at one time, and may be exchanged in both directions as long as the final amount does not exceed the total possible that day.

Hit points transferred away are lost but may be restored as normal, while hit points received restore the recipient's health in the same manner as rest or curative magics.

Special: Channelers count as one caster level higher for purposes of determining how many hit points they and their familiars may exchange in a given day.

Distant Call [Familiar]

Distance impedes the bond between master and familiar less than normal.

Benefit: The range is doubled to 10 feet for abilities that normally function only when the familiar is within 5 feet.

Special: You may purchase this feat more than once. Each additional purchase increases the range by an additional 5 feet.

Familiar Ability [Familiar]

The caster may sacrifice some of her own power to strengthen her familiar.

Benefit: The familiar gains a permanent +2 inherent bonus to any single ability.

Special: You may purchase this feat more than once, applying the bonus to the same ability or to a different one. Note that a subject is limited to a total inherent bonus of +5 to any single ability score.

This feat is also available to characters with animal companions and special mounts.

Familiar's Feat [Familiar]

The caster may sacrifice some of her own ability so that her familiar can gain its own feats.

Benefit: Upon the initial purchase of this feat, the caster bestows her own current feat slot to her familiar. The caster gains nothing from this feat, but her familiar may choose a feat from the following list (assuming it has the proper anatomy and meets all the standard prerequisites). Feats with a double-cross (‡) are found in the MM.

Ability Focus‡, Acrobatic, Agile, Alertness, Athletic, Cleave, Combat Reflexes, Diehard, Dodge, Endurance, Flyby Attack‡, Great Fortitude, Greater Weapon Focus, Hover‡, Improved Critical, Improved Initiative, Improved Natural Armor‡, Improved Natural Attack‡, Iron Will, Lightning Reflexes, Mobility, Multiattack‡, Power Attack, Run, Skill Focus, Spring Attack, Stealthy, Toughness, Track, Weapon Finesse, Weapon Focus, Wingover‡.

When the caster gains a standard feat subsequent to this, the familiar *also* gains a new feat, selected from the list. (This does not apply to bonus feats, such as those granted wizards every 5 levels, as those are not standard feats.)

Special: This feat is also available to characters with animal companions and special mounts.

Gift of Speech [Familiar]

All familiars can communicate with their masters to some extent, but some arcane animals learn to speak with other intelligent beings as well.

Prerequisite: Caster level 5+ in the class that grants the familiar summoning ability

Benefit: The familiar can speak and understand the same languages as those its master knows.

Improved Familiar [General]

The caster may acquire a new familiar from a nonstandard list, but only when she can normally acquire a new familiar. This feat is described fully in the *DMG*, Chapter 6, "Familiars"; presented below are additional options for a campaign that utilizes content from the *Scarred Lands*.

Prerequisites: Ability to acquire a new familiar, compatible alignment, sufficiently high level (see below)

Benefit: The creatures listed in Table A1-1: Familiars are available to the caster in addition to those in the *Player's Handbook* and *DMG*. The caster may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

Improved familiars use the rules for regular familiars, with two exceptions: If the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

Table A1-1: Familiars

Familiar	Alignment	Arcane Spellcaster Level
Filcher**	Chaotic good	3rd
Glitterbug***	Neutral good	3rd
Miser jackal*	Neutral	3rd
Assassin's bane**	Neutral good	5th
Bleak crow***	Neutral evil	5th
Grillin***	Chaotic neutral	5th
Lightning hawk**	Neutral	5th
Razor leaf***	Neutral	5th
Siren vulture*	Neutral evil	5th
Ghoul hound***	Chaotic evil	7th
Miredweller*	Chaotic evil	7th
Tobaryl***	Neutral	7th

Independent Caster [Familiar]

Some familiars are bound so tightly into the mystical energies of the land that they can develop their own spellcasting ability.

Prerequisites: Channeler, caster level 5+ in the class that grants the familiar summoning ability

Benefit: Select from the sorcerer/wizard spell list three cantrips that have no material components. The familiar may cast each once per day as a spell-like ability with a caster level equal to one-half its master's caster level. Further, the familiar uses its master's Intelligence or Charisma bonus (as appropriate) for determining save DCs.

Special: You may purchase this feat multiple times. Each time after the first, you may select three additional cantrips or one 1st-level spell.

Wizards may select this feat as a bonus feat.

Improved Scent [Familiar]

The familiar has a stronger sense of smell than typical for its species.

Prerequisite: The familiar must be an organic, living being.

Benefit: The familiar gains the scent ability. If it has scent, the familiar doubles its range and gains a +2 circumstance bonus to any checks involving its use.

Special: This feat is also available to characters with animal companions and special mounts.

Improved Sight [Familiar]

The familiar's senses improve beyond those normal for its species.

Prerequisite: The familiar must be an organic, living being.

Benefit: The familiar gains darkvision. If it has darkvision, double the range.

Special: This feat assumes the familiar has low-light vision. If it does not for some reason, this feat grants low-light vision instead of darkvision.

This feat is also available to characters with animal companions and special mounts.

Literate Familiar [Familiar]

The caster can take advantage of a familiar's growing intelligence by teaching it to read.

Prerequisite: Familiar must have Intelligence 6.

Benefit: The familiar can read all the languages in which its master is literate.

Special: A wizard's familiar may also aid its master in daily spell preparation via the shared mental link. By studying the spell formulae, the hour required for the character to regain her full complement of spells is reduced by a number of minutes per day equal to the familiar's Intelligence score.



Normal: Familiars cannot read, and wizards require a full hour to prepare spells.

Metamagic Enhancement [Familiar]

The familiar channels mystical energies to its master, allowing her to manipulate and strengthen her spells more easily.

Prerequisite: Channeler or possessing one metamagic feat and one or more familiar feats

Benefit: A spell with a metamagic feat applied takes up one spell slot lower than normal (e.g., a *Quickened fireball* takes only a 6th-level slot instead of a normal 7th-level slot). This cannot reduce a spell below its normal spell level.

Special: The familiar must be within 5 feet of the caster for this feat to function and must make a Fortitude save (DC 10 + the level slot the spell requires *without* this feat). Failure indicates that the familiar suffers nonlethal damage equal to the level slot the spell would require without the feat.

Wizards may select this feat as a bonus feat.

Proxy [Familiar]

The shared bond between familiar and master allows the companion to participate in casting spells.

Prerequisite: Channeler

Benefit: The caster may cast a spell that requires material components even if the familiar, rather than the caster, possesses those components at the time.

Special: The familiar must be no further from the caster than 5 feet x the character's caster level and must actually hold the component in some fashion. Merely touching it, or having it in a pouch tied to the familiar, is not sufficient.

Shared Senses [Familiar]

The link between familiar and master is so strong, they may actually share sense with one another.

Prerequisite: Caster level 5+ in the class that grants the familiar summoning ability

Benefit: Three times each day, the caster may use the familiar's Listen, Search or Spot ranks in place of her own (she retains her own Intelligence and Wisdom modifiers). Each use lasts one minute for that skill.

Additionally, the caster may scry twice per day on her familiar once she gains this ability.

Special: This feat may be purchased multiple times. Each time, it adds an additional three uses of the familiar's Listen, Search or Spot, and one additional opportunity to scry on the familiar.

Table A1–2: Conduit Spell Lists

Spell Level	Animal Influence	Arcane Mastery	Secret Lore
1st	<i>Speak with animals</i>	<i>minor symbol of divinity</i> † (using arcane symbols and granting a bonus to Spellcraft checks)	<i>detect chaos/good/evil/law</i> (choose which variant when first gaining this feat)
2nd	<i>hold animal</i>	<i>curse of solidity</i> ††	<i>augury</i>
3rd	<i>dominate animal</i>	<i>fortify spell</i> ‡	<i>invisibility purge</i>
4th	<i>animal spy</i> †	<i>imbue with spell ability</i>	<i>speak with plants</i>
5th	<i>scent of the hunted</i> ††	<i>spell immunity</i>	<i>divination</i>
6th	<i>animal growth</i>	<i>spell resistance</i>	<i>inquisition</i> †
7th	<i>creeping doom</i>	<i>spellstaff</i>	<i>find the path</i>
8th	<i>animal shapes</i>	<i>spell immunity, greater</i>	<i>stone tell</i>
9th	<i>dissipate familiar</i> ‡	<i>censure of Mesos</i> ††	<i>distant eyes</i> ‡

Animal growth functions on the familiar if the familiar is an animal.

‡ See below.

Spell Carrier [Familiar]

The eldritch connection between master and familiar grows so potent that the caster can use her familiar as a conduit through which she casts her spells.

Prerequisites: Caster level 5+ in the class that grants the familiar summoning ability; channeler or possessing one or more familiar feats

Benefit: The caster may choose to have a spell she casts originate from the familiar, rather than from herself. Any spell that requires an attack roll uses the familiar's ranged attack, rather than the caster's.

Special: Either the caster or the familiar must have line of sight to the target, and the familiar must be no further from the caster than 5 feet x the character's caster level.

Wizards may select this feat as a bonus feat.

Spell Conduit [Familiar]

Some familiars are linked so thoroughly to the magics of the world around them that they grant their masters the ability to cast spells not normally available to them.

Prerequisites: Bond of Health, Channeler, Metamagic Enhancement, Proxy, Spell Carrier

Benefit: Select a list from Table A1–2: Conduit Spell Lists to add to the caster's spell book. Once chosen, the list cannot be changed unless the caster replaces the familiar with a new one. The spells selected are considered arcane in all respects. This feat does not grant extra spells per day, only a wider variety to choose from.

Special: The caster can prepare and cast these spells only when the familiar is no further from the caster than 5 feet x the character's caster level.

Swift Familiar [Familiar]

Some familiars are capable of traveling far faster than their brethren.

Benefit: The familiar's base speed increases by +10.

Special: You may purchase this feat more than once. The effects stack.

This feat is also available to characters with animal companions and special mounts.

Familiar Spells

The listed spells tie in closely with the mystical nature of the master/familiar bond. Some affect the familiar, while some can only be learned if the caster has the Spell Conduit feat and has his familiar nearby. The component "N" indicates that the familiar must be "near" — within 5 feet — for the spell to function.

Dissipate Familiar

Transmutation

Level: Spell Conduit (animal influence) 9

Components: V, S, N

Casting Time: 1 round

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

Target: The caster's familiar and up to 1 other animal/2 (or 3) caster levels

Duration: 10 minutes/level

Saving Throw: Will negates for that specific animal

Spell Resistance: Yes

Description

This spell was developed originally in order to make killing a caster's familiar that much harder, while still allowing the caster to maintain those benefits that come with proximity to the creature.

Spell Effect

This spell temporarily splits up the essence — the soul, in a manner of speaking — of the caster's familiar among multiple animals. At least one other nonintelligent, normal animal must be present for this spell to function, and the familiar must be willing. If all the other animals are of the same species as the familiar, the caster may utilize up to 1 animal for every 2 caster levels in the spell. If even one of the animals is of a different species, the caster can utilize only 1 per 3 caster levels.

For the duration of the spell, the caster may choose from round to round which of the various animals is his "true" familiar. Making this choice is a free action which can be performed only once per round, at the beginning or end of the caster's turn. Only the "true" familiar need be within 5 feet for all the familiar-granted abilities to function. Furthermore, the familiar cannot be slain unless *all* the animals are slain.

When the spell ends, the familiar's essence returns to its original body, if it has not been destroyed. If it has, the familiar remains in one of the other bodies used in the spell. The abilities it grants the caster do not change, even if the new body is not of the same species. After 2d10 days, the body transforms into an exact replica of the original.

Distant Eyes

Divination

Level: Spell Conduit (secret lore) 9

Components: V, S, N

Casting Time: 1 action

Range: See text

Effect: See text

Duration: 1 minute/level

Description

A cabal of sorcerers known for their divinations and scrying techniques participated in the development of the familiar-summoning ritual. The result was a spell that allowed them to tap into the energies of a familiar to manipulate scrying magics beyond their normal limitations.

Spell Effect

Distant eyes works only when cast in conjunction with other spells. This spell allows the character to cast any divination spell of 7th level or lower *through* spells such as *clairaudience/clairvoyance*, *scrying* and *greater scrying*. For instance, the caster could cast *detect thoughts* on someone 200 miles away, as long as he was scrying on that individual at the time. (Those spells listed under *scrying* as having a chance of success equal to five percent times caster level function automatically under the effects of *distant eyes*.)

All divination spells cast under the aegis of *distant eyes* allow standard saving throws and magic resistance, and are immediately dispelled if the *scrying* spell to which they are attached is dispelled.

Familiar Teleport

Conjuration (teleportation)

Level: Sor/Wiz 4

Components: V, M

Casting Time: 1 action

Range: Personal

Target: Caster and up to 50 pounds of gear, or caster's familiar

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Description

Many fledgling arcanists envy their more powerful brethren's ability to traverse great distances instantly, giving rise to this teleportation spell. It functions by carrying the caster along the mystical energies that tie him to his familiar. Furthermore, the spell allows him to reverse the transference, calling the familiar instantly to him.

Spell Effect

When the character casts this spell, he may decide at that time if he's transporting himself to his familiar's side, or calling his familiar to himself instead. If the caster teleports himself, he may bring along up to 50 pounds of additional equipment, but no living beings. This spell functions only if the familiar is within 1 mile of the caster.

Material Component: A bit of fur, hair, scales or other small portion of the familiar.

Fortify Spell

Transmutation

Level: Spell Conduit (arcane mastery) 3

Components: V, S, N

Casting Time: 1 round

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

Effect: See text

Duration: See text

Description

Wizards who first learned to summon familiars spent more time studying and investigating ways of

making use of their companions' innate mystical natures than did the sorcerers of the time. In this way, the wizard Morveisse Ebros developed a spell that allowed him to draw magic through his familiar and channel it into a later spell, making that second spell harder to destroy.

Spell Effect

The character, in the presence of his familiar, casts this spell immediately before casting a second spell with a duration of longer than "instantaneous." This second spell is considered to be 5 levels higher than normal for purposes of dispelling attempts. (The caster can still dispel it as normal, if it is a spell that allows the caster to end it at will.) The "target" spell must be cast (or at least begun) within one minute of the casting of *fortify spell*, or else this spell is wasted.

Shield Familiar

Abjuration

Level: Drd 4, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

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

Target: Character's familiar

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

Description

This spell was created so that sorcerers could toss their most potent spells at enemies without endangering their own companions. It does nothing to protect a familiar from *other* forces, but at least it ensures the caster won't accidentally destroy his own familiar.

Spell Effect

For the duration of the spell, the character's familiar is im-

mune to any direct damage from the character's own spells. For instance, the familiar could be in the center of a *fireball* cast by the character, or in front of the caster when he casts *cone of cold*, and would suffer no damage whatsoever. Similarly, the familiar is immune to any offensive area-effect spells that incapacitate rather than cause direct damage, such as *black tentacles*. This spell does not, however, protect the familiar from *indirect* damage. For example, if the aforementioned *fireball* sets the room ablaze, the familiar could begin taking damage from the resulting flames in the following round. This spell protects the familiar only from spells cast by its master and from no other source. Further, this applies only to spells actually cast by the character; the familiar is not safe from spells generated by magic items such as wands or staves.

Druids can cast a similar spell to protect their animal companions from their offensive spells.

Material Component: A bit of fur, hair, scales or other small portion of the familiar.

Transfer Familiar

Transformation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 round

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

Target: Character's familiar and one other willing individual

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

Description

The adventuring Calastian wizard Kamidra Enturi developed this spell after she lost

scouting companions to hidden threats at least partly because they were unable to get word back that they were in danger.

Spell Effect

Transfer familiar shifts the bond with the caster's familiar to another willing participant. For instance, a sorcerer could temporarily make her familiar the companion of an allied fighter, a monk or even an intelligent monster such as a dragon or high gorgon. The caster loses all abilities associated with having a familiar; for the duration of the spell, it is as though she never summoned one. The recipient of the spell gains all the standard familiar abilities (defined as those presented in the PHB). He may communicate with the familiar, he gains bonuses to skills or saving throws as appropriate, and so forth. He gains no channeling abilities, however, either those granted to all channelers or feats with the channeling prerequisite. Those abilities are lost for the duration. The familiar may continue to benefit from any of the feats listed previously in this chapter that do not have the channeling prerequisite.

Despite the temporary circumstances, the bond still truly belongs to the caster. This means that if the familiar is slain while under the affects of this spell, it is still the caster, not the recipient, who loses XP.

The recipient of this spell may not currently have a familiar, special mount or animal companion of his own.

Material Components: A bit of fur, hair, scales or other small portion of the familiar, which the recipient must ingest; and a bit of blood or hair from the recipient, which the familiar must ingest.

Artifacts

Many are the artifacts of the Scarred Lands — with its history of the direct intervention of divine and titanic beings, as well as epochs of powerful magicians, it is only natural that such times should see the creation of unique and powerful items of magic.

Boon and Bane

Description: Faithful worshippers of the ever-changing Enkili, the identical twins Arvel Tyrn and his brother Jaren roamed the Scarred Lands, alternately helping and swindling people as they went, in accordance with the chaotic dictates of their mad deity. Near Blood Bayou one summer, a drunken Jaren accidentally killed a member of the Krewe of Bones. The victim's krewemates captured Jaren and took him before their master, the Jack of Tears. Arvel pursued the krewe in an effort to rescue his brother, and both ended up before the throne of the Carnival King himself.

Arvel pleaded for his brother's freedom with passion and sincerity. Whether moved by the gambler's pleas or simply amused by them, the Jack of Tears agreed to let Jaren free if Arvel could beat him in a game of chance. If the Jack of Tears won, however, he would hand both brothers over to the Krewe of Bones for punishment. The brothers agreed, and seemed poised to beat the Jack of Tears when the wily being caught them blatantly cheating. Amused at their presumption, the Momus set them both free with his blessings.

The next morning the brothers found that the fine ivory dice they had used the previous night had changed. The pips representing "one" on each die had been transformed into a comedy mask on the first and a mask of tragedy on the second. The brothers renamed the dice *Boon* and *Bane* respectively, and continued on their mad, chaotic travels throughout the Scarred Lands. Whether the dice were a gift from Enkili or the Jack of Tears remains a mystery, though since that day the dice have continued to bring fortune, both good and bad, to all who wield them.

Powers: Once per day the owner of the dice may roll them to alter his own fortune, for good or for ill. Roll 2d6, keeping track of which die is *Boon* and which die is *Bane*. If *Boon* rolls higher, the effect is a luck bonus equal to the number rolled, applied to all attack rolls, saving throws and skill checks equal to *Bane*'s result that lasts for three hours. If the *Boon* is higher, the effect is a similar luck penalty instead of a bonus.

If one die rolls a 1 and the other die rolls a 6, the dice unleash a far more potent magical effect. If *Boon* rolls a 1 and *Bane* rolls a 6, the wielder is granted the benefits of a *wish* spell based on the next wish that he says aloud. If *Bane* rolls a 1 and *Boon* rolls a 6, the user must make a Fortitude save (DC 20) or be disintegrated instantly. A successful save deals 1d4 points of permanent Constitution, Dexterity and Strength drain. Regardless of the effect of a roll of 1 and 6, the dice will no longer function for the user and must be passed on to another person to regain their powers.

Strong divination; CL 18.



Circlets of Cirril

Description: After Chern's curse began to sap the vitality of the high elves, transforming them into the race then known as the forsaken elves, some sought to create items that would allow their race's knowledge and wisdom to continue, even as the race of elves dwindled and faded.

To this end, the *Circlets of Cirril* were forged. Each circlet is a unique, beautiful work of art forged from mithril, platinum and silver and inlaid with perfectly cut jewels. When first worn by an elf, a newly made circlet bonds to its host and requires nothing less than a *wish* or *miracle* spell to remove. There the circlet stays, recording every memory, thought and emotion of the wearer. If worn by any other type of creature a blank circlet generates no magical effect.

So complex was the art of creating the circlets that only four dozen were ever made before their creators were slain by humans who saw the circlets as an elven plot to possess non-elves and subvert their cultures. Of the 48 circlets created, six have fallen into the hands of other races. The elves hold a dozen in wait for worthy bearers. The remaining circlets lie in dark places, awaiting unsuspecting hosts.

Powers: When its wearer dies, a *Circlet of Cirril* can be removed and lies dormant, appearing to be a common magical circlet with a moderate magical aura. Any creature placing the circlet on its head must make a will save (DC 5 + circlet persona's Intelligence score) to avoid having his personality be totally taken over by the circlet. Creatures that make their saving throws know the circlet is possessed of a powerful personality that desires to take control of their bodies and can attempt to remove the circlet (see below). If a creature fails its saving throw its mind is driven into complete dormancy while the stored persona of the circlet's former wearer takes the creature's body for its own.

A possessed body maintains its Strength, Dexterity, Constitution, extraordinary abilities, saves (Fortitude and Reflex) and hit points, but gains the Intelligence, Wisdom, Charisma, class abilities, skills, feats, spellcasting abilities, Will save and base attack bonus of the circlet's stored persona. The circlet's persona can use any of the possessed body's innate supernatural or spell-like abilities, but it will have to learn how. This requires days of practice (4d4 days — persona's Intelligence bonus; one day minimum). The wearer of the circlet also gains the elven immunity to *sleep* and +2 resistance to spells of the Enchantment school. The circlet cannot access the memories, skills, psionics, spells, feats or class abilities of the possessed body. The circlet contains only the recorded persona of the former wearer and does not house his spiritual essence. As a result, the circlet's persona cannot increase in its abilities and remains a living recording of a long-deceased person.

It is possible to remove the circlet by force, either by making two consecutive successful grapple checks with a -4 penalty, or by destroying the circlet. Attacking the circlet while it is worn imposes a -4 to-hit penalty and splits

the damage equally between the circlet and the wearer, before calculating Hardness. Forcefully removing the circlet is dangerous, as the shock of sudden separation can permanently damage the psyche of the possessed creature. If the circlet is destroyed or forcefully removed, the wearer must make a Will save (DC 15 + circlet persona's charisma bonus) or take 1d4 points of permanent Intelligence drain. A *remove curse* spell will cause the circlet to release its grasp, and *dispel magic* will suppress the circlet's persona for the duration of the spell and allow it to be removed normally.

The circlets have a Hardness of 15 and 40 hit points. A *Circlet of Cirril* has a 15% chance of being blank when found. Otherwise, the circlet will hold the preserved mind of a forsaken elf. Each circlet is unique and holds a unique persona. The circlets always radiate a false enchantment that would attract host bodies well suited to the persona stored within. Identifying a circlet requires two Bardic Knowledge checks (DC 30) or Spellcraft checks (DC 30). The first check determines whether the investigating character realizes the false enchantment is a ruse, and the second check allows the character to identify the true nature of the circlet. Only investigation via Spellcraft will determine if the circlet has a persona stored within it.

A *wish* or *miracle* spell can erase the persona stored in a circlet, reverting it to a blank state.

Moderate enchantment (when dormant), strong enchantment (when active); CL 16th; Weight 1 lb.

Sample Circlet Persona

Tagan Leafblade, Revered Defender of the Forsaken Elves
Wiz4/Ftr4: BAB +6/+1; +2 to saves vs. enchantment, immune to sleep effects; AL Chaotic Neutral; Save Will +6; Int 16, Wis 13, Cha 15.

Languages spoken: Common and Elven

Skills: Bluff +4, Concentration +3, Decipher Script +6, Diplomacy +4, Disguise +3, Hide +4, Intimidate +6, Listen +7, Profession (herbalist) +6, Spellcraft +7, Spot +7

Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Dodge, Martial Weapon Proficiency, Mobility, Point Blank Shot, Precise Shot, Scribe Scroll, Shield Proficiency, Simple Weapon Proficiency, Weapon Finesse (Rapier), Combat Expertise.

Wiz Spells Per Day: 4/4/3.

Crown of Pelegael

Description: The high elves of old Termana were proud and noble beings who embodied order and righteousness. With the death of their patron deity, they fell from their lofty perch, plunging into an abyss of despair and decadence. In the Midrealm, also known as Pelegael, the elves entirely turned their backs on the past, indulging in greater and greater acts of debauchery.

The *Crown of Pelegael* is a triangular piece of jewelry designed to sit on the brow of the regent of the Midrealm, and until recently it graced the head of Princess Brigitta, ruler of Pelegael. Upon the restoration of the elven god Jandaveos, however, Brigitta was overthrown and the

Crown of Pelegael was lost. In exile, Brigitta seeks to persuade her rebellious countrymen in the still-forsaken state of Eldura-Tre to join the reconstituted elven empire, and wears a replica of the crown. She hopes to locate the true crown again and use its powers to change the minds of the wayward Eldura-Treans.

The *Crown of Pelegael* is a triangular jeweled ornament, decorated with a design of green, black and blue enamel. The edges of the crown bear small gemstones that alternate with the enamel designs, and in the center of the jewel is a single opal. The entire crown is mithral. The crown magically fastens to the brow of the wearer.

Powers: Once the crown was a potent and powerful magic item. Now it is a trinket in comparison to the magic it was capable of channeling. The normal powers of the crown are not easy to ignore.

The *Crown of Pelegael* bestows a +2 natural armor bonus to the wearer. In addition, the wearer gains a +4 circumstance bonus to all Charisma-based skill checks. The wearer of the crown may also *detect thoughts* at will, although this requires intense concentration.

The lost powers of the crown still reside within it, waiting for someone to unlock them. In order to awaken the *Crown of Pelegael*, the wearer must be blessed by the hand of the elven demigod Jandaveos himself. Doing so releases the following powers to the wearer.

- At will the wearer may cast *cure light wounds*, *detect magic*, *detect poison*, *detect undead*, *dispel chaos*, *dispel evil*, *divine favor*, *lesser restoration*, *remove blindness/deafness*, and *remove curse*.

- The wearer may sense the alignment and motives of anyone within her presence. This is as if the wearer had cast *detect good* and *detect evil* on everyone within 180 feet of her as if she were a 20th-level caster.

- The wearer may specifically target any individual humanoid and speak with him telepathically regardless of language.

- Once per day the *Crown* wearer may order someone to perform a given task. He must do so as if under the effects of a *geas/quest* spell.

- Once per day the wearer can use the *Crown* to command the silence and attention of anyone within 180 feet. A DC 35 Will save successfully avoids the effects of this command. Anyone who fails must cease whatever he is doing and kneel toward the crown's wearer. The affected must do so for as long as the *Crown* wearer is within 180 feet of them or until released by the wearer.

Strong Enchantment; CL 20.

Great Elven Rings

Description: A story told rarely among both the high elves of Ternana and the dark elves of Dier Drendal is that once, long before the history of men began, the two nations of elves were one, united by their veneration of the Brother Gods Jandaveos and Nalthalos. It is said in these stories that the favor and blessings of the Divine Brothers were without limit, and that the One Nation of Elves was a place

of such beauty and grandeur that even the titans were awed to look upon it. For the entirety of an age, the elves lived in peace and prosperity, growing in wisdom and power, vigilantly protected by their two patron deities.

As time passed, however, Jandaveos and Nalthalos came to disagree on how best to govern their followers. To settle the disagreement, it was decided between the two of them that they would each choose a scion from among the Lords of the Elves. The Two Scions would govern the One Nation jointly but each would represent the interests of only one of the Brother Gods. In this way, the One Nation would be united by the will of both Jandaveos and Nalthalos equally. As symbols of their divine authority, each of the Scions was given a ring imbued with the power of his respective patron. These rings came to be known in legend as the *Great Elven Rings*.

Though it is unknown precisely how the One Nation of Elves came to fall, it is widely believed that the immense power wielded by the Scions slowly corrupted them. Eventually, the Scion of Nalthalos, already as ambitious and scheming as his patron, attempted to overthrow the Scion of Jandaveos and seize sole power over the One Nation for himself. Outraged, the followers of Jandaveos rose up to defend the Scion of their patron, and the One Nation erupted into civil war. It is unclear who was victorious in this war, but what is certain is that the One Nation was sundered, the *Great Elven Rings* were lost, and the dark elves retreated to a hidden city deep within the earth. What this says about the success or failure of the followers of Nalthalos is a subject of debate, if indeed the legends regarding the One Nation of Elves are true at all.

The *Ring of Jandaveos* is a beautiful mithral band, illustrated with the flowing script of the high elven language. The *Ring of Nalthalos* is a striking band of pure adamantite, illustrated with a glowing blue runic script reminiscent of the one that dark elven tattoo adepts use in the practice of their craft.

Powers: Both the *Ring of Jandaveos* and the *Ring of Nalthalos* share certain powers:

- Acts as a *ring of protection* +4
- Grants the wearer a +2 sacred bonus on saves versus enchantment spells or effects
- Grants the wearer a +2 enhancement bonus to both Intelligence and Charisma scores.
- Doubles the wearer's racial bonus on Search and Spot checks.

If the wearer of the ring has low-light vision as a racial ability, the range of his low-light vision is doubled, allowing him to see four times as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. If the wearer of the ring has darkvision as a racial ability, the range of his darkvision is similarly doubled.

In addition to the powers common to both rings, the *Ring of Nalthalos* grants its wearer the following powers:

- The wearer of the *Ring of Nalthalos* casts all [Evil] spells at +1 caster level.

- The wearer of the *Ring of Nalthalos* can rebuke or command constructs as an evil cleric rebukes undead. The wearer can use this ability a total number of times per day equal to his Charisma modifier + 3.

- The wearer of the ring casts all arcane spells at +1 caster level.

In addition to the powers common to both rings, the *Ring of Jandaveos* grants its wearer the following powers:

- The wearer of the *Ring of Jandaveos* casts all [Good] spells at +1 caster level.

- The wearer of the ring can rebuke or command fey as an evil cleric rebukes undead. The wearer of the ring can use this ability a total number of times per day equal to his Charisma modifier + 3.

- The wearer of the ring casts all divine spells at +1 caster level.

All of the powers of both *Elven Rings* function only if the wearer is an elf or a half-elf. None of the powers of either ring function if worn by a member of another race.

Overwhelming transmutation; CL 25.

Helm of Sylavael

Description: The brilliant leadership of the elven warrior Kathelma is the stuff of legend. Despite the death of the forsaken elves' god, the leader of the realm of Sylavael always held true to her duty and to her hope that one day her people might return to greatness.

To bolster her abilities as a leader and a warrior, High Mage artificers in the forges of Sylavael have created this singularly powerful helm. The *Helm of*

Sylavael is a symbol worn by Kathelma when she rides in processions or into battle, and it has potent powers of both inspiration and warfare imbued within it.

Worn as part of a complete suit of armor, the *Helm of Sylavael* is brilliant polished silver, with a pair of dragon wings soaring from the temples. Set upon the forehead is a single star opal, a symbol of the eternal vigilance of the warriors of Sylavael against the charduni. Inscribed around the gem are the words of an ancient elven battle hymn.

Powers: The *Helm of Sylavael* enhances both martial prowess and leadership abilities. The helm allows the wearer to use the following spell-like effects:

- 4/day: *burst of energy*††, *disrupt undead*, *message*, *protection from evil*, *truestrike*.

- 3/day: *commanding presence*, *Dolomar's mapping*†, *limbs of endurance*†, *resist elements*.

- 2/day: *arcane parry*††, *clairaudience/clairvoyance*, *unwavering ally*†.

- 1/day: *greater dispelling*, *mass bear's endurance*, *mass bull's strength*.

All spells are cast at 12th level.

The wearer of the *Helm* gains the ability to sense all allies within 100 ft. and may issue orders telepathically to any ally within that range.

If the wearer suffers a critical hit in combat, she may make a Fortitude saving throw with a DC equal to the attack roll to avoid taking critical damage. The *Helm* also negates the effects of the *vorpul* weapon ability.

Strong enchantment; CL 20; Weight 5 lbs.



Jasrek's Rage

Description: Named for the elven hero who is said to be the first to strike a blow against the titan Chern after the death of the demigod Jandaveos, *Jasrek's Rage* remains an important artifact for the newly reborn high elves. It is said that Jasrek plunged his weapon into Chern's neck, clinging to the blade as the titan thrashed violently, trying to dislodge him. The pain and distraction caused by Jasrek's attack allowed Jandaveos' high priest Vladawen to strike the death blow and lay the titan low. When the titan finally fell, Jasrek finally loosened his grip on the weapon, passing on to join his ancestors even as Chern's curse fell upon his people.

The imprint of Jasrek's hand remains on the weapon's hilt to this day, and the blade is a shimmering crimson, as though Chern's newly spilled blood still coated the rapier's edge. The sword possesses dread power to match its history. While *Jasrek's Rage* is a powerful weapon for the elven people, the titan's influence does not fade easily. Chern's blood cursed the blade, and any who wield it risk reliving Jasrek's last moments, locked into combat until he or his foe is dead.

Powers: In the hands of an elf, the blade functions as a +3 *keen rapier of wounding*. In the hands of non-elves the hilt grows red-hot, dealing 1d4 points of damage per round until dropped.

On a successful critical hit, the blade plunges into the flesh of its victim and grips tightly, automatically dealing 1d6+3 points of damage each round and requiring a DC 35 Strength check to remove. As the blade grasps the victim, the sword's hilt grasps the wielder, preventing him from releasing the grip until either he or his foe is dead.

Locked together in this fashion, both opponents lose their Dexterity bonus armor class, and the wielder takes an additional -4 penalty to armor class and loses the use of the hand that holds *Jasrek's Rage*. No amount of physical force short of amputation will let the wielder drop the sword until either he or his opponent dies, or until the sword is ripped out of his foe.

Strong evocation; CL 16; 2 lbs.

Laugh and Weep

Description: The Carnival of Shadows does not often travel far from its home on the Blood Bayou. Yet there are times when the Jack of Tears dispatches one of his most trusted minions to deal with some inconvenience. Often, these emissaries of the Jack of Tears are the heron priests, but when bloody work is to be done he sends a dark harlequin and a troupe of shadow jesters.

Laugh and Weep is one of the weapons carried by the Momus' most powerful bodyguards. The story behind its creation comes from several rumors that it once belonged to a barbarian who struck the Momus in a moment of anger. As retribution, the Jack of Tears took the barbarian's weapon and his soul, and melded the two into a comedic-looking parody of a greatclub. Once the weapon was complete, he enslaved the

gibbering barbarian into the Carnival of Shadows, and he does the Momus' bidding to this day.

A burly dark harlequin of significant height and size, wearing the gay colors of the Carnival of Shadows, has been seen using this weapon. This dark harlequin is called the Crying Giant, because from behind his gay and joyous mask can be heard the sobbing of a man in pain. Despite this sorrowful condition, the strongman seems to be more than able to deal out pain using *Laugh and Weep*.

Laugh and Weep is a solid oak iron-shod greatclub, decorated with simple geometrical shapes. Capping the top of the greatclub is a double-faced jester's head, one face that appears to be laughing while the other face weeps. The entire club is painted with garish bright white enamel, and the symbols are painted black and red.

Powers: *Laugh and Weep* is a +4 greatclub of mighty cleaving painted in garish colors and capped with a two-faced jester's head. Once per day one of the spells listed on the corresponding chart affects a target struck by the weapon. Only one of these spells may affect a person at a time. Should a target struck by the club make a successful saving throw, he becomes immune to the spell-like effects of the club for the rest of the combat. The spells are cast at 7th level.

d6	Spell	Save DC
1	<i>Tash's hideous laughter</i>	12
2	<i>touch of idiocy</i>	12
3	<i>hold person</i>	13
4	<i>rage</i>	13
5	<i>confusion</i>	14
6	<i>crushing despair</i>	14

Strong enchantment; CL 13; Weight 8 lb.

Scarred Lands Avatars

Asherak is known as the Cradle of the Gods for good reason — many of the gods were born or grew to maturity there. This section lists a number of demigods (many unknown on Scarn's other continents) who manifest avatars on the continent of Asherak, as well as information on the avatar for the once-dead god of the elves, Jandaveos, returned recently to life.

Gods and Demigods

Demigods have their own domains, though always fewer than the gods. Clerics can take their demigod's alignment domains only if they also coincide with the cleric's own alignment. Worshippers' alignments may differ from that of their patron demigod by one alignment step — so, worshippers of the lawful neutral D'shan can be lawful good, lawful evil, lawful neutral or true neutral; if the cleric is herself true neutral, she cannot take Law as one of her domains.

Invocation Benefits

A worshipper can call upon the power of her deity when in need by taking 1 full round to chant, meditate, pray, or otherwise contact the god's spiritual essence. In order to invoke a demigod, the invoker must do nothing else during the entire round. Doing so grants the character a benefit, typically a +1 bonus to a specific die roll. In the case of demigods, this is the maximum that can be applied at any one time. Details on each demigod's invocation benefits are listed in the god's description.

Divine Qualities

Demigods also possess remarkable abilities as detailed below. These are included in each demigod's statistics block under the heading "Divine Abilities," and vary depending upon the deity's specific powers and portfolio. Adjustments or modifiers based upon these abilities are factored into the avatar's statistics already.

Demigod's Avatar (Su): These statistics represent only the demigod's avatar. The demigod's power is almost limitless on its home plane. If the demigod's avatar is destroyed on the physical plane, it cannot create another one for 1d4 months. If the avatar is imprisoned, it cannot manifest elsewhere on the plane. Unlike gods, demigods cannot destroy their avatars voluntarily.

Avatars are not affected by critical hits, death from massive injury, poison, paralysis, sleep, disease, or any attack that must target a living subject.

Divine Creation X (Su): With this ability, the avatar may create items that accord with its spheres of influence even if it does not have the appropriate item creation feats. By empowering normal items, the divine being creates any non-artifact magic item of its choice, as long as the power(s) of that item fall within the deity's purview. For example, Subastas, demigod of fire, can create a *wand of fire* even though he does not have the Craft Wand feat. The demigod can create items with a maximum cost equal to $X^3 \times 1,000$ gp.

The avatar does not need to pay the usual gp or XP costs to create these items, but does lose 1 hit point for every 1,000 gp of the item's base cost. This loss cannot be recovered through normal regeneration short of reabsorbing the magic of the item, though the loss does not remain if the avatar is disrupted and forced to reform elsewhere. This magic item is permanent unless the item so imbued was not of masterwork quality, in which case the magic fades in a number of days equal to the hit points expended to create it.

Divine Empowerment X (Su): Divine empowerment requires a full-round action on the part of the demigod. When the avatar uses this ability, all worshippers within 1,000 yards of the avatar have their divine spells replenished as though they had just finished preparing their daily allotment. This applies only to divine spellcasters who are dedicated to that deity primarily.

The avatar replenishes its own divine magic as well as long as a number of worshippers at least equal to the avatar's divine caster level is within 1,000 feet when it uses this ability. For example, Ashumas possesses the divine magic of a 20th-level cleric in addition to his other powers; if at least 20 faithful worshippers are within range when he activates divine empowerment, he may restore his prepared spells.

The "X" in an avatar's description indicates the number of times per day that he may use divine empowerment.

Divine Favor X (Su): The avatar can grant its favor to one follower in the form of a +5 sacred or profane bonus (as appropriate) to any specified type of roll or check, lasting until the next dawn or dusk (whichever comes first). It must refer to a specific, individual type of roll (e.g., attack rolls, Fortitude saves) or checks with a specific skill (e.g., Jump, Move Silently); alternately, the bonus may be applied to the follower's AC. The roll so imbued must be specified at the time the favor is granted and cannot be changed.

An avatar can also imbue a follower with a single spell that the avatar can cast; treat this ability as an innate *imbue with spell ability*, but the avatar is not limited as to the level of spells it can imbue.

The "X" in the description indicates the number of times per day that the avatar may grant divine favor.

Divine Initiative X (Ex): The avatar is far swifter and quicker to respond than any mortal. Each level of divine initiative grants the avatar a +8 bonus to its initiative modifier.

Divine Knowledge X (Ex): The avatar can draw on a portion of its deific knowledge, and while this is but a mere fraction of the demigod's actual understanding, it can easily exceed that of any mortal's learning. An avatar with this power is considered to have a number ranks in *all* Knowledge skills equal to $X \times 5$. To indicate detailed areas of advanced knowledge, the avatar may also have ranks in specific Knowledge skills that exceed this amount.

Divine Language (Ex): The demigod is omnilingual, able to speak and understand all non-supernatural forms of communication — both spoken and written languages and animal communication. Demigods with divine language may allow any worshipper within hearing distance to likewise speak or understand any language, at will, per the spell *tongues*.

Divine Presence (Su): Enemies of the demigod and servants of its foes may be terrified by the avatar's appearance. Creatures of an alignment opposite that of the demigod, or worshippers of any deity of opposite alignment who are within 100 feet of the avatar, must make a Will save (DC 15 + 1/2 the demigod's HD + the demigod's Charisma modifier) or be affected as if by a *fear* spell (caster level equals the demigod's HD).

Divine Protection X (Ex): The avatar gains damage reduction X/magic and a +X deflection bonus to AC. An avatar with divine protection 6 or higher has damage reduction X/epic.

Divine Puissance X (Ex): The avatar can declare any one roll that it makes to be the highest result possible for that die type (e.g., a 20 on 1d20, a 10 on a d10). While utilized most often in combat, this ability can apply to any roll, and may be applied after the roll was made. The avatar can use this ability X times per round.

Divine Size (Su): The statistics listed herein are for each avatar when it manifests in its most common form. A demigod with the divine size ability may manifest its avatar at any size from Medium to Gargantuan if it desires (demigods' powers are somewhat less than those of their more powerful deific cousins, who may manifest at up to Colossal). Note that manifestation at larger sizes will affect the avatar's attack and grapple bonuses and AC, as noted in Chapter 8 of the *Player's Handbook*. The avatar's weapons, armor, and other possessions change size along with their owner.

Divine Speed X (Su): The avatar receives X additional actions (whether standard or move actions) per round.

Divine Summoning (Su): The avatar can summon allies, minions, or worshippers to its side as a full-round action. These beings need not be willing. The number and type of creatures that the deity can summon is listed under the quality's description, as is the number of times that the avatar can use this ability per day.

Divine Telepathy (Su): The avatar can communicate telepathically with any creature within 500 feet that has a language.

Divine Vision (Ex): The avatar can see as per the spell *true seeing*. In addition, it has an unlimited range of vision (barring physical obstruction), and this vision is unimpeded even by magical darkness of any kind.

Avatar—Ashumas

Medium Outsider (Extraplanar)

Hit Dice:	22d8+110 (286 hp)
Initiative:	+20
Speed:	60 ft. (12 squares), fly 90 ft. (perfect)
Armor Class:	34 (+8 Dex, +7 natural, +9 deflection), touch 27, flat-footed 26
Base Attack/Grapple:	+22/+26
Attack:	+6 <i>keen dagger</i> +32 <i>melee</i> (1d4+10/17 – 20)
Full Attack:	+6 <i>keen dagger</i> +32/+27/+22/+17 <i>melee</i> (1d4+10/17 – 20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, spells
Special Qualities:	Damage reduction 9/magic, darkvision 120 ft., fast healing 6, flight, immunities, improved uncanny dodge, low-light vision, prophecy, spell resistance 34, uncanny dodge
Divine Qualities:	Demigod's avatar, divine creation 2, divine favor 1, divine initiative 1, divine knowledge 2, divine protection 3, divine puissance 3, divine telepathy, divine language
Saves:	Fort +18, Ref +23, Will +25
Abilities:	Str 18, Dex 26, Con 20, Int 25, Wis 31, Cha 23
Skills:	Appraise +18, Bluff +18, Concentration +30, Decipher Script +29, Diplomacy +32, Disguise +28 (+30 acting), Gather Information +28, Intimidate +33, Knowledge (arcana) +33, Knowledge (history) +27, Knowledge (religion) +27, Listen +34, Ritual Casting +29, Search +29, Sense Motive +32, Spellcraft +29, Spot +32, Use Magic Device +23
Feats:	Alertness, Improved Initiative, Improved Spell Capacity (10th; cleric), Iron Will, Lightning Reflexes, Maximize Spell, Quicken Spell, Spell Penetration
Environment:	Any
Organization:	Solitary (unique)

Challenge Rating:	26
Treasure:	Double standard
Alignment:	Neutral
Domains:	Dream, Knowledge, Luck
Holy Symbol:	A golden circle
Advancement Range:	None
Level Adjustment:	—

The being before you is not of the mortal world. His features are handsome and project a keen intelligence. He is clad in a dark toga, holding an open book in one hand. He regards you coolly, as if judging your intelligence and worth.

Description

Ashumas was once a powerful deity, perhaps equal to the eight greater gods — or so the ancient legends of Asherak claim. This god of fate, destiny and fortune was the dream-child of Mesos, given existence by the Sire of Sorcery during a particularly fitful slumber. Consequently, Ashumas had a strange relationship to his brethren and was never trusted completely, despite his early advocacy of the gods' rebellion. Indeed, Ashumas was an enthusiastic supporter of the plot, providing much-needed insight into the minds of the titans.

Ashumas also enjoyed a special bond with the people of Asherak. When the Divine War seemed to be taking a turn for the worse, he granted a portion of his might to power the ill-fated Seraphic Engine, a mighty artifact designed to sever the tie between the titans and Scarn. Alas, his involvement in the Engine's creation blinded him to its fatal flaw — a rare occasion indeed. The artifact functioned improperly, exploding in a holocaust of destruction that devastated Asherak and forever weakened the God of Fate.

Ashumas is now but a shadow of his former self. He remains tied to the peoples of Asherak, who, he claims, have an important role yet to play in the history of the Scarred Lands. He likewise believes, as do the people of Asherak, that he shall one day

reclaim his former power and take his place as the greatest of the gods. Thus far, there is no evidence to support this, but that has not weakened the resolve of Ashumas or his followers.

Invocation Benefit

A worshipper of Ashumas who spends 1 full round invoking the demigod gains a +1 bonus on any roll that involves luck or fortune — this can include an attack roll, any one Dexterity-based skill, or a Reflex save. It does not include damage rolls, or skills based upon other attributes such as Strength or Intelligence.

Combat

Ashumas cares little for violence, but he is nonetheless adept at defending himself, incapacitating his foes with magic before removing himself from the situation. It is believed he refrains from lethal force because he recognizes that all beings have a role to play in the unfolding of fate and it is not his place to interfere in that destiny. Even if a being is destined to die, Ashumas prefers that they do so in their own time and not due to his own efforts — unless of course that is the fate he sees for them, in which case he has no compunction about ensuring that it comes to pass.

Spell-Like Abilities: Ashumas's avatar may use any spell from the Dream, Knowledge or Luck domains at will as a spell-like ability (save DC 16 + spell level). Caster level 22nd. The save DCs are Charisma-based.

Spells: Ashumas's avatar can cast divine spells as a 20th-level cleric with access to the Dream, Knowledge and Luck domains (save DCs are Wisdom-based), and arcane spells as an 18th-level wizard (save DCs are Intelligence-based). He may select a spell he wants and cast it without needing to prepare any spells; he may apply any metamagic feats he knows as a free action, by casting the spell at the appropriate modified level. He does not need components or foci to cast spells.

Cleric Spells (6/8+1/8+1/7+1/7+1/6+1/5+1/5+1/5+1/2; save DC 20 + spell level).

Wizard Spells (4/6/6/6/5/5/5/4/3/2; save DC 17 + spell level).

Flight (Ex): Ashumas's avatar can cease or resume flight as a free action.

Immunities (Ex): Ashumas's avatar is immune to mind-affecting spells and to all divination and illusion spells.

Low-Light Vision (Ex): Ashumas's avatar's vision in low-light conditions is four times that of a human.

Prophecy (Su): Because of his unique connection to the webs of fate that govern the world, Ashumas's avatar is always assumed to be under the influence of a *foresight* spell with himself as the subject (caster level 25th).

In addition, Ashumas's avatar may prophesy the future for any mortal being in the Scarred Lands as a full-round action, per the *divination* spell. This information is always accurate and has no chance of failure. Ashumas's avatar rarely uses this ability without good reason, although he has prophesied the fates of beings for reasons no mere mortal can determine... such is the inscrutability of this demigod.



Avatar—D'shan

Medium Outsider (Extraplanar, Lawful)	
Hit Dice:	35d8+350 (630 hp)
Initiative:	+20
Speed:	Fly 200 ft. (40 squares) (perfect)
Armor Class:	52 (+12 Dex, +12 natural, +18 deflection), touch 40, flat-footed 40
Base Attack/Grapple:	+35/+42
Attack:	Slam +48/+48/+48 melee (1d8+10)
Full Attack:	Slam +48/+48/+48/+43/+38/+33 melee (1d8+10)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, spells, whirlwind
Special Qualities:	Air mastery, damage reduction 15/magic and chaotic, immunities, improved uncanny dodge, regeneration 10, resistance to fire 20, spell resistance 35, uncanny dodge
Divine Qualities:	Demigod's avatar, divine initiative 1, divine presence, divine puissance 2, divine size, divine speed 2, divine summoning, divine telepathy, divine vision
Saves:	Fort +29, Ref +31, Will +25
Abilities:	Str 25, Dex 34, Con 30, Int 18, Wis 23, Cha 27
Skills:	Concentration +45, Diplomacy +26, Hide +42, Intimidate +43, Knowledge (history) +29, Knowledge (nature) +39, Knowledge (the planes) +34, Knowledge (all others) +14, Listen +41, Move Silently +42, Sense Motive +41, Spellcraft +24, Spot +44, Survival +26
Feats:	Awesome Blow, Cleave, Combat Reflexes, Flyby Attack, Great Cleave, Improved Bull Rush, Improved Disarm, Improved Trip, Mobility, Power Attack, Weapon Finesse, Weapon Focus (slam)
Environment:	Any
Organization:	Solitary (unique)
Challenge Rating:	30
Treasure:	None
Alignment:	Lawful neutral
Domains:	Air, Earth, Law, Vengeance††
Symbol:	A small whirlwind or tornado
Advancement Range:	None
Level Adjustment:	—

Though perhaps humanoid in shape, the true form of this figure is not discerned easily. It shifts and shimmers like a desert mirage faintly glimpsed in the distance.

Description

Perhaps the most misunderstood deity in Asherak's pantheon, D'shan is known as the Desert Wind, the Purifier, and He Who Evens the Scales. He is both patron and embodiment of the fierce storms that scream across the desert, and his power is revered for its ability to wipe slates clean and settle accounts. For this, he is often seen as one of the many faces of divine retribution. As such, many believe he is the son of Hedrada and an unnamed female goddess. Most Hedradan priests scoff at this rumor, preferring instead the notion that D'shan is a divine "construct," created by a communal need for purification and justice.

Tribal society on Asherak holds strongly to notions of propriety and justice — two ideas that exist, they believe, above and beyond the laws of men. When civilization fails to settle a matter, and true justice seems fallen by the wayside, tribal folk know to call upon the Desert Wind.



Hush, Herald of D'shan

Although D'shan employs a herald just like most other deities, few are aware that she exists since virtually none who have met D'shan's herald — and realized who and what she is — have lived to tell the tale. D'shan's herald is a soul guardian** of great power named Hush, who pledged herself to the Desert Wind after the Divine War.

Hush believes wholly in the righteousness of her lord, and serves him faithfully to the best of her ability: to presage the coming of his justice, and to bear witness to the final hours of those whom D'shan would punish. When her master's work is done, Hush fulfills her appointed task and escorts the souls of the fallen to their reward.

for retribution. One way or another, justice *will* be done on Asherak; if not by the laws of man, then by the hand of D'shan.

Although his work has garnered him a fearsome and enigmatic reputation, D'shan enjoys genuine reverence (if not outright worship) by the tribes of the Desert of Onn. This is due to his fierce hatred of the Flayed God, whom he works tirelessly to thwart. Indeed, the depredations of that fallen deity would be far worse in the lands of Asherak were it not for D'shan's efforts. Where the Flayed God goes, D'shan and his minions are sure to intercede, and although the Flayed God's torment is perhaps great enough already, he will find no surcease in Asherak so long as the Desert Wind remains.

D'shan remains unseen unless he wishes to be seen. Otherwise, he appears as a vaguely humanoid blur, akin to a floating mirage in the sun-scorched heat.

Invocation Benefit

If a worshipper of D'shan spends 1 full round invoking his god, he gains a +1 bonus on any roll pertaining to the settling of a score or the exacting of just vengeance. This can include (but is not limited to) attack and damage rolls.

Combat

D'shan is quick to summon the aid of one or more air creatures in combat. It is interesting to note that he prefers the aid of titan-spawned or tainted air creatures such as bane clouds and cloudstings and is rumored to delight in watching them fight in his name. Although his worshippers postulate that their god does this to punish these creatures (why send a lawful or good-aligned creature into combat when titanspawn will do?), this practice nonetheless adds to D'shan's already woeful reputation among some fearful tribesmen.

When moved to engage in combat personally, D'shan generally employs his whirlwind form.

Spell-Like Abilities: At will — *control winds*, *dimension door*, *freedom of movement*, *greater invisibility*,

gust of wind (DC 20), *magic missile*, *persistent image* (DC 23), *plane shift*, *wind wall*; 3/day — *acid fog* (DC 24), *elemental swarm*, *horrid wilting* (DC 26), *repulsion* (DC 25), *wall of force*. Caster level 18th.

D'shan's avatar may use any spell from the Air, Earth or Vengeance domains at will as a spell-like ability (save DC 18 + spell level). Caster level 35th. The save DCs are Charisma-based.

Spells: D'shan's avatar can cast divine spells as a 15th-level cleric with access to the Air, Earth, and Law domains (save DCs are Wisdom-based). He may select a spell he wants and cast it without needing to prepare any spells. He does not need components or foci to cast spells.

Cleric Spells (6/7+1/7+1/6+1/5+1/5+1/4+1/2+1/1+1; save DC 16 + spell level).

Whirlwind (Ex): At will, as a free action, D'shan's avatar can take the form of a fierce whirlwind. This is similar in size and effect to the whirlwind form of an elder air elemental, except the save DC is 37 where applicable, and the whirlwind deals 4d6 points of damage to creatures within it.

Air Mastery (Ex): All airborne foes suffer a -2 to attack and damage rolls against D'shan. Due to the tremendous winds that surround him at all times, D'shan's avatar cannot be struck by ranged attacks made by creatures of demigod or lesser status.

Immunities: D'shan's avatar is immune to air, earth, and force effects, as well as electricity damage and ability damage or drain of any kind.

Regeneration (Ex): Chaotic-aligned magic weapons deal normal damage to D'shan's avatar, as do spells or effects with the chaotic descriptor. If D'shan's avatar loses part of his body mass, he can regrow it in 1d6 minutes.

Divine Summoning (Su): Every 1d4 rounds as a full-round action, D'shan's avatar can summon any creature of 22 HD or fewer that has the air or earth subtype to serve him for 1 hour. He can use this ability up to five times per day.

Avatar—Elámash

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 20d8+160 (320 hp)

Initiative: +19

Speed: 60 ft. (12 squares), climb 30 ft.

Armor Class: 35 (+7 Dex, +12 natural, +6 deflection), touch 23, flat-footed 28

Base Attack/Grapple: +20/+26

Attack: *Serpent's Tooth* +30/+30 melee (1d6+10/19–20 plus poison) or bite +26/+26 melee (1d6+6 plus poison)

Full Attack: *Serpent's Tooth* +30/+30/+25/+20/+15 melee (1d6+10/19–20 plus poison) and bite +22 melee (1d6+3 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Command creatures, death attack, poison, sneak attack +9d6, spell-like abilities, spells

Special Qualities: Assassin abilities, damage reduction 6/magic, hide in plain sight, immunity to poison, improved uncanny dodge, spell resistance 33, uncanny dodge

Divine Qualities: Demigod's avatar, divine initiative 1, divine protection 2, divine puissance 1, divine size, divine speed 1, divine vision

Saves: Fort +20, Ref +19, Will +16

Abilities: Str 22, Dex 25, Con 26, Int 21, Wis 18, Cha 19

Skills: Balance +9, Climb +27, Escape Artist +30, Hide +28, Intimidate +27, Jump +19, Knowledge (history) +20, Knowledge (nature) +20, Knowledge (the planes) +20, Listen +29, Move Silently +30, Profession (torturer) +20, Search +25, Sleight of Hand +30, Spot +29, Survival +14, Tumble +32

Feats: Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack

Environment: Any

Organization: Solitary (unique)

Challenge Rating: 25

Treasure: Standard

Alignment: Lawful evil

Domains: Destruction, Evil, Law

Holy Symbol: An asp

Advancement Range: None

Level Adjustment: —

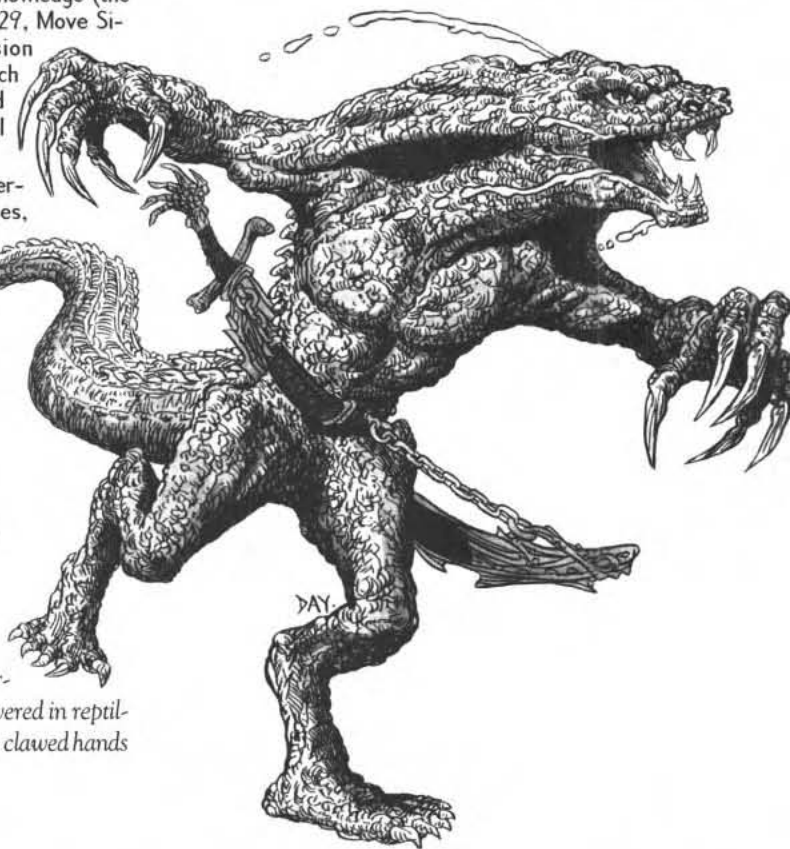
The humanoid creature is tall and fearsome-looking, with a powerful build. It is covered in reptilian scales and has a snake-like head, red eyes, clawed hands and a thick tail.

Description

A son of Mormo and an unusually powerful asaathi sorcerer from Asherak, Elámash claimed dominion over the reptilian and vermin hazards of the Cradle of the Gods — scorpions, snakes and crocodiles. His sentient worshippers were equally unsavory — assassins, torturers, evil sorcerers and those who make their living by death and suffering. Possessing a reptilian appearance himself, it is little wonder that Elámash was known variously as the Lizard King and the Lord of Serpents.

Yet for all his power, Elámash's titanic mother regarded him as little more than a plaything. Mormo abused her son cruelly, inflicting all manner of unpleasantness upon him, just as many other titans did to their offspring. When the gods first rebelled against the titans, Elámash was eager to join them. Though thoroughly wicked, he had no love for the titans and wished nothing more than to see them destroyed. Working closely with Chardun, he played an important role in the final defeat of the titans.

Because his base of power was in Asherak, Elámash's worshippers suffered in the disaster of the Seraphic Engine. Now, few outside of that continent have ever heard of him, let alone worship him. Elámash hopes to change that. He seeks to spread his worship to other lands, building for himself a vast flock of followers with whom he shall eventually challenge the other gods for dominion over the Scarred Lands. Until that day comes, he bides his time and waits.



Invocation Benefit

A worshipper of Elámash who spends 1 full round invoking the demigod receives a +1 bonus to rolls that involve stealth, inflicting pain, or attack by surprise (in effect, a bonus to any attack roll against a foe who is denied its Dexterity bonus). Alternately, the invocation can impose a -1 penalty on a foe's next save against a poison attack by the worshipper.

Combat

Elámash is a violent being who enjoys spreading pain and suffering. He is also quite intelligent and does not act without forethought. He realizes that he is more likely to succeed in his ultimate goals if he bides his time and chooses his path wisely. Consequently, he prefers to attack from a hidden position, surprising his enemies and taking advantage of their momentary weakness. Elámash especially enjoys using his assassin's abilities and *Serpent's Tooth* and/or his poisonous bite.

Command Creatures (Su): Elámash's avatar may rebuke or command any animals, magical beasts or vermin that are either reptilian or arachnid in nature, as an evil 20th-level cleric rebukes or commands undead.

Poison (Ex): Injury, Fortitude DC 28; initial damage 1d6 Con, secondary damage 2d6 Con. The save DC is Constitution-based.

Spell-Like Abilities: Elámash's avatar may use any spell from the Destruction, Evil or Law domains at will as

Serpent's Tooth (Minor Artifact)

Description: Elámash's avatar's weapon resembles a short sword made from yellowish bone. It drips a viscous, foul-smelling poison.

Powers: Any creature struck by this +4 serpentsteel short sword must succeed at a DC 21 Fortitude save or die (and must save again 1 minute later). In addition, while using this blade, the DC of an assassin's death attack is increased by 2.

a spell-like ability (save DC 14 + spell level). Caster level 20th. The save DCs are Charisma-based.

Spells: Elámash's avatar can cast arcane spells as a 20th-level assassin (save DCs are Charisma-based). He may select a spell he wants and cast it without needing to prepare any spells. He does not need components or foci to cast spells.

Assassin Spells (5/4/4/4; save DC 14 + spell level).

Assassin Abilities: Elámash's avatar possesses all assassin class features as a 20th-level assassin, except those that deal with poison (since he is immune to poison): sneak attack +9d6, death attack (Fort DC 30), uncanny dodge, improved uncanny dodge, hide in plain sight.

Immunities (Ex): Elámash's avatar is immune to all poisons, whatever their origin.

Skills: Elámash's avatar has a +8 racial bonus on Climb checks. He can always choose to take 10 on Climb checks, even if rushed or threatened.

Avatar—Flayed God, The

Medium Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 20d8+240 (400 hp)

Initiative: +3

Speed: 50 ft. (10 squares), burrow 50 ft.

Armor Class: 33 (+3 Dex, +14 natural, +6 deflection), touch 19, flat-footed 30

Base Attack/Grapple: +20/+31

Attack: *Tonguelash* +36 melee (1d4 Con plus 1d4 Cha) or claw +31 melee (1d6+11 plus 1d6 Cha drain and 1d4 Con)

Full Attack: *Tonguelash* +36/+31/+26/+21 melee (1d4 Con plus 1d4 Cha) or claw +31/+26/+21/+16 melee (1d6+11 plus 1d6 Cha drain and 1d4 Con)

Space/Reach: 5 ft./5 ft. (10 ft. with *Tonguelash*)

Special Attacks: Charisma drain, Constitution damage, *sandstorm*, spell-like abilities, spells

Special Qualities: Absorb health, damage reduction 6/magic, rebuke outsiders and undead, spell resistance 33

Divine Qualities: Demigod's avatar, divine empowerment 1, divine favor 1, divine knowledge 1, divine language, divine presence, divine protection 2, divine vision

Saves: Fort +24, Ref +15, Will +14

Abilities: Str 33, Dex 16, Con 35, Int 20, Wis 14, Cha 25

Skills:

Balance +13, Climb +21, Concentration +35, Heal +12, Hide +23, Intimidate +30, Jump +31, Knowledge (arcana, the planes) +25, Knowledge (religion) +20, Listen +12, Move Silently +13, Search +20, Sense Motive +22, Spellcraft +30, Spot +22, Survival +12, Use Magic Device +27

Feats: Dodge, Empower Spell, Mobility, Power Attack, Quickened Spell, Spring Attack, Widen Spell

Climate/Terrain: Any

Organization: Solitary (unique)

Challenge Rating: 25

Treasure: None

Alignment: Chaotic evil

Domains: Chaos, Destruction, Evil

Holy Symbol: A scourge

Advancement Range: None

Level Adjustment: —

The figure is the size of a man, moving with a shambling gait that speaks of enormous pain and discomfort. It is swathed in tattered rags, and what can be seen of its body is terrible — its skin is rent with sores, great strips of flesh are torn away revealing bone and muscles, and what remains of its face bears an expression of indescribable agony, rage and hatred.

Description

When the horrendous energies of the Seraphic Engine devastated the once-verdant continent of Asherak, many of the local demigods and powers were caught in the surge. A great number were obliterated utterly. Most of those who were not owe their survival to the actions of the eight major gods, who rescued their lesser cousins from the desolation.

Some were not fortunate enough to be either rescued or destroyed, including the hideous being today known only as the Flayed God. Who or what this entity once was is unknown. He is the most pitiable and the most horrifying of creatures; an immortal too badly injured ever to heal, yet unable to die. He exists in a sea of constant torment, violated by physical and spiritual wounds that will never close.

The Flayed God's true form is unknown; his avatars differ from incarnation to incarnation, but all clearly suffer the ravages of some hideous wound, or perhaps some disease. All bear massive scars, deformities, and other signs of suffering. Some are covered in scar tissue; others are skinless, their musculature exposed to the blazing sun and blowing sands.

The Flayed God has discovered that he can alleviate his pain and anguish temporarily by using parts of mortal creatures to bandage and staunch the wounds of his avatar. This means not only stealing the skin or flesh of other beings, but also portions of their souls. Those mortals unfortunate enough to encounter the Flayed God's avatar as he wanders rarely survive to tell the tale, and those who do are never truly whole again.

Invocation Benefit

Hideous as the notion may be, some few mad individuals worship the Flayed God as a source of power and bringer of destruction. Priests who spend 1 full round invoking him receive a +1 bonus on all Fortitude and Will saves made in the next round.

Combat

Unlike many deities, the Flayed God sends his avatar to engage in combat with mortals on a regular basis, seeking flesh and souls to alleviate his pain. Though he gains the greatest benefit from those he ravages with his own hands, he often wields the great scourge *Tonguelash*, striking foes at range in hopes of crippling them before they can put up a fight; he does not use *Tonguelash* for too long, though, as he gains hit points only by attacking foes with his claws.

The Flayed God's avatar prefers straightforward conflict, but can employ complex strategy and schemes to obtain his objectives. He uses offensive spells only when faced with combatants he feels may be too tough for close-in fighting, or when thinning out the numbers of a vastly superior foe.

Charisma Drain (Su):

Living creatures hit by the Flayed God's avatar's claw attack take 1d6 points of Charisma drain. For each point drained in this way, the Flayed God gains 2 temporary hit points.

Constitution Damage

(Ex): Living creatures hit by the Flayed God's avatar's claw attack must succeed at a DC 31 Fortitude save or take 1d4 points of Constitution damage. The save DC is Constitution-based. With each successful attack, the Flayed God heals 5 hit points.

Sandstorm (Sp):

In any area of substantial sand, such as a desert or a beach, the Flayed God's avatar can whip nearby particles into a whirlwind capable of stripping flesh from a living being. This effect manifests in a hemisphere (at ground level) or a sphere (if higher than ground level) in a 30-foot radius around the target point. This ability is otherwise identical to a *blade barrier* spell cast by a 20th-level cleric.

Spell-Like Abilities:

The Flayed God's avatar may use any spell from the Chaos, Destruction or Evil domains at will as a spell-like ability (save DC 17 + spell level).

Caster level 20th. The save DCs are Charisma-based.



Spells: The Flayed God's avatar can cast arcane spells as a 17th-level sorcerer (save DCs are Charisma-based). He may select a spell he wants and cast it without needing to prepare any spells; he may apply any metamagic feats he knows as a free action, by casting the spell at the appropriate modified level. He does not need components or foci to cast spells.

Sorcerer Spells (6/8/8/8/7/7/7/4; save DC 17 + spell level).

Rebuke Outsiders and Undead (Su): The Flayed God may rebuke or command undead and outsiders as an evil 20th-level cleric rebukes or commands undead.

Absorb Health (Ex): The Flayed God's avatar uses the flesh of others to heal himself, as a normal person would use bandages. As a full-round action, he may attempt a DC 15 Heal check to tear a suitable strip of flesh from a helpless foe, dealing 2d6 points of damage in the process. As a move action, he may apply this torn flesh to his own skin. This heals the Flayed God's avatar a number of hit points equal to the damage he dealt in stripping the skin.

The avatar can use flesh stripped by his scourge, *Tonguelash*, gaining 2 hit points for each point of Constitution and 1 hit point for each point of Charisma damage dealt by *Tonguelash* in that wound. For instance, if the Flayed God hits a victim with *Tonguelash*

Tonguelash (Minor Artifact)

Description: *Tonguelash* appears to be a thick leather lash, stiffer and less flexible than a normal whip. It is made up of strips of leather taken from the flesh of sentient creatures, and empowered with the Flayed God's own pain.

Powers: *Tonguelash* strikes as a +5 spiked chain (and thus has a 10-foot reach), although it is wielded as a whip. Rather than dealing 2d4 points of damage, however, it strips flesh from its target, dealing 1d4 points of Constitution damage and 1d4 points of Charisma damage per strike. *Death ward* and similar effects do not prevent this damage.

Due to the lash's connection with the Flayed God, he may use the flesh it strips from its victims to cure himself with his absorb health ability.

for 3 points of Constitution and 2 points of Charisma damage, he may use the flesh from that wound to heal (3 x 2 + 2 x 1 =) 8 hit points of his own damage.

The Flayed God's avatar may gain hit points in excess of his normal total in this fashion; excess hit points fade at the rate of 1 point per hour. A "flesh bandage" must be applied no more than 10 rounds after the avatar caused the wound to acquire it.

Avatar—Gamgal

Medium Outsider (Extraplanar, Lawful)

Hit Dice:	26d8+156 (364 hp)
Initiative:	+10
Speed:	60 ft. (12 squares), fly 120 ft. (perfect)
Armor Class:	35 (+6 Dex, +10 natural, +9 deflection), touch 25, flat-footed 29
Base Attack/Grapple:	+26/+29
Attack:	<i>Mace of Everlasting Repose</i> +35 melee (1d8+9)
Full Attack:	<i>Mace of Everlasting Repose</i> +35/+30/+25/+20 melee (1d8+5)
Space/Reach:	5 ft./5 ft.
Special Attacks:	End the cycle, spell-like abilities, spells, turn undead (+2 turning checks)
Special Qualities:	Flight, spell immunity, spell resistance 35
Divine Qualities:	Demigod's avatar, divine creation 4, divine knowledge 2, divine language, divine protection 3, divine size, divine telepathy, divine vision
Saves:	Fort +21, Ref +21, Will +23
Abilities:	Str 17, Dex 22, Con 23, Int 24, Wis 27, Cha 30
Skills:	Concentration +35, Diplomacy +39, Hide +35, Intimidate +39, Knowledge (arcana) +36, Knowledge (architecture and engineering) +36, Knowledge (history) +36, Knowledge (religion) +36, Knowledge (the planes) +36, Move Silently +35, Listen +37, Search +22 (+24 secret doors), Sense Motive +37, Spellcraft +38, Spot +37, Survival +21

Feats:

Craft Rod, Improved Initiative, Power Attack, Quickened Spell, Sacred Defender†, Scribe Scroll, Silent Spell, Still Spell, Spell Focus (necromancy)

Environment:

Any

Organization:

Solitary (unique)

Challenge Rating:

27

Treasure:

Double standard

Alignment:

Lawful neutral

Domains:

Death, Law, Travel

Holy Symbol:

An archway

Advancement Range:

None

Level Adjustment:

—

† This feat is found in *Player's Guide to Clerics and Druids*.

The being is a mummy in perfect condition — its wrappings are neat and clean, and it regards you with piercing eyes. It is decorated with an elaborate headdress, a gold pectoral, and other ancient and exotic finery.

Description

Gamgal is the lawful aspect of the greater being known elsewhere as Nemorga, the Gatekeeper of the Dead. In Asherak, "the Ne Morga" was known and revered as an entity as much beyond the gods as they were beyond mortals. Yet his nature was ineffable and beyond ordinary worship. Thus, the Ne Morga was worshipped separately in various aspects — each representing a single

Mace of Everlasting Repose (Minor Artifact)

Description: Gamgal's weapon is a large, heavy-headed mace on a slender shaft, almost comical in appearance. It is forged from a silvery metal that catches the sunlight and sparkles with divine energies.

Powers: This weapon functions as a +6 *axiomatic heavy mace of disruption*; the Will save DC for its *disruption* effect is 19. Three times per day, it may project the spell *searing light* at the caster's command (caster level 15th; save DC 22).

feature of his influence—to whom the people of Asherak dedicated temples and offered sacrifices.

Gamgal is the aspect of the Ne Morga that holds dominion over the practice of embalming and is revered as the protector of the physical remains of the dead. Along with Sarhari, he is also one of the custodians of the secret that ended the cycle of death and rebirth. Thanks to Gamgal, the gods could free their devotees from the eternal cycle imposed by the titans and ensure them a final reward in their own realms after death. In the aftermath of the Divine War, it is easy to underestimate the importance of this secret, but it was once a most potent weapon in the battle against the titans.

Gamgal is unknown outside of Asherak, since the arts of mummification are uncommon elsewhere in the Scarred Lands. On that continent, he remains an integral part of religious rituals. Nearly all inhabitants of Asherak pay him some homage, if only at the time of their deaths.

Invocation Benefit

Worshippers of Gamgal who spend 1 full round invoking the demigod gain a +1 bonus on any turning check or turning damage roll, or on any skill check related to death, dying, embalming, burial practices, etc., as long as the roll or check occurs within 3 rounds of invoking Gamgal.

Combat

Gamgal avoids combat when possible, except when he encounters undead, particularly of the corporeal kind: Gamgal considers these beings an affront to his authority as protector of the dead and makes every effort to destroy them. He uses his ability to turn and rebuke undead to eliminate all but the most powerful of these abominations, and those that remain he attacks with his spells or his *Mace of Everlasting Repose*.

End the Cycle (Su): At will, Gamgal's avatar can prevent a creature from ever being reincarnated or raised, ending its ability to participate in the cycle of rebirth that was once common on Scarn. This ability functions as the spell *soul bind*, except that the target's soul journeys to Gamgal's home plane, to spend eternity there. A successful DC 33 Will save is required to resist this ability. The save DC is Charisma-based.

Spell-Like Abilities: Gamgal's avatar may use any spell from the Death, Law or Travel domains at will as a spell-like ability (save DC 21 + spell level). Caster level 26th. The save DCs are Charisma-based.

Spells: Gamgal's avatar can cast divine spells as a 20th-level cleric with access to the Death, Law and Travel domains (save DCs are Wisdom-based), and arcane spells as a 16th-level sorcerer (save DCs are Charisma-based). He may select a spell he wants and cast it without needing to prepare any spells; he may apply any metamagic feats he knows as a free action, by casting the spell at the appropriate modified level. He does not need components or foci to cast spells.

Cleric Spells (6/5+1/5+1/5+1/5+1/5+1/4+1/4+1/4+1/4+1; save DC 18 + spell level)†.

Sorcerer Spells (6/9/9/8/8/8/6/4; save DC 20 + spell level)†.

‡ Because of Spell Focus (necromancy), the save DC for Gamgal's avatar's necromantic cleric spells is 19 + spell level, and his necromantic sorcerer spells 21 + spell level.

Turn Undead (Su): Gamgal's avatar may turn or destroy undead any number of times per day, as a 20th-level cleric.

Flight (Ex): Gamgal's avatar can cease or resume flight as a free action.

Spell Immunity (Su): Gamgal's avatar cannot be affected by any necromancy spell or spell-like or supernatural ability cast by a being of demigod or lesser status unless he wills it.



Avatar—Immatuk

Medium Outsider (Extraplanar, Lawful)

Hit Dice: 22d8+132 (308 hp)

Initiative: +5

Speed: 60 ft. (12 squares)

Armor Class: 31 (+5 Dex, +10 natural, +6 deflection), touch 21, flat-footed 26

Base Attack/Grapple: +22/+25

Attack: +5 dagger +30 melee (1d4+8/19–20)

Full Attack: +5 dagger +30/+25/+20/+15 melee (1d4+8/19–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Damage reduction 6/magic, inherent knowledge, power of text, spell resistance 34

Divine Qualities: Demigod's avatar, divine creation 2, divine knowledge 5, divine language, divine protection 2, divine telepathy, divine vision

Saves: Fort +19, Ref +18, Will +23

Abilities: Str 16, Dex 21, Con 22, Int 31, Wis 30, Cha 23

Skills: Appraise +21, Bluff +26, Concentration +31, Craft (alchemy) +35, Craft (calligraphy) +35, Craft (bookbinding) +30, Craft (painting) +21, Craft (weaving) +21, Diplomacy +32, Disable Device +30, Disguise +22 (+24 acting), Forgery +35, Gather Information +24, Heal +26, Intimidate +8, Listen +32, Perform (dance) +17, Perform (oratory) +17, Perform (sing) +17, Perform (string) +17, Search +32 (+34 secret doors), Sense Motive +32, Sleight of Hand +23, Spellcraft +37, Spot +32, Use Magic Device +22

Feats: Chain Spell, Empower Spell, Enlarge Spell, Heighten Spell, Improved Spell Capacity (10th; wizard), Improved Spell Capacity (11th; wizard), Quicken Spell, Spell Penetration

Environment: Any

Organization: Solitary (unique)

Challenge Rating: 26

Treasure: Standard

Alignment: Lawful neutral

Domains: Knowledge, Law, Magic

Holy Symbol: A scroll

Advancement Range: None

Level Adjustment: —

The figure is a beautiful dark-haired woman in scholar's robes, etching a parchment scroll with a quill pen. She bears an expression of kindness, curiosity and intelligence.

Description

Immatuk is the demigoddess of writing, mathematics, architecture, libraries and letters — and thus, by extension, of wizardry. Born the daughter of Hedrada and an unknown mother, Immatuk was an important deity from her inception, for the people of Asherak recognized her as a teacher of great wisdom. They erected elaborate temples to her name and, in return for their worship, were granted the secrets of literacy and mathematics. Asherak's pictographic script was a divine gift from Immatuk and formed the basis for magics unknown elsewhere on Scarn.

During the Divine War, Hedrada spirited her away to his home plane for her protection against the titans' torment. Immatuk's disappearance had an adverse effect on Asherak, however, and may well have contributed to the detonation of the Seraphic Engine. Likewise, rebuilding the continent's civilization was undoubtedly slower because of her absence and the temporary impediment to magic that it caused.

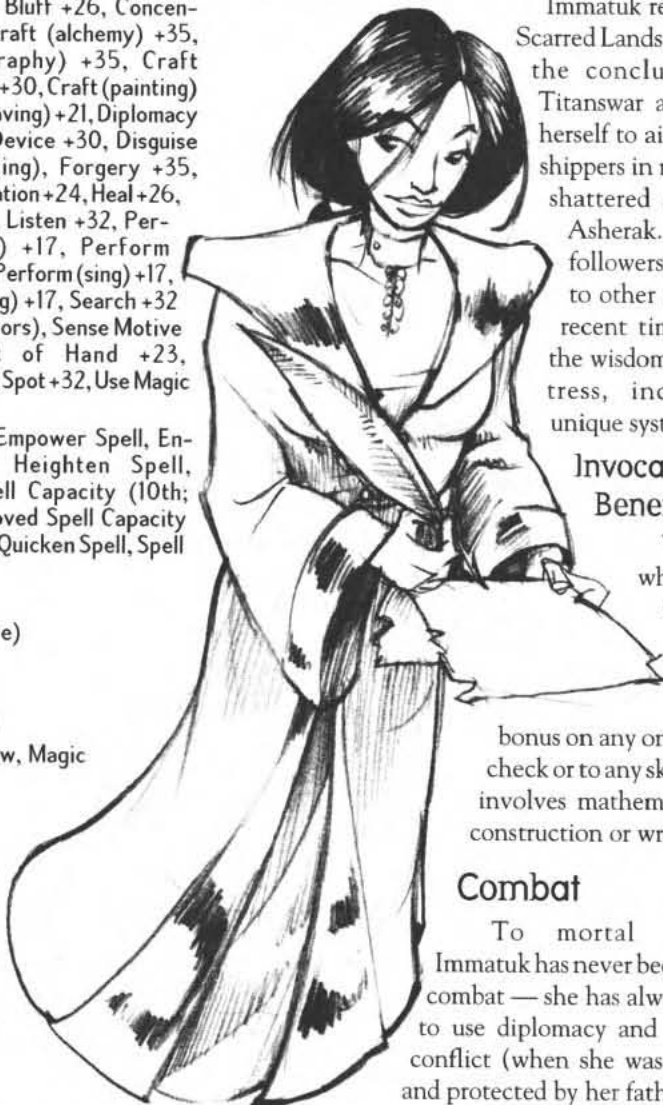
Immatuk returned to the Scarred Lands a decade after the conclusion of the Titanswar and dedicated herself to aiding her worshippers in rebuilding the shattered continent of Asherak. Some of her followers have traveled to other continents in recent times to spread the wisdom of their mistress, including her unique system of magic.

Invocation Benefit

Worshippers who spend 1 full round invoking Immatuk gain a +1 bonus on any one Knowledge check or to any skill check that involves mathematics, design, construction or writing.

Combat

To mortal knowledge, Immatuk has never been engaged in combat — she has always been able to use diplomacy and wit to avert conflict (when she was not coddled and protected by her father).



Should she ever be forced to fight, Immatuk's avatar will do so defensively. She will not use any spells that result in death or destruction, even against chaotic and evil foes. Instead, she would use her great wit and wisdom to trick her foes or find ways of banishing them to other locales where they cannot harm her or anyone else. If this is not possible, she would incapacitate her opponents. She will kill only with great reluctance, and only if an enemy is so determined to wreak destruction that no other option is available to her.

Spell-Like Abilities: Immatuk's avatar may use any spell from the Knowledge, Law or Magic domains at will as a spell-like ability (save DC 16 + spell level). Caster level 22nd. The save DCs are Charisma-based.

Spells: Immatuk's avatar can cast divine spells as a 17th-level cleric with access to the Knowledge, Law and Magic domains (save DCs are Wisdom-based), and arcane spells as a 22nd-level wizard (save DCs are Intelligence-based). She may select a spell she wants and cast it without needing to prepare any spells; she may apply any metamagic feats she knows as a free action, by casting the spell at the appropriate modified level. She does not need components or foci to cast spells.

Cleric Spells (6/8+1/8+1/7+1/7+1/6+1/6+1/4+1/3+1/2+1; save DC 20 + spell level).

Wizard Spells (4/7/7/6/6/6/6/5/5/5/2/1; save DC 20 + spell level).

Inherent Knowledge (Su): Immatuk's avatar has the bardic knowledge ability of a 20th-level bard (check bonus +32). Up to three times per round, she can make any Knowledge or Spellcraft check as a free action if the DC for the task is 20 or below.

Power of Text (Su): Immatuk's avatar knows the contents of any book, scroll, codex, or other written text that exists anywhere in the Scarred Lands. She need not have the text in her possession nor even have seen it, but merely thinks of the knowledge in question to know the contents of any relevant text.

Alternately, Immatuk's avatar can grant a small portion of her knowledge to any mortal she chooses, merely by touching him. This grants the touched being a number of ranks in any one Knowledge skill, up to a maximum number equal to twice his HD + 3, or 20 ranks, whichever is higher. This boon lasts for 24 hours, after which time it fades and the mortal has no memory of what he knew while under the effects of the ability.

Avatar—Jandaveos

Medium Outsider

Hit Dice:

22d8+88 (264 hp)

Initiative:

+19

Speed:

120 ft. (24 squares), climb 120 ft.

Armor Class:

55 (+11 Dex, +25 natural, +9 deflection), touch 30, flat-footed 44

Base Attack/Grapple:

+22/+23

Attack:

+4 keen throwing rapier of returning +37/+37 melee or ranged (1d6+5/15 – 20)

Full Attack:

+4 keen throwing rapier of returning +37/+37/+32/+27/+22 melee (1d6+5/15 – 20)

Space/Reach:

5 ft./5 ft.

Special Attacks:

Symphony of war, spells

Special Qualities:

Symphony of life, glamour, damage reduction 9/magic

Divine Qualities:

Demigod's avatar, divine creation 2, divine empowerment 3, divine language, divine protection 3, divine size, divine speed 1

Saves:

Fort +17, Ref +24, Will +18

Abilities:

Str 12, Dex 32, Con 18, Int 24, Wis 20, Cha 36

Skills:

Balance +36, Bluff +38, Concentration +24, Craft (alchemy) +15, Craft (woodworking) +14, Diplomacy +38, Disguise +23, Escape Artist +17, Gather Information +28, Hide +20, Jump +14, Knowledge (arcana) +27, Knowledge (history) +27, Knowledge (planes) +18, Knowledge (religion)

Feats:

+27, Listen +10, Move Silently +36, Perform +38, Sense Motive +17, Sleight of Hand +36, Spellcraft +32, Spot +10, Swim +6, Tumble +16

Environment:

Craft Wondrous Item, Empower Spell, Forge Ring, Heighten Spell, Quicken spell, Scribe Scroll, Spell Focus (illusion), Weapon Finesse

Organization:

Any, but usually the elven nations of Termana

Challenge Rating:

Solitary (unique)

Treasure:

26

Alignment:

Double standard

Domains:

Always chaotic good

Favored Weapon:

Chaos, Knowledge, Magic, Trickery

Advancement Range:

Rapier

Level Adjustment:

—

The being before you appears elven, but with a sense of ageless elegance and wisdom even the oldest elves could not hope to match. He is tall, lithe and graceful. An ornate rapier hangs at his side, but he otherwise seems clad for celebration, not war.

Description

The return of the god Jandaveos has wrought incredible change in the society of the formerly-forsaken elves. One of the most significant is the return of his clergy and even the occasional manifestation of Jandaveos himself.

Jandaveos reborn emanates a subtle radiance, clearly divine and yet hauntingly familiar. The once-dead god renews the hopes and dreams of those he encounters, offers wisdom to those he counsels, and — through his loyal followers — enlivens the world around him. Even those who hate and fear him cannot help but respect the passion with which he has taken to his new life, and proponents of elven superiority must concede that the elven god has been most generous to even his non-elven followers.

Like many of his good-aligned brethren, Jandaveos truly loves his people. More than this, he treats them as his *peers*, preferring the company of equals rather than subordinates. Even so, it is not easy for those who lack divine natures themselves to address the god in familiar, rather than worshipful, terms.

Jandaveos delights in chicanery, using tricks to teach and inspire growth rather than for malicious ends. He sometimes assumes the guise of a trusted friend or a dire enemy and uses his target's reaction to the disguise to teach some valuable lesson. He is fond of combining disguises and illusions to teach people the price of rage, hatred or vengeance, stripping them of everything before revealing it all to be an illusion of what might be.

Jandaveos likewise adores both artistry and war — like his elven people, he sees no distinction between the two. His expertise with musical instruments is unmatched, his skill with blade and bow not far behind.

Much of the elven god's time is devoted to creating his astral realm, as well as to aiding in the restoration of his long-for-saken people.

Invocation Benefits

A follower of Jandaveos who spends one full round in prayer may increase his effective caster level by +1 on the next spell he casts, or may instead gain a +1 to any saving throw against a spell or spell-like ability. He may raise this bonus by making an extended invocation over several turns, to a maximum of +3.

Combat

True to his old ways (and despite the fact they contributed to his undoing), Jandaveos wades into battle alongside his followers. Despite his wealth of power and insight, the elven god prefers to take a "back seat" approach to warfare, adhering willingly to battle plans drawn up by others, even non-deities. Some believe

Jandaveos does this to maintain his part of the Divine Truce, allowing him to claim that any direct action he takes is simply an extension of his followers' actions. Others believe that Jandaveos does not wish his followers to grow too dependent upon him so that they are not left defenseless should he fall again some day.

Symphony of War: Jandaveos picks up on the rhythm of a specific foe's style if he can study that adversary for at least three rounds. Jandaveos then gains a +20 insight bonus to all attack rolls and a +20 insight bonus to Armor Class relating to this opponent. This power does not work against other deities or beings of comparable power.

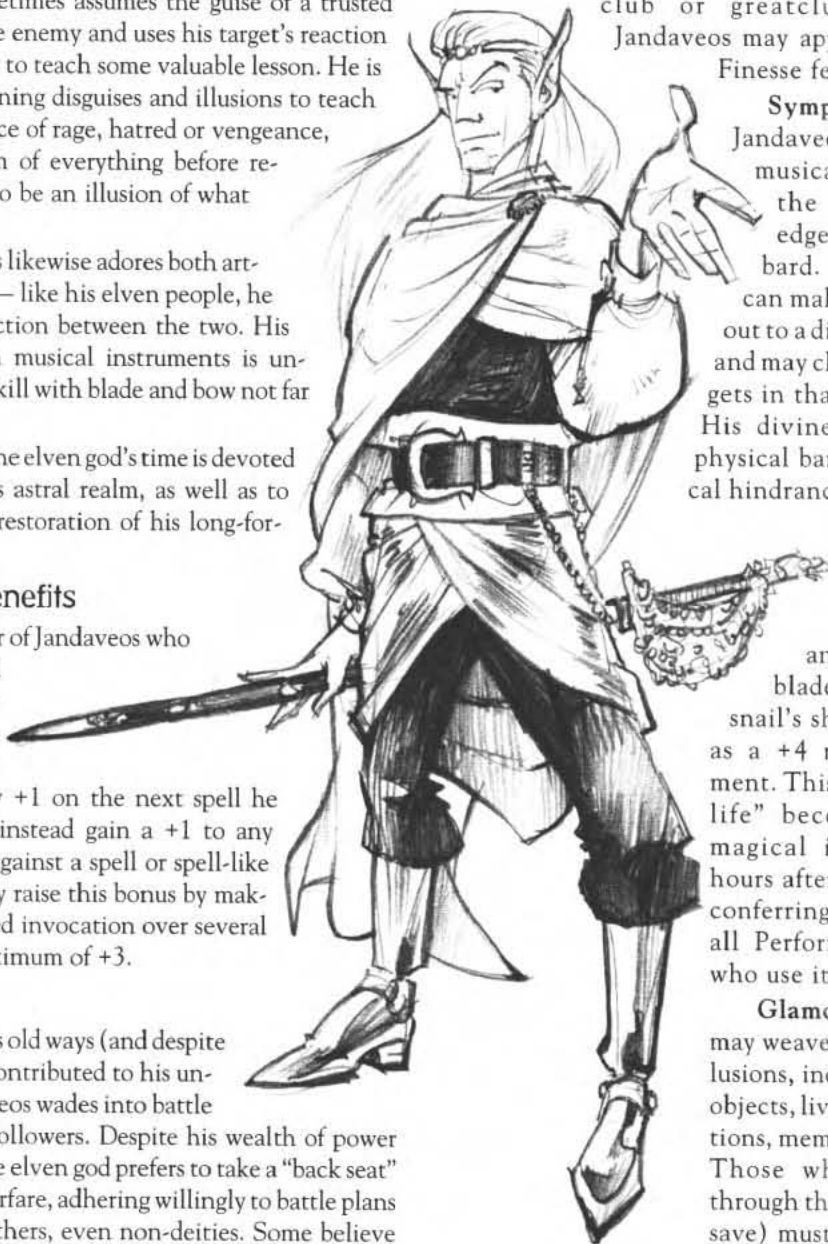
Jandaveos can also pick up anything, be it bramble twig or iron pan, and wield it as a +4 weapon. The item retains its +4 bonus for 4d12 hours after he discards it. (Treat the item as a club or greatclub, to which Jandaveos may apply his Weapon Finesse feat.)

Symphony of Life:

Jandaveos has the bardic musical abilities and the bardic knowledge of a 20th-level bard. In addition, he can make himself heard out to a distance of 1 mile, and may choose which targets in that area to affect. His divine voice defeats physical barriers and magical hindrances from all save deity-level effects.

He can also pick up anything, be it a blade of grass or a snail's shell, and play it as a +4 musical instrument. This "instrument of life" becomes a minor magical item for 4d12 hours after he discards it, conferring its +4 bonus to all Perform rolls to any who use it.

Glamour: Jandaveos may weave a panoply of illusions, including physical objects, living things, emotions, memories and spells. Those who fail to see through them (DC 41 Will save) must suffer or enjoy



the effects in their entirety as though they were real. Jandaveos cannot contravene a basic law of reality (such as reversing gravity), but he can bend "common wisdoms" by no small degree (making pigs fly, or turning an aged man into a youth, for instance). He can enforce his glamour upon anything he senses (usually sees); the effects linger until the next sunrise or are otherwise dispelled.

Legend has it that Jandaveos's illusions can be made permanent and truly real by performing a secret ritual that also uses a drop of Nalthalos's blood (for he governs the death of all things), and a tear from Denev (for she governs the birth of all things).

Spell-like Abilities: Jandaveos can cast any spell from the domains of Knowledge, Magic, and Trickery at will as a 20th-level cleric.

Spells: Jandaveos casts divine spells as an 18th-level cleric with access to the Knowledge, Magic, and Trickery domains (save DCs are Wisdom-based), and arcane spells as a 20th-level wizard (save DCs are Intelligence-based). He may select a spell he wants and cast it without needing to prepare any spells; he may apply any metamagic feats he knows as a free action, by casting the spell at the appropriate modified level. He does not need components or foci to cast spells, although he must still gesture and speak as required for the spell.

Cleric Spells (6/7+1/6+1/6+1/5+1/4+1/3+1/3+1/2+1; save DC 18 + spell level).

Wizard Spells (4/6/6/6/5/5/5/5/4/4; save DC 20 + spell level).

Avatar—Kadeshu

Medium Outsider (Extraplanar)

Hit Dice:	20d8+160 (320 hp)
Initiative:	+18
Speed:	80 ft. (16 squares), fly 180 ft. (perfect)
Armor Class:	35 (+10 Dex, +9 natural, +6 deflection), touch 26, flat-footed 25
Base Attack/Grapple:	+20/+25
Attack:	+5 <i>warhammer</i> +30/+30 melee (1d8+10/x3)
Full Attack:	+5 <i>warhammer</i> +30/+30/+25/+20/+15 melee (1d8+10/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, spells
Special Qualities:	Damagereduction 6/magic, flight, immunities, instantaneous travel, regeneration 10, see beyond, spell resistance 33
Divine Qualities:	Demigod's avatar, divine initiative 1, divine knowledge 2, divine protection 2, divine size, divine speed 1, divine telepathy, divine vision, divine language
Saves:	Fort +20, Ref +22, Will +19
Abilities:	Str 21, Dex 30, Con 27, Int 25, Wis 24, Cha 25
Skills:	Concentration +31, Diplomacy +32, Gather Information +32, Heal +30, Intimidate +30, Knowledge (arcana) +30, Knowledge (geography) +30, Knowledge (local) +30, Knowledge (religion) +30, Listen +30, Move Silently +33, Search +30, Sense Motive +30, Spellcraft +32, Spot +30
Feats:	Dodge, Deflect Arrows, Improved Unarmed Strike, Mobility, Quicken Spell, Run, Spell Focus (transmutation), Spring Attack
Environment:	Any
Organization:	Solitary (unique)
Challenge Rating:	25

Treasure:	Standard
Alignment:	Neutral
Domains:	Gateways††, Missionary†, Travel
Holy Symbol:	A sunrise
Advancement Range:	None
Level Adjustment:	—

Though it is clear that this is no ordinary mortal, the being resembles a handsome human male of noble bearing, clad in a richly-embroidered tunic. He carries a short scepter inscribed with a stylized rising sun.

Description

Kadeshu is an aspect of the mysterious Ne Morga, in this case the being's neutral face. Kadeshu has a special responsibility over travelers, gates and new beginnings. He has long been important in Asherak, where he was once worshipped as the "Messenger of the Gods" for his role in warning people of the coming Divine War. Kadeshu also oversaw the construction of monuments and buildings. Rulers and priests invoked his name to bless any new effort they undertook.

During the Titanswar, Kadeshu's followers served as messengers and mediators among the divine armies, creating several orders of itinerant monks who traveled across Asherak to provide information and intelligence during the conflict. These orders survived the Divine War and turned their attentions to other roles, including the rebuilding of Asherak. They also took up the vocation of explorers, seeking out new lands and helping to reconnect the disparate peoples of Scarn.

In recent years, Kadeshu's worship has become more important in Asherak. His priests oversee many civic construction projects. They also act as advisors to rulers seeking to restore their realms in

the aftermath of the Divine War. This has placed Kadeshu's priests in important political positions throughout the continent... which some of the less pious among them have exploited for their own ends.

Invocation Benefit

Kadeshu worshippers who spend 1 full round invoking the god gain a +1 bonus on their next roll regarding travel, determining direction, geographic knowledge, or similar checks. Alternately, the worshipper gains a +10% bonus on his next roll on the *teleport* spell table.

Combat

Kadeshu engages in combat only to defend others. His weapon is a +5 *warhammer*. He cares little about his own protection, as he is immune to most forms of damage. He fights with great vigor, using the most powerful spells that he can to defeat his opponents. Kadeshu stops short of instant death-dealing spells unless he is presented with no other option. He is more likely to use instantaneous travel abilities to escape under such circumstances. He is also uses these abilities to aid those whom he favors.

Spell-Like Abilities:

Kadeshu's avatar may use any spell from the Gateways, Missionary or Travel domains at will as a spell-like ability (save DC 17 + spell level) as a 20th-level caster. The save DCs are Charisma-based.

Spells: Kadeshu's avatar can cast arcane spells as an 18th-level sorcerer (save DCs are Charisma-based), and may also cast spells from the Gateways, Missionary and Travel domains as if they were sorcerer spells. He may select a spell he wants and cast it without needing to

prepare any spells; he may apply any metamagic feats he knows as a free action, by casting the spell at the appropriate modified level. He does not need components or foci to cast spells.

Sorcerer Spells (6/8/8/8/7/7/7/5/3; save DC 17 + spell level)‡.

‡ Because of Spell Focus (transmutation), the save DC for Kadeshu's avatar's transmutation spells is 18 + spell level.

Flight (Ex): Kadeshu's avatar can cease or resume flight as a free action.

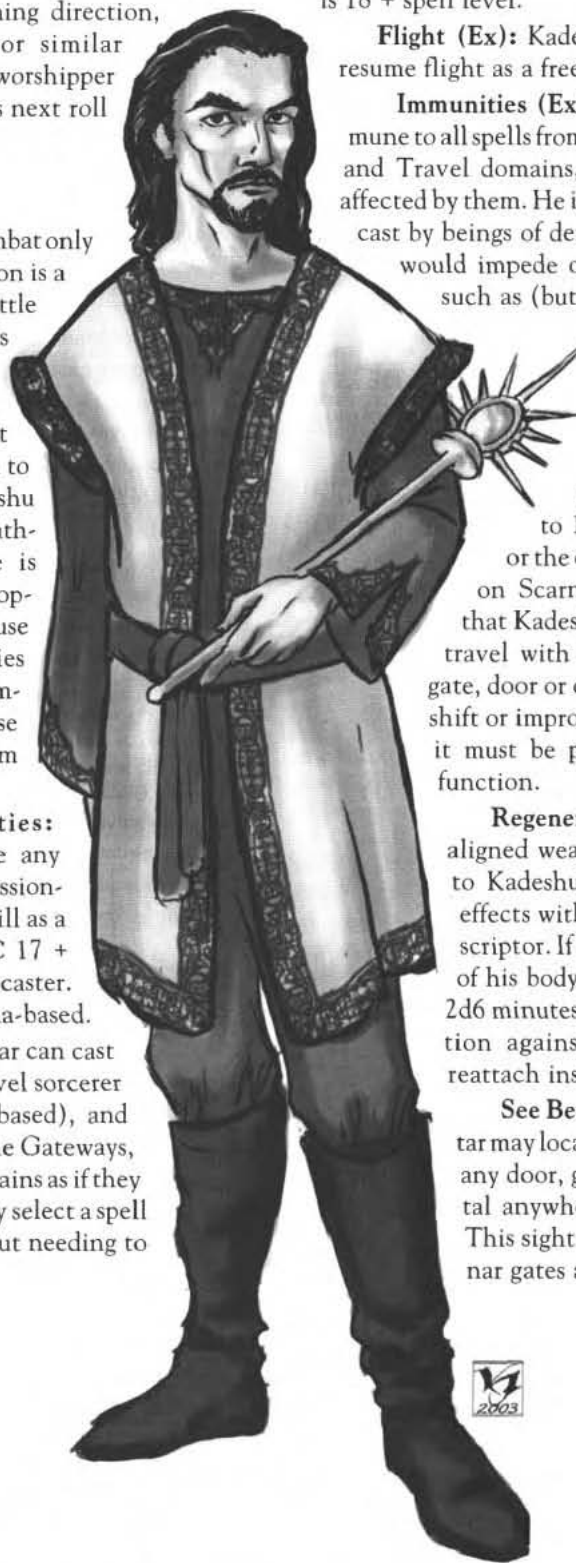
Immunities (Ex): Kadeshu's avatar is immune to all spells from the Gateways, Missionary and Travel domains, unless he chooses to be affected by them. He is also immune to any spells cast by beings of demigod or lesser status that would impede or prevent his movement, such as (but not limited to) *slow*, *hold monster* and *dimensional anchor*.

Instantaneous

Travel (Su): At will, Kadeshu's avatar can transport himself and up to 100 other Medium beings, or the equivalent, to any location on Scarn. The only restriction is that Kadeshu's avatar and those who travel with him must pass through a gate, door or other portal. Even a makeshift or impromptu gate will suffice, but it must be present for this ability to function.

Regeneration: Chaotic- or lawful-aligned weapons deal normal damage to Kadeshu's avatar, as do spells or effects with the chaotic or lawful descriptor. If Kadeshu's avatar loses part of his body mass, he can regrow it in 2d6 minutes. Holding the severed portion against the mass causes it to reattach instantly.

See Beyond (Su): Kadeshu's avatar may locate and see what lies beyond any door, gate, window or other portal anywhere in the Scarred Lands. This sight extends to magical or planar gates as well.



Avatar—Otossal

Medium Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 31d8+248 (496 hp)

Initiative: +9

Speed: 40 ft. (8 squares), fly 120 ft. (perfect)

Armor Class: 44 (+9 Dex, +10 natural, +15 deflection), touch 34, flat-footed 35

Base Attack/Grapple: +31/+37

Attack: *Sword of Bone* +43 melee (1d6+12/15 – 20 plus wounding and energy drain)

Full Attack: *Sword of Bone* +43/+38/+33/+28 melee (1d6+12/15 – 20 plus wounding and energy drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create servant, frightful presence, rebuke undead (+2 turning checks), spell-like abilities, spells

Special Qualities: Damage reduction 15/magic, flight, immunity to cold and electricity, revive undead, spell resistance 36, undead traits

Divine Qualities: Demigod's avatar, divine creation 3, divine empowerment 3, divine knowledge 4, divine language, divine presence, divine protection 5, divine puissance 2, divine vision

Saves: Fort +25, Ref +26, Will +28

Abilities: Str 22, Dex 28, Con 27, Int 33, Wis 32, Cha 19

Skills: Appraise +26, Bluff +38, Concentration +42, Craft (alchemy) +45, Diplomacy +42, Disguise +20 (+22 acting), Gather Information +26, Hide +40, Intimidate +40, Knowledge (arcana) +45, Knowledge (religion) +45, Knowledge (history) +40, Listen +45, Move Silently +40, Ritual Casting +42, Search +45, Sense Motive +45, Sleight of Hand +42, Spellcraft +47, Spot +45, Survival +42

Feats: Augment Summoning, Chain Spell†, Empower Spell, Heighten Spell, Improved Counterspell, Improved Spell Capacity (10th; wizard), Improved Spell Capacity (11th; wizard), Maximize Spell, Silent Spell, Spell Focus (necromancy), Widen Spell

Environment: Any

Organization: Solitary (unique)

Challenge Rating: 30

Treasure: Double standard

Alignment: Chaotic evil

Domains: Chaos, Death, Domination, Evil

Holy Symbol: A horned demon's skull

Advancement Range: None

Level Adjustment: —

This undead creature radiates a palpable aura of something truly powerful and terrifying. It is a spare figure robed in rotting vestments, a desiccated skull visible in the depths of its hood, eye sockets glowing with green flame. It bears a long, thin, curved sword that appears to have been crafted from polished bone.

Description

The deity known as Nemorga represents the gentler and more natural side of death. Though an aspect of "the Ne Morga," Otossal the Bone Master is an evil being who revels in death. Worshipped by evil necromancers and human cultists, his worshippers form major power bases in several influential kingdoms, and some actually serve as counselors to the god-kings.

Otossal's avatar resembles a tall, lanky figure swathed in rotting robes, armed with a fine, curved black sword. Those unlucky enough to glimpse the demigod's true visage see a horrible, rotting skull, its empty eye sockets burning with greenish flame. Tangible waves of evil and death roll from the being, sending lesser beings fleeing in terror.

No one can be sure of Otossal's true origin. His worshippers claim that he came into being when the titans created the first living things, for with mortality came death, and with death came Otossal. Others speculate that he was a powerful lich or necromancer upon whom a perverse titan granted divine status. Otossal might also be the spontaneous result of the deaths of a great number of mortals at the uncaring hands of the titans, their slain spirits combining into a twisted creature driven by pure evil and hatred of the living.

Otossal's worshippers despise the fact that they remain alive, but tolerate it so that they can carry out their master's will in the mortal world. All dream of the day when they may die and return as an undead servant of the Bone Master. To earn this honor, they endeavor to slay as many of the living in the name of Otossal as possible, raising their victims as undead when circumstances permit. They are sometimes aided by the Gray Man***, Otossal's terrifying herald, who sometimes turns on the Bone Master's worshippers. Otossal's twisted worshippers consider it the greatest blessing imaginable to die at the hands of the Gray Man or the Bone Master.

Invocation Benefit

A worshipper who spends 1 full round invoking Otossal gains a +1 bonus on his next damage roll; a +1 bonus to caster level for the purpose of determining what undead can be created with an *animate dead*, *create undead*, or *create greater undead*; or a +1 bonus on his next roll to turn or rebuke undead.

Combat

Otossal revels in combat, summoning undead and leaving them to occupy lesser opponents while he attacks the most powerful of those who stand against

Sword of Bone (Major Artifact)

Description: Otossal's weapon is a curved, saber-like weapon that appears to have been carved from the long bone of an ancient creature, possibly a dragon. It is inscribed with dark runes which pulse and glow as the weapon inflicts damage.

Powers: The *Sword of Bone* acts as a +6 *keen scimitar of wounding* that also bestows negative levels as a *life-drinker*. A successful DC 21 Fortitude save is required to remove a negative level.

him. His frightful presence is often enough to shock foes into flight or helplessness. The Bone Master leaves helpless foes for his undead minions to slay while he fights those who continue to resist the effects of his terrifying visage. Those who fight well are given the ultimate honor — the “gift” of undeath and a favored place among the Bone Master's minions.

Create Servant (Su): Once per day with a successful touch attack, Otossal's avatar can transform any living being into an undead creature. The creature touched must make a DC 36 Fortitude save or gain any undead template of Otossal's choice (see the ghost, lich, skeleton, vampire, zombie entries in the MM). The victim can be restored only by a *wish* or similar magic from a caster of demigod or higher status.

Frightful Presence (Ex): Otossal's avatar can reveal his true visage as a free action. Any living creature within 60 feet must make a DC 29 Will save or be frightened for 2d6 rounds. Anyone who fails the save by 10 or more is instead paralyzed with fright for 2d6 rounds.

Rebuke Undead (Su): Otossal's avatar may rebuke or command undead as a 31st-level cleric.

Spell-Like Abilities: Otossal's avatar may use any spell from the Chaos, Death, Domination or Evil domains at will as a spell-like ability (save DC 14 + spell level) as a 31st-level caster. The save DCs are Charisma-based.

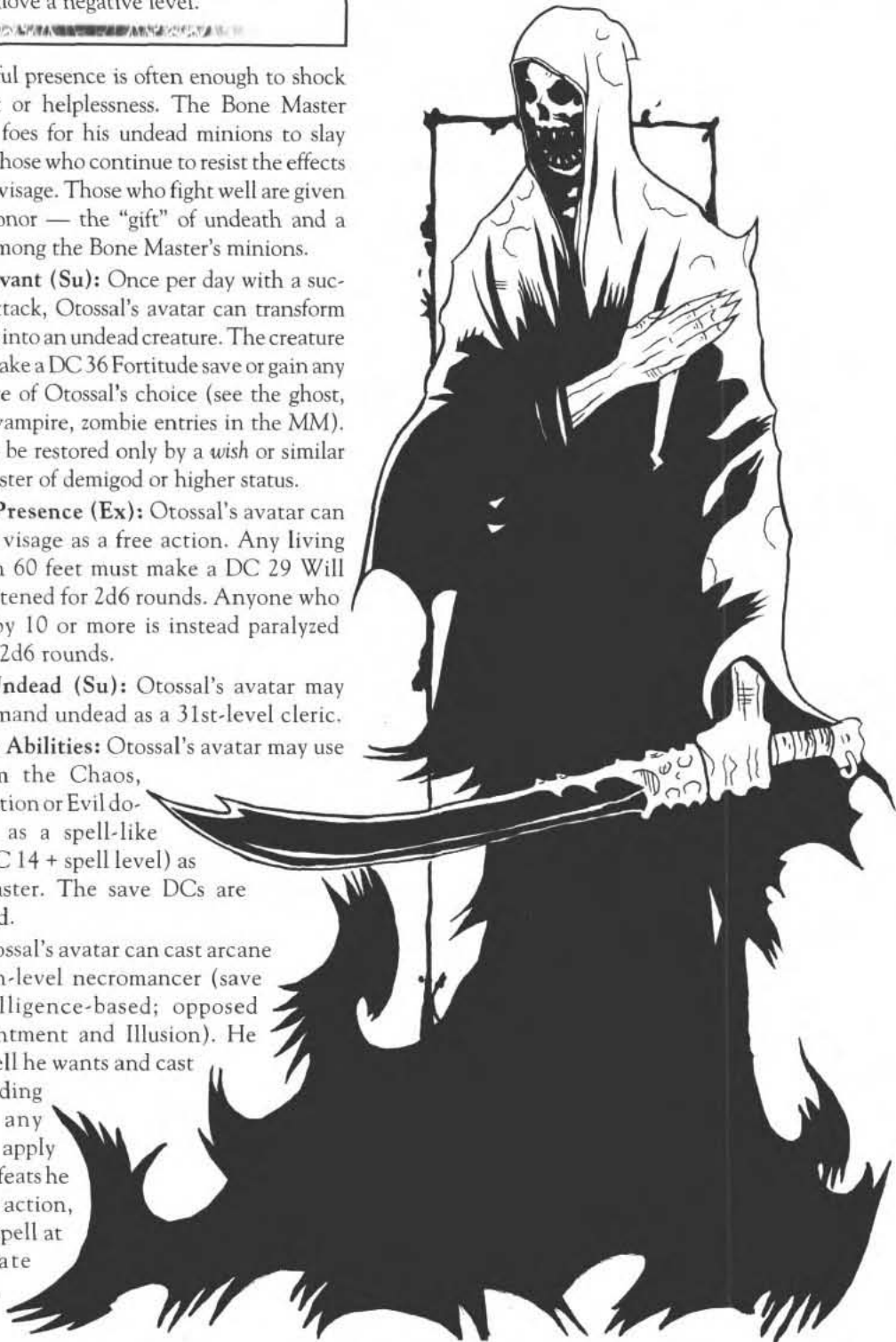
Spells: Otossal's avatar can cast arcane spells as a 26th-level necromancer (save DCs are Intelligence-based; opposed schools Enchantment and Illusion). He may select a spell he wants and cast it without needing to prepare any spells; he may apply any metamagic feats he knows as a free action, by casting the spell at the appropriate modified level.

He does not need components or foci to cast spells.

Wizard Spells (4/7+1/7+1/7+1/6+1/6+1/6+1/5+1/5+1/2/2; save DC 21 + spell level)‡.

‡ Because of Spell Focus (necromancy), the save DC for Otossal's avatar's necromancy spells is 22 + spell level.

Revive Undead (Su): Three times per day, as a full-round action, Otossal's avatar can restore all lost hit points of all undead within a 60-foot radius around himself.



Avatar—Sarhari

Medium Outsider (Extraplanar, Lawful)

Hit Dice: 25d8+275 (475 hp)

Initiative: +25

Speed: 60 ft. (12 squares), fly 210 ft. (perfect)

Armor Class: 40 (+9 Dex, +9 natural, +12 deflection), touch 31, flat-footed 31

Base Attack/Grapple: +25/+31

Attack: *Sunblade* +33 melee (1d10+8/19–20)

Full Attack: *Sunblade* +33/+28/+23/+18 melee (1d10+8/19–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: End the cycle, spell-like abilities, spells, turn undead (+2 turning checks)

Special Qualities: Damage reduction 12/magic, flight, incorporeality, spell immunity, spell resistance 35

Divine Qualities: Demigod's avatar, divine creation 1, divine favor 2, divine initiative 2, divine knowledge 1, divine language, divine protection 4, divine telepathy, divine vision

Saves: Fort +25, Ref +23, Will +24

Abilities: Str 22, Dex 29, Con 33, Int 24, Wis 26, Cha 33

Skills: Balance +37, Concentration +39, Diplomacy +41, Gather Information +41, Heal +36, Knowledge (arcana) +35, Knowledge (geography) +35, Knowledge (history) +35, Knowledge (religion) +35, Listen +36, Move Silently +37, Search +35, Sense Motive +36, Spellcraft +37, Spot +36

Feats: Empower Spell, Enlarge Spell, I Spell, Greater Spell Penetration Will, Quicken Spell, Spell Focus (chantment), Spell (necromancy), Spell Penetration

Environment: Any

Organization: Solitary (unique)

Challenge Rating: 26

Treasure: None

Alignment: Lawful neutral

Domains: Air, Law, Judgment††

Holy Symbol: An ibis

Advancement Range: None

Level Adjustment: —

Light-bodied and pale-haired, the female figure seems to be the wind incarnate. Her flowing robes rip in the wind as she flies without benefit of wings.

Description

Many of Ghelspad's religious scholars believe Sarhari to be the Asheraki incarnation of the den goddess Syhana. In Asherak she is the demigoddess wind, air and breath, as well as the fount of life, custodian of the soul. Sarhari must be beseeched to bring the dead to life. So widespread is her influence that followers of all but the most evil and self-centered entreat her in this fashion.

Like Gamgal, Sarhari regards the cessation of the cycle of birth, death and rebirth as one of the hallmarks of divine worship, for it separates the gods from the titans. Thus, she does not take lightly the responsibility of deciding who is permitted to be raised and under what circumstances. During the Divine War, many mortals did not concern themselves with such niceties, placing Sarhari in a difficult position.

Because of the Divine War, Sarhari withdrew from the world for a time. The death and destruction wrought during the conflict increased the calls for her aid among mortals. Eventually, she resumed her activities; her priests assume their ancient places throughout the continent and are respected for their sagacity and impartiality. Indeed, in some lands they function as judges or arbiters, much like Hedrada's priests elsewhere. There is a movement among more radical members of the demigoddess's faith to travel to other lands, where they might restore Sarhari to her former place.

There is some evidence that Sarhari was known in Ghelspad and Termana long ago, suggesting that it is Syhana who is an aspect of Sarhari.

Invocation Benefit

A worshipper of Sarhari who spends 1 full round invoking the goddess gains a +1 bonus on any rolls made to determine the truth (such as Sense Motive), or a +1 bonus on his next Wisdom



Combat

Sarhari fights only when confronted by titanspawn, whom she loathes with great intensity. She sees these beings as the special minions of those who have kept the inhabitants of the Scarred Lands bound in the servitude of reincarnation for so long. Sarhari is relentless in her pursuit of their destruction. She takes great pleasure in using her end the cycle ability against them, to ensure they never return to the Scarred Lands to trouble anyone.

Sarhari also hates necromancers and those who would raise the dead without her permission.

End the Cycle (Su): At will, Sarhari's avatar can prevent a creature from ever being reincarnated or raised, ending its ability to participate in the cycle of rebirth that was once common on Scarn. This ability functions as the spell *soul bind*, except that the target's soul journeys to Sarhari's home plane, to spend eternity there. A successful DC 33 Will save is required to resist this ability. The save DC is Charisma-based.

Spell-Like Abilities: Sarhari's avatar may use any spell from the Air, Law or Judgment domains at will as a spell-like ability (save DC 21 + spell level) as a 25th-level caster. The save DCs are Charisma-based.

Spells: Sarhari's avatar can cast divine spells as a 20th-level cleric with access to the Air, Law and Judgment domains (save DCs are Wisdom-based), and arcane spells

as a 16th-level sorcerer (save DCs are Charisma-based). She may select a spell she wants and cast it without needing to prepare any spells; she may apply any metamagic feats she knows as a free action, by casting the spell at the appropriate modified level. She does not need components or foci to cast spells.

Cleric Spells (6/5+1/5+1/5+1/5+1/4+1/4+1/4+1/4+1; save DC 18 + spell level)‡.

Sorcerer Spells (6/9/9/8/8/8/8/6/4; save DC 21 + spell level)‡.

‡ Because of Spell Focus (enchantment) and Spell Focus (necromancy), the save DC for Sarhari's avatar's enchantment and necromantic cleric spells is 19 + spell level, and her enchantment and necromantic sorcerer spells 22 + spell level.

Turn Undead (Su): Sarhari's avatar may turn or destroy undead any number of times per day, as a 20th-level cleric.

Flight (Ex): Sarhari's avatar can cease or resume flight as a free action.

Incorporeality (Su): Sarhari may render herself incorporeal (or corporeal) at will, as a free action, up to once per round.

Spell Immunity (Su): Sarhari's avatar cannot be affected by any necromancy spell or spell-like or supernatural ability cast by a being of demigod or lesser status unless she wills it.

Avatar—Subastas

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 34d8+374 (646 hp)

Initiative: +11

Speed: 60 ft. (12 squares), fly 100 ft. (perfect)

Armor Class: 46 (–1 size, +7 Dex, +12 natural, +18 deflection), touch 34, flat-footed 37 +34/+50

Base Attack/Grapple: +34/+50

Attack: +5 flaming burst composite longbow (+17 Str bonus) +46 ranged (2d6+17/19–20/x3 plus 1d6 fire) or +6 axiomatic flaming scimitar +51 melee (1d8+18/18–20 plus 1d6 fire) or gore +45 melee (1d8+18 plus 2d6 fire)

Full Attack: +5 flaming burst composite longbow (+17 Str bonus) +44/+44/+39/+34/+29 ranged (2d6+17/19–20/x3 plus 1d6 fire); or +6 axiomatic flaming scimitar +51/+46/+41/+36 melee (1d8+18/18–20 plus 2d6 fire) and gore +40 melee (1d8+6 plus 2d6 fire) 10 ft./10 ft.

Space/Reach:

Special Attacks: Favored enemies, heat, spell-like abilities, spells

Special Qualities: Damage reduction 15/cold iron and piercing, fast healing 11, immunity to fire, ranger abilities, resistance to acid and electricity 10, spell resistance 36, telepathy 100 ft., tremorsense 90 ft.

Divine Qualities: Demigod's avatar, divine creation 4, divine empowerment 1, divine favor 2, divine knowledge 1, divine puissance 3, divine size, divine vision

Saves:

Abilities:

Skills:

Feats:

Environment:

Organization:

Challenge Rating:

Treasure:

Alignment:

Domains:

Symbol:

Advancement Range:

Level Adjustment:

Fort +30, Ref +26, Will +27

Str 35, Dex 25, Con 33, Int 22, Wis 26, Cha 27

Appraise +33, Bluff +42, Concentration +33, Craft (weaponsmithing) +21, Decipher Script +21, Disguise +8 (+10 acting), Diplomacy +46, Handle Animal +30, Hide +37, Intimidate +44, Knowledge (nature) +21, Knowledge (the planes) +21, Listen +42, Move Silently +41, Profession (hunter) +30, Ride +38, Sense Motive +42, Spellcraft +21, Spot +45, Survival +42

Dodge, Endurance^B, Far Shot, Improved Critical (longbow), Improved Initiative, Improved Precise Shot, Manyshot^R, Mobility, Mounted Archery, Mounted Combat, Point Blank Shot, Power Attack, Precise Shot^R, Quicken Spell-Like Ability (hold monster), Rapid Shot^R, Shot on the Run, Track^B, Weapon Focus (longbow)

Any

Solitary (unique)

31

Double standard

Lawful evil

Evil, Fire, Law, Trickery

A set of balanced scales, one side holding a ball of fire and the other a pile of gold coins

None

—

The creature resembles a tall, red-skinned male clad in desert garb. A pair of short horns sprouts from beneath his headdress, and he bears a huge longbow that appears to have been made from the tusks of an enormous elephant. At his belt is a great steel scimitar. Though outfitted for war and plainly dangerous, he affects a patient demeanor.

Description

Born of the grotesque union of Mormo and a sultan of the genie courts of fire, Subastas is the demigod of flame, the harsh law of the desert, and of fair (or unfair) trade. Tribespeople of Asherak call upon him to enforce pacts, to seal bargains with flame, and to bring burning ruin down upon the caravans and shelters of those who renege on their word. Subastas is known for his impartiality and strict enforcement of his ethos; he cares nothing for the moral quality of any business arrangement, and those who revere him are masters of bartering and of subverting the spirit of the law in favor of the letter.

Subastas is a bitter enemy of his half-sister Manawe, and those who worship her often earn his displeasure. His activities also bring him into regular contact and sometimes conflict with Tamul's worshippers, yet the two maintain an uneasy truce. In Asherak, stories of Subastas and Tamul are often told with a sense of great respect for both, as though each fulfills a vital role in the land's prosperity and ecology. Many view them as opposite sides of the same coin—or even twin facets of the same deity (similar to the Asheraki notion of the defracted Ne Morga).

Invocation Benefit

A worshipper of Subastas who spends 1 full round invoking

him during business dealings with others gains a +1 bonus on any appropriate roll (usually Appraise, Bluff, Diplomacy or Intimidate). Additionally, his followers can receive a +1 bonus on a single save to avoid damage from fire.

Combat

Subastas is a terrifying foe in combat. He relishes the thrill of the hunt and delights in seeing his enemies fleeing battle so that he may follow them at his leisure. He prefers to use his great +5 *flaming burst composite longbow* (built to his own Strength; no one weaker than he may draw it), but does not shy away from melee combat if it comes to him.

Subastas's skill at archery is so great that many tribesmen call him the Lord Archer. Any warrior who specializes in the bow is wise to at least pay him lip service if he desires continued good fortune with his weapon of choice.

Heat (Ex): Subastas's avatar's red-hot body deals 2d6 points of extra fire damage whenever he hits in melee, or in each round he maintains a hold while grappling.

Spell-Like Abilities: At will — *arcane sight*, *enlarge person* (DC 20), *greater dispel magic*, *gaseous form*, *greater invisibility*, *permanent image* (DC 24), *persistent image* (DC 24), *polymorph* (self only). Caster level 17th. The save DCs are Charisma-based.

Subastas's avatar may use any spell from the Evil, Fire, Law or Trickery domain or any spell with the fire descriptor, at will, as a spell-like abil-



Bloodstone, Herald of Subastas

According to tribal rumor, Subastas hunted the great sand wyvern known as Bloodstone across the desert for weeks on end, with no stopping or resting. When he caught up with it at last, the ensuing duel convinced the demigod that the creature would make a better companion than trophy. Bloodstone is at once mount, sparring partner, divine messenger, and companion for his master. Subastas is rarely seen without the sand wyvern (although the reverse is not necessarily true).

Often, the two venture into the wastes to engage in games of cat and mouse, for Subastas likes to test both of their hunting skills. Subastas sometimes selects one of his own mortal worshippers in his place. If the mortal impresses the demigod with her survival skills and ingenuity, he rewards her with a magical item of his own crafting, or even one or more *wishes*. Those who fail to impress are given over to Bloodstone as playthings and/or food.

Bloodstone is a sand wyvern** advanced to 20 HD and Gargantuan size (even though sand wyverns normally don't advance beyond 10 HD), with the blue half-dragon template.

ity (save DC 18 + spell level). Three times per day, Subastas may grant up to three *wishes* to any mortal non-genie. Caster level 34th. The save DCs are Charisma-based.

Spells: Subastas's avatar can cast divine spells as a 17th-level ranger (save DCs are Wisdom-based). He may select a spell he wants and cast it without needing to prepare any spells. He does not need components or foci to cast spells.

Ranger Spells (4/4/4/3; save DC 18 + spell level).

Ranger Abilities: Subastas's avatar possesses all ranger class features as a 17th-level ranger: spells, favored enemies (aberrations +4, demons +4, giants +4, humans +2), wild empathy (+27), combat style (archery), improved combat style (archery), desert stride (as woodland stride, but functions in desert terrain), swift tracker, evasion, combat style mastery (archery), camouflage and hide in plain sight.

Avatar—Tamul

Medium Outsider (Extraplanar, Good, Lawful)

Hit Dice: 33d8+264 (528 hp)

Initiative: +12

Speed: 70 ft. (14 squares)

Armor Class: 45 (+8 Dex, +10 natural, +15 deflection, +2 insight), touch 35, flat-footed 37

Base Attack/Grapple: +33/+38

Attack: *Dunestaff* +43/+43 melee (1d6+11/19–20 plus 1d6 fire)

Full Attack: *Dunestaff* +43/+43/+38/+33/+28 melee (1d6+11/19–20 plus 1d6 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Mastery of beasts, spell-like abilities, spells

Special Qualities: Body of the land, damage reduction 15/magic and evil, druid abilities, fast healing 8, immunities, improved uncanny dodge, resistance to acid, cold, and electricity 10, spell resistance 37, uncanny dodge

Divine Qualities: Demigod's avatar, divine creation 3, divine empowerment 3, divine favor 3, divine knowledge 5, divine language, divine presence, divine speed 1, divine telepathy, divine vision

Saves: Fort +26, Ref +26, Will +32

Abilities: Str 20, Dex 27, Con 26, Int 31, Wis 38, Cha 27

Skills: Appraise +46, Balance +44, Concentration +44, Diplomacy +46, Handle Animal +44, Heal +50, Hide +44, Knowledge (arcana) +46, Knowledge (geography) +46, Knowledge (the planes) +46, Listen +50, Move Silently +44, Ride +44, Search +46, Sense Motive +50, Spellcraft +48, Spot +50, Survival +50

Feats:

Chain Spell†, Combat Expertise, Dodge, Improved Critical (quarterstaff), Improved Initiative, Improved Spell Capacity (10th; druid), Maximize Spell, Mobility, Natural Spell, Quicken Spell, Spring Attack, Weapon Focus (quarterstaff)

Environment:

Any

Organization:

Solitary (unique)

Challenge Rating:

31

Treasure:

None

Alignment:

Lawful good

Domains:

Animal, Earth, Good, Knowledge, Law

Symbol:

A perfect yellow circle on a pale blue field

Advancement Range:

None

Level Adjustment:

—

The creature's body is like a man's, but his head is that of a wise-eyed camel with a wizened expression and gentle manner. He wears a long desert robe and walks with the aid of a tall, gnarled staff.

Description

More commonly known as the Old Man of the Desert, Tamul is the demigod of the sands, of timeless wisdom, and of desert life. He is both protector and patron to the *Tamulqawid* (those desert tribes who claim descent from him), as well as all those who value community and shun barbarism. He is also seen as the patron of Asherak's many native animals; tribesmen who value their beasts of burden always act in accor-

dance with Tamul's wishes. Many believe that if life on Asherak is to prosper, it can only do so through an acceptance of the common and civil law and a proliferation of good intentions, as well as an appreciation of the place and balance of all living things. Tamul is the lord of all such wisdom.

Invocation Benefit

Followers who call upon Tamul for 1 full round before making any wild empathy, Handle Animal, Knowledge, or Survival check gain a +1 bonus on the roll.

Combat

Tamul is known as a peaceful being, but he is a fearsome opponent if pressed—especially when battled on his own ground. If attacked by numerous foes, Tamul melds with the desert and calls upon the power of an *earthquake* spell. This pulls his opponents beneath the sands, where most will suffocate and die. Tribal legends are full of so-called firsthand accounts of this practice, and Tamul has grown a reputation for “swallowing” his enemies whole should they dare to attack.

Body of the Land (Ex): Tamul's avatar's body is at one with the sands. As a free action, Tamul can sink instantly into any loose soil, silt or sand upon which he stands. He gains total cover and is immune to divination magic of any kind cast by any being of demigod or lesser status. While in the ground, he may still call upon spells, abilities, and divine qualities freely and at will. Tamul's avatar may choose to emerge from any place on the same plane where similar soil exists, no matter the distance.

Tamul's avatar always moves over any surface as though it were smooth, solid ground. When walking upon loose soil, silt, or sand, Tamul's base speed increases to 200 feet.

No spell or ability that alters or affects the earth will work within 100 feet of Tamul's avatar unless he wishes it to.

Mastery of Beasts (Su): Tamul's avatar may turn, rebuke, or command any animals, magical beasts, or vermin that have the word “desert” in their Environ-

Tamul's Dunestaff (Major Artifact)

Description: Tamul's avatar is never seen without the unique quarterstaff he uses as a walking stick (though he has no real need of such a device). Its haft is composed of a gnarled, petrified wood that rises to clutch what appears to be a ball of glass filled with black sand.

Powers: This item is a +4 *dancing, flaming burst, holy quarterstaff*. In addition, the wielder may call upon all the features and abilities of a *crystal ball*, a *staff of power* and a *staff of earth and stone* (fully charged; Tamul does not need to any expend charges while using its powers). The staff is connected to Tamul in such a way that he may call it to hand at will, regardless of distance or precautions taken to prevent it, even if it resides in another's possession on another plane.

ment entry as a 22nd-level cleric turns, rebukes, or commands undead.

Spell-Like Abilities: Tamul's avatar may use any spell from the Animal, Earth, Good, Knowledge or Law domains at will as a spell-like ability (save DC 18 + spell level) as a 33rd-level caster. The save DCs are Charisma-based.

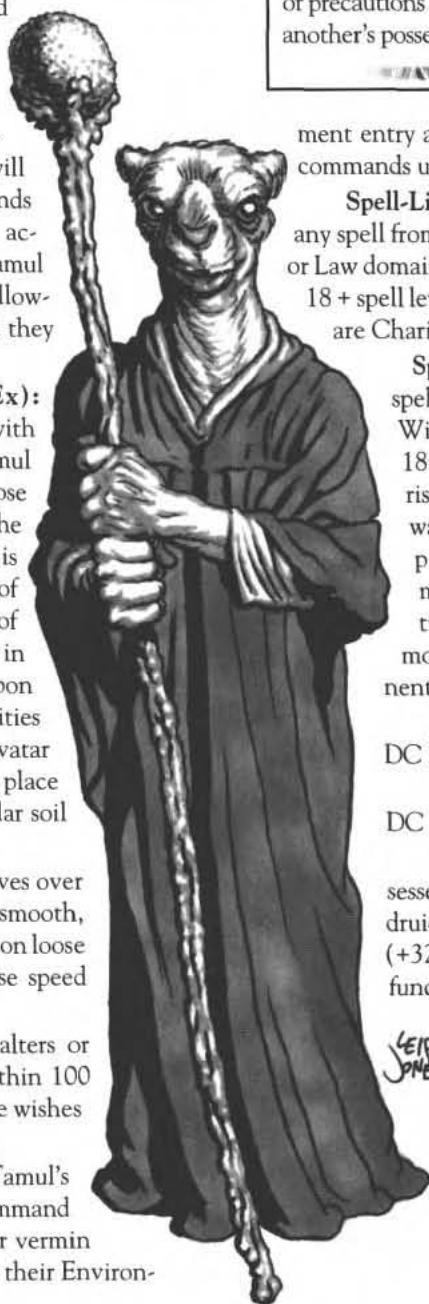
Spells: Tamul's avatar can cast divine spells as a 22nd-level druid (save DCs are Wisdom-based) and arcane spells as an 18th-level sorcerer (save DCs are Charisma-based). He may select a spell he wants and cast it without needing to prepare any spells; he may apply any metamagic feats he knows as a free action, by casting the spell at the appropriate modified level. He does not need components or foci to cast spells.

Druid Spells (6/9/9/8/8/8/7/6/6/6/3; save DC 24 + spell level).

Sorcerer Spells (6/6/6/6/6/6/6/5/3; save DC 18 + spell level).

Druid Abilities: Tamul's avatar possesses all druid class features as a 22nd-level druid: spells, nature sense, wild empathy (+32), desert stride (as woodland stride, but functions in desert terrain), trackless step, resist nature's lure, wild shape (7/day, Tiny to Huge animal or plant; 3/day, Small to Huge elemental), venom immunity, and a thousand faces.

Immunities: Tamul's avatar is immune to cold, fire, wind effects and ability damage or drain of any kind.



Haroun, Herald of Tamul

The sage camel* who calls himself Haroun is no known as one of the princes of his kind, but such was not always the case. According to the sacred texts of the Tamulqawid, Haroun began life embittered by his existence as a sage camel. He was learned and insightful, and yet no adventuresome tribesman ever asked for his company; he prophesied for others, yet never had the chance to live his own adventure. In short, Haroun could see and know, but could never act.

Legend says that this all changed the night Haroun wandered into the desert, frustrated by his state. After pleading with the stars for change, he felt the sand around him shift — making way as the Old Man of the Desert arose! Tamul took pity on his worthy disciple, offering him purpose in the form of a life spent in service as a divine herald. Haroun accepted, and has since become a fixture upon the face of Asherak.

Avatar—Tukulti

Medium Outsider (Chaotic, Extraplanar, Good)	
Hit Dice:	20d8+120 (280 hp)
Initiative:	+11
Speed:	60 ft. (12 squares), swim 90 ft.
Armor Class:	34 (+7 Dex, +8 natural, +9 deflection), touch 26, flat-footed 27
Base Attack/Grapple:	+20/+24
Attack:	+4 anarchic holy spear +28 melee (1d8+10/x3)
Full Attack:	+4 anarchic holy spear +28/+23/+18/+13 melee (1d8+10/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, spells
Special Qualities:	Alternate shape, damage reduction 9/magic, darkvision 60 ft., low-light vision, one with oases, spell resistance 32, telepathy 100 ft., tremorsense 60 ft.
Divine Qualities:	Demigod's avatar, divine empowerment 1, divine favor 1, divine protection 3, divine size, divine summoning
Saves:	Fort +20, Ref +19, Will +21
Abilities:	Str 19, Dex 24, Con 23, Int 20, Wis 24, Cha 25
Skills:	Bluff +21, Concentration +29, Disguise +17 (+19 acting), Diplomacy +31, Gather Information +19, Heal +27, Hide +27, Intimidate +15, Knowledge (geography, local, nature) +20, Listen +27, Move Silently +27, Sense Motive +30, Spellcraft +25, Spot +27, Swim +19
Feats:	Dodge, Great Fortitude, Improved Initiative, Iron Will, Mobility, Spell Focus (conjuration), Spring Attack
Environment:	Any
Organization:	Solitary (unique)
Challenge Rating:	24
Treasure:	Standard
Alignment:	Chaotic good
Domains:	Chaos, Good, Water
Holy Symbol:	A desert palm
Advancement Range:	None
Level Adjustment:	—

This being is dusky-skinned and dark eyed, with long black hair. She bears a shining, greenish spear and is dressed in light garments. She radiates a sense of peace and contentment to all who look upon her.

Description

Tukulti is the demigoddess of oases. She is the daughter of Denev and a genie prince of the Water Courts, making her the half-sister of Manawe, demigoddess of the seas. Tukulti is filled with love and affection for the mortals of Asherak, even those who do not share her own ethical ideals. She offers her refreshing waters to any and all who need them.

During the Titanswar, Tukulti tried to remain apart from its battles and bloodshed. She believed that she might better serve the mortals of Scarn by providing her assistance to any who asked for it, regardless of their origins or allegiances. This position angered her mother Denev, who had risked much by joining the rebellious gods. In the end, Tukulti realized the naiveté of her stance as well, for servants of the titans — particularly those of Hrinruuk and Lethene — abused and vandalized her oases. The demigoddess then sided with her fellow gods and instructed her followers to do the same. Her desire to aid mortals has only grown greater in the years following the conclusion of the Divine War.

Tukulti's worship has increased considerably in this time. Asherak is much worse for the wear, far more desolate and parched than it had been in centuries past. Oases are now lifelines of trade and commerce, providing important stopover points between cities and kingdoms across the continent. Tukulti's followers protect oases from marauders and titanspawn. They also tend to travelers (in conjunction with followers of Kadeshu) and their needs.

Invocation Benefit

The spirit of Tukulti enhances and refreshes her followers. Any worshipper of Tukulti who spends 1 full round invoking the goddess may gain a +1 to her next Fortitude save, a temporary +2 bonus to her casting level when determining the effects of *create water* or *create food and water*, or the ability to heal 1 extra point of damage per healing spell.

Combat

Tukulti fights any who attempt to despoil or otherwise harm her oases. She uses her alternate shape ability to confuse and unsettle her opponents. She also summons watery allies to aid her in battle.

Tukulti will flee if confronted with a superior foe — but only long enough to heal herself. She is not foolhardy in her actions, yet the demigoddess will not rest until any who dare to impinge upon her domain are defeated or driven out.

Alternate Form (Su): Tukulti's avatar can assume an alternate form at will as a standard action. This ability functions as a *shapechange* spell cast on herself (caster level 20th), except that she can assume only the form of a humanoid, a creature with the aquatic subtype, or an elemental creature with the water subtype, and the form assumed must be between Medium and Gargantuan in size.

She appears to travelers in any one of a variety of guises (all of them pleasant-seeming), from beautiful nymph or mermaid to friendly old woman. She usually appears in the form of some intelligent mortal race rather than an animal or monster.

One with Oases (Ex): Tukulti's avatar's body is one with the waters over which she is mistress. As a free action, she can merge instantly with any oasis (including ponds and freshwater lakes) in the Scarred Lands. In this state, she gains total cover and is immune to divination magic of any kind cast by any being of less than demigod status. While one with the water, she may still call upon spells, abilities, and divine qualities freely and at will. Tukulti's avatar may always choose to emerge from any oasis on the same plane, no matter the distance.

If she wishes, Tukulti's avatar may move effortlessly over water as though it were smooth, solid ground, and may do so at her swim speed, rather than her ground speed.

No spell or ability that alters or affects the water of an oasis will work within 100 feet of Tukulti's avatar unless she wishes it to.

Spell-Like Abilities: Tukulti's avatar may use any spell from the Chaos, Good or Water domains at will as a spell-like ability (save DC 17 + spell level). Caster level 20th. The save DCs are Charisma-based.

Spells: Tukulti's avatar can cast divine spells as a 16th-level cleric with access to the Chaos, Good and Water domains (save DCs are Wisdom-based). She may select a spell she wants and cast it without needing to prepare any spells. She does not need components or foci to cast spells.

Cleric Spells (6/7+1/7+1/7+1/5+1/5+1/4+1/4+1/2+1; save DC 17 + spell level) ‡.

‡ Because of Spell Focus (conjunction), the save DC for Tukulti's avatar's conjunction spells is 18 + spell level.

Divine Summoning (Su): Every 1d6+1 rounds as a full-round action, Tukulti's avatar can summon any creature of 12 HD or less that has the aquatic or water subtype to serve her for 1 hour. She can use this ability up to twice per day.

Skills: Tukulti's avatar has a +8 racial bonus on Swim checks. She can always choose to take 10 on Swim checks, even if rushed or threatened. She can use the run action while swimming, provided she swims in a straight line.



Creatures and Templates

Piradun

Piradun Elf, 1st-level Warrior

Medium Humanoid (Elf)

Hit Dice:	1d8–1 (3 hp)
Initiative:	+0
Speed:	30 ft.
AC:	14 (+4 masterwork chain shirt), touch 10, flat-footed 14
Base Attack/Grapple:	+1/+0
Attack:	Masterwork rapier +2 melee (1d6–1/18–20) or hand crossbow +1 ranged (1d4)
Full Attack:	Masterwork rapier +2 melee (1d6–1/18–20) or hand crossbow +1 ranged (1d4)
Face/Reach:	5 ft./5 ft.
Special Attacks:	Chern's curse, spell-like abilities
Special Qualities:	Darkvision 60 ft., +2 to save vs. enchantments, +5 to save vs. disease
Saves:	Fort +1, Ref +0, Will +2
Abilities:	Str 8, Dex 11, Con 8, Int 14, Wis 14, Cha 8
Skills:	Climb +3, Intimidate +5, Hide +2, Listen +6, Move Silently +2, Search +4, Spot +6
Feats:	Combat Expertise
Climate/Terrain:	Underground
Organization:	Patrol (2–4), company (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or tribe (30–100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants and 3 7th-level captains)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	By character class
Level Adjustment:	+0

The being is tall and gaunt with angular features covered with lesions and misshapen lumps. Its hair is bone white and hangs in limp strands over bloodshot eyes. Its skin is pale and translucent, with purple and blue veins standing out in stark relief among the welts and sores that cover it. Despite its diseased appearance, the humanoid moves with unnerving speed and a disquieting grace.

Description

The Piradun are a fallen offshoot of the elven race who once lived upon and beneath the peaks north of Ganjulael. They lost their homeland to the tidal wave which struck Termana when Kadum was cast into the sea, and then bore the brunt of the curse of the titan Chern after helping destroy him during the Divine War. Infected with leprosy, rendered unable to cure themselves by the Plague Lord's death rattle, and outcast by their own brethren, the Piradun grew bitter and withdrew to the

northern reaches of the Chained Mountains where they carved hidden citadels.

Many of the forsaken elves have forgotten the existence of the Piradun; those few who do remember are often reticent to speak of them, whether due to guilt, hatred or both. The Piradun can never forget how they were turned out like villains despite having served at the forefront of the Divine War. As their bodies rotted beneath the peaks of the Chained Mountains, so did their souls turn to vile blackness. They grew to desire nothing less than untold misery and death for every foe that has ever stirred against their race. Lethene's children must pay for confining them to the Gray Mountains in ages past, while Kadum's must be charged with genocide for their patron's throes. Their elvish brethren should inherit the plagues from which they turned their gaze, while their charduni allies during the Divine War deserve nothing less than having their homeland razed. Led by the prayers of the priest Tomael, they beseeched the god Vangal to aid them in their quest for vengeance. The Ravager saw the thirst for retribution in the hearts of the pale elves and was pleased.

Pale elves speak High Elven and Dark Speech with equal facility — indeed, they switch back and forth between the two tongues in a single conversation, which can be confusing even to someone versed in both. Those with bonus languages often choose to learn Termanan or Vangal's Tongue, depending whether they seek to understand the outside world or speak with the chosen of their god.

As they live below ground, Piradun communities are multi-tunneled caverns centered upon a communal meeting place. Individual families own a cave for life, but everyone protects the settlement in order to survive. Used to moving underground, their tall shapes hunch easily to slip through narrow passageways.

Already tall and slender of build, the pale elves have become painfully thin and leprous. They dress in drab clothing matching their stony surroundings, though they often possess battered, bloody and ancient raiment reserved for rituals in honor of their dark patron. Archaic jewelry and armaments are common throughout their society, often dating from before the Divine War. In other respects, Piradun resemble their elven brethren, albeit severed by isolation and a terrible fate. Most pale elves encountered outside their Chained Mountain tunnels are accomplished soldiers.

Combat

Pale elves favor small or fast weapons. In particular they enjoy the finesse of the rapier and the compact utility of a hand crossbow. Where possible, Piradun also employ potent magics to destroy their foes. Perhaps their most sinister weapon is their own blood, often used to coat their weapons (see Leprosy, below).

Chern's Curse (Ex): Most Piradun are unable to bear healthy children, and those who do survive suffer from incurable leprosy. As a result, few pale elves are of a young age. Despite time and blasphemous experiments involving bloody sacrifices, the pale elves have yet to break this curse of Chern.

Leprosy (Ex): Anyone who comes in contact with the flesh or blood of a pale elf must make a DC 12 Fortitude save or contract leprosy (this is normal leprosy, not the incurable version brought on by Chern's curse). The save DC is Constitution-based.

Spell-Like Abilities: 1/day — *bleeding disease** (DC 12), *cause fear* (DC 13), *death touch* (as per the Death Domain granted power). The save DCs are Wisdom-based.

Skills: A Piradun gains a +2 racial bonus on Intimidate, Listen, Search and Spot checks. A pale elf who passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for the door.

Piradun Characters

A pale elf's favored class is wizard or cleric. The Piradun

follow Vangal passionately, a circumstance almost unknown within the rest of the elven race. Their greatest casters seek to end Chern's curse while wreaking terrible retribution upon everyone who has ever wronged the pale elves. Piradun are shunned by elves, charduni and ushada alike.

Piradun Traits (Ex):

- Proficient with rapier and hand crossbow regardless of character class and without being required to learn the Exotic Weapon feat.
- Immunity to magic *sleep* spells and effects.
- +2 racial saving throw bonus against enchantment spells or effects.
- Disease resistance. Despite — or perhaps because of — the plagues of Chern that now flow through their veins, Piradun are resistant to all other forms of disease. Pale elves receive a +5 circumstance bonus to all saves versus disease unrelated to Chern's curse.
- +2 racial bonus on Intimidate, Listen, Search and Spot checks. A pale elf who passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for the door.
- Chern's curse (Ex): As above.
- Darkvision up to 60 feet.
- Spell-Like Abilities: As above. They are cast as a cleric of the Piradun's character level.
- Favored Class: The Piradun's favored class is cleric, specifically clerics of Vangal.



Rock Goblin

Rock goblins are hardy goblinoid breeds residing almost exclusively within the Titansforge Mountains. They excel at stealth, metalcraft, stoneworking and elemental magic. Considering themselves the chosen of Golthagga, these hard-skinned creatures dominate other goblinoids and wage a deadly war against the various underground horrors who seek to conquer their territories. Some scholars insist upon dividing the creatures according to their closest goblinoid cousins — hence the designations of rock goblin, rock hobgoblin, rock bugbear, and the like — but the tribes of the Forger do not distinguish themselves in such a fashion.

Rock goblins appear much like other goblinoids, but with angular features, flat faces, small fangs and sloping foreheads. Their eyes are usually dull red in color, though some specimens display brilliant lava-orange eyes. Rock goblins walk in a hunched position, their arms nearly touching the ground when they aren't occupied climbing the craggy surfaces of their homeland with nimble skill. Their skin is a mottled gray resembling granite in color and texture, though some tribes' castes resemble basalt or other volcanic rocks. Rock goblins dress in clothing of drab leather and often fight with the same picks they use for mining.

Rock goblins possess natural abilities in geomancy — even commoners can command creatures of the earth and use minor earth magic — and most respect those among their kind who show particular talent in this area. The creatures' legends say that they could once banish air creatures as well until the ability was sacrificed for an ancient pact in which the winds agreed to focus their efforts upon their enemies in the Bonewind Hills and Iron Sands Desert.

Like most goblinoids, rock goblins are tribal. Their lairs are ever-growing

networks of mining tunnels, living areas and dangerous traps. The lairs often spread from smaller caves as the tribe itself grows, expanding as long as it can extend the life of the nearby mines. When a complex is abandoned, the creatures enact elaborate rituals dedicating the site to the Forger and then filling it with pitfalls and snares to destroy those who might try to claim his followers' works.

Rock goblins often make treaties with or command earth creatures, and active or sanctified sites are commonly home to at least a few allied elementals. Occasionally a tribe dominates one or more potent earth creatures — from gargoyles, xorns, mephits and earth elementals to young blue or copper dragons and even stone giants.

Rock goblins speak the Dark Speech of the titans. Those with bonus languages often choose from Goblin, Terran, Termanan or Charduni tongues. Most rock goblins despise followers of Thulkas and of Mesos — the former due to claims that the titan created goblin-kind, the latter because he sired many horrors which continue to plague their lands to this day.

Rock goblins are trained from birth to believe they are superior to other goblinoids and learn specialized fighting techniques to use against the "lesser breeds." These skills are tested frequently, given their refusal to accept other goblinoids' claims that Thulkas formed the goblin races as well as the occasional

rebellion by rock goblin sorcerers who choose to follow Mesos. The race has also developed strong resistance to magic and a talent for avoiding ray attacks due to centuries of battling beasts of the realms below, many of whom are the spawn of Mesos and have substantial sorcerous abilities.

In most other respects, rock goblins resemble their goblinoid brethen, including a common biology and similar culture.

Sample Rock Goblin

A good look at the creature reveals that it is not some average bugbear. Its eyes shimmer like twin pools of magma, and the flesh beneath its fur is hard and gray. Its angular jaw clenches in a snarl as it raises a ham-sized fist and gives a threatening shake to the large pick it wields.



This example uses a standard bugbear as the base creature.

Rock Bugbear

Medium Humanoid (Goblinoid)

Hit Dice: 3d8+6 (19 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 19 (+1 Dex, +5 natural, +2 leather armor, +1 light wooden shield), touch 11, flat-footed 18

Base Attack/Grapple: +2/+5
Attack: Heavy pick +6 melee (1d6+3/x4) or javelin +3 ranged (1d6+3)

Full Attack: Heavy pick +6 melee (1d6+3/x4) or javelin +3 ranged (1d6+3)

Space/Reach: 5 ft./5 ft.
Special Attacks: Racial attack modifiers
Special Qualities: Darkvision 120 ft., scent, dodge bonus, stonecunning, geomancy

Saves: Fort +3, Ref +4, Will +1
Abilities: Str 17, Dex 12, Con 15, Int 10, Wis 10, Cha 9

Skills: Climb +9, Hide +4, Listen +4, Move Silently +6, Spot +4

Feats: Alertness, Weapon Focus (heavy pick)

Environment: Temperate mountains

Organization: Mining gang (4–9), band (10–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 4th–6th-level sorcerer leader), warband (10–24 plus an earth elemental), or tribe (40–400 plus 1 3rd-level sergeant per 20 adults, 1 or 2 sorcerer or druid lieutenants of 4th–5th level, 1 sorcerer leader of 6th–8th level, 3–5 minor xorns, 1–2 shard spiders, 1–2 thooqua, and 2–4 earth/salt mephits)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +2

Description

Rock bugbears are similar to normal bugbears, save that they consider themselves part of the rock goblin community and are devout worshippers of Golthagga. They do not hesitate to attack any intruders in their domain, hoping either to kill them outright or to capture them as slaves or sacrifices for the Forger.

Combat

Rock bugbears prefer straightforward tactics, attempting to outnumber or outmuscle their foes. They set ambushes if they have advance warning of an attack, and their caves are often rigged with traps.

Skills: Rock bugbears have a +4 racial bonus on Move Silently checks, in addition to the skill bonuses granted by the rock goblin template.

Creating a Rock Goblin

“Rock goblin” is a template that can be added to any humanoid of the goblinoid sub-type. A rock goblin uses all the base creature’s statistics and special abilities except as noted here.

Armor Class: Natural armor increases by +2.

Special Attacks: A rock goblin retains all the special attacks of the base creature, and also gains the following.

Racial Attack Modifiers: Due to special combat training, rock goblins gain a +1 racial bonus to attack rolls against goblinoids, earth creatures and any aberrations with multiple spell-like or supernatural abilities.

Special Qualities: A rock goblin retains all the special qualities of the base creature, and also gains the following.

Proficiencies: Rock goblins are proficient with the light pick, heavy pick and sling.

Dodge Bonus: Rock goblins gain a +4 dodge bonus against creatures with the earth subtype, and against any spell-like or supernatural attacks made by aberrations.

Darkvision: A rock goblin’s darkvision increases by 60 feet.

Stonecunning: Rock goblins gain a +2 racial bonus to checks to notice unusual stonework. Something that isn’t stone but is disguised as stone also counts as unusual stonework. A rock goblin who merely comes within 10 feet of unusual stonework can make a check as though actively searching and can use the Search skill to find stonework traps as a rogue can. A rock goblin can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

Geomancy (Su/Sp): As a supernatural ability, rock goblins rebuke or command earth creatures as an evil cleric rebukes undead. This ability functions as though the rock goblin were a cleric of his total Hit Dice –3 and may be used a total number of times per day equal to 3 + his Charisma modifier.

Additionally, rock goblins gain spell-like abilities as they advance in character level (refer to the corresponding chart). These abilities are cast 1/day as by a druid of the rock goblin’s character level; save DCs are Wisdom-based.

Character Level	Spell Ability Gained
1st	<i>Magic stone</i>
3rd	<i>Soften earth and stone</i>
5th	<i>Stone shape</i>
7th	<i>Spike stones</i>
9th	<i>Wall of stone</i>
11th	<i>Stoneskin</i>
13th	<i>Earthquake</i>
15th	<i>Iron body</i>
17th	<i>Elemental swarm</i> (Cast as earth spell only.)

Saves: Rock goblins receive a +2 racial bonus to saves against magic.

Abilities: Modify from the base creature as follows: +2 Strength, +2 Constitution.

Skills: Rock goblins gain a +5 racial bonus to Climb checks, as well as a +2 racial bonus to Craft or Profession checks that are related to stone or metal.

Feats: Rock goblins gain a bonus Toughness feat.

Environment: Regardless of the original species, rock goblins favor hills, mountains and underground.

Organization: Mining gang (4–9), band (10–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 4th–6th-level sorcerer leader), warband (10–24 plus an earth elemental), or tribe (40–400 plus 1 3rd-level sergeant per 20 adults, 1 or 2 sorcerer or druid lieutenants of 4th–5th level, 1 sorcerer leader of 6th–8th level, 3–5 minor xorns, 1–2 shard spiders, 1–2 thoquua, and 2–4 earth/salt mephits).

Challenge Rating: Same as base creature +1.

Treasure: Standard.

Alignment: Usually neutral evil.

Advancement: Same as the base creature.

Level Adjustment: +1.

Combat

Rock goblins are masters of their terrain and take full advantage of the environment when engaged in conflict. They employ traps and ambushes regularly, and are more strategically minded than other goblins. Many rock goblin tribes enslave “lesser” goblins of other breeds and force them to work and fight at their behest. Mining picks and slings are common rock goblin weapons, being both readily available and implements with which they possess particular skill.

Rock Goblin Characters

A rock goblin’s favored class is sorcerer or druid. Rock goblin leaders tend to be sorcerers specializing in elemental magic. Rock goblins almost universally follow the Titan Golthagga, although some are known to join cults worshipping Thulkas or Mesos.

Elemental Templates

Summoners and their ilk are known for calling upon the denizens of the planes as servants. Relatively common is the knowledge of how to summon creatures from the infernal and celestial

realms. Rarer, however, are those who are able to summon the beings of the elemental planes, or call forth the exemplar creatures of purest order or the pandemoniacal creatures of utter chaos.

Variant Rule: Stacking Templates

Some summoners have been known to summon the very paragons of the planes, those creatures which embody the essences of planar concepts. These beings, which often have multiple templates, are summoned only through the use of powerful arcane spells.

Summoning a templated creature and then adding another template often requires a higher-level *summon monster* spell slot than that normally required to summon that kind of creature. In general, the spell slot required goes up by one for every two points of CR adjustment acquired through applied templates.

Thus, the cleric of Corean who would summon one of the lawful good Owls of Righteousness (celestial owls with the additional template of Exemplar added) from the home realm of Corean may do so as though such a creature were on the *summon monster I* list (no Challenge Rating adjustment), while summoning a lawful good Polar Bear of Righteousness would require casting *summon monster VII* (one spell slot higher due to +2 Challenge Rating adjustment).

Likewise, a Riptide of Manawe (a medium-size water elemental with the Pandemoniac template) is considered to be on the *summon monster V* list (+1 Challenge Rating means that no spell slot increase occurs).

Variant Rule: Stacking Special Abilities

When two special abilities (attacks or qualities) from different templates conflict or overlap, assume that in case of conflict the last template applied takes precedence (Celestial Owl of Righteousness would use conflicting ability from Exemplar template), while with regard to overlapping, both are active at the same time and the more advantageous applies (when resolving effects of a successful attack, apply the damage resistance type which benefits defender more).

Aquan Creatures

Aquan creatures hail from a plane of elemental water variously referred to as the Endless Deep, the Azure Abyss and the Demesnes of the Eternal Whirlpool. Creatures composed entirely of elemental water, Aquan creatures appear as semisolid forms of deep purple-blue liquid, with "eyespot" and other features in lighter or deeper tones about the being's form.

Creating an Aquan Creature

"Aquan" is a template that can be added to any of the following base types: aberration, animal, fey, giant, humanoid, magical beast, monstrous humanoid, plant or vermin (hereafter referred to as the "base creature"). The creature's type changes to Elemental (Water). Those encountered outside of their native plane also gain the Extraplanar subtype. An Aquan creature uses all of the base creature's statistics and special abilities except as noted below.

Hit Dice: The creature's base hit dice changes to d8.

Speed: Swim at a speed equal to normal speed; normal speed for creature is reduced by half.

Special Attacks: An Aquan creature retains all the special attacks of the base creature and also gains the following.

Water Mastery (Ex): An Aquan creature gains a +1 attack and damage bonus, if both it and its opponent touch water. If the opponent or Aquan creature is landbound, the Aquan creature suffers a -4 penalty to attack and damage.

Drench (Ex): The Aquan creature's touch puts out torches, camp fires, exposed lanterns and other open flames of nonmagical origin if the fire is of Large size or smaller. The creature can dispel magical fire it touches, as *dispel magic* cast by a sorcerer whose level equals the Aquan creature's HD total.

Special Qualities: An Aquan creature retains all the special qualities of the base creature and also gains the following.

Elemental Type:

Darkvision out to 60 feet. Immunity to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Cannot be restored to life through

raise dead or resurrect spells. Does not eat, sleep or breathe.

Water Subtype: Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and usually can breathe air as well.

Extraplanar Subtype: A subtype applied to any creature when it is on a plane other than its native plane, i.e., other than listed in Environment entry.

Damage Reduction (Ex): Aquan creatures gain damage reduction based on their Hit Dice:

Hit Dice	Damage Reduction
7 or fewer	—
8–15	5/—
16–23	10/—
24+	15/—

Saves: Same as base creature.

Abilities: Same as base creature.

Skills: Same as base creature. If the Aquan creature has an Intelligence of at least 4, it speaks Aquan.

Feats: Same as base creature.

Climate/Terrain: Any water.

Environment: Endless Deep, also known as the Azure Abyss and the Demesnes of the Eternal Whirlpool (Elemental Plane of Water).

Organization: Same as base creature.

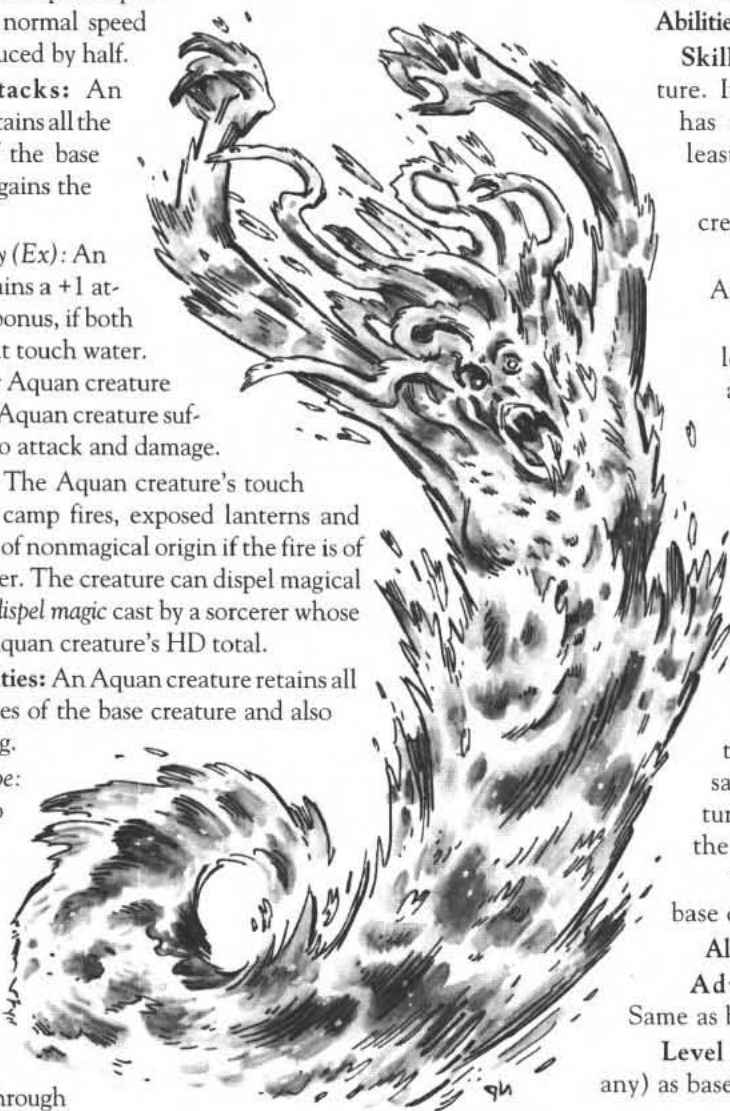
Challenge Rating: Up to 3 HD, same as the base creature. 4 HD to 15 HD, same as the base creature +1. 16 HD+, same as the base creature +2.

Treasure: Same as base creature.

Alignment: Usually neutral.

Advancement Range: Same as base creature.

Level Adjustment: Same (if any) as base creature +2.



Auran Creatures

Auran creatures come from a plane of elemental air, sometimes referred to as the Deepest Sky. These creatures are formed from elemental air, and as such appear as swirling clouds in the base creature's shape.

Creating an Auran

"Auran" is a template that can be added to any aberration, animal, fey, giant, humanoid, magical beast, monstrous humanoid, plant or vermin (hereafter referred to as the "base creature"). The creature's type changes to Elemental (Air). Those encountered outside of their native plane also gain the Extraplanar subtype. An Auran creature uses all of the base creature's statistics and special abilities except as noted below.

Hit Dice: The creature's base hit dice change to d8.

Speed: The creature retains either its normal fly speed or gains Fly 100 feet, whichever is better. Maneuverability becomes perfect. Auran creatures lose other types of movement (if any).

Special Attacks: An Auran creature retains all the special attacks of the base creature and also gains the following.

Air Mastery (Ex): Airborne creatures suffer a -1 penalty to attack and damage rolls against an Auran creature.

Whirlwind (Su): The Auran creature can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the Auran creature can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the Auran creature's size. The Auran creature controls the exact height, but it must be at least 10 feet.

The Auran creature's movement while in whirlwind form does not provoke attacks of opportunity, even if the Auran creature enters the space another creature occupies. Another creature might be caught in the whirlwind if

it touches or enters the whirlwind, or if the Auran creature moves into or through the creature's space.

Creatures one or more size categories smaller than the Auran creature might take damage when caught in the whirlwind (see the table below for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the Auran creature's size (see the table). The save DC is Strength-based.

Creatures trapped in the whirlwind cannot move except to go where the Auran creature carries them or to escape the whirlwind.

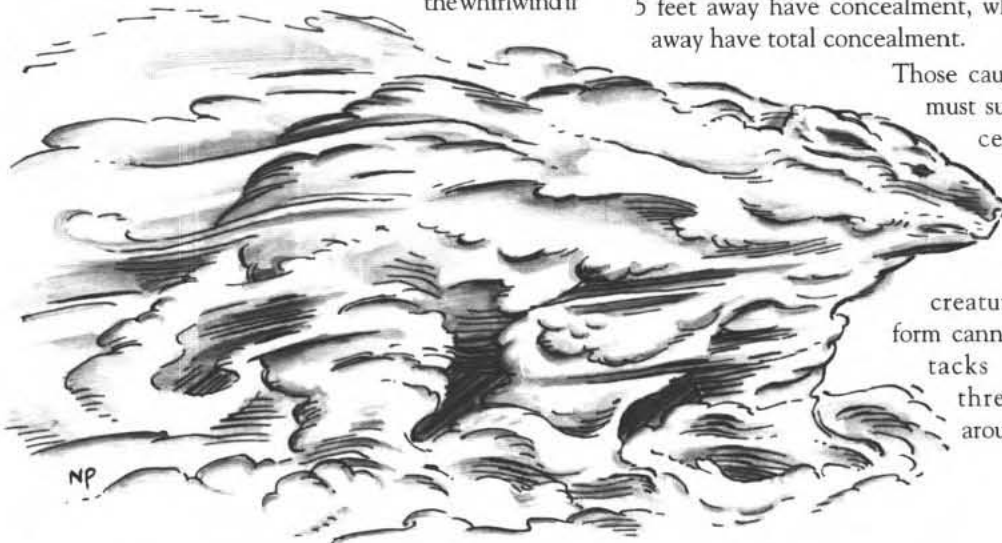
Creatures caught in the whirlwind can otherwise act normally but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The Auran creature can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The Auran creature can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned Auran creature always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the Auran creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An Auran creature in whirlwind form cannot make slam attacks and does not threaten the area around it.



Size	Damage	Height
Fine	1d4-3	10 ft
Diminutive	1d4-2	10 ft
Tiny	1d4-1	10-15 ft
Small	1d4	10-20 ft
Medium	1d6	10-30 ft
Large	2d6	10-40 ft
Huge	2d8	10-50 ft
Gargantuan	2d8	10-60 ft
Colossal	2d8	10-60 ft

Special Qualities: An Auran creature retains all the special qualities of the base creature and also gains the following.

Elemental Type: Darkvision out to 60 feet. Immunity to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Cannot be restored to life through *raise dead* or *resurrect* spells. Does not eat, sleep or breathe.

Air Subtype (adjustments already included in template).

Extraplanar Subtype: A subtype applied to any creature when it is on a plane other than its native plane, i.e., other than listed in Environment entry.

Damage Reduction (Ex): Auran creatures gain damage reduction based on their Hit Dice:

Hit Dice	Damage Reduction
7 or fewer	—
8-15	5/—
16-23	10/—
24+	15/—

Saves: Same as base creature.

Abilities: Same as base creature.

Skills: Same as base creature. If the Auran creature has an Intelligence of at least 4, it speaks Auran.

Feats: Same as base creature.

Climate/Terrain: Any land and air.

Environment: Deepest Sky (Elemental Plane of Air).

Organization: Same as base creature.

Challenge Rating: Up to 3 HD, same as the base creature. 4 HD to 15 HD, same as the base creature +1. 16 HD+, same as the base creature +2.

Treasure: Same as base creature.

Alignment: Usually neutral.

Advancement Range: Same as base creature.

Level Adjustment: Same (if any) as base creature +2.

Exemplar Creatures

Exemplar creatures dwell in the planes of law, although they resemble beings that dwell on the material plane. They are flawless in comparison to their earthly counterparts, and a group of creatures of the same species seen together are often identical. Exemplar creatures are sometimes silver in color and are occasionally mistaken for celestial or half-celestial creatures.

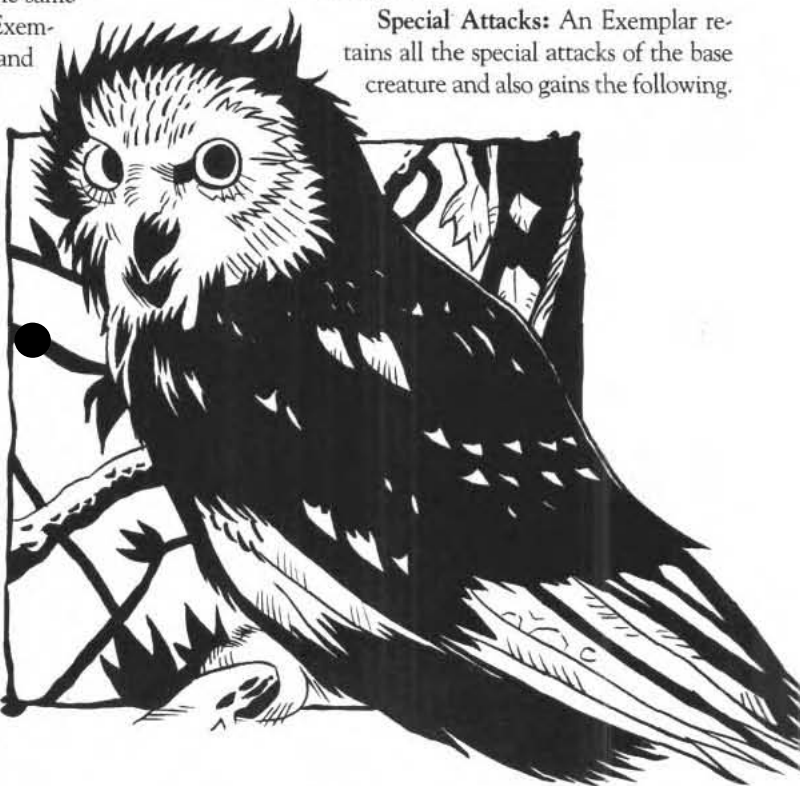
Creating an Exemplar

"Exemplar" is a template that can be added to any corporeal creature of non-chaotic alignment (referred to hereafter as the "base creature"). Animals with this template become magical beasts with the Lawful subtype, while other creatures gain the Augmented and Lawful subtypes. Those encountered outside of their native plane gain the Extraplanar subtype. An Exemplar creature uses all of the base creature's statistics and special abilities except as noted below.

Hit Dice: Same as base creature, but do not roll for hit points. Instead, all exemplar creatures have slightly better than average hit points: creatures with d6 Hit Dice have 4 hp/HD, creatures with d8 have 5 hp/HD, creatures with d10 have 6

hp/HD and creatures with d12 have 7 hp/HD. Thus, all exemplar guardian nagas with 11 Hit Dice have exactly 55 hit points before applying Constitution bonuses.

Special Attacks: An Exemplar retains all the special attacks of the base creature and also gains the following.



Smite Chaos (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+20 maximum) against a foe of chaotic alignment.

Special Qualities: An Exemplar creature retains all the special qualities of the base creature and also gains the following.

Lawful Subtype: A subtype usually applied only to outsiders native to the lawful-aligned planes. Most creatures that have this subtype also have lawful alignments; if their alignments change, however, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields were lawful-aligned (i.e., possessed Axiomatic weapon property).

Extraplanar Subtype: A subtype applied to any creature when it is on a plane other than its native plane, i.e., other than listed in Environment entry.

Darkvision (Ex): Exemplar creatures gain darkvision to 60 feet.

Detect Chaos (Sp): Exemplar creatures gain the ability to detect chaos at will as a spell-like ability. This ability duplicates the effect of the spell *detect chaos*.

Damage Reduction (Ex): See table below. If the base creature already had damage reduction, use either the score from the table or the base creature's score, whichever is higher.

Hit Dice	Damage Reduction
1–3	—
4–7	5/magic
8–11	5/chaotic
12+	10/chaotic

Saves: +4 bonus to Will saves, otherwise same as base creature.

Abilities: Same as base creature.

Skills: Same as base creature.

Feats: Same as base creature.

Climate/Terrain: Same as base creature.

Environment: Any lawful-aligned plane.

Organization: Same as base creature.

Challenge Rating: Same as base creature for creatures up to 3 HD, +1 CR for base creatures of 4 HD to 7 HD, and +2 CR for base creatures of 8 HD or higher.

Treasure: Same as base creature.

Alignment: Always lawful neutral.

Advancement Range: Same as base creature.

Level Adjustment: Same (if any) as base creature +2.

Ignan Creatures

Ignan creatures are summoned from a plane of elemental fire sometimes referred to as the Great Inferno, and appear as flaming versions of the base creatures.

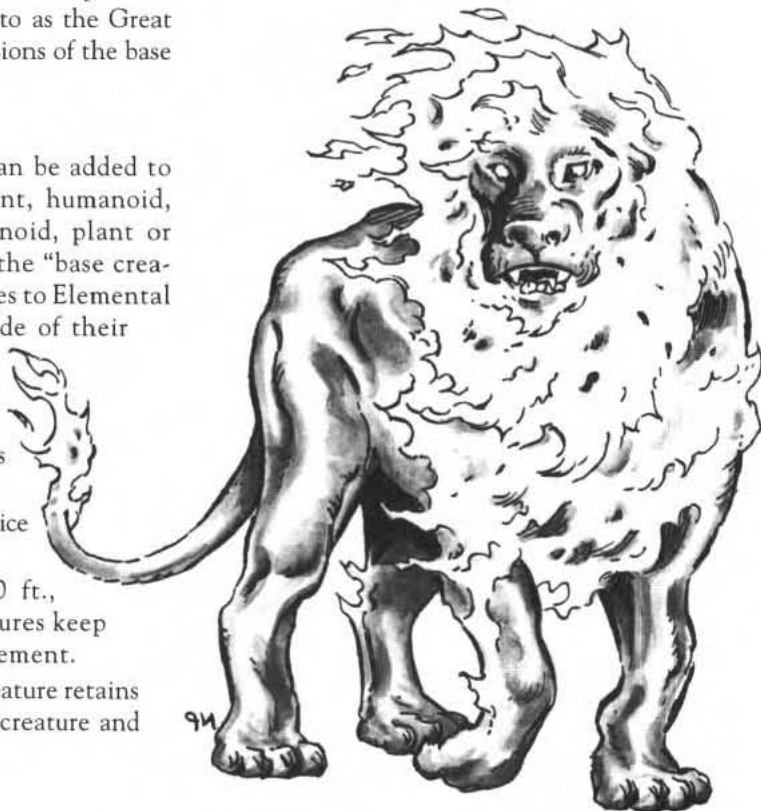
Creating an Ignan

"Ignan" is a template that can be added to any aberration, animal, fey, giant, humanoid, magical beast, monstrous humanoid, plant or vermin (hereafter referred to as the "base creature"). The creature's type changes to Elemental (Fire). Those encountered outside of their native plane also gain the Extraplanar subtype. An Ignan uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: The creature's base hit dice changes to d8.

Speed: Normal speed or 50 ft., whichever is greater. Ignan creatures keep any other previous forms of movement.

Special Attacks: An Ignan creature retains all the special attacks of the base creature and also gains the following.



Burn (Ex): An Ignan creature's attack deals base damage plus fire damage from the creature's flaming body. Those hit by an Ignan creature's attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting an Ignan creature with natural weapons or unarmed attacks take fire damage as though hit by an Ignan creature's attack, and also catch on fire unless they succeed on a Reflex save.

Special Qualities: An Ignan retains all the special qualities of the base creature and also gains the following.

Elemental Type: Darkvision out to 60 feet. Immunity to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Cannot be restored to life through *raise dead* or *resurrect* spells. Does not eat, sleep or breathe.

Fire Subtype: A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed or if the save is a success or failure.

Extraplanar Subtype: A subtype applied to any creature when it is on a plane other than its native plane, i.e., other than listed in Environment entry.

Damage Reduction (Ex): Ignan creatures gain damage reduction based on their Hit Dice:

Hit Dice	Damage Reduction
7 or fewer	—
8–15	5/—
16–23	10/—
24 +	15/—

Saves: Same as base creature.

Abilities: Same as base creature.

Skills: Same as base creature. If the creature has an Intelligence of 4 or higher, it gains the Ignan language.

Feats: Same as base creature.

Climate/Terrain: Any land and underground.

Environment: Great Inferno (Elemental Plane of Fire).

Organization: Same as base creature.

Challenge Rating: Up to 3 HD, same as the base creature. 4 HD to 15 HD, same as the base creature +1. 16 HD+, same as the base creature +2.

Treasure: Same as base creature.

Alignment: Usually neutral.

Advancement Range: Same as base creature.

Level Adjustment: Same (if any) as base creature +2.

Pandemoniac Creatures

Pandemoniac creatures are beings of the chaotic planes and appear just about anywhere without apparent cause. They look like rather garish and strange variations of the base creature, with oddly colored skin/fur/scales, etc, eerie glowing eyes (often of different colors) and the occasional anatomical abnormality. No two creatures in a group will look the same.

Creating a Pandemoniac Creature

"Pandemoniac" is a template that can be added to any corporeal creature of non-lawful alignment (referred to hereafter as the "base creature"). Animals with this template become magical beasts with the Chaotic subtype, while other creatures gain the Augmented and Chaotic subtypes. Those encountered outside of their native plane gain the Extraplanar subtype. A Pandemoniac creature uses

all of the base creature's statistics and special abilities except as noted below.

Special Attacks: A Pandemoniac creature retains all the special attacks of the base creature and also gains the following.

Smite Law (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+20 maximum) against a foe of lawful alignment.

Special Qualities: A Pandemoniac creature retains all the special qualities of the base creature and also gains the following.

Chaotic Subtype: A subtype usually applied only to outsiders native to the chaotic-aligned planes. Most creatures that have this subtype also have chaotic alignments; if their align-



ments change, however, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields were chaotic-aligned.

Extraplanar Subtype: A subtype applied to any creature when it is on a plane other than its native plane, i.e., other than listed in Environment entry.

Darkvision (Ex): Pandemoniac creatures gain darkvision to 60 feet.

Detect Law (Sp): Pandemoniac creatures gain the ability to detect law at will as a spell-like ability. This ability duplicates the effect of the spell *detect law*.

Damage Reduction (Ex): See table below. If the base creature already had damage reduction, use the higher of the two scores, that from the table or the base creature's.

Saves: +4 bonus to Reflex saves, otherwise same as base creature.

Hit Dice	Damage Reduction
1–3	—
4–7	5/magic
8–11	5/lawful
12+	10/lawful

Abilities: Same as base creature.

Skills: Same as base creature.

Feats: Same as base creature.

Climate/Terrain: Same as base creature.

Environment: Any chaotic-aligned plane.

Organization: Same as base creature.

Challenge Rating: Same as base creature for creatures up to 3 HD, +1 CR for base creatures of 4 HD to 7 HD, and +2 CR for base creatures of 8 HD or higher.

Treasure: Same as base creature.

Alignment: Always chaotic neutral.

Advancement Range: Same as base creature.

Level Adjustment: Same (if any) as base creature +2.

Terran Creatures

Terran creatures are from a plane of elemental earth, sometimes referred to as Endless Core. Composed entirely of elemental earth, they appear as blocky versions of the base creatures constructed from dirt, clay or stone. Some powerful Terran creatures may have metallic features as well. Eyes usually appear as shiny pebbles or larger stones, and the creatures' teeth look like jagged rock.

Creating a Terran Creature.

"Terran" is a template that can be added to any aberration, animal, fey, giant, humanoid, magical beast, monstrous humanoid, plant or vermin (hereafter referred to as the "base creature"). The creature's type changes to Elemental (Earth). Those encountered outside of their native plane also gain the Extraplanar subtype. A Terran uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: The creature's base hit dice change to d8.

Speed: Normal speed or 20 feet, whichever is less. Terran creatures lose all other movement types.

Armor Class: Terran creatures gain natural armor based on the following table. This replaces any natural armor bonuses the base creature may have.



Hit Dice	Natural Armor
1-3	+7
4-7	+9
8-15	+10
16-20	+11
21-23	+13
24+	+15

Attacks: Same as base creature.

Damage: Same as base creature.

Special Attacks: A Terran creature retains all the special attacks of the base creature and also gains the following.

Earth Mastery (Ex): A Terran creature gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.

Push (Ex): A terran creature can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the Terran creature's opposed Strength checks.

Special Qualities: A Terran creature retains all the special qualities of the base creature and also gains the following.

Elemental Type: Darkvision out to 60 feet. Immunity to poison, sleep effects, paralysis and stunning. Not subject to critical hits or flanking. Cannot be restored to life through *raise dead* or *resurrect* spells. Does not eat, sleep or breathe.

Earth Subtype: A Terran creature can travel through solid ground and rock (with the exception of metal) as easily as humans walk on the Earth's

surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. A Terran creature can move along the bottom of a body of water but prefers not to.

Extraplanar Subtype: A subtype applied to any creature when it is on a plane other than its native plane, i.e., other than listed in Environment entry.

Damage Reduction (Ex): Terran creatures gain damage reduction based on their Hit Dice:

Hit Dice	Damage Reduction
7 or fewer	—
8-15	5/—
16-23	10/—
24 +	15/—

Saves: Same as base creature, modified as per changes to Abilities.

Abilities: Str +8, Dex —8, Con +4, otherwise as base creature.

Skills: As base creature. Terran creatures with Int 4 or higher gain Terran as a language.

Feats: As base creature.

Climate/Terrain: Any land or underground.

Environment: Endless Core (Elemental Plane of Earth).

Organization: As base creature.

Challenge Rating: Up to 3 HD, same as the base creature. 4 HD to 15 HD, same as the base creature +1. 16 HD+, same as the base creature +2.

Treasure: As base creature.

Alignment: Usually neutral.

Advancement Range: Same as base creature.

Level Adjustment: Same (if any) as base creature +2.

Prodigalist

Most arcane casters work to improve their knowledge of the arcane to cast ever more potent spells. The prodigalist, on the other hand, strives to understand the magics that link master and familiar. With understanding comes mastery, enabling the prodigalist to strengthen this bond, twist it and even split it into multiple channels. Though not as skilled at casting spells as their fellow mages, prodigalists show a mastery of their familiars second to none, and their companions are far more potent than those of other mages.

The prodigalist's pursuits have caused some debate among arcane circles, particularly among those who believe that a caster bonds with a single soul that inhabits each familiar he has throughout his career. If the caster bonds with but a single soul, how can a prodigalist summon multiple familiars? Prodigalists who also subscribe to this theory observe that they merely split the single soul into multiple familiars' bodies.

Use in Other Campaigns: The prodigalist works well in other campaign settings. Perhaps casters and familiars in other worlds share some distant ancestry of dragon-blooded lineage that permits multiple bonds. Perhaps the notion of reincarnated souls is true in this world. Whatever the case, it's a simple matter to peel away Scarred Lands-specific details and you have a prestige class that offers an interesting character development path in any high-magic campaign.

Hit Die: d4

Requirements

To qualify to become an prodigalist, a character must fulfill all the following criteria:

Feats: Any four feats with the "channeler" prerequisite

Skills: Knowledge (arcana) 8 ranks, Knowledge (nature) 2 ranks

Special: Character must be a channeler; character must have a living familiar.

Class Skills

The prodigalist class skills (and the key ability for each) are Concentration (Con), Craft (Int), Decipher Script (Int), Handle Animal (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Profession (Wis), Spellcraft (Int) and Survival (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the prodigalist prestige class.

Weapons and Armor Proficiency: The prodigalist gains no proficiency with any weapons or armor. Armor of any type interferes with the prodigalist's arcane gestures, which can cause her spells to fail (if those spells have somatic components). Being a channeler, a prodigalist does not suffer from arcane heat if one of her familiars is within 5 feet, and therefore does not suffer the *additional* spell-failure chance common to other arcane casters in the Scarred Lands.

Spells per Day: At 2nd and 4th level, the prodigalist gains new spells per day (and new spells known, if applicable) as if she had also gained a level in an arcane spellcasting class she belonged to before adding the prestige class. She does not gain any other benefit for a character of that class other than an increased effective level of spellcasting and any benefits noted below. If a character had more than one arcane spellcasting class before becoming a prodigalist, she must decide to which class she adds the new level for purposes of determining spells per day. She may not choose to devote these extra spells to a divine spellcasting class.

Familiar Improvement: Every level of the prodigalist class stacks with sorcerer or wizard levels for determining the effective class level of the character's primary familiar. Thus, a Wiz7/Prd3 has a familiar with abilities equal to those of a 10th-level wizard's familiar.

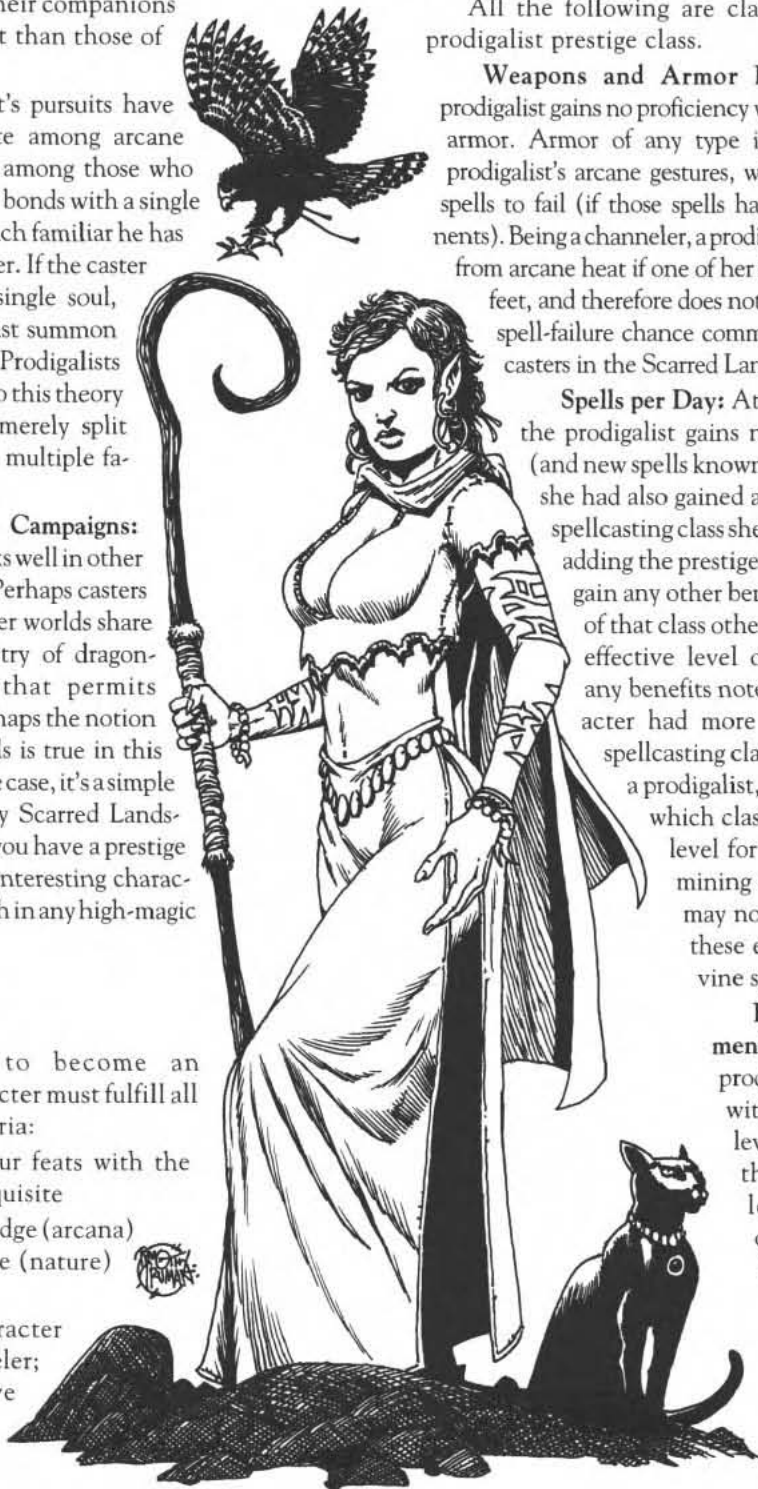


Table A1-3: Prodigalist (Prd)

Class Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Bonus feat, familiar improvement, multiple familiar 1	
2nd	+1	+0	+0	+3	Bonus feat	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Bonus feat, multiple familiar 2	
4th	+2	+1	+1	+4	Bonus feat	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Bonus feat, multiple familiar 3	

Bonus Feats: The prodigalist gains a bonus familiar feat at every level. These feats must be chosen from the familiar feats listed above, and the prodigalist must meet all the prerequisites as normal.

Multiple Familiars: At 1st, 3rd and 5th level, the prodigalist gains the ability to call additional familiars. These familiars are identical to "normal" familiars in all respects, except as described below. They grant all the standard abilities for their effective level, they cost experience points if they are slain, and it requires a year and a day to replace one of them.

Lower Effective Level: Subtract from the familiar's total effective level the prodigalist class level at which the character gained the familiar. For instance, a 10th-level character has one familiar (her very first, gained when she became a wizard) at 10th level of ability and function. She has a second familiar at 9th level of ability (the one gained as a 1st-level prodigalist), and a third at 7th level of ability (the one gained as a 3rd-level prodigalist). This impacts such details as the familiar's natural armor bonus, its Intelligence and which familiar abilities it grants.

If a familiar is slain, the status of the other familiars does not change. Rather, the new one the prodigalist can summon in a year and a day takes the slain familiar's "rank" in terms of level.

Share Spells: The prodigalist's share spells ability works on all her familiars at once, if she chooses it to do so. Each can deliver a touch attack (or other spells, if she has the Spell Carrier feat), though she still has the same number of total charges as if she were a standard caster. Further, any spell she casts on one familiar — such as *shield familiar* — she may choose to affect all of them, at no extra cost.

Channeling: Each time the prodigalist gains a new familiar, she must choose a different spell school in which to gain her +1 bonus; she cannot stack two such effects on a single school. While she loses that +1 bonus if the familiar that grants it is more than 100 feet away or killed, she suffers the -1 penalty to all schools if *all* her familiars are more than 100 feet away or killed. She still loses double the normal experience for *each* familiar slain.

The Effect of Feats: Any feat with the "channeler" prerequisite affects all the character's familiars, no matter when she called them. Any other familiar-related feat affects only those familiars she had at the time she purchased the feat. Thus, if a character purchased the Improved Scent feat before becoming a prodigalist, only her original familiar has Improved Scent. All her familiars still benefit from her channeling feats.

Exception: If the prodigalist wants more than one "improved" familiar, she must buy the Improved Familiar feat for each one individually.

Shadow-walker

Deep in the shadows of the Scarred Lands, a hidden war rages. Silent and unseen, it is a crusade born in darkness where the shadows themselves are the most potent weapon. A war of vengeance, it is a bitter and unrelenting campaign that pits the most faithful servants of the goddess Drendari, the shadow-walkers, against Drendari's most hated enemies — the penumbral lords.

The shadow-walkers' greatest weapons in the war against the penumbral lords have long been stealth, cunning and subterfuge. As potent as these tools are, they are not always enough when battling a cabal of mages who command the shadows themselves. Realizing this, the pragmatic goddess Drendari has taught some of her most devout followers the powers that the penumbral lords and the slarecians failed to steal from her so long ago. To some, Drendari teaches the secret of the shadowdance; these become her shadowdancers. To a few others, however, Drendari reveals deeper secrets. These become her true Walkers-in-Shadow, lieutenants in the secret war against the hated penumbral lords.

Use in Other Campaigns: This class could be used to represent the specialized priesthood of any deity whose sphere of influence is darkness, illusions, shadows or thievery. By changing the class requirements, it could similarly be used to represent a specialized guild of spies or thieves with a mystical bent. It would also be a good choice in any campaign that prominently features an evil deity associated with darkness to represent the order diametrically opposed to that deity.

Hit Die: d6

Requirements

To qualify to become a shadow-walker, a character must fulfill all the following criteria:

Alignment: Any chaotic

Deity: Drendari (or any chaotic deity)

Feats: Skill Focus (Bluff, Disguise, Hide or Move Silently)

Skill: Bluff or Disguise 7 ranks, Hide 7 ranks, Knowledge (religion) 4 ranks, Move Silently 7 ranks

Spellcasting: The ability to cast *darkness* and at least one other spell with either the [darkness] descriptor or belonging to the Shadow subschool

Class Skills

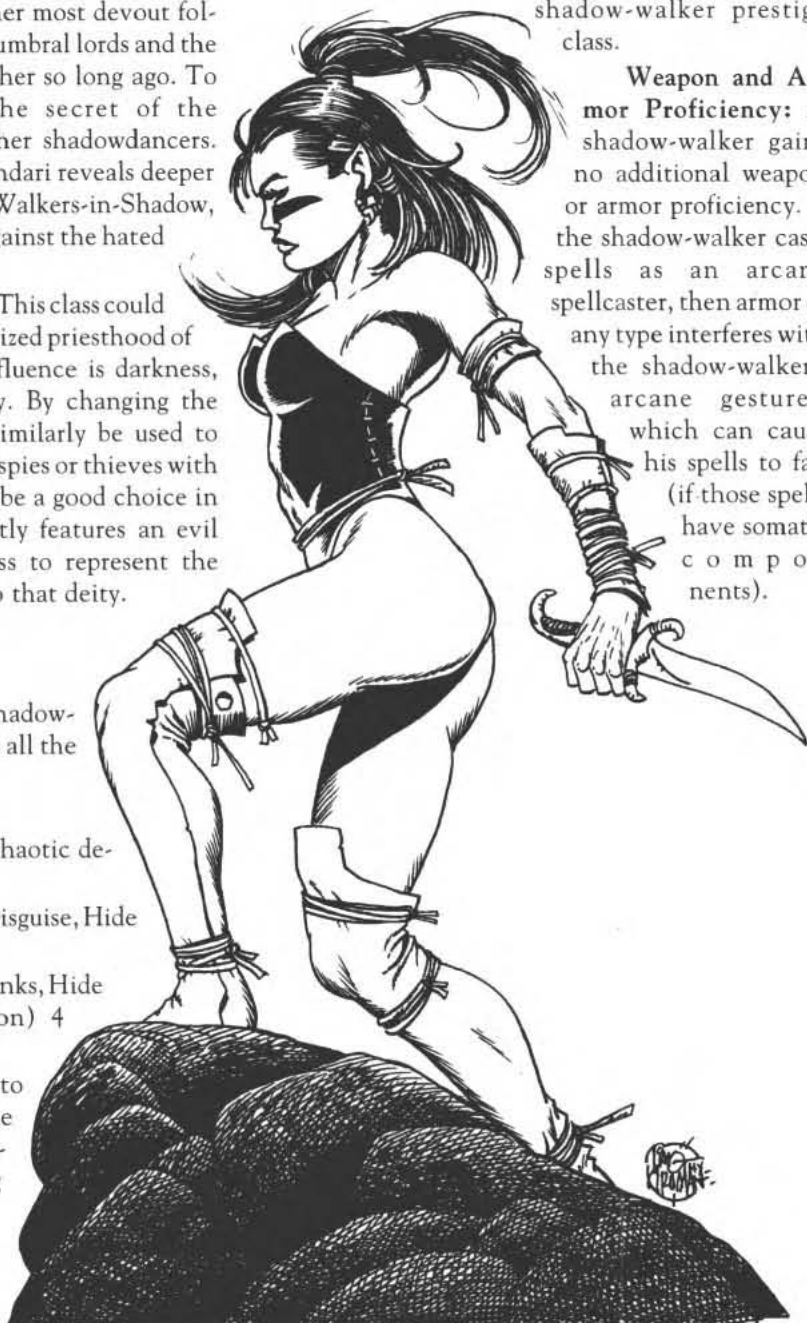
The shadow-walker's class skills (and the key ability for each) are Balance (Dex), Bluff (Cha), Concentration (Con), Disguise (Cha), Gather Information (Cha), Hide (Dex), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis) and Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the shadow-walker prestige class.

Weapon and Armor Proficiency: A shadow-walker gains no additional weapon or armor proficiency. If the shadow-walker casts spells as an arcane spellcaster, then armor of any type interferes with the shadow-walker's arcane gestures, which can cause his spells to fail (if those spells have somatic components).



Spells per Day: Beginning at 2nd level, and then again at every even level thereafter, a shadow-walker gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class was used to meet the prestige classes prerequisites. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). Levels in this class do stack for the purposes of familiar advancement. Shadow-walker class levels do, however, stack with bard levels when determining the number of times per day a character can use bardic music abilities, though not with regard to which bardic music abilities the character gains.

If a character had more than one applicable spellcasting class before he became a shadow-walker, he must decide to which class he adds each level of shadow-walker for purposes of determining spells per day.

Darkvision (Ex): A shadow-walker can see in the dark as though she were permanently under the effects of a *darkvision* spell. If a shadow-walker already has darkvision (because of a previous class feature or racial ability, for example), the range of the shadow-walker's darkvision is doubled.

Gifts of Drendari: Beginning at 1st level, and at each odd-numbered level thereafter, the shadow-walker may choose a Gift of Drendari (see Table A1-4: The Gifts of Drendari). Add the character's shadow-walker levels to her spellcasting ability modifier (Intelligence for wizards, Wisdom for clerics, etc.) to determine which gift she may choose. She may not choose a gift whose number is greater than the sum of her levels in this prestige class and spellcasting ability modifier. Note that only the character's base spellcasting ability is used to determine blessings; bonuses gained from magic items and the like do not count toward this ability.

Table A1-4: The Gifts of Drendari

Level + Ability Modifier	Gift
1-5	Shadow-walk
6-7	Shadowcall
8-9	Shadowsong
9-10	Shadowdance
11-12	Shadowblade
12-13	Shadowspell
14+	Shadowbane

Granted Domain (Su): At 2nd level, the shadow-walker is given access to one of Drendari's domains, gaining the bonus domain spells for each spell level known (clerics do not, however, gain

additional bonus domain spells). Drendari's domains are Entrancement and Shadow. A cleric of Drendari, because she already has access to both of these domains, gains the ability to spontaneously cast spells of one of these two domains (player's choice). The cleric can thereafter "lose" any prepared spell that is not a domain spell in order to cast a spell of this granted domain provided the spell being cast is of the same spell level or lower.

Shadow Defense (Ex): Beginning at 2nd level, the shadow-walker gains a bonus on saving throws against spells with the [darkness] descriptor, as well as all spells from the Shadow subschool. This bonus starts at +1 and increases by an additional +1 at each even level.

Improved darkvision (Ex): At 4th level, a shadow-walker's darkvision becomes more potent. Now she may see even in magical darkness and she cannot be blinded by magical light.

Ex-Shadow-walkers: A shadow-walker who becomes non-chaotic cannot gain new levels as a shadow-walker but retains all class abilities. Those who drift too far from Drendari's own outlook soon lose her favor.

Shadow-walk (Ex): The shadow-walker gains a sacred bonus on all Hide and Move Silently skill checks equal to his class level.

Shadowcall (Sp): The shadow-walker can cast *deeper darkness* a number of times per day equal to his class level.

Shadowsong (Sp): Some shadow-walkers learn to mimic the haunting voice of their patron. Once per day per class level a shadow-walker with this gift may sing a *charming song*. This song acts as a *charm person* spell cast at the shadow-walker's caster level (Save DC = caster level + Cha bonus), except that it affects everyone who can hear it.

Shadowdance (Ex): The shadow-walker gains his choice of one class feature of the shadowdancer prestige class (see DMG, Chapter 6, Prestige Classes), though he may not choose any ability gained at a shadowdancer level higher than his levels in the shadow-walker prestige class. The shadow-walker gains all the benefits of this class feature as if he were a shadowdancer of the same class level. For example, a 6th-level shadow-walker who has chosen to take shadow jump as a class feature may use his shadow jump ability to range of 40 feet. This gift may be taken multiple times.

Shadowblade (Sp): Once per day per class level, a shadow-walker with this gift can summon a *shadowblade* as the spell (see **Relics & Rituals**).

Shadowspell (Su): A shadow-walker with this gift can channel the power of shadow itself into spells the shadow-walker did not prepare ahead of time. The shadow-walker can "lose" any prepared

Table A1—5: Shadow-walker (Shw)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Darkvision, Gift of Drendari	
2nd	+1	+0	+3	+3	Granted domain, shadow defense +1	+1 level of existing spellcasting class
3rd	+2	+1	+3	+3	Gift of Drendari	
4th	+3	+1	+4	+4	Improved darkvision, shadow defense +2	+1 level of existing spellcasting class
5th	+3	+1	+4	+4	Gift of Drendari	
6th	+4	+2	+5	+5	Shadow defense +3	+1 level of existing spellcasting class
7th	+5	+2	+5	+5	Gift of Drendari	
8th	+6	+2	+6	+6	Shadow defense +4	+1 level of existing spellcasting class
9th	+6	+3	+6	+6	Gift of Drendari	
10th	+7	+3	+7	+7	Shadow defense +5	+1 level of existing spellcasting class

spell that is not a domain spell in order to cast any spell from the Shadow subschool or any spell with the [darkness] descriptor provided that spell is of the same spell level or lower.

Shadowbane (Sp): Drendari grants her favored servants mastery over shadows and shadow magic unknown to even the penumbral lords. *Shadowbane* has a range of touch and two effects. First, if used to counter a spell of the Shadow

subschool or a spell with the [darkness] descriptor, this ability acts as a *greater dispel magic* spell cast at the shadow-walker's caster level. Second, if used against a creature with the darkness or shadow subtype, such a creature is affected as if it were an evil creature targeted by a *dispel evil* spell cast at the shadow-walker's caster level. A shadow-walker may use this ability a number of times per day equal to her class level.

Zathiskan Binder

While the practice of summoning and binding genies faded with the glory of the Eight Victors, the binding arts themselves never did, at least not in Zathiske. Now, with the opening of the great seals and the return of the mighty genies from beyond, the Zathiskan tradition of the genie-binder is alive and well once more — for good or ill.

While the binding art was never practiced in great numbers (even in Zathiske), the enduring appeal always lay in its accessibility. Any mortal who studied the Suleimanic Code and mastered enough of the ebb and flow of magical energy in the world could grasp the core tenets of the binding arts and thereby embark upon the path of the Zathiskan binder. Given the delicate nature of the art, however, never much more than a thin margin for error existed, and Zathiskan legends are full of cautionary tales of fledgling binders who overstepped their bounds and in so doing opened themselves to the ire of those they would bind into service (especially the efreeti, who are known for their unforgiving tempers). Thus, when one encountered a truly advanced binder, one could be sure that the binder had attained his position through sheer skill (and should thus act accordingly).

Given the rather broad requirements, modern genie-binders can be found among any number of character types and personas. While it is true that the majority of binders hail from the ranks of sorcerers and wizards, it is just as easy for bards, cler-

ics and even druids to embark upon the path. All one needs to take those first steps is a mastery of the Code, a working knowledge of magic ... and a strong will.

Use in Other Campaigns: The Zathiskan binder is placed easily into another campaign setting where genies may be summoned and bound, with a simple change in name.

Hit Die: d6



Requirements

To qualify to become a Zathiskan binder, a character must fulfill all the following criteria:

Feat: Spell Focus (Conjuration)

Skill: Concentration 8 ranks, Knowledge (the planes) 4 ranks

Spells: The character must be able to cast 1st-level spells of any kind.

Class Skills

The Zathiskan binder's class skills (and the key ability for each) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Sense Motive (Wis) and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Zathiskan binder prestige class.

Weapon and Armor Proficiency: Zathiskan binders gain no extra weapon or armor proficiencies.

Genie Magic: At 1st, 3rd, 6th and 9th level, a Zathiskan binder gains the ability to call upon servitor genie-kin from a different elemental plane. This ability effectively grants the character one additional spell slot of each level per day, but these extra spells take the form of a summoned minor genie, who arrives in a puff of smoke to instantly deliver the desired spell on behalf of the caster. This spell must come from the lists associated with the binder's selected elements (see Table A1–6: Genie Magic), meaning he may call upon but a single spell of each level until he chooses his second element at 3rd level. For all intents and purposes, a genie spell is treated as though cast directly by the caster, with the exception of alignment; in this regard, the spell is treated as being the alignment of whatever genie kind granted it (chaotic good for air, lawful evil for fire, etc.). Calling such a servitor to one's side is a free action, whereupon the creature immediately releases any spell it can grant (of a level the character can cast), at the binder's command. Each time this class feature is gained, the character may choose a different element, until all four are acquired upon reaching 9th level.

Suleiman's Will (Su): At 2nd level, the binder gains an inborn resistance to the spells and spell-like abilities of all genies. Against such powers, the binder is treated as having spell resistance equal to 10 + character level + Charisma modifier. The character also receives a +2 bonus to all skill and ability checks with genies.

When the Zathiskan binder reaches 7th level, this unique spell resistance increases by 10 and the skill/ability bonuses regarding genies increase to +4.

Binding Finesse: At 4th level, a Zathiskan binder receives a free Summoning feat of his choice. He may apply this feat to any genie he summons of his own accord. In addition, any spells he casts are treated as having the Spell Focus feat (granting them a +1 to the save DC), but only where genies are concerned. This ability stacks with the actual Spell Focus feat and applies to genie summonings as well (whether gained through this class or via other means).

When the character reaches 9th level, his mastery of genie summoning and binding is nearly complete. He gains another free Summoning feat, and all spells he casts are now treated as having the Greater Spell Focus feat (granting a total of +2 to the save DC) where genies are concerned. Thus, if a 9th-level binder who actually possesses Greater Spell Focus is using a spell of his selected school against a genie, the genie's DC to resist would be made at +4.

Summon Genie (Su): By the time a binder reaches 5th level, he has learned the secrets of summoning true genies to do his bidding. Even if the binder does not know any traditional summoning spells or have a copy of the Code with him, he may conduct a ritual that involves speaking from memory the secret names of binding in conjunction with select verses of power from the Code. At the end of this rite (which takes a full minute), a genie of the desired type — dao, djinn, efreet or marid — will appear before the binder. The binder can summon any genie of equal or fewer hit dice than himself without need for a roll. Attempting to

Table A1–6: Genie Magic

Level	Air	Earth	Fire	Water
1st	<i>obscuring mist</i>	<i>magic stone</i>	<i>burning hands</i>	<i>create water</i>
2nd	<i>levitate</i>	<i>soften earth and stone</i>	<i>scorching ray</i>	<i>fog cloud</i>
3rd	<i>wind wall</i>	<i>stone shape</i>	<i>fireball</i>	<i>sleet storm</i>
4th	<i>solid fog</i>	<i>spike stones</i>	<i>wall of fire</i>	<i>wall of ice</i>
5th	<i>cloudkill</i>	<i>wall of stone</i>	<i>flame strike</i>	<i>ice storm</i>
6th	<i>chain lightning</i>	<i>flesh to stone</i>	<i>fire seeds</i>	<i>cone of cold</i>
7th	<i>reverse gravity</i>	<i>earthquake</i>	<i>fire storm</i>	<i>acid fog</i>
8th	<i>whirlwind</i>	<i>repel metal or stone</i>	<i>incendiary cloud</i>	<i>horrid wilting</i>
9th	<i>wish</i>	<i>wish</i>	<i>wish</i>	<i>wish</i>

Table A1-7: Zathiskan Binder (Zbr)

Class Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Genie magic (1st)	+1 level of existing class
2nd	+1	+0	+0	+3	Suleiman's will I	+1 level of existing class
3rd	+1	+1	+1	+3	Genie magic (2nd)	+1 level of existing class
4th	+2	+1	+1	+4	Binding finesse I	+1 level of existing class
5th	+2	+1	+1	+4	Summon genie	+1 level of existing class
6th	+3	+2	+2	+5	Genie magic (3rd)	+1 level of existing class
7th	+3	+2	+2	+5	Suleiman's will II	+1 level of existing class
8th	+4	+2	+2	+6	Binding finesse II	+1 level of existing class
9th	+4	+3	+3	+6	Genie magic (4th)	+1 level of existing class
10th	+5	+3	+3	+7	Genie mastery	+1 level of existing class

summon more powerful genies requires an opposed Charisma check. If the binder attempts to summon a specific genie, that genie still receives a Will save.

Unlike standard summoning rites, genies summoned through the power of a Zathiskan binder's call cannot resist his request nor demand payment for services rendered (although the wise binder will offer something in return, just the same). Otherwise, all aspects of the summoned genie's period of service apply as normal. A Zathiskan binder may only have one genie bound into his service at a time.

Genie Mastery: Upon reaching 10th level, a Zathiskan binder has become a true master of the ancient secrets of summoning and binding genies. He can effectively take 20 on any skill checks involving or pertaining to genies. In addition, a binder this powerful can bind a genie to a place or item permanently. Once a genie is bound permanently, the binder is free to summon or otherwise bind another genie. A given binder cannot have more genies bound permanently at any one time than his Charisma modifier. If he reaches this limit and wishes to bind another genie permanently, he must first release one of the others.

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