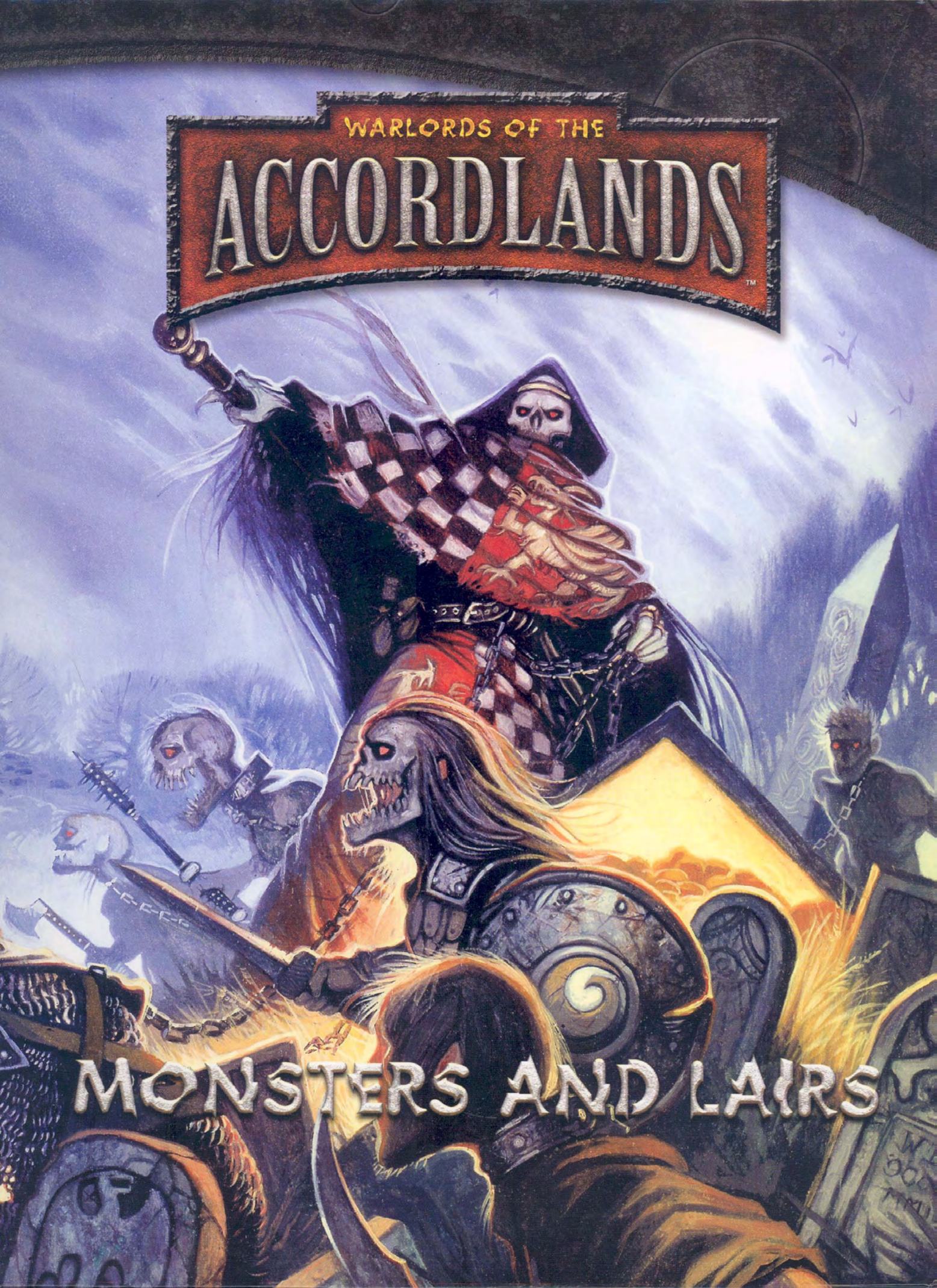
WARLORDS OF THE
ACCORDLANDS
MONSTERS AND LAIRS

WARLORDS OF THE ACCORDLANDS

Monsters & Lairs

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Introduction

We looked to the skies and waited. For the first time in our lives — the first time in centuries, the sages assured us (for the sages still lived in those days) — all three moons were full, visible both day and night. They moved slowly towards a single point. An eclipse was inevitable, but which would dominate the night sky when it happened? And what events did the moons' alignment foretell?

The answer terrified us. The blood moon Bascaron dominated the eclipse, and destruction inevitably followed. The city of Mourn was destroyed in the instant the moon's shadow fell upon it. The Shattered Lands trembled before its anger, and in that instant everyone knew that this was not the first time. Those lands had been destroyed not by the passing of the Dragon, but by the power of the moons. When it was over, we knew they would come. A new horde of monsters created by the Blood Moon, hungry and mad, wanting only to inflict the pain they felt on the peoples of the Lands of the Accord.

This book, Monsters & Lairs, describes the monsters unique to the Lands of the Accord. While the powers of the Storm, the Abyss, and the Blood Moon create monsters similar to those in other fantasy worlds, heroes in the Accordlands must also face brand-new horrors.

Alongside the monster descriptions are dozens of mini-adventures and lairs. These places where monsters might be encountered help the GM flesh out the world, and provide adventure hooks between major sessions of campaign play. In some cases we have presented the Accordlands version of monsters found in the Monster Manual™. These entries point up the differences between the stock monster and the Accordlands version, or provide a quick reference when accompanied by a lair.

At the end of the book, there are several appendices. They contain information on unusual PC races, templates for important subtypes like the terrifying, immortal elven Severed undead and the Devenian Stormborn, and instructions for creating NPC characters. Sometimes, the scariest monster is the adventurer right at your side.

New Subtypes

Abyssal

Similar to demons, Abyssal creatures are entities of great power and absolute evil. Created by feeding on the eternal corpse of the first Dragon, they have mutated beyond comprehension. These beasts are often highly intelligent and exceptional magic-users, with innate abilities and a thirst for torment. They seek only to reach the upper world, climbing out of the deep Abyss, and to destroy all life in the Lands of the Accord. See "Abyssal Traits" on page 20 [well, it was on page 20 in the original document pagination] for a full list of the Abyssal subtype's effects.

Bascaron

The moon known as Bascaron is a titanic spiritual presence hovering on the edge of reality. When it comes into phase with the world, its touch is lethal and vicious. It is an evil force with godlike power, the creator of the Shattered Lands. However, Bascaron is not sentient, and its evil is the viciousness of a natural predator. Those creatures touched by Bascaron are vicious and cruel, and gain strength when the moon is near. They are weak during the day, when Bascaron is far from them, but at night, they gain twice their usual hit points, and can be harmed only by cold iron. They are always evil, unless otherwise noted in their creature description.

Severed

The Severed are those elven undead created by necromancy that keep their old personalities and control over their bodies and minds. Unlike normal undead, Severed almost always create themselves, achieving immortality by literally severing themselves from the course of time and the passage of life. Like undead, they are no longer 'alive', but unlike most undead, they are fully sentient, aware, and cannot be controlled by magic that would usually dominate an undead's actions. Spells such as animate dead cannot animate or destroy them, and raise dead does not affect them. Halt undead and control undead have no effect on the Severed. The Severed gain a +4 bonus to all turn resistance checks.

Stormborn

Certain creatures are born of the entity known as the Storm. It exists on the edge of life and death, half physical and half ethereal. Its extensions into the mortal world take many forms. Without a true physical presence, the Stormborn are difficult to hit, but their magic and freezing touch can cause great damage to their foes. Magic can harm these creatures normally, as can truly enchanted weapons, but neither blessed nor normal weapons cause them harm. Many of them cannot abide the touch of the ground, and take damage for each round in which they are forced to keep contact with stone or earth.

Reading the Entries

Each monster description is organized in the same general format, as outlined below.

Statistics Block

This portion of a monster description contains basic game information on the creature.

Name

This is the name by which the creature is generally known. The descriptive text may provide other names.

Size and Type: This line describes the creature's size. A size modifier applies to the creature's Armor Class (AC) and attack bonus, as well as to certain skills. A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight (see Space/Reach, below).

The size and type line continues with the creature's type. Type determines how magic affects a creature. Type determines certain features, such as Hit Dice size, base attack bonus, base saving throw bonuses, and skill points.

Hit Dice: This line gives the creature's number and type of Hit Dice, and lists any bonus hit points. A parenthetical note gives the average hit points for a creature of the indicated number of Hit Dice. A creature's Hit Dice total is also treated as its level for determining how spells affect the creature, its rate of natural healing, and its maximum ranks in a skill.

Initiative: This line gives the creature's modifier on initiative checks.

Speed: This line gives the creature's tactical speed on land (the amount of distance it can cover in one move action). If the creature wears armor that reduces its speed, the creature's base land speed follows.

If the creature has other modes of movement, these are given after (or in place of) the land speed. Unless noted otherwise, modes of movement are natural (not magical).

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

A creature's armor proficiencies (if it has any) depend on its type, but in general a creature is automatically proficient with any kind of armor it is described as wearing (light, medium, or heavy), and with all lighter kinds of armor.

Base Attack/Grapple: The number before the slash on this line is the creature's base attack bonus (before any modifiers are applied). This number won't often be used, but it can be handy sometimes, especially if the creature has the Power Attack or Combat Expertise feats.

The number after the slash is the creature's grapple bonus, which is used when the creature makes a grapple attack or when someone tries to grapple the creature. The grapple bonus includes all modifiers that apply to the creature's grapple checks (base attack bonus, Strength modifier, special size modifier, and any other applicable modifier, such as a racial bonus on grapple checks).

Attack: This line shows the single attack the creature makes with an attack action. In most cases, this is also the attack the creature uses when making an attack of opportunity as well. The attack line provides the weapon used (natural or manufactured), attack bonus, and form of attack (melee or ranged). The attack bonus given includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. If the creature uses natural attacks, the natural weapon given here is the creature's primary natural weapon. If the creature has several different weapons at its disposal, the alternatives are shown, with each different attack separated by the word "or." A creature can use one of its secondary natural weapons when making an attack action, but if it does it takes an attack penalty, as noted in the Full Attack section below. The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

Full Attack: This line shows all the physical attacks the creature makes when it uses a full-round action to make a full attack. It gives the number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged). The first entry is for the creature's primary weapon, with an attack bonus including modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. The remaining weapons are secondary, and attacks with them are made with a −5 penalty to the attack roll, no matter how many there are. Creatures with the Multiattack feat take only a −2 penalty on secondary attacks. The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

A creature's primary attack damage includes its full Strength modifier (1-1/2 times its Strength bonus if the attack is with the creature's sole natural weapon) and is given first. Secondary attacks add only 1/2 the creature's Strength bonus and are given second in the parentheses.

If any attacks also have some special effect other than damage, that information is given here.

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

Manufactured Weapons: Creatures that use swords, bows, spears, and the like follow the same rules as characters do. The bonus for attacks with two-handed weapons is 1-1/2 times the creature's Strength modifier (if it is a bonus), and is given first. Offhand weapons add only 1/2 the Strength bonus and are given second in the parentheses.

Space/Reach: This line describes how much space the creature takes up on the battle grid and thereby needs to fight effectively, as well as how close it has to be to threaten an opponent. The number before the slash is the creature's space, or how many feet one side of the creature occupies. The number after the slash is the creature's natural reach. If the creature has exceptional reach due to a weapon, tentacle, or the like, the extended reach and its source are noted in parentheses at the end of the line.

Special Attacks and Special Qualities: Many creatures have unusual abilities. A monster entry breaks these abilities into special attacks and special qualities. The latter category includes defenses, vulnerabilities, and other special abilities that are not modes of attack. A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su). Additional information (when needed) is provided in the creature's descriptive text.

When a special ability allows a saving throw, the kind of save and the save DC is noted in the descriptive text. Most saving throws against special abilities have DCs calculated as follows: 10 + 1/2 the attacker's racial Hit Dice + the relevant ability modifier.

The save DC is given in the creature's description along with the ability on which the DC is based.

Saves: This line gives the creature's Fortitude, Reflex, and Will save modifiers.

Abilities: This line lists the creature's ability scores, in the customary order: Str, Dex, Con, Int, Wis, Cha. Except where noted otherwise, each creature is assumed to have the standard array of ability scores before racial adjustments (all 11s and 10s). To determine any creature's racial ability adjustments, subtract 10 from any even-numbered ability score and subtract 11 from any odd-numbered score. (Exceptions are noted in the Combat section of a creature's descriptive text.)

Strength: Quadrupeds can carry heavier loads than bipeds can. Any creature with four or more motive limbs can carry a load as a quadruped, even if it does not necessarily use all the limbs at once.

Intelligence: A creature can speak all the languages mentioned in its description, plus one additional language per point of Intelligence bonus. Any creature with an Intelligence score of 3 or higher understands at least one language (Common, unless noted otherwise).

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0.

Skills: This line gives the creature's skills, along with each skill's modifier (including adjustments for ability scores, armor check penalties, and any bonuses from feats or racial traits). All listed skills are class skills, unless the creature has a character class (noted in the entry). A creature's type and Intelligence score determine the number of skill points it has.

The Skills section of the creature's description recaps racial bonuses and other adjustments to skill modifiers for the sake of clarity; these bonuses should not be added to the listed skill modifiers.

An asterisk (*) beside the relevant score and in the Skills section of the descriptive text indicates a conditional adjustment, one that applies only in certain situations.

Feats: The line gives the creature's feats. A monster gains feats just as a character does. Sometimes a creature has one or more bonus feats, marked with a superscript B (B). Creatures often do not have the prerequisites for a bonus feat. If this is so, the creature can still use the feat. If you wish to customize the creature with new feats, you can reassign its other feats, but not its bonus feats. A creature cannot have a feat that is not a bonus feat unless it has the feat's prerequisites.

Environment: This line gives a type of climate and terrain where the creature is typically found. This describes a tendency, but is not exclusionary.

Organization: This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. If the organization line contains the term "domesticated," the creature is generally found only in the company of other creatures, whom it serves in some capacity.

Challenge Rating: This shows the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty.

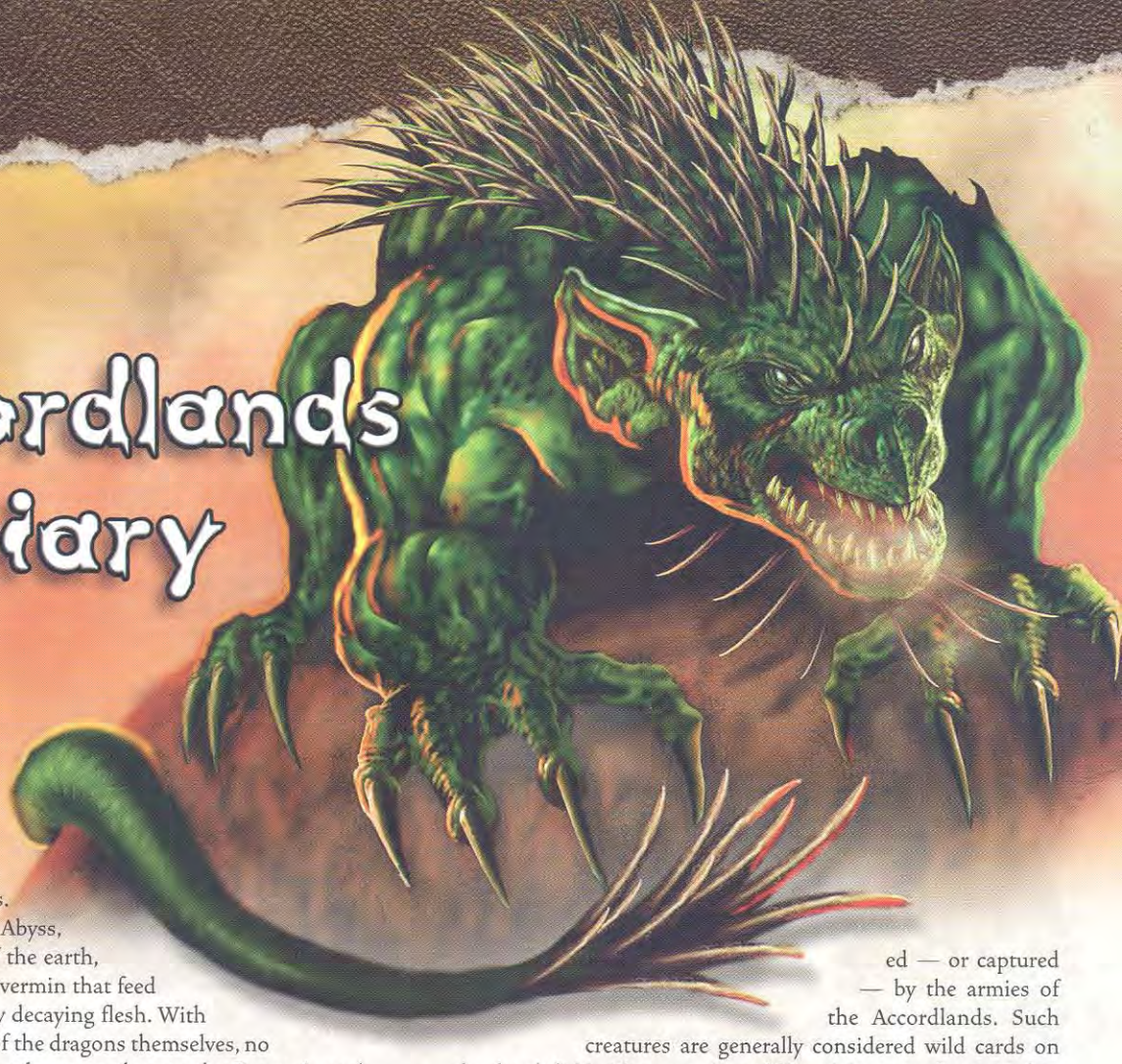
Treasure: This line reflects how much wealth the creature owns. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home.

Alignment: This line gives the alignment that the creature is most likely to have. Every entry includes a qualifier that indicates how broadly that alignment applies to the species as a whole.

Advancement: The monster entry usually describes only the most commonly encountered version of a creature. The advancement line shows how tough a creature can get, in terms of extra Hit Dice. (This is not an absolute limit, but exceptions are extremely rare.) Often, intelligent creatures advance by gaining a level in a character class instead of just gaining a new Hit Die.

Level Adjustment: This line is included in the entries of creatures suitable for use as player characters or as cohorts (usually creatures with Intelligence scores of at least 3 and possessing opposable thumbs). Add this number to the creature's total Hit Dice, including class levels, to get the creature's effective character level (ECL). A character's ECL affects the experience the character earns, the amount of experience the character must have before gaining a new level, and the character's starting equipment.

Accordlands Bestiary



Abyssals

With the Dragon's death at Athenae's hands, most assumed its threat over, an assumption soon proven false by the Abyssals. Spawned by the Great Abyss, a chasm in the center of the earth, Abyssals are the evolved vermin that feed on the Dragon's eternally decaying flesh. With the possible exceptions of the dragons themselves, no creatures in the Accordlands are so close to the Dragon's mad, entropic whims as the Abyssals. While far from the only threat in the wake of the Dragon's death, it was the Abyssals' arrival that led to Deverenus' Accord of races, and the dwarves' descent into the earth.

In the millenium since the Dragon's death the dwarves and the Abyssals have warred constantly, and despite dwarven ingenuity and combat skill, the result has been a slowly decaying stalemate. The Abyssals repopulate constantly, not by breeding, but through the lingering power of the Dragon itself. Any creature that feeds on the Dragon's foul flesh soon painfully transforms into an Abyssal, flensed of memories and personality. In the span of a single day, even the noblest soul might find itself a slavering minion, possessed of the Dragon's undying hatred for all life.

Most Abyssals are virtually mindless, barely more sentient than animals. The rare handful that are intelligent are all the deadlier for it. These are the Abyssals that lead their fellows past the dwarves to the World Above, where they wreak a subtler breed of havoc, inspiring the upworlders' ignorant myths of demons and leading blasphemous cults.

The dwarves know better than any the threat the Abyssals represent, and they never forget that while their foes are thick on the surface, they are even thicker within the earth. A small number of Abyssals have emerged into the Accordlands, and quickly dispersed across the continent. Though most roam freely, leaving havoc and destruction in their wake, a few have been recruited — or captured — by the armies of the Accordlands. Such creatures are generally considered wild cards on the battlefield. They are incredibly vicious combatants, but unpredictable. Usually, they are released as close to enemy lines as possible, in the simple hope that they can create havoc in the enemy ranks.

Abyssals have a wide range of manifestations. Some are nearly humanoid, while others are so twisted in form as to make even the most stalwart soul doubt his sanity. Their combat abilities are widely varied and over the centuries several distinct variations have become common, allowing for broad classifications. While not all Abyssals fit these stereotypes, most encountered by the dwarves can be classified. None know — and few care to speculate — what dark creatures lurk farther beneath the surface.

None truly know how deep the Great Chasm descends, and none are foolish enough to venture into the home of the Abyssals simply to satisfy their curiosity. What little has been said on the subject by the Abyssals implies that the Great Chasm drives deep into the very heart of the world.

Combat

Minor and less intelligent Abyssals attack living things on sight. They are ferocious, relentless, and merciless. All Abyssals are carnivores, eating the flesh of the dead (and occasionally, the still-living). Many lesser Abyssals can create darkness, prefer to fight sightless enemies.

More intelligent Abyssals often gather their weaker cousins into strike forces. They lurk at the rear of such armies, using magic and cunning to strike against their opponents while the lesser Abyssals risk their lives in direct combat. This is not to say that greater Abyssals are less ferocious or strong; they are far

worse than the lesser Abyssals. Lesser Abyssals respond instinctively to the greater Abyssals' telepathic commands, fighting in a coordinated fashion. Within the telepathic range of their masters — roughly one hundred feet — even the least of the Abyssals are terrifying opponents. Once they spread beyond the reach of their greater brethren, they return to their own chaotic combat tactics. Should an Abyssal ever emerge that can exert control over a greater distance, it is doubtful that anything could stop them from flooding to the surface.

Abyssal Traits

Astral (Ex): Abyssals are astral creatures. They exist simultaneously both on the prime material plane and in the Abyss, a tiny plane surrounding the Dragon's corpse. As such, any melee or ranged attack that targets an Abyssal has a 50% miss chance, unless the attack is made with a +1 or better magical weapon (in the case of ranged attacks, only the projectile must bear the enchantment, not necessarily the weapon itself). This is in all ways like incorporeality.

Darkvision (Ex): Range of 120 feet.

Immunities (Ex): Abyssals are immune to all mind-affecting effects, including spells and spell-like abilities, paralysis, poison, sleep, stunning, disease and death effects. Abyssals are also immune to fire, ability drain, and energy drain.

Resistances (Ex): Abyssals have cold, poison and electricity resistance 20.

Spell-like Abilities: All Abyssals have the following spell-like abilities: 3/day — *chaos hammer, darkness, doom,* and *scorching ray*. In addition, greater Abyssals may cast *unholy aura* at will.

Telepathy (Ex): Greater Abyssals have the ability to communicate telepathically with any creature within 100 ft. The target of this ability must be able to speak (or at least clearly understand) at least one language. The Abyssal's telepathy automatically translates its thoughts into the language best understood by the recipient. The Abyssal may only communicate with one non-Abyssal in this fashion at a time. A greater Abyssal may telepathically communicate with any number of Abyssals at once, provided they are in range.

Brullakha

Huge Aberration (Greater Abyssal)
Hit Dice: 12d8+60 (108 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 22 (–2 size, +1 deflection, +1 Dex, +12 natural), touch 10, flat-footed 21
Base Attack/Grapple: +9/+25
Attack: Claw +15 melee (2d8+8)
Full Attack: 2 claws +15 melee (2d8+8), bite +10 melee (2d4+4)
Space/Reach: 15 ft./15 ft.
Special Attacks: Dominate, life drain, symbiosis
Special Qualities: Abyssal traits, regeneration 3, spellcasting, spell resistance 23, summon Abyssal, tyrant mind
Saves: Fort +9, Ref +5, Will +13
Abilities: Str 26, Dex 12, Con 20, Int 10, Wis 16, Cha 10
Skills: Bluff +12, Intimidate +12, Listen +8, Spot +8
Feats: Alertness, Die Hard, Endurance, Iron Will, Track
Environment: Underground
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always chaotic evil
Advancement: Special
Level Adjustment: +5

The foul brullakha are ancient Abyssals whose natural forms are said to be amorphous, black clouds with two glowing red eyes. Rumored to be the first of the Fallen Dragon's brood, these creatures despise the living and feast upon life energy that has been extracted through pain and suffering.

They are difficult to destroy permanently, and when defeated discorporate and slink off to some hidden lair deep within the earth. Such Abyssals are the truest leaders of their kind, orchestrating brutal yet cunning campaigns in the war against the dwarves.

Though the dwarves have catalogued fewer than 100 brullakha in their histories, each has proven the deadliest of foes, calling up Abyssal hordes to besiege the dwarven kingdom or escape to the surface. Brullakha are patient, canny villains, perfectly suited to lead even non-Abyssal armies, though doing so limits their effectiveness. The brullakha are enjoy hand-to-hand combat, and few of those who mistake the brullakha's reserved nature for cowardice live to regret the error.

Ultimately, the brullakha's self-control elevates them above the common Abyssal. Within their steady, calculated minds lurks the same malevolent, unquenchable lust for violence and destruction. They are familiar with all forms of violence, from simple combat to magic, manipulation, and deceit.

Brullakha are especially fond of polymorphing into the semblance of other Abyssals, the better to fool unwitting summoners into freeing them from the Abyss directly. While no reputable summoner admits to such spells, more than one hapless caster has run afoul of a brullakha after inadvertently releasing one from an ancient, forgotten jail.

Combat

Virtually unique among the Abyssals, brullakha avoid personal combat, preferring instead to manipulate others. This is not out of any distaste for battle, but rather a conscious desire to spread suffering as widely as possible.

Dominate (Su): A brullakha can control and command others. Once per day, it may cast either *dominate animal, dominate monster,* or *dominate person* as a 9th-level wizard. The save DC is 10 + the spell level and is Intelligence-based. Use of this ability is considered a free action and does not draw an attack of opportunity. This is the brullakha's strongest weapon against unwary opponents.

Life Drain (Ex): A brullakha may drain the life from an individual by enveloping him. This works as *vampiric touch*, as cast by a 9th-level wizard. The save DC is 16 and is Wisdom-based.

It may not use this ability in open sunlight.

Spellcasting (Su): The brullakha are natural spellcasters, and may memorize and cast spells as a shaman of as many levels as the brullakha has hit dice.

Summon Abyssal (Su): Once per day, a brullakha may summon 3d6 nightclaws. This is the equivalent of a 4th-level spell.

Symbiosis (Su): The dwarves consider this the most terrifying and foul ability of any Abyssal, and they thank Kor that it is unique to the brullakha. A brullakha may enter into a pact with another willing being, usually a dwarf, forever binding the two as master and servant. The other creature becomes lawful evil and gains the paladin class as a favored class, with the brullakha's corrupt spirit bestowing the class abilities, and service to the Abyssals and the brullakha defining the paladin's code of conduct. The brullakha, for its part, gains a powerful and dedicated servitor that cannot harm it. In addition, for every servitor, the brullakha gains an additional hit die, which is never lost, even if the servitor dies. This is the only manner in which brullakha can advance.

Tyrant Mind (Su): Though their telepathic abilities resemble other Abyssals', a brullakha's prowess is far greater, eclipsing even the mighty qor-teth. Furthermore, the control and range that brullakha exert is truly astounding. A brullakha can absolutely dominate the minds of all Abyssals within a mile radius so long as it maintains absolute concentration, and may project its senses and voice through any Abyssal it chooses. Brullakha themselves are immune to this effect.

In addition, brullakha are completely without morals and as such are unaffected by empathic energy or magic. Effects that would alter a brullakha's alignment fail.

Core Beast

Huge Aberration (Greater Abyssal)
Hit Dice: 16d8+80 (144 hp)
Initiative: +1
Speed: 15 ft. (3 squares), burrow 30 ft.
Armor Class: 29 (–2 size, +2 deflection +1 Dex, +18 natural), touch 11, flat-footed 28
Base Attack/Grapple: +12/+28
Attack: Bite +18 melee (2d8+8)
Full Attack: Bite +18 melee (2d8+8), 4 tentacles +16 melee (1d8+4)
Space/Reach: 15 ft./15 ft.
Special Attacks: Constrict 1d8+4, frightful presence, improved grab
Special Qualities: Abyssal traits
Saves: Fort +10, Ref +6, Will +11
Abilities: Str 27, Dex 13, Con 21, Int 10, Wis 12, Cha 14
Skills: Climb +20, Hide +5, Intimidate +10, Move Silently +5, Spot +10
Feats: Cleave, Great Cleave, Improved Sunder, Multiattack, Power Attack, Toughness
Environment: Any Underground
Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Always chaotic evil
Advancement: 17–22 (Huge); 23–32 (Gargantuan)
Level Adjustment: +6

When the Abyssals were spawned in the bowels of the earth, not all of them rose. Deep down near the center of the world slumbered the largest and most dangerousof them: the core beasts. When the others climbed forth to battle the dwarves and the races of the surface world, the core beasts remained, for a time. Eventually the call for destruction could not be ignored, and they rose to fight.

Core beasts are gigantic cephalopods with four massive tentacles; numerous smaller ones surround their heads. A core beast has the lower half of a segmented worm, and leaves a trail of mucus in its wake.

Core beasts appear as gigantic cephalopods with four massive tentacles and numerous smaller ones surrounding their heads. Their lower halves have the appearance of a segmented worm. As a core beast travels, it leaves a trail of mucus in its wake.

These aberrations wish only to consume, indomitable subterranean locusts that destroy everything they come in contact with. Core beasts possess the Abyssal nature, and show an all-consuming hatred for dwarves and their kin, with special bile reserved for gargoyles. While core beasts normally only pause in their actions if they are attacked, they will stop any other activity to engage a gargoyle in combat. Some rumors insist that core beasts do not hate gargoyles at all, but rather relish the taste of the rocky dwarven allies.

Core beasts are forces of nature that travel through the earth consuming anything unlucky enough to cross their path. Usually an encounter with a core beast revolves around characters traveling into a tunnel frequented by one of the aberrations. When a beast bears down on the PCs, they must find a means of escape. The beast attacks only those intruders that attack it first.

Should a dwarf — or worse yet, a gargoyle — be a member of the party, passing core beasts will take notice. A dwarf in the party will cause a passing beast to stop long enough to see if any gargoyles are accompanying the group. Core beasts know that where dwarves are, gargoyles aren't likely to be far away.

Core beasts don't normally travel with other Abyssals, but have been soldiers in the armies of the subterranean terrors from time to time. A dwarven city under siege from a large force of Abyssals often must contend with core beasts attacking their perimeter.

Combat

Core beasts are frightening foes. Not only do they have immense size and power, they are not as unintelligent as foes would hope.

Core beasts realize the power they wield and always attempt to grab and crush opponents. If they do grab a target, they use their free tentacles to keep the target's allies from helping to free their struggling friend.

A core beast attacked from a place where its tentacles cannot reach (for example, from behind) simply moves away from its opponent. A core beast pursued by a foe will find a place it can turn and face the target head on. Core beasts have been known simply to ignore smaller foes.

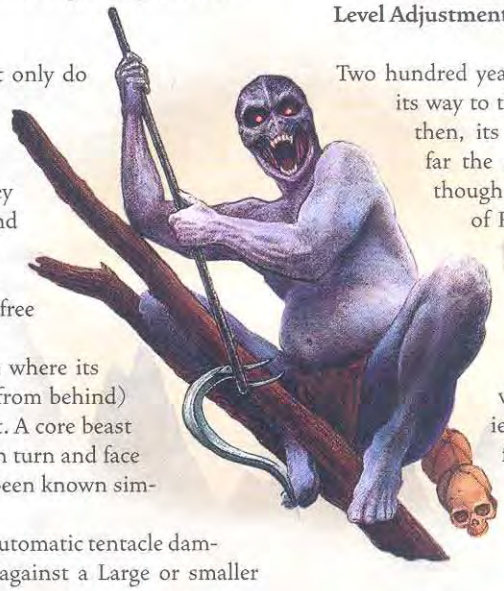
Constrict (Ex): A core beast deals automatic tentacle damage with a successful grapple check against a Large or smaller opponent.

Frightful Presence (Ex): When a core beast opens its maw, anyone within 30 ft. must make a Will save (DC 20) or become frightened for 5d6 rounds. Creatures that successfully save cannot be affected by the same core beast's frightful presence for 24 hours.

Improved Grab (Ex): To use this ability, a core beast must hit a Large or smaller opponent 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.

Demon of Kvar

Medium Aberration (Lesser Abyssal)
Hit Dice: 6d8+6 (30 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 19 (+1 deflection, +3 Dex, +5 natural), touch 14, flat-footed 16
Base Attack/Grapple: +4/+6
Attack: Claw +6 melee (1d6+2) or javelin +7 ranged (1d6 +2)
Damage: 2 claws +6 melee (1d6+2), bite +3 melee (1d8+1) or javelin +7 ranged (1d6+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, stun
Special Qualities: Abyssal traits, metamorphosis, spell resistance 14
Saves: Fort +3, Ref +5, Will +7
Abilities: Str 14, Dex 16, Con 12, Int 14, Wis 14, Cha 8
Skills: Balance +8, Climb +6, Hide +8, Intimidate +4, Jump +6, Move Silently +8, Spot +6, Tumble +7
Feats: Dodge, Mobility, Spring Attack
Environment: Temperate and warm plains
Organization: Solitary, squad (4–8), or den (10–50, 50% noncombatant)
Challenge Rating: 3
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 7–9 HD (Medium), 10–12 HD (Large)
Level Adjustment: +3



Two hundred years ago, a single one of these Abyssals clawed its way to the surface in the human nation of Kvar. Since then, its prodigious ability to breed has made it by far the most populous Abyssal in the World Above, though the upworlders have yet to tie these demons of Kvar to the legendary Abyssal threat. Fearsome and prolific, they now roam Kvar's reaches and beyond. If the dwarves are aware of this incursion, they have yet to share the truth. Humanoid, but stunted with twisted, gnarled limbs, the demons of Kvar have huge mouths with disproportionately large teeth. Their bodies are hairless, and their eyes are flat black from corner to corner. Their hands are unusually strong, capable of tearing apart a caravan wagon. Though their arms and legs are of roughly normal proportions, their abdomens are bloated.

The creatures are pack oriented, although they sometimes attack and eat injured comrades. They prize the flesh of humanoid creatures above any other, and they flock through the plains of Sarakia, attacking caravans and feasting on their passengers. Some demons kidnap prisoners and stash them in their underground burrows, keeping their meat fresh until the demons are prepared to eat. The demons do not reproduce in any conventional sense, but rather "convert" members of other races. Demons are some of the most intelligent Abyssals, and have discovered that forcefeeding scraps of their flesh to their victims results in swarms of larvae infesting the host (*see Fiendlings, page 13*). Those captured must receive a *cure* spell within a week — otherwise, they become food for the next generation.

Packs consist of anywhere from 10 to 50 demons, and their burrows are defended by half the pack. At any time, the demons have a 30% chance of keeping prisoners within the depths of their burrows — usually the weak or injured, but occasionally a full-grown male who has been restrained or is kept unconscious. These prisoners exhibit signs of mutation from their time in the burrow, and after one month they hatch out swarms of fiendlings themselves, dying in the process.

The demons torture their captives, gradually stripping away their sanity. Rarely, the demons hold prisoners as hostages, but only to entice still more victims into their lairs. The demons of Kvar are perfectly content to sacrifice some fiendlings rather than risk the whole nest's loss should someone expose their lair.

Though the demons run rampant in the wild, in an urban setting they delight in sneakery and confusion. Rarely does a pack survive long, as they are too many to avoid notice, but a single demon in the dark streets and back alleys can be a source of untold mischief.

Combat

Demons of Kvar enjoy combat, and begin attacks with screaming howls that stun opponents. They fight in small groups, trying to disarm and injure their opponents in order to prevent them from fighting back. Demons of Kvar use their magical abilities haphazardly, not particularly caring if they harm each other with their powers.

Demons of Kvar often dive into battle with little consideration for tactics. They swarm noncombatants and ignore able warriors; they run headlong into battle with pack animals and other unintelligent creatures; they drag down and feed on their own wounded. This behavior is intended to sow chaos among their foes, and it often works. Indeed, cold analysis of a demon pack's tactics reveals a delight in this unpredictable and chaotic, not to mention gruesome, behavior.

Metamorphosis (Su): A demon of Kvar gives off an unmistakable, intoxicating musk odor. Those within 15 ft. who smell it must succeed at a DC 14 Fortitude save or become shaken. 2d4 rounds later, victims become sickened, and 1d6 minutes later they become paralyzed and unconscious. The demon can plant 2d6 eggs inside a paralyzed host; these take anywhere from 5 to 8 days to gestate. Infested prisoners are considered helpless. Any *cure* spell can save an infected host before the eggs hatch. Otherwise, the larval fiendlings consume the host from within.

Each day the target is allowed a Fortitude save (DC 20 + 1 per previous check) to awaken from this horrible state. If successful, he wakes shaken and nauseated, with only 1d6 (plus Con modifier) hit points. Most likely, the subject finds himself inside the demon's lair, waiting to become food.

The eggs shrivel and die if the target heals himself in any manner, and the eggs last only 1d4 days once the PC returns to full health. This is a horrible way to die, and those who have witnessed this manner of death describe the victims' suffering as the fiendlings tear them apart from within.

Spell-like Abilities: 3/day — *bane, color spray, emotion*. The save DC is 10 + the spell level and is Intelligence-based.

Stun (Su): A demon of Kvar can emit a stunning howl akin to the sound of a battle-horn. Those within the cone (originating at the demon's mouth and extending out in a 50-ft. cone) suffer 2d6 points of damage and must make succeed at a DC 15 Fortitude save or be stunned for 1d4 rounds.

Demon of Kvar Lair

Groups of demons of Kvar prey upon civilized settlements and travelers. They often establish simple burrows underneath plains, and sometimes underneath cities and settlements. The entrance always looks like a normal animal burrow, and it is seldom inspected by adventurers or intelligent races. Unfortunate predators sometimes delve into them in search of prey.

The lair described here is an underground burrow complex underneath a wide temperate plain. It could easily be situated underneath a city or settlement of any size. The demons' lair is accessible only through the burrow hole, which is located on the plains. If the burrow is situated underneath a city or settlement, the burrow entrance will be at least 300 yards away from the settlement's outer perimeter. In either case, the burrow's entrance hole is usually circular and 6 ft. in diameter.

The demons have recently started capturing human prisoners. Locals warn the PCs about the dangers of traveling the plains at night, and are looking for someone to rescue the vanished people.

If the heroes find and follow the trail of the demons, a successful Survival check (DC 15) used in combination with the Track feat reveals a path that eventually leads them to the burrow hole in the plains. Once they see the hole, they must make a Knowledge (nature or geography) or Wisdom check (DC 16) to realize that the burrow hole is anything other than a normal animal's home. If the PCs merely stumble upon the lair, they must still succeed at a Knowledge (nature or geography) or Wisdom check (DC 18) to realize this is not an animal's burrow.

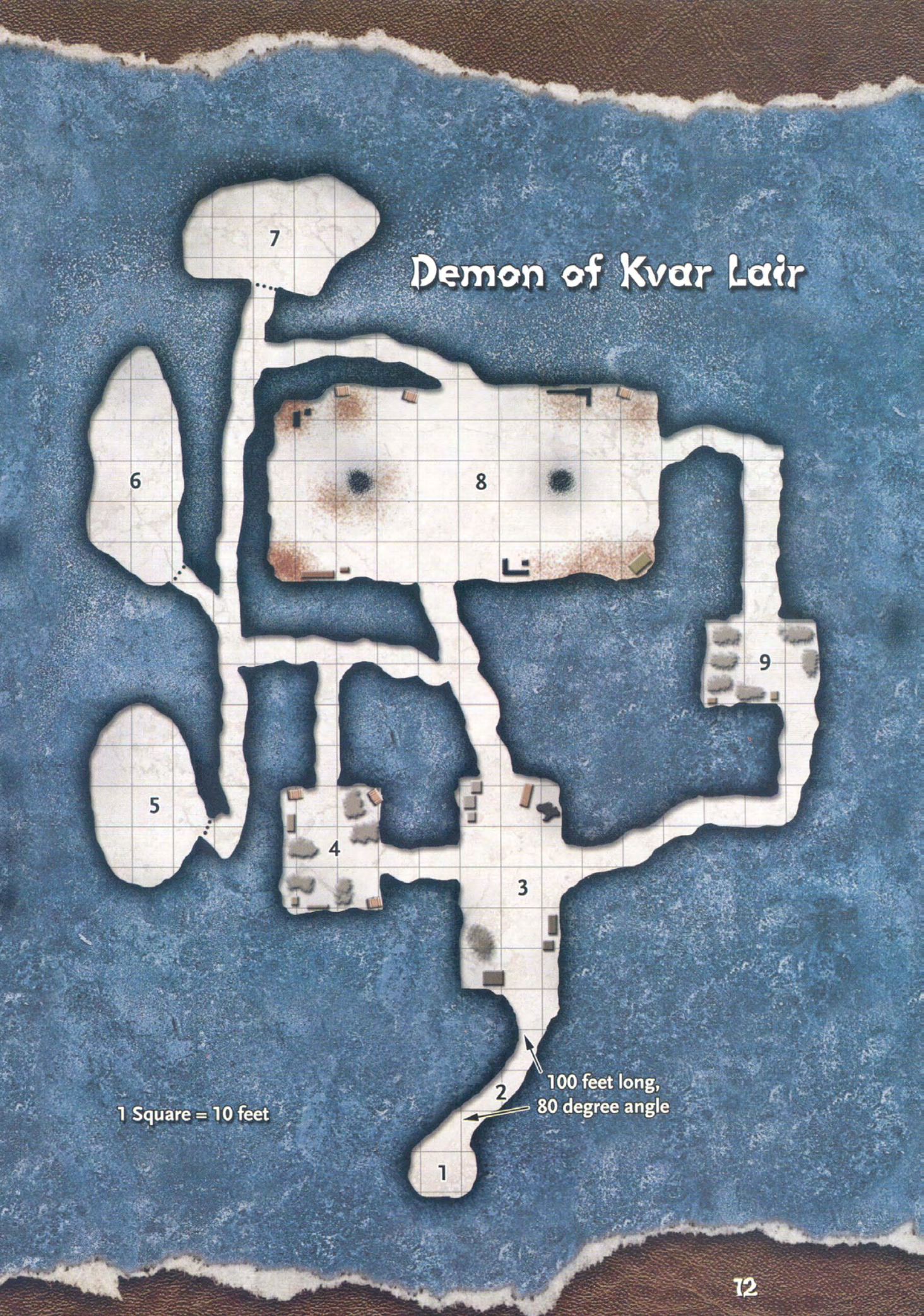
Map Key

1. Entry Hole

This hole is circular, 6 feet across, and overgrown by weeds. It leads to area 2, a passageway that angles sharply downward. Anyone entering the hole must make a Dexterity check (DC 16); those who fail lose their footing and slide directly through area 2 into area 3.

2. Passageway

This circular passageway is 100 feet long and 6 feet in diameter. It angles down at 80 degrees. Every round that a creature walks through the chamber, it must make a Dexterity check (DC 16) or fall and slide directly into area 3. Other than dirt, rocks, and the occasional root protruding from the passage's walls, this area is empty.


Demon of Kvar Lair
7
6
8
9
5
4
3
2
1
100 feet long,
80 degree angle
1 Square = 10 feet

Creatures: There are 2 demons of Kvar in this chamber. One of them attacks the intruders, while the other runs to area 3 to alert the other demons. If characters from area 1 slide through this room into area 3, the demons automatically run to that area and join the battle.

3. Main Chamber
This chamber is 50 ft. long, 25 ft. wide, and 6 ft. high. This is the main living and feeding chamber of the demons. They gather here before raids, and spend most of their time in the burrow in this room.

Creatures: There are 6 demons of Kvar and 4 fiendlings in this chamber. If non-demons enter the room, all of the fiendlings and 3 of the demons engage the intruders in combat. The other three demons run out of the room into areas 4, 8, and 9, then into rooms 5, 6, and 7. The fleeing demons alert their packmates in those chambers. Alerted demons run to area 3 and join in the battle. If a demon from area 2 escapes and alerts these demons, then the messenger demons will already have been dispatched. Demons from areas 4, 8, and 9 arrive in two rounds. Demons from areas 7 arrive in four rounds, and demons from areas 5 and 6 arrive in six rounds.

Treasure: There is a broken barrel in the corner, with 451 sp stuffed into a bag under it.

4. Sleeping Chamber
This 20 ft. long by 25 ft. wide by 6 ft. high chamber is the room where the demons sleep. It contains simple bedding and furniture of a sort. There are also several small chests in which the demons keep personal effects such as trophies from past battles.

Creatures: There are three demons here. If demons from room 3 alert the den, these demons rush to area 3, arriving one roundafter being alerted.

Treasure: There are 3 pp, 14 gp, and 27 sp in the chests in this room.

5. Prisoners' Chamber (New Captives)
This room contains chains, ropes, and other restraints. The room holds 5 human prisoners and one Nothrog prisoner, all female.

Creatures: This chamber contains two demons guarding the prisoners. If demons from room 3 alert the den, these demons rush to area 3, arriving three rounds after being alerted.

6. Prisoners' Chamber (Food)
This room contains chains, ropes, and other instruments of restraint. This room contains 3 adult male captive humans.

Creatures: This chamber contains two demons guarding the prisoners. If demons from room 3 alert the den, these demons rush to area 3, arriving three rounds after being alerted.

7. Prisoners' Chamber (The Infested)
This room contains restraints and the partial remains of humanoid skeletons. There are 13 prisoners: 11 human, an elf, and a nimbic. These captives are all over a week into their infestations, and at least one bursts into a swarm of fiendlings as the party draws near. The rest can be saved with any *cure* spell.

Creatures: This chamber contains two demons guarding the prisoners. If demons from room 3 alert the den, these demons rush to area 3, arriving two rounds after being alerted.

8. The Burial Mound
This large room is 100 ft. by 50 ft. by 6 ft. Large rocks surmount rectangular mounds of dirt. There are some small fires, chests, sparse furniture, and other items scattered between the boulders. This is an ancient Nothrog burial mound. Beneath the 5 large stones are the shaman of a small wolf clan and his men. Moving a boulder requires a Strength check (DC 20).

Creatures: This chamber contains three demons. If demons from room 3 alert the den, these demons rush to area 3, arriving one rounds after being alerted.

Treasure: The wolf clan shaman skeleton was buried with a broken blue stick. The stick is a blue willow wand that has 7 *cure light wounds* charges left.

9. Sleeping Chamber
This 20 ft. by 25 ft. by 6 ft. chamber is another room in which the demons sleep, and like area 4 it contains bedding, some furniture, and chests for personal effects.

Creatures: There are three demons here. They have captured a stray dog and are toying with it before they eat it. If demons from room 3 alert the den, these demons rush to area 3, arriving one rounds after being alerted.

Treasure: The dog is the pet of a local merchant. If the PCs return it to him, he will press on them a scroll with *jump* and *true strike*.

Fiendlings

Small Aberration (Lesser Abyssal)
Hit Dice: 2d8 (8 hp)
Initiative: +3
Speed: 20 ft. (4 squares)
Armor Class: 17 (+1 size, +1 deflection, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple: +1/–3
Attack: Claw +2 melee (1d3)
Full Attack: Claw +2 melee (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, overwhelm
Special Qualities: Abyssal traits
Saves: Fort +0, Ref +3, Will +2
Abilities: Str 10, Dex 16, Con 10, Int 8, Wis 8, Cha 8
Skills: Hide +8, Listen +2, Move Silently +4, Spot +2, Tumble +4
Feats: Alertness
Environment: Underground
Organization: Pack (5–10) or horde (4–40)
Challenge Rating: 1
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 3–6 (Small)

Level Adjustment: +0

Fiendlings are fledgling Abyssals, the most likely to escape the dark prison of the deep earth. Because they are so small and fast, they can scurry up temporary cavern openings and through small apertures toward the crust of the world. They evolve into demons of Kvar if they reach the surface, or into other Abyssals if they do not reach the surface. The metamorphosis takes a full month, during which time they are completely helpless.

Once they reach the surface they are on foreign ground. Within the halls of the dwarves, however, they are right at home. A pack of fiendlings, once it makes its way into the dwarven holds, is almost impossible to evict. They are too fast to catch, too small to see, and too canny to find (when they don't want to be found). Invariably, their undoing is their unwillingness to abandon a meal. Fiendlings will be found in almost any group of Abyssals.

Fiendlings are approximately 2 feet tall but their arms and legs are as powerful as a grown man's. They have sharp claws and fangs, and the occasional fiendling has other attributes (venom, wings, etc.) which betray its future form and distinguish it from the rest. As a rule, however, they rely solely on their claws and teeth to rend their prey. Fiendlings have whitish eyes and almost translucent skin from their birth underground. They gibber to one another, but their 'language' is only slightly more evolved than animal utterances. They can be controlled by a stronger being if put in fear of their lives, but the control is easily lost if the fiendlings become too hungry or too excited, which happens frequently.

Fiendlings have an unquenchable appetite for flesh. They digest their meals almost as fast as they are consumed, leaving them immediately hungry for more. They prefer the flesh of humans and humanoids, as such creatures lack the fur or scales that make dining difficult. However, fiendlings are far from picky eaters. Lacking their preferred meal, they'll eat anything with flesh attached to its bones.

Combat

Fiendlings have no grasp of tactics, and simply assault anything in their path. They are stupid, but very fast. If an opponent proves to be too powerful, the fiendlings swarm until it is clear they cannot harm their enemy, or until more than forty percent of the pack is dead. It is not unheard of for fiendlings to travel in larger groups, though this is a sure sign of control by some greater Abyssal.

When fighting on their own, fiendlings often forget to use their spell-like abilities. They are not intelligent enough to plan ambushes or use strategy. Their fear of their greater cousins is one of the few things that can motivate them beyond their simple rabid hatred of living (non-Abyssal) creatures, and they are easily controlled by a greater Abyssal. They often serve as fodder in the armies of powerful Abyssals.

Improved Grab (Ex): To use this ability, a fiendling must hit with its claw 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 may overwhelm.

Overwhelm (Ex): Fiendlings' preferred tactic is to attack *en masse* and drag their prey to the ground. For every additional fiendling adjacent to the target, the fiendling gains a +2 competence bonus to its grapple check. If sucessful, the target suffers claw damage and becomes prone. While their opponent is prone, fiendlings increase the critucal threat range and multiplier of their claw attacks to 19–20/x3.

Golgoth

Medium Aberration (Lesser Abyssal)
Hit Dice: 8d8+24 (56 hp)
Initiative: +2
Speed: 30 ft. (6 squares), fly 60 ft. (poor)
Armor Class: 22 (+2 deflection, +2 Dex, +8 natural), touch 14, flat-footed 20
Base Attack/Grapple: +6/+11
Attack: Claw +11 melee (2d4+5)
Full Attack: 2 claws +11 melee (2d4+5), bite +6 melee (2d6+2 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Frightful presence, poison
Special Qualities: Abyssal traits, damage reduction 5/blacksteel, spell-like abilities
Saves: Fort +5, Ref +4, Will +8
Abilities: Str 20, Dex 14, Con 16, Int 10, Wis 14, Cha 14
Skills: Concentration +9, Intimidate +8, Listen +7, Spot +7
Feats: Dodge, Flyby Attack, Hover
Environment: Underground
Organization: Solitary or pod (4–10)
Challenge Rating: 5
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 9–12 HD (Medium); 13–18 HD (Large)

A terrible beast with the wings and beak of a vulture, this Abyssal is known to hang from cavern ceilings and swoop down on unsuspecting prey. Golgoth are man-sized, but incredibly strong. They are predatory, vicious, and cruel, often spending years torturing their victims. Golgoths are among the most brutal and vicious of Abyssals, indulging in wanton destruction at every opportunity. They have no talent for subtlety, and for all their power are mere soldiers in the ranks of any brullakha- or zhul-led force. They are soulless marauders, completely willing to die as long as they can drag victims into the Abyss with them. They are brutes and little else.

They struggle against all forms of control, and resent even their own kind forcing them to do something against their will. Chaotic and pleasure-seeking, golgoths enjoy tasks with plenty of freedom to choose their own course. If pressed too strongly by a superior, they instantly begin plotting to kill him. Even the most powerful Abyssal lord knows better than to anger a large group of golgoths — working together to cause havoc, they are extremely dangerous, even if weak individually.

These Abyssals dislike the sun, but tolerate light. They care little for holy symbols or other regalia, despite upworlder myths, save for the pleasure they derive from profaning that which others hold dear. If they have a weakness, it is in their absolute dedication to mayhem. They often fall victim to simple lures; dwarves regularly feign flight only to lead the unsuspecting golgoths into an ambush. Still, while the dwarves learned quickly how to end a golgoth's rampage, the destruction they wreak beforehand is something to respect, if not fear.

Combat

A golgoth prefers combat to assassination. They sport wickedly sharp claws and savage beaks. They have enough crude cunning and intelligence to use weapons and armor appropriate to mass combat. They are fairly talented magicians as well, and even unarmed golgoths cannot be considered simple targets. Yet a golgoth's first resource is brute force. Ambushes, deception, and treachery are all foreign to the golgoth temperament.

Golgoths are powerful creatures, most comfortable fighting toe to toe. Therefore, the Abyssal horde uses them as shock troops and decoys. Left to their own devices, golgoths initiate brutal skirmishes, but quickly fall due to their inability to grasp tactics beyond open slaughter.

Frightful Presence (Ex): A golgoth can terrify a creature with a glance. This terror is purely instinctive, a result of the golgoth's single-minded dedication to destruction. Anyone that can see a golgoth within 60 ft. must make a DC 16 Will save or become panicked for 3d6 rounds. Creatures that successfully save cannot be affected by the same golgoth's frightful presence for 24 hours.

Poison (Ex): Injury, Fortitude DC 17, initial damage 1d6 Dexterity, secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-like abilities: At will—*blur, burning hands* (DC 13), *color spray* (DC 13), *confusion* (DC 16), *endure elements, hypnotic pattern* (DC 14), *invisibility* (self only), *mage armor, magic circle against good* (self only), *see invisibility, sleep* (DC 13), *web* (DC 14).

3/day—*false life, lesser globe of invulnerability, magic missile, true strike.*

1/day—*arcane eye, break enchantment, bull's strength* (self only), *chain lightning* (DC 18), *feeblemind* (DC 17), *reverse gravity, unholy aura.*

Caster level 9th.

Nightclaw

Medium Aberration (Lesser Abyssal)
Hit Dice: 2d8+2 (10 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 16 (+1 deflection, +2 Dex, +3 natural), touch 13, flat-footed 15
Base Attack/Grapple: +1/+1
Attack: Longsword +1 melee (1d8) or claw +1 melee (1d6)
Full Attack: Longsword +1 melee (1d8) or 2 claws +1 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Abyssal traits, ranks
Saves: Fort +1, Ref +2, Will +4
Abilities: Str 11, Dex 15, Con 13, Int 12, Wis 12, Cha 12
Skills: Climb +4, Intimidate +4, Jump +4, Listen +5, Spot +5
Feats: Alertness
Environment: Underground
Organization: Solitary, squad (2–8), troop (9–20 with one 4th level lieutenant), or brigade (51–100 with one 4th level lieutenant for every 10 nightclaws, plus a greater Abyssal or 11th level captain)
Challenge Rating: 1/2
Treasure: Armor and weapons only
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +0

Nightclaws are great in number and are skilled combatants, often making up the bulk of Abyssal assaults. They are creatures of habit and calmly take orders from greater Abyssals. When so commanded, they march with the precision of the best drilled army, and fight with the conviction of the most loyal soldier.

Though they can be controlled by greater Abyssals (often zhuls), nightclaws are also capable of organizing independently. Usually, this is under the command of a particularly powerful nightclaw, who has slain many foes. There is no test of wills or challenge for dominance, nor any formal rank structure. Nightclaws simply naturally subordinate themselves to those more powerful.

When outmatched, a force of nightclaws retreats only if their leader so orders, and as such a mix of golgoths and nightclaws make a preferred decoy force in many brullakha or zhul schemes.

Combat

Abyssal Traits: Nightclaws gain the usual benefits of the Abyssal subtype, with the following exceptions. Nightclaws do not have the usual spell-like abilities granted Abyssals. Further, a nightclaw's telepathy is severely limited. Only nightclaws with 4 or more Hit Dice can communicate telepathically, and then only with other nightclaws of fewer Hit Dice.

Ranks (Ex): Nightclaws fight well together. As a result, when a nightclaw is adjacent to another nightclaw, it gains a +1 competence bonus to AC. In addition, when it uses the aid another combat action, it confers a +3 bonus instead of the normal +2.

Shadowreaver

Large Aberration (Greater Abyssal)
Hit Dice: 10d8+10 (50 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 15 (–1 size, +2 Dex, +4 deflection), touch 15, flat-footed 13
Base Attack/Grapple: +7/+13
Attack: Claw +9 melee (1d6+2)
Full Attack: 2 claws +9 melee (1d6+2), bite +6 melee (1d8+1)
Space/Reach: 10 ft./10 ft.
Special Attacks: Fate's hand, spell drain
Special Qualities: Abyssal traits, spell-like abilities
Saves: Fort +4, Ref +5, Will +8
Abilities: Str 15, Dex 15, Con 12, Int 16, Wis 12, Cha 18
Skills: Concentration +14, Intimidate +17, Knowledge (the planes) 16, Scry +16, Spellcraft +16
Feats: Combat Casting, Multiattack, Powera Attack, Weapon Focus (claws)
Environment: Underground
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral evil
Advancement: 11–18 (Large), 19–28 (Huge)
Level Adjustment: +4

Shadowreavers are emaciated creatures, shrouded in ancient rags or folds of flesh torn from defeated foes. Their faces are hidden, as the shadowreaver is all too aware of its horrible countenance. Blood red eyes glow dimly from its shadowed face, speaking to its unending hatred for all life.

Though shadowreavers lack inherent magical ability beyond that gained by most Abyssals, they can siphon such abilities from their opponents, simply plucking prepared spells from an opponent's mind. When taking advantage of this ability, shadowreavers invariably select the most destructive spells possible, wreaking incredible havoc.

Combat

Shadowreavers are greater Abyssals usually encountered in command of a force of other Abyssals, most often nightclaws and skincrawlers. Even when accompanied, shadowreavers relish the chance to engage spellcasters in melee combat, as they are able to siphon some of the magical might of these opponents.

Fate's Hand (Su): When a shadowreaver strikes a non-spellcaster with its claws, it may show the victim his "fate" as a free action. The shadowreaver rolls damage as normal, but rather than reduce its opponent's hit points, the shadowreaver reveals the scene of the victim's own demise. The image is vivid and macabre and even the shadowreaver does not know the true details of the scene. The target is stricken with fear.

The opponent must make a Will save (DC 19) or become panicked for 1d6 minutes. Opponents with more HD than the shadowreaver are merely frightened for the duration. Characters who are immune to fear are still shaken by the shadowreaver's touch. While such images are rarely accurate, a vision of one's death is enough to strike fear into even the stoutest heart.

Spell Drain (Su): When the shadowreaver strikes an arcane spellcaster with its claws, it may attempt a spell drain as a free action. The shadowreaver rolls damage as normal, but rather than reduce its opponent's hit points, the shadowreaver selects one arcane spell prepared by the victim of any spell level less than or equal to the damage roll.

The opponent must make a Will save (DC 19), or the selected spell is lost. For the next hour, the shadowreaver may cast the spell as if it had prepared the spell itself. The save DC of spells cast by the shadowreaver are 14 + the spell's level. Upon casting the drained spell, the shadowreaver may attempt a Spellcraft check (DC 10 + twice the spell's level) to permanently gain use of the spell as a spell-like ability, once per day. A shadowreaver may drain the same spell more than once; in so doing, it gains the ability to cast this spell an additional time per day. The shadowreaver may not permanently gain spells of 6th level or greater, though it may cast such spells with this ability.

The save DC is Charisma-based.

Spell-Like Abilities (Su): Each shadowreaver's spell abilities are unique. Choose three arcane spells, totaling no more in levels than it has Hit Dice, which can each be cast once per day. The save DC of these spells is 14 + the spell's level and the save DC is Charisma-based. The shadowreaver may choose a single spell multiple times if it wishes.

Skincrawler

Small Aberration (Lesser Abyssal)
Hit Dice: 1d8 (4 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 17 (+1 size, +3 Dex, +3 deflection), touch 17, flat-footed 14
Base Attack/Grapple: +0/–6
Attack: Shortsword –1 melee (1d6–1/19–20)
Full Attack: Shortsword –1 melee (1d6–1/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Shadowed blade
Special Qualities: Abyssal traits,manifest
Saves: Fort +0, Ref +3, Will +4
Abilities: Str 7, Dex 17, Con 10, Int 10, Wis 14, Cha 16
Skills: Hide +15, Move Silently +15
Feats: Combat Reflexes
Environment: Underground
Organization: Solitary or team (3–5)
Challenge Rating: 1/2
Treasure: None
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +0

Skincrawlers are lanky, drawn creatures. Their bones are clearly outlined in their flesh, which is stretched tightly over their joints. Sharp, vicious protrusions jut from their arms and legs, though they are of little use in combat. Instead, most skincrawlers prefer to wield weapons fashioned by humanoid hands, often claimed from their fallen victims.

Though skincrawlers frequently accompany greater Abyssals when those beings assault the lands above, they just as often venture out alone or accompanied only by a few other skincrawlers. Once above, they begin terrorizing nearby settlements. Often, the killing only stops when the skincrawlers become bored, or are called away to battle by a greater Abyssal.

Combat

Skincrawlers use their natural stealth and astral nature to excellent advantage in combat. They move in shadows and in secrecy until they are prepared to strike, then inflict grievous injuries upon their unsuspecting foes. Their grisly work done, they fade once more into darkness.

Manifest (Ex): Three times per day, a skincrawler may manifest for 1 hour. During this period, the skincrawler loses all benefits of its astral state, and is treated as any other creature. A manifesting skincrawler requires a full-round action to gain solidity, during which it may take a 5-foot step. Likewise, a skincrawler may return to its incorporeal state with a full-round action. When the hour elapses, the skincrawler automatically returns to its incorporeal state over the period of one round. A skincrawler is considered incorporeal for the remainder of the round in which it manifests, but is not so protected for the duration of the round in which it fades.

Shadowed Blade (Ex): A skincrawler's true worth to the Abyssal horde is its shadowed blade ability. Anytime a skincrawler makes a critical hit against an opponent with any edged weapon, the opponent suffers 1 point of Strength drain in addition to the normal damage dealt by the skincrawler's weapon.

Rumors persist of skincrawlers that deal damage to Dexterity or Constitution, but most often dwarves have faced the shadowed blade that robs them of Strength. Such attacks have made the skincrawlers effective front line troops for wearing down dwarven defenses.

Skills: Skincrawlers gain a +6 racial bonus on Hide and Move Silently checks, making them expert scouts and infiltrators.

Qor-Teth

Huge Aberration (Greater Abyssal)
Hit Dice: 32d8+224 (352 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 37 (–2 size, +4 deflection, +3 Dex, +22 natural), touch 15, flat-footed 34
Base Attack/Grapple: +24/+44
Attack: Claw +34 melee (2d6+12)
Full Attack: 2 claws +34 melee (2d6+12), bite +29 melee (4d6+6)
Space/Reach: 15 ft./15 ft.
Special Attacks: Dominate Abyssal, fear aura, spells, spell-like abilities, taint
Special Qualities: Absorb spell, Abyssal traits, damage reduction 10/magic, regeneration 6, sonic resistance 10, spell resistance 32
Saves: Fort +19, Ref +15, Will +25
Abilities: Str 34, Dex 16, Con 25, Int 20, Wis 20, Cha 18
Skills: Bluff +22, Concentration +25, Craft (alchemy) +23, Diplomacy +22, Intimidate +27, Knowledge (arcana) +23, Knowledge (great abyss) +23, Listen +32, Search +28, Sense Motive +28, Spellcraft +23, Spot +32
Feats: Alertness, Cleave, Combat Casting, Combat Reflexes, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack
Environment: Underground
Organization: Solitary, or leading 11–20 greater Abyssals and/or 51–100 lesser Abyssals.
Challenge Rating: 18
Treasure: Standard
Alignment: Always neutral evil
Advancement: By character class
Level Adjustment: +10

Qor-teths are incredibly ancient Abyssals. Their forms are twisted by the taint of the Great Dragon, and it is impossible to identify the original creatures that descended into the Abyss centuries ago. They may have become extinct in the world above, or simply become so corrupted by the Abyss that nothing remains of their original form.

They are possibly the greatest threat to the Accordlands to lurk in the depths. Qor-teths, unlike most Abyssals, do not particularly care to reach the surface. Instead, they bear an incredible hatred for all creatures that have not felt the touch of the Great Dragon, and seek to destroy such beings at every opportunity. Other Abyssals are only too happy to manufacture such opportunities, though the qor-teths' frenzied attacks usually destroy their would-be masters as well. With so few qor-teth attacks, however, most dwarven scholars conclude that even most Abyssals find the qor-teths too dangerous to use.

Combat

Qor-teths are fierce combatants on their own, but when joined by other Abyssals, they are virtual juggernauts of destruction. Even greater Abyssals are subservient to a qor-teth's will, though qor-teths are not intelligent enough to do more than overwhelm their lesser brethren in a blood-hazed frenzy.

Absorb Spell (Su): Anytime a qor-teth is targeted by a spell (regardless of whether its spell resistance roll is successful), it may make a DC 35 Will save. If successful, the qor-teth can then cast that spell itself as a free action once during the next round, without the need for any spell components. Any spell the qor-tethcasts in this fashion acts as if empowered and maximized (per the Empower Spell and Maximize Spell feats).

Dominate Abyssal (Sp): A qor-teth can exert its powerful will even over the strongest of its cousins. As a free action, it may exert influence over any Abyssal within range of its telepathy as if it were casting *dominate monster*. Lesser Abyssals receive no save, while greater Abyssals are allowed a DC 30 Will save to resist the effect. Abyssals that successfully save cannot be affected by the same qor-teth's dominate ability for 24 hours.

Once the qor-teth successfully dominates an Abyssal, it may maintain the effect for as long as it desires (and as long as the subject remains in range). Other qor-teths are immune to this ability.

Fear Aura (Su): A qor-teth is constantly surrounded by a 100-foot radius *aura of fear*. Anyone within range must succeed at a DC 30 Will save or become panicked for 3d6 rounds. Even those who save successfully are considered shaken so long as they remain within range.

Creatures that successfully save cannot be affected by the same fear aura for 24 hours, but remain shaken, even if they leave the aura and return later.

Raise Abyssal (Su): At the end of every round, a qor-teth may, as a free action, automatically raise one dead Abyssal within 50 ft., starting with the lowest HD Abyssal present. Abyssals raised in this manner return fully healed, but may not take any action until 1 round after their return.

This ability is automatic and cannot be dispelled or suppressed in any way.

Qor-teths may not raise Abyssals dead for longer than 10 rounds or whose corpses have been *blessed* or *cursed*. Abyssals raised in this manner are automatically under the control of the qor-teth.

This ability may not raise other qor-teths.

Spell-Like Ability (Su): 3/day—*globe of invulnerability, greater dispel magic, spell turning.*

Spells: (4/6/5/5/5/5/4/4/4/4; Save DC 15 + spell level). Qor-teths can cast arcane spells as a 20th-level wizard. They are extremely fond of evocation magic, but are also proficient in abjuration spells. A qor-teth's spellbook is assumed to have every evocation spell known.

Zhul

Medium Aberration (Greater Abyssal)
Hit Dice: 14d8+70 (126 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 26 (+2 deflection, +4 Dex, +10 natural), touch 16, flat-footed 22
Base Attack/Grapple: +10/+15
Attack: Longsword +15 melee (1d8+5/19-20 plus poison)
Full Attack: Longsword +15/+10 melee (1d8+5/19–20 plus poison), or longsword +13/+8 melee (1d8+5/19–20 plus poison) and shortsword +13/+8 melee (1d6+2/19–20 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Fear aura, poison, spell-like abilities
Special Qualities: Abyssal traits, damage reduction 5/good, regeneration 5, spell resistance 16, spell immunity, spell turning
Saves: Fort +9, Ref +8, Will +12
Abilities: Str 20, Dex 18, Con 20, Int 16, Wis 16, Cha 14
Skills: Concentration +20, Diplomacy +16, Intimidate +16, Jump +19, Knowledge (great abyss) +17, Sense Motive +17
Feats: Dodge, Improved Two Weapon Fighting, Mobility, Spring Attack, Two Weapon Fighting
Environment: Underground
Organization: Solitary or squad (5–10)
Challenge Rating: 9
Treasure: Double goods or items
Alignment: Always chaotic evil
Advancement: 15–20 HD (Medium); 21–28 HD (Large)
Level Adjustment: +6

Zhul are humanoid, horned beasts that fit the description of the classic demon. They stand no less than seven feet tall, and their bodies are covered in chitinous plating that moves and looks like armor. Their faces are covered in chitin, like an intricate helm through which their full, long horns arch upward. Their broad shoulders are covered in spikes, and their limbs seem almost disproportionately long for their slender torsos. The chitinous armor of a zhul is dark scarlet, laced with gold and black patterns. They often carry swords, though their most potent weapons are not steel, but their inherent resistance to magic.

Dwarves consider the presence of a zhul in any offensive to be the first sign of a major battle. While zhuls are favored lieutenants of brullakha, zhuls of their own accord take up leadership over hordes of Abyssals. In either case, once the dwarves spot a zhul, they raise a general alarm, sending request for reinforcements in all directions. Zhuls are deadly, intelligent, and extremely powerful. They often gather armies of lesser Abyssals and drive them toward the surface, delighting in the strife they cause along the way. They master their troops through fear, and few Abyssals would dare to defy a zhul.

Zhuls are creatures of chaos, and seek to cause as much mayhem as possible. They wish only to reach the surface world and wreak havoc, though some may settle for the obliteration of a dwarven city. They are occultists, curious and eager to master any source of power they can get their hands on, and they will besiege a spellcaster's home for centuries if they believe that some artifact or spell is there which the zhul desires. They are merciless and enjoy inflicting pain on their enemies.

Combat

Zhuls are adept at magic and swordplay. They prefer to allow their lesser minions to rush forward while they employ spells to harass and destroy their enemies from afar. They are competent swordsmen, fighting easily with a weapon in each hand. These weapons are almost always magical, and typically poisoned. Zhul are wily and resourceful fighters, using *improved invisibility* to gain the upper hand and preferring to keep distance between themselves and their foes. They are telepathic, and also can learn any language simply by listening to it for a day.

Fear Aura (Su): A zhul is constantly surrounded by a 60-ft. radius *aura of fear*. Anyone within range must succeed at a DC 19 Will save or become panicked for 2d6 rounds. Even those who save successfully are considered shaken so long as they remain within range. Creatures that successfully save cannot be affected by the same aura of fear for 24 hours, but remain shaken, even if they leave the aura and return later.

Poison (Ex): Injury, Fortitude DC 22, initial damage 1d8 Dexterity, secondary damage 1d8 Constitution.

Spell-like Abilities: 3/day—*animate dead, blasphemy, create undead, desecrate, detect good, detect magic, dispel magic, fly, improved invisibility, lightning bolt, magic circle against good, polymorph self, pyrotechnics, suggestion, shout, teleport without error* (self plus 100 lbs. only), *unholy aura, unhallowed, wall of stone;* 1/day—*finger of death, symbol* (any). Save DC = 12 + spell level.

Spell Immunity (Su): Each zhul has different immunities. Choose three arcane spells, totaling no more levels than it has Hit Dice. The zhul is permanently immune to these spells.

Spell Turning (Su): Spells cast at a zhul have a chance of being reflected back at their caster per *spell turning*. This ability is inherent, and requires no action on behalf of the zhul. Any level of spell can be turned.

Whenever a zhul succeeds at a save against a spell by more than +5, the spell is automatically redirected back to the target as if the zhul had cast the spell itself. The same is true of any spell resistance that succeeds in protecting the zhul. Such spells are automatically redirected back at the caster.

Spells that have no save DC or ignore spell resistance still have a 25% chance of failing when the zhul is hit.

If the zhul rolls a natural 20 or succeeds at the save by +10 or more, that spell becomes usable by the zhul once per day as an innate ability. If the zhul gains this benefit against a spell already in its repertoire, it gains an additional use of that spell per day.

If the zhul succeeds at the save by +15 or more, it gains the above listed abilities, plus permanent immunity from that spell.

Abyssal Lair

A remote dwarven settlement has recently made a disturbing discovery in the nearby caverns. A new Abyssal stronghold has been established in a cavern near the surface. The small dwarven settlement is the only thing that stands between the Abyssals and the surface world. The dwarves have tightened their defenses and sent word of the new stronghold to the main dwarven armies. Dwarven scouts have gathered as much information as they can about the Abyssal force. Their reports of unusually heavy fiendling activity worry the dwarven leaders, who believe that this new stronghold may also be a spawning ground. The dwarves have been content to wait for the Abyssals to come to them, but scouts are reporting that the Abyssals may have taken dwarven captives. With the arrival of the PCs, and an anxious group of Blackstone Raiders already in camp, it may be time to take the battle to the beasts.

The Hand of God

Abyssals of great power occasionally mine the depths of the abyss that spawned them, stealing bits of flesh, scale, or bone from the dragon to heighten their power. One brullakha, Tahl-kha, learned that dwarves made excellent slaves for this harvest. For the last 50 years, Tahl-kha has patiently captured dwarf after dwarf, bringing its thralls deep into the heart of the world. Its dwarven slaves have worked tirelessly, excavating a bone from the Dragon's fore claw. They brought the bone near the surface and began constructing a tower and set of tunnels in a tall cavern not far below a dwarven mine.

A typical dwarf would rather die than serve the Abyssals, so captive dwarves were subjected to mind-altering spells that placed them under Tahl-kha's control.

The Hand of God stands in a cavern with only one obvious entrance, at the wider end. Looking north from the main cavern entrance, the Hand of God looks like a 100-foot tall dragon arm holding up the ceiling. A greenish glow illuminates the chamber, emanating from the tower and reflecting off the glossy volcanic glass of the cavern walls. Dozens of stalactites and stalagmites fill the chamber. The tower has no door. Five tunnels allow access to the ground level, but none of the tunnels begin in the chamber the Hand of God stands in.

Tahl-kha chose the chamber for its proximity to the dwarven outpost, but also for its unusual geology. Most of the walls are obsidian, though near the narrow northern end the black rock gives way to jade-colored limestone. Limestone forms much of the ceiling, while smooth volcanic glass makes up the floor. Stalactites hang down from the limestone ceiling, while stalagmites form on the otherwise smooth floor. The obsidian reflects the light of the tower back into the chamber, giving the entire room a sickly green glow.

Note: The Hand of God can be inserted near any small dwarven settlement appropriate to the campaign. Its actual distance from the dwarves is intentionally left ambiguous for ease of use.

Map Key

A–E. Entrance tunnels

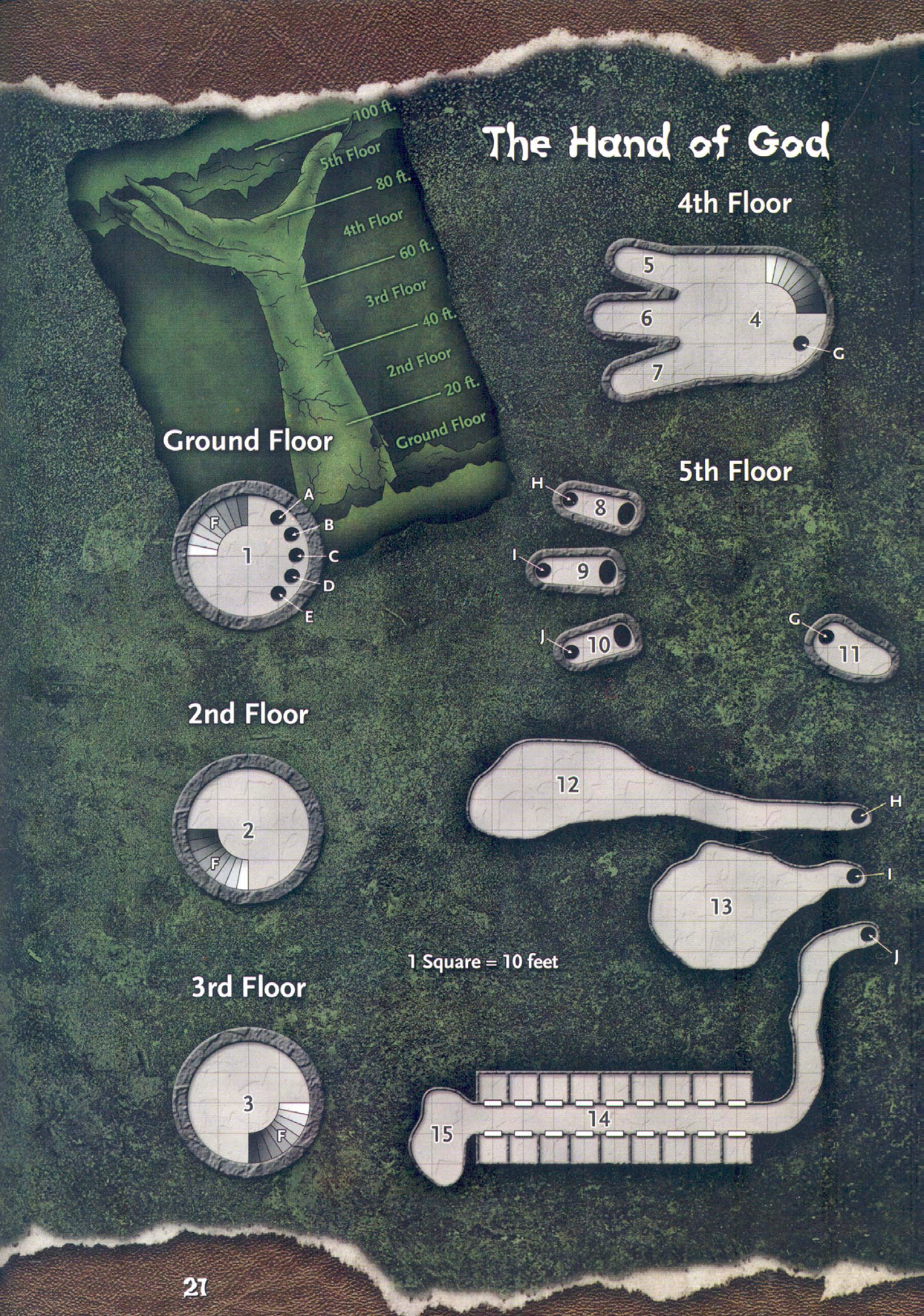
The five entrance tunnels vary in length, depending on where the opposite ends open. Though they vary in length, they are uniform: 8-foot diameter tubes carefully polished by the dwarven slaves who dug them, lit sickly green like the light of the Hand of God, and filled with the noise and movement of dozens of fiendlings and other lesser Abyssals.

A: This tunnel begins in a small chamber immediately north of the Hand of God cavern. It is the shortest of the tunnels and has the fewest guards.

B: The longest of the tunnels, this tube extends for over 3 miles to end at a small ledge on the side of the Great Abyss.

C: Like a corkscrew, this tunnel winds downward, deeper into the earth below the tunnel. It opens onto the shore of a large underground lake. Though its length approaches 2 miles, it only descends 1,000 ft.

D: Several dozen golgoths defend this tunnel. Carved by artisan slaves to resemble the stone around it, the door to this tunnel opens onto a major passage other Abyssal armies use on their way to the surface world.


The Hand of God
100 ft.
5th Floor
80 ft.
4th Floor
60 ft.
3rd Floor
40 ft.
2nd Floor
20 ft.
Ground Floor
Ground Floor
4th Floor
5th Floor
2nd Floor
3rd Floor
1 Square = 10 feet

E: Passing first under the tower's chamber, before turning upward, this tunnel opens closer to the surface than any other. Patrols of golgoths and other powerful Abyssals roam the tube.

F. Stairs

For those Abyssals and their slaves that cannot fly, a set of steep, narrow stairs wraps around the southern end of the tower. Except for small landings at each level, the stair winds unbroken up the side of the tower. Small windows, scarcely more than arrow-slits, look out on the cavern beyond the tower. They are eye level on the average dwarf, and are there to remind captured dwarves of the freedom they will not taste again. Tahl-kha finds this simple torture extremely pleasing, and is quite proud of the idea.

G–J. Passageways

These passages always have a *darkness* spell active on them, to disorient invaders and slaves trying to escape.

G: Near the southeastern edge of the fourth floor a black hole opens in the ceiling. No ladder or stairway mars the wall. The only way to ascend through the hole is by flight, which Tahl-kha specified to its dwarven slaves to be of ultimate importance. Since dwarves and many lesser Abyssals cannot fly, Tahl-kha retreats to its personal chamber at the top of the passageway whenever the Hand of God is attacked.

H: This passageway out of the northernmost finger of the tower has a set of wide, slippery stairs. A blackish liquid continually oozes down the stairs, pooling in cracks at their base before trickling further down the hallway (area 8). Golgoths and other, more powerful Abyssals guard this area. At the base of the stairs, and rising no more than two steps, an ever-present blood-red mist conceals the flooring.

I: Slick limestone forms the smooth floor here. The passageway rises sharply from the tip of the center finger, then descends gently into the small cavern beyond.

J: Much like the passage leading to Tahl-kha's private chamber (G), this hole in the ceiling has no ladder steps or stairs leading up to it. However, the guards at the top of the passageway have a rope ladder they can unfurl whenever land-locked prisoners or visitors are at the base of the passageway. Tahl-kha sets a password that anyone calling for the ladder must know. Giving the incorrect password brings the guards from area 4. Tahl-kha changes the password at random intervals, and telepathically tells everyone who has business beyond this passageway. At the top of the passageway wait a half-dozen golgoths in charge of lowering and raising the rope ladder.

1. Ground Floor, Entry Hall

The domed ground floor of the Hand of God acts as a transfer station. Seldom is it a destination, but rather a place to pause while traveling.

Iron-reinforced obsidian sheets, thin enough to permit dim light yet thick enough to bear the weight of passing Abyssals and dwarves, form the ceiling of this floor and the floor of the next. Of all the places connected with the Hand of God, this entry hall is darkest. The darkness has no effect on the Abyssals or their dwarven slaves, as they all possess darkvision.

2. Second Floor, Meeting Room

The sounds from the entry hall echo up into this room, though greatly muffled. Other Abyssals loyal to Tahl-kha meet here to discuss new methods of torture and ways of assaulting the dwarves or the surface dwellers.

Made of translucent stones of every color and size carefully embedded in a gray clay matrix and reinforced with iron beams and magical enhancements, the ceiling permits light to spill in from the third floor. Though all the light has a dim green hue, the thousands of precious stones tint it yellow-green. The walls of this floor have narrow windows placed every few steps up the stairs. It is here that newly captured dwarves begin to learn of their fate as life-long prisoners. When alerted that a new group of prisoners has entered the tower, Tahl-kha likes to float in a dark corner and watch the looks on the faces of the stoic dwarves as they march to their deaths.

Monsters: A shadowreaver and 6 nightclaws are in this room, waiting to meet with Tahl-kha.

3. Third Floor, Light Room

At the center of this room, where several of the reinforcing supports of the floor come together, a pillar rises to the ceiling. Skulls of dwarves form the roughly circular base. Upon them, spanning most of the 20-foot height of the room, stands a single bone. This is Tahl-kha's prized possession, a finger bone of the Great Dragon which the Abyssal has dubbed the Ivory Scepter. It glows green with a malevolence that those of good alignment find frightening. Good creatures must make a DC 20 Will save or be shaken for 24 hours after being in the presence of the Ivory Scepter.

Finely polished mirrors framed in dwarf bones line the room, reflecting the image and the light of the Ivory Scepter. New slaves spend their first night in this room, feeling the radiation of evil seep into their bodies and infect their minds. For every 4 hours spent in the presence of the Ivory Scepter, non-Abyssal creatures must make a Will save (DC 20 + 1 per previous save required). Those who make the save shake off the effect of the relic; those who fail suffer 1d2 points of Wisdom damage. A creature whose Wisdom reaches 0 becomes the Abyssals' next meal. Surviving prisoners become slaves.

The Ivory Scepter grants Tahl-kha a number of special powers over the Hand of God tower. By touching the scepter, Tahl-kha can adjust the light it gives off from total darkness to the equivalent of bright sunlight. As the Ivory Scepter brightens and darkens, so too does the tower and the tunnels and caverns connected to it. Tahl-kha can use the bone as a scrying device, giving the Abyssal a +10 circumstance bonus to Scry checks. Lastly, Tahl-kha can send out a negative energy wave that deals 5d6 points of damage to all living creatures within 300 ft. No saving throw applies, but spell resistance does (assume the wave is cast by a 20th level necromancer). Nothing short of divine intervention can impede or block the negative energy wave. Only Tahl-kha (or whomever activates the wave) is immune to its effects. The Ivory Scepter can create one negative energy wave per day.

4. Fourth Floor, Guardians
Crossbeams of thick iron form a grid upon which razor-thin sheets of green-black obsidian lie. Shadows fill this room, cast by the same green glow from the floor below. 12 skincrawlers are always in this room; they are here to warn Tahl-kha and the guards in the nearby areas of intruders or passing slaves. The area beyond the dotted line curves up slightly, leading to the three fingers of the tower.

5. Northern Finger
Smells of death and decay linger in this hall and grow stronger further up the gentle slope. Deep shadows clothe the area, and a mist that smells like blood skulks along the ground. Creatures walking through the mist feel an uncomfortable dampness on their shins. The dampness has a red tint that looks unmistakably like blood. A DC 14 Listen check reveals the sound of a trickling liquid further up the hall.

6. Center Finger
This part of the ramp, leading up to the tip of the central finger of the tower, is comparatively unremarkable. Shining limestone forms the gently sloping floor.

7. Southern Finger
Magical *darkness* constantly engulfs this hall, making movement difficult even for those with darkvision. Roughcast metal rails line the walls, allowing blinded prisoners to grope forward even as their equally blinded captors pretend to see. The floor is smooth, allowing prisoners to move quickly and easily up the hall.

8. Northern Finger, Upper Area
A steady trickle of murky fluid runs down the hallway here, dampening passing feet. The trickle runs down to the bottom of this area (at the border of area 5) and disappears through the walls. Low-lying mist enshrouds this area as well, masking the path.

This section is full of minor traps. Bags of poison-tipped caltrops sit off to the side, ready for Abyssal defenders to spread. In addition, Tahl-kha insisted at the time of creation that this floor must be built like a patchwork quilt. Steps down, steps up, potholes, jagged stones, and other such simple irregularities are concealed by the ever-present bloody fog. Walking creatures can move at half speed through this area without penalty. Creatures attempting to move at their normal speed must make a Dexterity check (DC 15) or fall to the floor, taking 1d4 points of damage from twisted ankles, cut hands, scraped knees and the like. Running and sprinting are impossible. The hall ends at a set of stairs (passageway H).

9. Center Finger, Upper Area
More slick limestone makes the going slow. A DC 16 Balance check is needed to not fall and slide down do the base of the hall (section 6). Characters who make a DC 15 Listen check hear what sounds like children screaming and grunting in the distance. At the tip of the finger, a corridor rises at a much sharper angle.

10. Southern Finger, Upper Area
Much like the entry of the hall (section 7), magical *darkness* constantly engulfs this area. An unlit area outside of the magical darkness at the end of the hall allows those with darkvision to see normally. The hall ends abruptly, but has a hole in the ceiling. As soon as a creature steps out of the magical darkness, a hoarse voice coming from the hole demands a password. An incorrect answer brings forth the guards from area 4 as well as Tahl-kha (if it is within the tower). Speaking the correct password results in a ladder being dropped through the hole above.

11. Tahl-kha's Chamber
In the thumb of the massive Hand of God a room lined with bookshelves glows with the omnipresent green light. Several windows look out over the cavern, with mirrors set in nearby stalactites reflecting the Ivory Scepter's light into this small library. In addition to the stone-carved bookshelves, an ancient wooden desk and several stone slabs fill the room. Maps, scrolls, and other loose documents rest on the desk and slabs, while every space within the bookshelf is filled with a book.

Tahl-kha has existed for several centuries, and has sent agents far and wide in the search for knowledge and information. Tahl-kha rejects the chaotic destruction most Abyssals espouse. It instead relies on elaborate long-term plans, a departure from ordinary Abyssal strategy. Tahl-kha has recently discovered the dwarves' difficulties in securing allies from other nations against the Abyssals. Its current thoughts turn toward finding a way to the surface, where it can then have a fresh source of slaves.

Tahl-kha's library is worth 25,000 gp. A wide variety of topics is covered, from simple identification books to complex magical treatises. Tahl-kha has read every book at least twice, and gains a +2 equipment bonus to any Knowledge check it attempts while it has access to its library. In addition to its many abilities as a brullakha, Tahl-kha is a 10th-level wizard.

12. Feasting Hall
Pools of blood and piles of bone decorate this gloomy room, lit by the green glow of the Ivory Scepter. Stone blocks in the center of the large room serve as tables for those Abyssals intelligent or "civilized" enough to use them. Most Abyssals find a relatively dry spot on the floor and consume their meal there. Dwarven slaves past their prime, captured adventurers, wandering cavern dwellers, and the occasional fellow Abyssal not loyal to Tahl-kha become meals.

At the far western end, a small furnace fired by the bones, clothing, and equipment of past victims serves as a stove if an Abyssal prefers its meat cooked. Certain cave-dwelling plants sometimes also fuel the fires. A small underground stream trickles from the southwestern corner in a shallow canal to the entrance. The stream mixes with the blood in the room and turns a crimson-black before spilling down the stairs in area H.

This is not just a dining room, but also a smithy. Skilled dwarven slaves use the small forge to craft metal items for their Abyssal masters. Masterwork items occasionally receive magical enhancements. Tahl-kha has begun stockpiling weapons, both mundane and magical, for its eventual assault on the nearby dwarven outpost. Piles of these weapons lay interspersed with the piles of bones.

13. Nursery
The Abyssals store their food here, usually the decaying remnants of scavenged vermin or beasts, as well as preserved fungi for the dwarven slaves. This dubious food lies strewn all over the room, attracting more vermin and 1d4 scrounging fiendlings. None of the Abyssals care to rotate the stock, and Tahl-kha does not trust any slave to the task. As a result, much of the food is rotten, possibly even mildly poisonous.

14. Slave Cells
This long, straight hallway has 20 iron doors set at equal intervals. The hall and iron doors are obviously dwarven-made. Behind the iron doors, a 10-feet square room houses the dwarven slave population. No cell contains fewer than two dwarves. After working many slaves to death, Tahl-kha now assigns slaves in three shifts of 8 hours each. At any one time, in any cell, one of the dwarves has been off duty for less than 8 hours, while the other has less than 8 hours until it is pressed back into service.

Food is provided once per shift to those in their cells. A dwarf at work receives no food, water, or breaks. Those who rebel do not last. Two of the dwarves on duty work in the Feasting Hall (area 12), preparing food for fellow prisoners. Occasionally, the dwarves struggle against Tahl-kha's control. Those who succeed fight, or commit suicide. Sometimes the chefs rebel, and poison the food, killing whole shifts of dwarves.

15. Torture Room
Those slaves who rebel, stubbornly hold on to their individuality, or otherwise displease Tahl-kha end up in this room. When a dwarf survives the tortures inflicted on it here, its next destination is the feasting room (area 13), where its final torment is to be eaten alive. The torture room is well stocked and so the Abyssals can inflict the maximum amount of pain without granting death.

Bansidhe

Medium Undead
Hit Dice: 4d12+3 (27 hp)
Initiative: +7
Speed: 30 ft. (6 squares)
Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple: +2/+4
Attack: Claw +4 melee (1d6+3 plus energy drain)
Full Attack: 2 claws +4 melee (1d6+3 plus energy drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Energy Drain
Special Qualities: Undead traits, +4 turn resistance
Saves: Fort +1, Ref +4, Will +6
Abilities: Str 15, Dex 16, Con –, Int 14, Wis 14, Cha 14
Skills: Balance +11, Climb +10, Hide +11, Jump +4, Listen +10, Spot +10
Feats: Improved Initiative, Toughness
Environment: Any
Organization: Solitary, team (2-5) or phalanx (7-12)
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral evil
Advancement: 5-10 (Medium)
Level Adjustment: –

Bansidhe are the foul handiwork of the necromancers of the Seventh Serpent. Undead things created from the corpses of fallen warriors, they retain a humanoid shape, but take on a wizened appearance that suggests the agony of their transformation into creatures of darkness. Their skin has a sickly purple hue and their extremities deform into claws. The awful magic by which they are created remains a closely held secret of the mages of the Seventh Serpent, best left unknown by all but a select few.

Originally created as select bodyguards for generals of the Dark Horsemen, bansidhe are now found in the ranks of their armies, where they are assigned to hold pivot points in the line or man defensive field works. Other mercenary groups beside the Dark Horsemen now use them as well. Except for the mercenary captains, no one seems terribly keen on employing bansidhe; not even the Nothrog can stomach them. Some bansidhe live in the wild, having wandered off or been left behind in the confusion of battle. These last wander the Broken Plains of Sarakia, and they either seek employment or waylay anyone unfortunate enough to cross their path. Bansidhe increase their own ranks by creating spawn from slain foes. Mercenary leaders who find themselves with more bansidhe in their army than they had at the start of the battle have been known to cut some loose, not wanting to rely too heavily on undead for soldiers.

Because they were created specifically to serve as bodyguards, bansidhe employ unusual battle tactics. Their creators conditioned them to never approach an opponent and strike the first blow. Their main duty is close protection, to tighten their ranks around their leader and shield him against attackers. Once the leader is secured in this fashion, only then are they supposed to strike their opponents. The particularly vicious twist granted to the bansidhe is that they have the power to suck life energy from their foes and grow stronger by it, thus turning their enemies' own energy against them.

That ability to absorb life energy from opponents means that bansidhe who fight well become stronger, as well as better at killing. They are also intelligent beings, capable of understanding complex instructions. Some have had advanced through the ranks in the service of mercenary captains, becoming valued aides, or leading troops in the field.

Combat

Bansidhe are strangely passive combatants, but exceptionally dangerous when roused because of their ability to drain their opponents' life energy and use it to augment both their strength and stamina. Bansidhe never attack an opponent unless it approaches within 5 ft., or unless that individual opponent attacks it first. Their blindsense insures that they are rarely surprised, in spite of their passivity.

When they do enter combat, bansidhe puncture their opponents with the points of their claws and rake, inflicting painful gashes.

Blindsense (Ex): As undead creatures, bansidhe do not possess heightened smell or hearing in exactly the same way that living beings use those senses. Nonetheless, they have an uncanny ability to sense other beings nearby, even in darkness or when approached from their blind side. They may use this ability within a 30-foot radius.

Create Spawn (Su): Any humanoid slain by a bansidhe becomes a bansidhe in 1d4 rounds. It spirit is torn from its body, which transforms and assumes a bansidhe's horrifying form. Spawn may be commanded by the bansidhe that created them, and remain in their thrall until one or the other is destroyed. Spawn possess none of the abilities that they had in life.

Energy Drain (Su): A wound inflicted by a bansidhe draws more than just blood. Whenever a bansidhe scores a hit against a living opponent, it inflicts 1 negative level unless that opponent makes a successful Fortitude save (DC 14). The bansidhe gains 7 temporary hit points for each negative level inflicted, and a temporary +1d4 Strength as well. It may never raise its Strength above 25 this way.

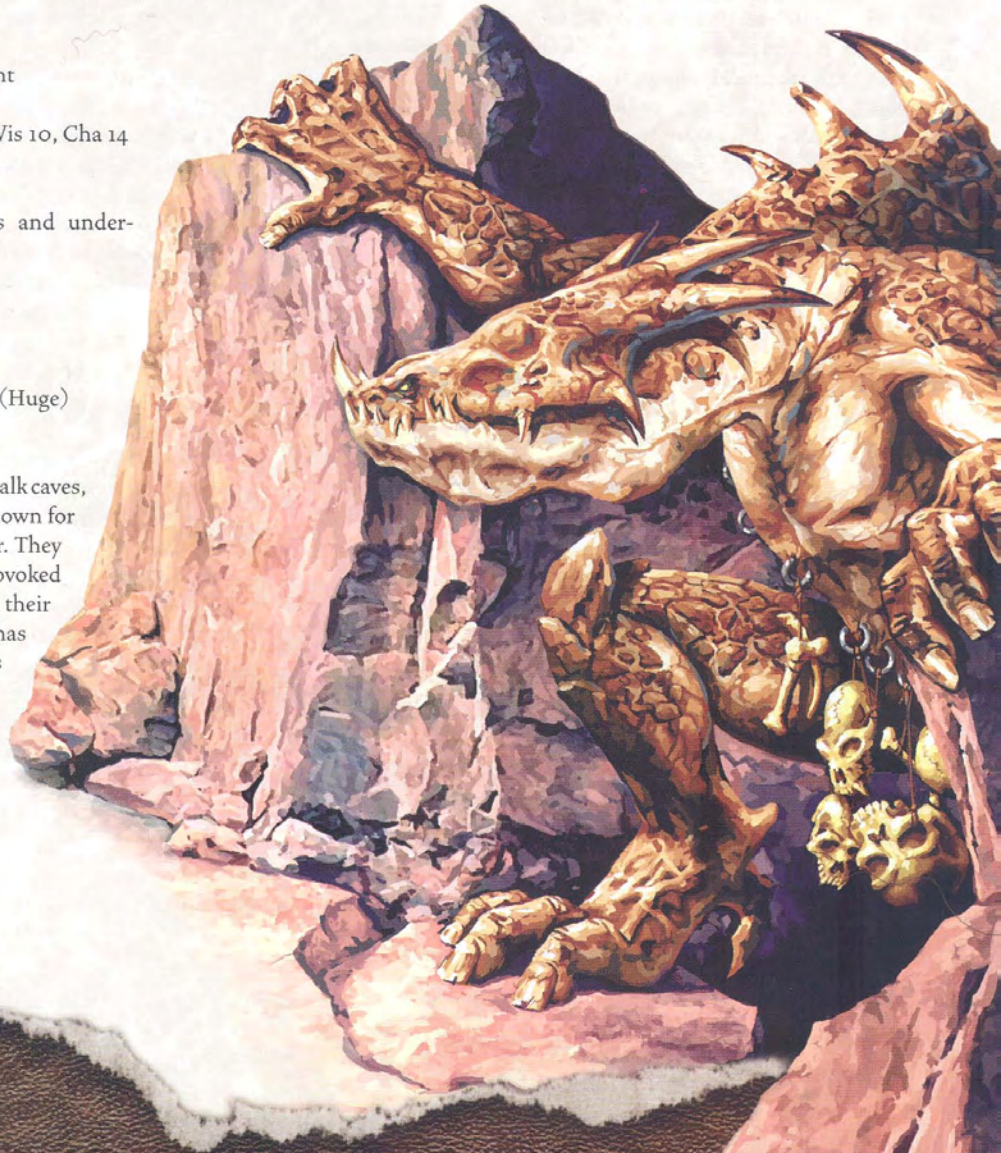
Barrowgrim

Large Magical Beast
Hit Dice: 8d10+24 (64 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 28 (–1 size, +3 Dex, +16 natural), touch 12, flat-footed 25
Base Attack/Grapple: +8/+16
Attacks: Claw +11 melee (1d6+4)
Full Attack: 2 claws +11 melee (1d6+4), bite +6 melee (1d8+2)
Space/Reach: 5 ft./10 ft.
Special Attacks: Improved grab
Special Qualities: Low-light vision, scent
Saves: Fort +9, Ref +9, Will +2
Abilities: Str 18, Dex 17, Con 16, Int 4, Wis 10, Cha 14
Skills: Intimidate +3, Listen +5, Spot +5
Feats: Diehard, Endurance, Run
Environment: Any hill or mountains and underground
Organization: Solitary or mated pair
Challenge Rating: 6
Treasure: Standard
Alignment: Always Neutral
Advancement: 9–12 HD (Large), 13–16 (Huge)
Level Adjustment: +4

Barrowgrims are vicious predators that stalk caves, caverns and desolate wastes. They are known for their tenaciousness and sheer ill temper. They tend to attack anything that moves, provoked or not. Barrowgrim wander far from their lairs, seeking caravans to destroy. It has long been thought that these creatures have some feral intelligence, for they choose to attack humanoid prey above all others — and horses seem to be their favorite food.

A barrowgrim is a large creature, between 10 and 12 feet high, with specimens recorded as large as 15 feet. Its skin is mottled and dark, with splotches of varying browns covering the thick, leathery exterior. Its flesh usually hangs loosely on its frame, wrinkling at the jaw, wrists, and legs. A barrowgrim's jaws are elongated and filled with shark-like teeth, and its small eyes are set deep in the oblong skull. A crest of spiky bone runs down its spine. The creatures do not see well in bright light, but when darkness comes (or in the dim light of upper caves) their eyes are quite good. At maturity, they can weigh nearly a ton and their arm-span is over 12 feet wide. Barrowgrims run as fast as the average horse, chasing down their prey with a maniacal glee. Their roars can be heard at great distances, and are used both for warding away other predators and exulting in the chase. In the mountains of the Accordlands, these primal cries can be mistaken for rolling thunder, as the barrowgrim's hunting call echoes across the ranges.

Barrowgrims inhabit cavern areas with labyrinthine corridors or twisting canyons. They are equally dangerous above and below ground, and use their sharp claws to dig lairs where they sleep and store their uneaten food. Their lairs are morbid caverns filled with bones and half-eaten corpses. They are mainly active above ground at night, but rarely hold to this cycle beneath the earth. Barrowgrims can be trained as guardians and hunting-beasts



by an expert animal handler. A professional trainer charges at least 2,000 gp to raise and care for a young barrowgrim, and the process takes a total of four years before the creature is mature and capable of being used as an efficient (and relatively safe to handle) guardian. Once a barrowgrim has matured in the wild, it is impossible to train.

Combat

Barrowgrims are voracious hunters and cunning predators. They attack from a concealed location if possible, driving their prey into box canyons or dangerous areas where the barrowgrim's familiarity with the terrain is an advantage. They slash with claws and grip with a terrible hug, using their tremendous maws to swallow smaller prey whole.

Improved Grab (Ex): To use this ability, a barrowgrim must hit an opponent with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Barrowgrim Lair

As the PCs pass through the village of Moordale, they hear rumors of a monster hunting on the local roads at night. The attacks mostly happen on the road to the next town, and because of them, Moordale has been lacking supplies. The gold value of any item for sale is doubled in this town, even more so for strangers passing through.

The North Road leads out of town toward the mill and the creek 2 miles away. Ten miles beyond that is the next town, Guas'mire. Two barrowgrims have been attacking travelers on the road for 2 months, leaving behind only carts and some metallic items. No bodies have ever been found. Several months ago, a group of adventurers wandered through Moordale, and went out looking for the "monster", but never returned.

When PCs make their way down the road, they see several carts strewn across the road, torn apart by claws and fangs. Blood spatters the road at intervals where attacks have taken place, and about a mile out of town, the stench of death pervades the area. Anyone making a Track check (DC 12) notices the odd four-toed tracks of the barrowgrim heading off into the tall grass. Tracking through the tall grass is incredibly hard (DC 25), but the tracks lead to the cave of the barrowgrims.

1. Hillock Cave

This hillock is approximately 70 feet wide and about 20 feet tall at its highest point. It is covered in lush green grass, which grows at an astonishing rate. The grasses surrounding the hillock can grow a tall as 8–10 ft., conveniently concealing a hunched-over barrowgrim. The nearest road is a mile away, and most locals now go out of their way to avoid passing this area. Stories of people going missing as they pass this way have been circulating. The most recent missing person was the miller, Van Calan. He and his horse & cart were on their way to town, and never made it there.

2. Cave Mouth

The entrance to the cave is about 50 ft. wide and 10 ft. tall. Just outside the cave are 3 rock pillars ranging from 3–8 feet tall. All three rock pillars are covered in claw marks. PCs who enter the cave find that it slopes sharply down into a large open area. The dirt around the mouth of the cave bears too many claw marks to count.

3. Cave

The entrance slopes down about 10 feet into the cave. PCs are allowed a DC 15 Profession (mining) check to determine that the cave was dug by hand out of the hillock. Scattered around the cave floor are various bones, mostly broken into tiny pieces. In the back of the cave is a dead horse, mixed with the decomposing remnants of captured humans. The barrowgrims sleep on and in the actual debris pile. There is a 40% chance that anyone entering the cave finds one barrowgrim sleeping here, and if there is one, there is a further 50% chance that both are present.

4. The Pit

This pit is 10 ft. deep, and its bottom 2 feet is full of murky water, dripping from a hole in the rocks above. The barrowgrims discard indigestible bits, such as metal, into the pit. This amounts to 50 gp, 43 sp, 75 cp, 3 gold rings each valued at 10 gp, a *ring of jumping*, and a *wand of burning hands* (12 charges).

BARROWGRIM NOTES

There are two barrowgrims hunting in this area, a mated pair. They viciously defend each other; usually one hunts while the other sleeps. They have currently attacked most of the local populace (who now avoid the area), and have been roaming farther and farther from their lair to feed. If the PCs manage to catch one of them by itself and kill it, its mate will track them down and try to exact revenge.

Batouri

Medium Monstrous Humanoid
Hit Dice: 1d8–1 (3 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 16 (+3 Dex, +3 armor), touch 13, flat-footed 13
Base Attack/Grapple: +0/+0
Attack: Rapier +0 melee (1d6)
or composite longbow +3 ranged (1d8)
Full Attack: Rapier +0 melee (1d6)
or composite longbow +3 ranged (1d8)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sneak Attack +1d6
Special Qualities: Low-light vision
Saves: Fort +1, Ref +5, Will –1
Abilities: Str 10, Dex 17, Con 9, Int 9, Wis 8, Cha 10
Skills: Balance +4, Hide +7, Listen +2, Move Silently +7, Spot +2
Feats: Weapon Point-Blank Shot
Environment: Any temperate or warm land
Organization: Solitary, mated pair, or family (3–5)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic good
Advancement: By character class
Level Adjustment: +0

Batouri are graceful creatures. Adult males stand shy of six feet and weigh about 140 pounds, while females stand about five and a half feet, weighing in at roughly 100 pounds. They move with impossible ease. Their faces narrow to a feline muzzle; depending on the bloodline of specific batouri, they may closely resemble almost any of the great hunting cats. Their bodies are covered from head to toe in short, stiff fur, longer from the top of their heads like human hair. Often, this hair is braided or otherwise restrained such that it doesn't get in the way. Though their feet resemble feline hind paws, their hands are like a man's, featuring four digits and an opposable thumb. Though these hands are clawed, the claws are not much stronger than human fingernails, and so are rarely used as weapons. Batouri often clothe themselves in silks and jewelry, as they appreciate the finer things in life.

Batouri are generally peaceful and curious, and prefer conversation to combat. That said, their curiosity often lands them in trouble, as they have little respect for laws and regulations. Many batouri have found themselves banished from even the most liberal cities, but they worry little about such matters. They can often find another city that is just as interesting, or simply ignore the exile altogether, and keep a healthy distance from authorities.

At forty, a batouri is considered venerable. Most do not live past thirty, as their life spans are often shortened by their irrepressible curiosity.

Nothing excites a batouri so much a new experience, a new land, or a new journey, and they are just as frequently seen on the road as in a city. Finding a batouri who has settled down and stopped traveling is rare. Usually, this is dictated by their age, though occasionally, a batouri will find a city sufficiently interesting to spend a lifetime exploring it. Baraxton, before its fall, had several such permanent residents.

Batouri generally prefer warm climates, and it is more common to see them as one travels south. Nonetheless, they can be found anywhere in the Accordlands, as far north as Merrick. Legend tells of an ancient Batouri city far to the south of Narawat, though none live who claim to have seen this city. Considering the mercurial nature of the species, this is most likely legend and wishful thinking.

Batouri speak Batouri as well as Common. The batouri language is beautiful and lilting, and pitch and tone carry as much meaning as specific phonemes. Other races often find the language difficult to master, even though the batouri are more than willing to teach it (in exchange, of course, for a lesson in another language). Most batouri speak a variety of other languages picked up on their journeys. They find the harsh language of the Nothrog unpleasant to the ear, but are otherwise enthusiastic linguists.

Combat

Batouri avoid combat, as they have little love of bloodshed. When forced to fight, they circle and outmaneuver opponents until they spot a vulnerability, then dive into the attack. When multiple batouri fight together, they present a confusing flurry of movement to their foes, and take advantage of even a moment's hesitation.

Skills: Batouri gain a +2 racial bonus on Balance, Hide, Move Silently and Spot checks.

Behemoth

Huge Aberration
Hit Dice: 20d8+120 (200 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class...: 20 (-2 size, +12 natural), touch 8, flat-footed 20
Base Attack/Grapple: +15/+33
Attack: Claw +24 melee (1d8+10) or bite +23 melee (2d6+5)
Full Attack: 8 Claws +24 melee (1d8+10) and 6 bites +22 melee (2d6+5)
Space/Reach: 15 ft./10 ft.
Special Attacks: Assimilation, fear aura, improved grab, swallow whole (2d8+15)
Special Qualities: Darkvision 90 ft., spell resistance 10
Saves: Fort +12, Ref +6, Will +15
Abilities: Str 30, Dex 10, Con 23, Int 5, Wis 16, Cha 10
Skills: Listen +17, Spot +16
Feats: Alertness, Cleave, Great Cleave, Improved Bull Rush, Multiattack, Powerattack, Weapon Focus (Claw)
Environment: Any land
Organization: Solitary
Challenge Rating: 17
Treasure: None
Alignment: Always chaotic evil
Advancement: 21-30 HD (Huge), 21-34 HD (Gargantuan)
Level Adjustment: --

The first behemoth was a magical mishap. During a battle between a group of elves and a force of Nothrog, an elven necromancer and a Nothrog shaman engaged in a terrible battle of arcane might. The two enemies launched one spell after another, neither gaining the upper hand.

Suddenly the magic swirling around the two magicians oscillated violently out of control and a critical backlash racked the bodies of both men. The backlash expanded, absorbing three other Nothrog and seven more elven warriors.

The swirling mystical energy filled with screams of agony and terror before collapsing upon itself, leaving something else behind. The thing created from that magical conflagration consisted of the merged forms of the Nothrog and elves.

Later called a behemoth, the horror hewed a swath through the battlefield, cutting down or outright devouring any unlucky creature that stood in its path, Nothrog and elf alike. The two enemies joined forces and eventually brought down the monstrosity.

Since that colossal day several other behemoths have arisen. Magical errors create behemoths. When two or more magic wielders accidentally cause catastrophic backlashes, the magic they once controlled turns on them and binds them and those nearby into the misshapen form of a behemoth.

Combat

A behemoth has two functions: absorb more beings to increase its mass, and absorb more magic to make it more powerful. It thinks of nothing else and strikes out at all living beings within sight to follow this imperative. If there are no living beings near it, the behemoth sets off in a random direction to find more.

Assimilation (Su): The behemoth's most dreadful power is its ability to absorb beings and magic to make itself bigger and stronger.

A behemoth advances in Hit Dice by consuming humanoids. Whenever a behemoth swallows whole (*see below*) a number of living humanoids equal to its total Hit Dice, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an aberration of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

For example, a 4 HD behemoth swallows whole four Nothrog warriors. Its form groans, it grows incrementally larger, and it becomes a 5 HD monster. It must swallow 5 beings to increase to 6 HD, and so on.

A similar effect happens when a behemoth gorges itself on magical items (it cannot feed on magical attacks or other transiet effects). When a behemoth feeds on magical items with enough plusses (such as a *longsword +1*) or charges (such as a *wand of fireballs*) to equal its spell resistance, it increases its SR by +1. For example, a behemoth with a SR 10 swallows whole a *wand of fireballs* with 6 charges remaining, a *longsword +2*, and an arm with a *ring of defense +2* on its finger. It assimilates the magical energy it just absorbed, increasing its SR to 11. It will take 11 such increments of magical energy for it to increase its SR to 12.

Items with limitless magic in them (such as a *belt of flying*) add +3 to the total.

Fear Aura (Su): A behemoth continuously radiates fear in a 40-ft. radius circle around it. Anyone caught in this area must make a Will save (DC 20) or be rooted where they stand, unable to move. This Will save may be attempted each round, and once successful, renders the opponent immune to this effect for the remainder of the day. This saving throw is Charisma-based.

Improved Grab (Ex): To use this ability, the behemoth must hit with its claw or bite attack.

Swallow Whole (Ex): With a second successful grapple check after using its improved grab ability, a behemoth can swallow whole a target at least one size category smaller than itself. Once swallowed, the target is assimilated as above, unless it is able to make a Will save (DC 20) each round during which it is so held. A swallowed creature is considered to be grappled, while the behemoth is not. A swallowed creature can try to cut its way free by dealing 30 hit points of damage with a light slashing or piercing weapon. It can also try to escape the grapple (behemoth's grapple check is +33). Each round inside the behemoth, the swallowed creature suffers 2d8+15 crushing damage.

Black Moss

Medium Plant
Hit Dice: 2d8+8 (16 hp)
Initiative: –5
Speed: 0 ft.
Armor Class: 15 (–5 Dex, +10 natural), touch 5, flat-footed 15
Base Attack/Grapple: +1/+1
Attacks: —
Damage: —
Space/Reach: 5 ft./0 ft.
Special Attacks: Energy drain, spores
Special Qualities: Blindsight, camouflage, damage reduction 10/fire
Saves: Fort +5, Ref –5, Will –4
Abilities: Str —, Dex —, Con 18, Int —, Wis —, Cha —
Skills: —
Feats: —
Environment: Any Forest
Organization: Solitary, patch (2–4), or field (6–10)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3–8 HD (Medium); 9–12 (Large)
Level Adjustment: —

No one is sure whether black moss is a natural species of plant or a magical byproduct. Regardless of its origin, the presence of the "moss of death" (as it has become known) makes anyone in the forest look twice before sitting down.

Black moss is deceptive in name because it is only black while it is draining the life from its victims. At any other time it apes normal moss by adopting a normal green color.

Unlike other semi-sentient or completely sentient plants, black moss is completely immobile. Black moss derives sustenance from living beings. If no prey happens by, the black moss drains energy from nearby plant life through its widespread root system. This eventually causes nearby foliage to wither, leaving a healthy patch of green moss surrounded by dead plants.

It can derive a meager amount of energy through photosynthesis, but not enough to live on for long. Black moss without any sustenance from living beings or plants can survive via photosynthesis for 1d6 weeks before beginning to wither and die.

What may have once been a naturally occurring form of plant life in the Accordlands has become a formidable weapon in the arsenal of the elven armies. Since they first discovered black moss in their forests, the elves have experimented with seeding it along trails in their forest to hamper would-be invaders.

Evil wizards are also attempting to decipher the nature of its spores and energy draining processes. They hope to use the spores on a massive scale in order to put entire armies and cities to sleep. The elves are more interested in black moss's energy draining ability. Energy draining is usually the domain of undead beings such as wights or necromantic magic. That a naturally occurring plant has this ability both fascinates and confounds them. If they can determine how a plant draws the life force out of other beings to sustain itself, perhaps they can adapt this ability to lengthen their own life spans.

This is but one of a myriad of malevolent plans the elves have to extend their control over the Accordlands, but also one of the most worrisome to the races they are currently at war with.

Several of the elves' enemies have heard of black moss, although most think it is a myth. While the majority dismisses this plant as an old wives' tale, the more cautious have begun to worry about these stories.

Combat

Black moss doesn't so much attack its prey as wait for it to come into range and invite it to stay. When a black moss senses a nearby target, it emits spores and waits for the target to become sleepy and lie down upon it. Once the target settles in for a brief rest, the moss' inviting green surface changes to black and it begins to drain the target's energy.

Camouflage (Ex): When not draining the life from a target black moss resembles ordinary moss, difficult to differentiate from other plant life. Black moss can change its look and shape to mold to nearly any environment. As a result, it gains a +16 racial bonus to its Hide check, no matter the environment.

Energy Drain (Su): The moss turns black whenever a living being comes into contact with it. Soon after, it begins draining the creature's life force. Each round the target remains in contact with the black moss he must make a DC 15 Fortitude save or gain one negative level. This level returns with 1 week of bed rest or through a magical cure. Rumors mention druids who know of a poultice that cures this drain.

For every negative level bestowed, the black moss gains 1d4 temporary Constitution. This Constitution gain wears off at a rate of 1 point per day. It is possible for PCs to encounter a black moss that has a Constitution score higher or lower than 18.

The save DC is Constitution-based.

Spores (Sp): Black moss sensing a nearby target emits spores that act as *sleep*. This sleep has a 30-ft. radius, but the moss usually waits until someone is standing on or near it before spraying spores. A DC 15 Will save resists this effect, but those who fail fall to the ground in the square they are standing in, most likely onto the black moss.

The save DC is Constitution-based.

Bloodsteed

Large Magical Beast
Hit Dice: 4d10+12 (32 hp) (35 hp with rider)
Initiative: +1
Speed: 40 ft., burrow 20 ft*, fly 30 ft. (average)*, swim 20 ft.*
Armor Class: 16 (–1 size, +1 Dex, +6 natural), touch 10, flat-fotted 15
Base Attack/Grapple: +4/+16
Attack: Hoof +11 melee (1d6+8)
Full Attack: 2 hooves +11 melee (1d6+8)
Space/Reach: 10 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Damage reduction 5/silver, darkvision 60 ft., immunities, low-light vision, mount, spell resistance 13 (21)*, wizard orientation
Saves: Fort +7, Ref +5 (+8)*, Will +3
Abilities: Str 26, Dex 13, Con 17, Int 13, Wis 15, Cha 12
Skills: Knowledge (arcana) +8 (+16)*, Listen +5, Spellcraft +8 (+16)*, Spot +6
Feats: Dodge, Mobility
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Usually neutral
Advancement: 5–10 HD (Huge); 11–20 HD (Gargantuan)
Level Adjustment: +0

Though these bizarre creatures appear undead, they are actually living creatures with powerful magical abilities and an affinity for wizards.

The horselike bloodsteeds frighten the common people, and stamp their rider or master as a wizard (or skilled rogue). Bloodsteeds appear to have no skin or flesh over their muscles, but in fact, they have a thin but tough layer of transparent scales. These scales are very small, giving it the feel of snakeskin.

The muscles of a bloodsteed are exceptionally strong and flexible, granting it both a high carrying capacity and allowing it to alter its blood flow. This latter benefit makes bloodsteeds immune to bruising.

Bloodsteeds were created by wizards, for wizards. Though the ritual for creating them is thought lost, existing bloodsteeds breed true.

A bloodsteed without a wizard as master becomes sickly, regaining its vigor as soon as a wizard claims it as his own. Still there are no recorded cases of a bloodsteed dying because it has no wizard to call master.

Bloodsteeds do not need training as much as they need a master. A bloodsteed will bond with any wizard who mounts it. This wizard becomes the creature's master, at least in its mind. There is no bond between bloodsteed and wizard as there is between wizard and familiar. Many bloodsteeds realize this, and are jealous of the wizard's familiar. They are nevertheless intelligent enough to know that hurting a familiar hurts the wizard.

As creatures attuned to wizards, bloodsteeds speak the language of magic — Draconic. They also speak Common and any other language their master speaks.

Combat

Bloodsteeds obey the commands of their riders in combat. They will not do something obviously suicidal, but they will risk nonlethal harm at the command of the wizards riding them. A riderless bloodsteed flees from battle unless its master is nearby and commands it to remain in the fight. Without a wizard rider on its back, a bloodsteed will not attack anyone who appears to be a wizard, even at the command of its master.

Immunities: Bloodsteeds are immune to enchantments and mind-affecting compulsions. They suffer half damage from blunt weapons.

Mount (Ex): A bloodsteed can be ridden into battle. Any rider it carries must be at least one size category smaller than the bloodsteed. It can always fight while carrying a rider, but the rider must make a DC 10 Ride check to attack as well. For every size category the mount is larger than its rider, the DC of this check increases by +5. For example, a Medium human riding a Large bloodsteed checks against a DC 15, while a Small creature riding a Huge bloodsteed checks against a DC 25.

Spell-like Abilities: At will — *detect magic;* 3/day — *expeditious retreat, mirror image, resistance;* 1/day — *improved invisibility*. If the bloodsteed has a rider, these spells affect the rider as well as the bloodsteed. Caster level 7th.

Wizard Orientation (Su): Only a creature with at least 1 level of arcane spellcasting, or who successfully uses the Use Magical Device skill to emulate the wizard class function of memorizing spells from a spellbook may ride a bloodsteed. The bloodsteed bucks off or attacks anyone else attempting to ride it.

As long as an arcane spellcaster sits on the bloodsteed's back, it receives the bonuses marked by an asterisk (*) above. These increased abilities are all considered racial. It gains new forms of movement, the effects of a *shield* spell, a +8 bonus to Knowledge (arcana) and Spellcraft checks, the Toughness feat, and its spell resistance increases by +8.

Any spell cast by or on a wizard rider that affects the wizard also affects the bloodsteed, even if the spell's descriptor would not allow the spell to affect a magical beast (such as *charm person*). The bloodsteed gets no saving throw in this case, using instead the wizard's.

Carrying Capacity: A light load for a bloodsteed is up to 900 pounds, a medium load is 901–1,800 pounds, and a heavy load is 1,801–2,700 pounds.

Bone Hound

Small Construct
Hit Dice: 2d10 (10 hp)
Initiative: +2
Speed: 30 ft.
Armor Class: 18 (+2 size, +1 Dex, +5 natural)
Base Attack/Grapple: +1/–3
Attack: Claw +2 melee (1d3)
Full Attack: 2 claws +2 melee (1d3), tail slap –3 melee (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Death howl
Special Qualities: Absolute loyalty, construct traits, damage reduction 10/good, magic immunity
Saves: Fort +0, Ref +2, Will +0
Abilities: Str 10, Dex 15, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: —
Environment: Any land and underground
Organization: Solitary or gang (2–4)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3–4 HD (Small); 5–7 HD (Medium)

Built from the dead, bone hounds are often mistaken for undead creatures. They are, in fact, constructs, built by spellcasters who wish to have a loyal canine that does not need to be fed (like a living creature) or deodorized (like an undead one). Bone hounds are completely loyal to their creators, and obey every command given to them. Even if the creator wanted the bone hound to listen to another person, it will not.

Some wizards create bone hounds to act as familiars, imbuing them with magical intelligence. Bone hounds created for this purpose have an Intelligence score the same as a familiar for that level of wizard, as well as gaining all other abilities and qualities a familiar has, such as the Alertness feat except for the ability to speak. Although they cannot speak, bone hounds understand every language their creator knew at the time of their creation.

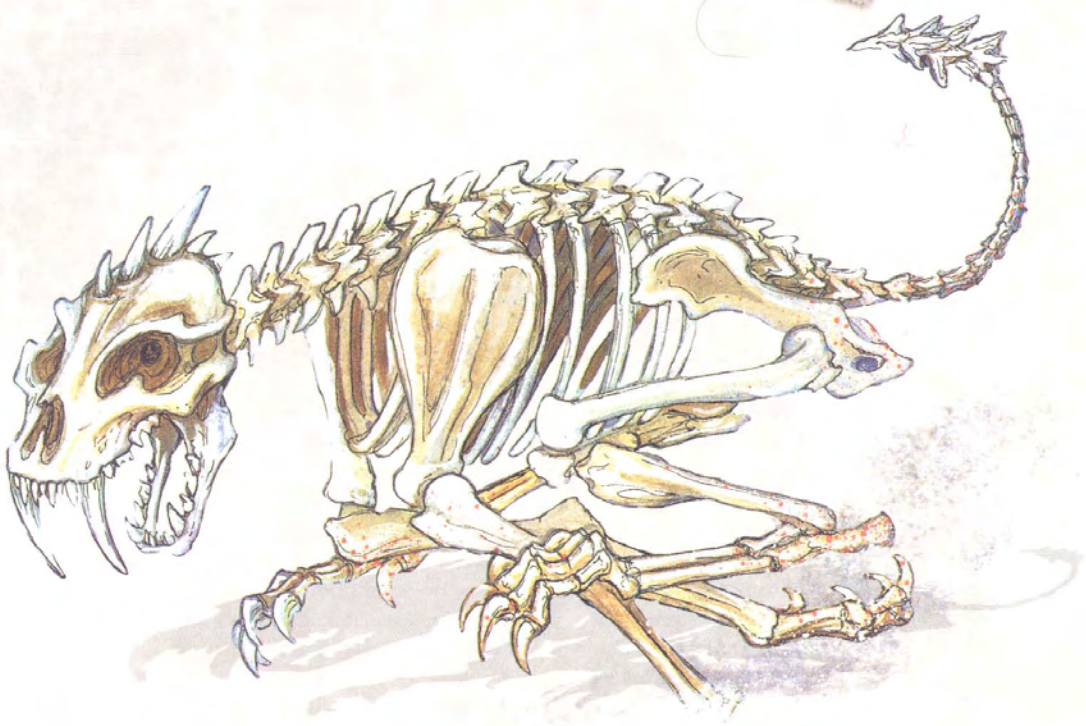
Construction

The majority of materials for a bone hound must come from a dog, fox, coyote or wolf dead no more than a year. Up to three different animals can be combined to create the body, but at least half the bones used must be from an animal the creator cared for. In addition, the creator must contribute the bones of a finger or toe and work them into the bone hound's body (usually in the tail).

The bone hound costs 10,000 gp to create, which includes 250 gp for construction of the body. Assembling the body requires a Craft (sculpting) or Heal check (DC 14).

The creator must be at least 9th level, and be able to cast arcane spells. In addition to the small bone required, creating a bone hound drains 1,500 XP from the creator and requires *bull's strength, faithful hound, shout,* and *polymorph other.*

A bone hound meant to act as a familiar requires an additional 8,000 gp and 500 XP to create, as well as *charm monster* and *summon monster V*. In order to create a bone hound familiar, the creator must be at least 11th level.



Combat

A bone hound only enters combat to defend itself or protect its creator or its creator's body. Bone hounds close as quickly as possible with the greatest number of potential opponents to use their death howls. They try to avoid using more than two of their death howls in a combat situation.

Absolute Loyalty (Su): Because its creator must give a little of himself to create a bone hound, the bone hound will never serve any other master. The bone hound senses its master's death, and immediately moves toward its master's body if they are on the same plane. If it can get to its master's body, the bone hound remains as close as it can to the body and guards it tirelessly until the bone hound is destroyed. If the remains are scattered by some sort of climate change, the bone hound guards the skull or largest remaining bone.

If a bone hound's creator is somehow utterly destroyed (such as by a *disintegrate* spell or the action of thousands of years of natural decay) the bone hound lets out one final death howl and crumbles to dust.

Death Howl (Su): Three times per day, as a full-round action, a bone hound can unleash a piercingly loud and painful howl. Every living creature within 60 ft. must succeed at a DC 14 Fortitude save or be shaken for 2d4 minutes. The bone hound's creator is immune to this effect.

Magic Immunity (Ex): Bone hounds are immune to all spells, spell-like abilities, and supernatural effects that allow spell resistance. In addition, certain spells and effects function differenty against a bone hound.

Fire- and cold-based effects stun a bone hound for 1d4 rounds. *Animate dead* deals 1d6 points of damage per caster level of the caster (maximum 5d6) to the bone hound. *Speak with dead* or *speak with animals* causes *confusion* for 1d6 rounds.

Tomb of the Master of Storms

"You call me a grave robber. I call myself an archaeologist. If people would stop burying important things with corpses who can no longer appreciate them, I would stop digging them up." -Anton Cyldragen

This tomb can hold something the PCs need, or something an antagonist or ally wants. It is a simple task to break into the tomb and get what they need. But will they try to take more than they came for?

A bone hound remains loyal to its creator even after its master's death. Loyal and ageless, bone hounds make excellent crypt guardians. They understand when their creator dies, and never oppose the proper burial of the body. Wise creators make sure to have their bone hounds included within their tombs, and smart tomb makers avoid upsetting the bone hounds.

The bone hound in this crypt listens with disinterest as the party loots the treasures in it. They can take what they came for without disturbing the bone hound, as long as they do not approach the sarcophagus in the secret room.

Creator's Crypt

A bare door with the following inscription is set in the side of a cliff in an out-of-the-way valley: "Jorkell Radvind, Master of Storms." The door is locked mechanically and with an *arcane lock* spell; an Open Locks check (DC 30) is necessary to pick the mechanical lock.

Map Key

1. Outer Chamber

The outer room's walls bear murals of a man wearing bright blue robes and holding a staff. Mostly he is depicted as kindly and old, kneeling with children by a stream, or sitting in a comfortable chair smoking a pipe. A few pictures near the rear door show him wrathful, his staff raised as lightning flashes in the sky.

Four steel chests sit in the room, one in each corner. Wizardry paraphernalia lines the walls in front of the murals. There is enough equipment in this room for two full alchemists' labs, with some to spare.

The chests are locked and trapped (CR 2; Open Locks 15; Search 18; Disable Device 18; poison needle +5 melee, coated in Miserean blood poison; Fort DC 17; initial damage 0; secondary damage 2d6). Between the four, the chests contain: 4 sets of masterwork robes, a *+2 ring of protection*, and 10 arcane scrolls (determine spells randomly).

2. Inner Chamber

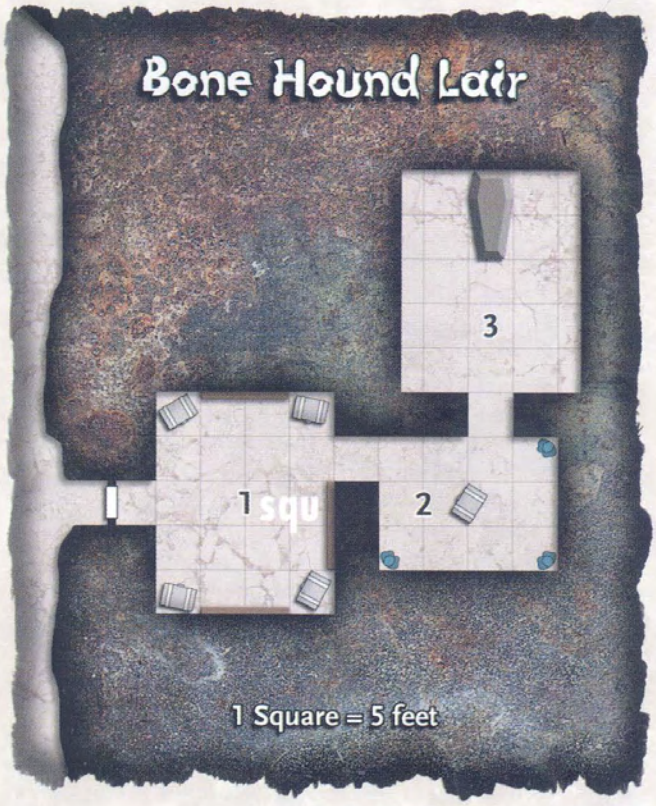
This room's murals share a lightning motif. A *permanent image* spell causes this room to occasionally flicker with bright flashes of lightning — complete with rolling peals of thunder.

In all three corners stand seamstress' dummies, each wearing a different bright blue outfit. Two of the outfits are finely wrought noble's outfits. The third is little more than a regular traveler's outfit with a *cloak of displacement, major*. Sitting right in the center of the room is a chest exactly like those in area 1. It contains 114 pp, 320 gp, 1,297 sp, and 3,402 cp, and the item the PCs are looking for.

3. Secret Chamber

There are no decorations on the walls of this room. It contains only two things: a large sarcophagus and a bone hound. The bone hound lies on top of the sarcophagus like a normal dog. It watches any character who enters the room, but does not stand up or make any movement unless someone comes within a foot of the sarcophagus. If a character comes that close, the bone hound stands up and uses its death howl ability two rounds in a row, entering melee combat only if anyone remains within the secret chamber. Though it will pursue invaders to the secret door, it will not cross the threshold.

The sarcophagus is trapped with a lightning blast trap (CR 5; Search DC 28; Disable Device DC 28; 10d6 points of lightning damage; Ref save DC 20 for half). It contains the mummified remains of Jorkell Radvind as well as a cursed *staff of power* with 1 charge left. If the final charge is ever expended, the person using the staff will want to keep it as his favored weapon. The staff cannot be recharaged.



Bourdon

Large Magical Beast
Hit Dice: 3d10+9 (24 hp)
Initiative: +1
Speed: 40 ft., fly 60 ft. (average)
Armor Class: 20 (–1 size, +1 Dex, +10 natural)
Base Attack/Grapple: +3/+11
Attack: Sting +6 melee (1d8+6 plus poison)
Full Attack: Sting +6 melee (1d8+6 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison, unnerving voice
Special Qualities: Electricity resistance 10, poison immunity
Saves: Fort +6, Ref +4, Will +1
Abilities: Str 18, Dex 13, Con 17, Int 6, Wis 10, Cha 5
Skills: Hide +0, Spot +3
Feats: Dodge, Mobility
Environment: Any forest, hill, and mountain
Organization: Solitary, gang (3–5), band (6–9), hunting party (7–10), or large pack (21–30 plus 35% non-combatant)
Challenge Rating: 3
Treasure: Standard
Alignment: Always lawful evil
Advancement: 4–7 HD (large); 8–12 HD (huge)
Level Adjustment: +1

A bourdon is a large insect twice the size of a human. It possesses a great carapace that shines like polished black armor; the poisonous sting protruding from its face is lethally accurate. Only its eight powerful legs, its face, and its dangerous sting seem to be unprotected by the stygian carapace. The visage of a bourdon resembles a shriveled prune with coarse dark fur. It has a pair of brooding beady eyes and a five-foot long needle where its nose should be. Bourdons communicate by making dreadful clicking sounds. The bourdon's voice unnerves its prey, which loses its composure in the face of the magical beast. Bourdons are natural hunters that feed on animals, insects, or plants. Although they prefer the meat from large mammals, their system can digest any part of a plant or creature, with the exception of the bones. Because they are immune to all types of toxins, they are one of the rare predators that hunt the many varieties of poisonous snakes and scorpions found throughout the world. Since they carry a deadly poison themselves, bourdons usually spoil the meat that they touch as well as the plants upon which they feed, which makes them a true threat to the wilderness. Many druids and rangers in Markappal swear to hunt down every last one of them.

Combat

These strange creatures are ferocious in battle and rarely shy away from a fight. Unlike most beasts, bourdons do not hunt to survive or fight to save their lives: they do it for sport. Bourdons tend to form small hunting groups that prey upon animals and humanoids alike. Some of these bands attack civilized settlements, ravaging farmlands, destroying cattle, and killing humans, elves, and Nothrogs.

In combat, bourdons rely on their unnerving voices to unsettle their intended prey, so even when they are alone they usually talk by making strange clinking noises. When they attack, they prefer to fly overhead and swoop down upon their enemies, striking with their poisonous sting at the first opportunity. While their bodies regenerate the poison they release, bourdons can use any of their eight legs to claw their victims. They can still sting their target, but their dart releases no toxin for a while.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Dexterity, secondary 1d6 Constitution. The save DC is Constitution-based.

Once a bourdon releases a shot of venom, it cannot poison another victim for 1d4 rounds. In the meantime, the bourdon may still use its sting to attack, but no poison is released on a successful hit until the necessary number of rounds has elapsed.

Unnerving Voice (Ex): A bourdon communicates by making dreadful clicking sounds that unnerve all opponents within a 30-ft. radius. Any creature hearing it must make a DC 14 Will save or become shaken. The grating sound is constant, and the save must be made every round. This ability is a mind-affecting, sonic effect. The save DC is Constitution-based.

Skills: A bourdon gains a +8 racial bonus to Hide checks in dark natural caverns and places where its obsidian carapace melds with the background.

Bourdon Hive

Bourdons make their homes inside hidden grottos in secluded forests, hills, or mountains. Typically, the floor and walls of these caves are covered with a gooey, light brown substance known as bourbane. This honey-like paste nourishes the young of the colony and traps creatures not welcomed into the hive.

Presented here is a typical bourdon hive. It can be placed in any hill or mountain in the Accordlands.

Map Key

1. Entrances

There are five different ways to enter the bourdons' lair. The five holes open in various places on the side of a sheer mountain wall, from 30 to 80 feet above ground. Each hole is easy to notice, but a Spot check (DC 18) is required if the PCs are not actively looking for the bourdon hive or another grotto on the face of the bluff. PCs scaling the sheer rock cliff must make a Climb check (DC 20) to avoid falling.

2. Trapped Corridor

The lowest and most easily accessible of the entryways opens into a long passage that gradually slopes upwards. 30 ft. away from the entrance, the floor is weak, and a weight of 100 lbs. or more will cause it to collapse. PCs caught by the breaking floor may attempt a Reflex save (DC 18) to avoid falling into the pit below. This pit was made by a huge burrowing animal that passed through here long ago.

Weak Floor Pit Trap (80 ft. deep): CR 5; no attack roll necessary (8d6); Reflex save (DC 18) avoids; Search (DC 24) or Knowledge (masonry or engineering) (DC 20) to notice. There is no way to disable this trap.

3. Empty Corridors
Four long corridors eventually lead into a large grotto where two adult bourdons stand guard. These passages twist in several places and cut at various angles, sometimes sloping upward and other times buckling down.

4. Antechamber
This roughly 60-foot square cave is covered with bourbane. The sticky stuff smells sweet and flowery, which makes it very easy to notice. Although only a thin crust (from 1 to 3 inches deep) covers the ground and walls, the potent substance can impair maneuverability.

When the PCs move into the cave, allow them to roll a Reflex save (DC 20) to avoid being caught in the brownish paste. Characters who fail are entangled in the gooey substance, and have –1 circumstance penalty to all attack rolls and a –2 circumstance penalty to effective Dexterity score. It takes 1d4 full rounds for entangled creatures to get freed.

Creatures: There are two bourdons guarding this room. They attack as soon as the PCs enter.

5. Large corridor
This passage is covered with bourbane (*see area 4 for more details*) and leads to the main hive chamber. If the PCs discharged audible spells or cried out when they battled the bourdons in area 4, there is a 30% chance that they encounter 1d3 adult bourdons coming from area 6 here.

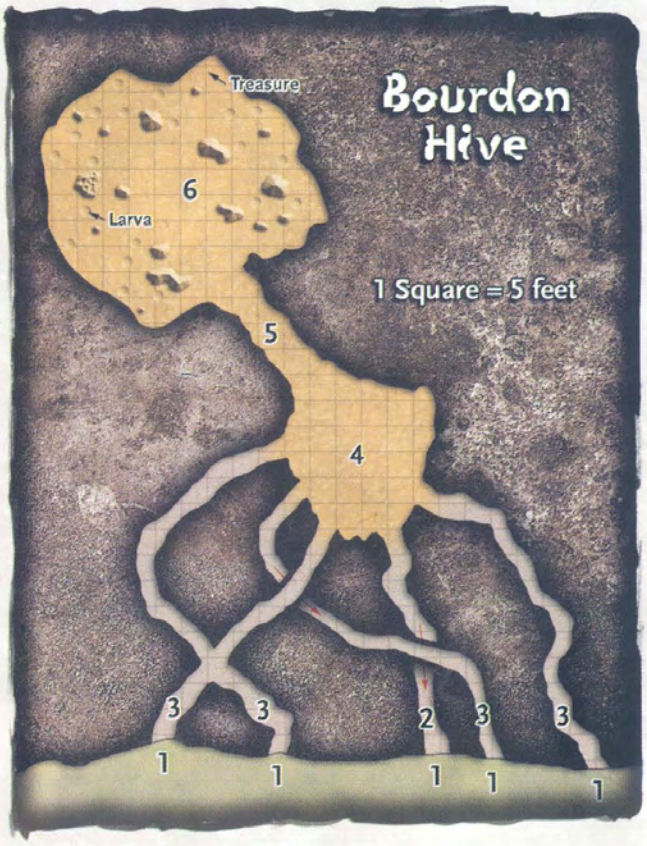
Because there are many creatures constantly communicating in the main hive chamber (area 6), PCs moving through this passageway automatically hear the clicking sounds of the bourdons and risk being affected by their unnerving voice ability.

6. Main Hive Chamber
This large underground cave is filled with stalactites and stalagmites, which, like the walls, floor, and ceiling, are completely covered in bourbane (at least one foot thick). Because the bourbane here is so condensed, PCs moving through this area that fail at a Reflex save (DC 20) are doubly impaired by the substance: –2 circumstance penalty to attack rolls and –4 to effective Dexterity.

There are twenty holes in the covered ground between the uneven stalagmites, half of them holding the larva of an infant bourdon.

Creature: Eight adult bourdons stay here. Two lie upon the gooey floor, taking care of the young. When the PCs enter the cave, these two do everything in their power to protect the larvae. The others stand upon the tip of massive stalagmites and charge the intruders as soon as they spot them.

Treasure: Upon the northern wall, buried in a thick mass of bourbane, is the body of a druid who came here to destroy the hive. On his body is an *eversmoking bottle* he was going to use to drive the bourdons from the hive (Search check (DC 24) to notice the druid beneath the bourbane).



Brine Fiend

Medium Monstrous Humanoid (Bascaron)
Hit Dice: 3d8+15 (27 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple: +3/+6
Attacks: Claw +6 melee (1d4+3) or bite +6 melee (1d4+1)
Full Attack: Two claws +6 melee (1d4+3) and bite +1 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Howl
Special Qualities: —
Saves: Fort +5, Ref +5, Will +3
Abilities: Str 16, Dex 14, Con 18, Int 8, Wis 10, Cha 8
Skills: Listen +5, Spot +5
Feats: Alertness, Toughness
Environment: Temperate and warm marsh
Organization: Brood (4–10)
Challenge Rating: 2
Treasure: No coins; 15% goods; 10% items
Alignment: Always neutral
Advancement: 4–8 HD (Medium); 9–12 (Large)
Level Adjustment: —

Brine fiends are one of the most renowned monsters in the Accordlands. These beasts stand approximately 8 feet tall and weigh up to 1,000 pounds. They have long clawed hands capable of manipulating objects, and extremely thick hide. They are vaguely humanoid, pugnacious, reptilian, and completely feral. Their webbed feet allow them to move through water and over marshy terrain with ease.

A brine fiend is not, in fact, a fiend at all — no Abyssal taint has ever been found on one — but is rather a monster of the deepest swamps. The thick, mottled orange hide of a brine fiend is covered in silt or algae. Their underside is a lighter yellow, ribbed with a thick skeleton that protrudes somewhat beneath the creature's hide. A brine fiend has no nose, nor sense of smell, but uses its exceptionally keen hearing and eyesight to pick out prey. It has thick, sharp claws on both forefeet and rear, as well as a long, clubbed tail similar to a hide and bone flail (although it does not fight with its tail). Horns cover its head and neck, and are often the target of poachers' interest. The longer horns, in good condition, can sell for over 200 gp each, and most brine fiends — barring accident, injury, or congenital defect — have four.

Brine fiends are not intelligent, nor do they have a language or culture. Despite the opposable thumbs that let them manipulate objects, they lack the intelligence needed to create or use even simple tools. They have well known hunting patterns, and nest and hunt as a pack. A group of brine fiends hunts the same area, using wolfpack tactics to bring down prey. They live for approximately 30 years, and have a three-year mating cycle that generally produces one or two young. Brine fiends are not monogamous, but are rather like herd animals, with one dominant male taking care of four to ten females and any attendant offspring. Males less than five years old are allowed to remain with the group and help protect the lair. When they reach maturity, the alpha male forces the young males out of his territory.

Brine fiend lairs are often underwater, as the creatures are somewhat amphibious, and always in marshy, swampy territory. They contain little in the way of treasure. Brine fiends consume prey on the spot, rather than drag it back to the lair, and any treasure accumulated during a hunt is left where it falls.

When hunting, a brine fiend pack release a series of gargling cries to both communicate with other pack members and intimidate prey. Ideally, the prospective meal flees this cacophony. The pack pursues, exhausting its prey before falling to the attack. A brine fiend hunting pack always consists of the alpha male and any females not currently pregnant, while younger male brine fiends remain at the den to care for any young. Once a hunting pack brings down its prey (and the hunters have consumed their share of meat), it strips off chunks of meat to return to the lair and feed those who did not join the hunt.

Combat

Although brine fiends aren't intelligent, they are extremely effective killers and dangerous opponents. They are physically suited to fight in marshy terrain, and enjoy the thrill of the hunt. Often, before combat, the hunting party (the alpha male and any females not presently carrying young) runs its prey for up to a full day, exhausting the unfortunate creatures. Once battle has been joined, a brine fiend pack fights until it is victorious or dead. Generally, a pack does not attack a group of humanoids unless their victims are outnumbered, injured or otherwise handicapped. Brine fiends are not bright, but the instincts that rule them are similar to those that prohibit wild animals from tangling with men. That said, if victory — and a subsequent meal — is likely, these creatures do not hesitate. They generally focus their attacks on one victim until he is brought down, then move on to the next opponent. Only if the pack loses a significant number — about half — does the alpha male consider retreat, and even then the fleeing creatures attempt to carry off kills for a later feast.

Howl (Ex): Once per day, a brine fiend can howl as a standard action. The howl sounds like the gurgling of a drowning man, and is disquieting at best. Any creature within a 30-ft. cone must succeed at a DC 15 Will save or become confused for 1d4 rounds. This is a sonic mind-affecting effect. The save DC is Constitution-based.

Skills: A brine fiend's slimy hide grants it a +6 racial bonus to Hide checks while in swamps or bogs.

Brine Fiend Lair

The PCs are moving through an area near a brine fiend lair. The brine fiends are hungry enough to risk attacking humanoids. The pack, one male and 5 females, tries to spook the PCs into running by flanking them, making noise just out of their range of vision. A few of the brine fiends howl, to scare the PCs. If the PCs run the pack runs with them, waiting to attack. If the PCs stand firm, the pack circles for an hour and then attack.

The brine fiend lair is nearby and not well guarded. They sleep here on logs or beds of sod and raised earth. There are 3 young male brine fiends and one pregnant female back at the lair.

1. Nest
This nest was stumbled upon by a group of humans. As a result, the fiends buried a few bodies for later consumption. Nestled under a makeshift bed of moss are the remains of 5 humans. Wrapped in swamp grass and cellulose fiber, these bodies soak in the stale bog water, marinating until the brine fiends need meat. Personal effects and a few silver pieces can found in the remains (brine fiends do not understand the value of coin). No other distinguishing marks can be found.

2. Ambusher
Lying in wait is a brine fiend ambusher. It waits until an adventurer walks past and attempts to drag him under the water to drown him. The ambusher is brave, attacking even if more than one adventurer is present.

Cerebrul

Huge Magical Beast
Hit Dice: 16d10+ 96 (176 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 28 (–2 size, +20 natural), touch 8, flat-footed 28
Base Attack/Grapple: +16/+30
Attack: Hoof +20 melee (1d8+6)
Full Attack: 2 hooves +20 melee, bite +18 melee (2d6+3), horn +18 melee (2d6+3)
Space/Reach: 15 ft./10 ft.
Special Attacks: Breath weapon, charge
Special Qualities: Damage reduction 10/magic, spell resistance 19
Saves: Fort +16, Ref +10, Will +10
Abilities: Str 22, Dex 10, Con 23, Int 12, Wis 16, Cha 12
Skills: Intimidate +20, Listen +16, Spot +16, Survival +15
Feats: Endurance, Die Hard, Great Fortitude, Iron Will, Multiattack, Power Attack
Environment: Any Underground
Organization: Solitary
Challenge Rating: 11
Treasure: Standard
Alignment: Always lawful evil
Advancement: 17–22 (Huge); 23–30 (Gargantuan)
Level Adjustment: —

A cerebrul is a massive three-headed creature, with the body of a giant bull and the heads of a ram, a bull, and a man. Each head is mounted on a long, serpentine neck, allowing them complete freedom of movement — and attack. These rare creatures are created by powerful wizards, summoned from the black heart of the Abyss to guard secret vaults, far from prying eyes. They are extraordinarily powerful, and difficult to control. According to myth, the first cerebul stands at the very mouth of the Great Dragon, preventing scrabbling Abyssals from eating the heart of the fallen god.

Each of the heads of the creature has the ability to breathe or spit a ranged attack. These heads operate independently, and can use ranged attacks against separate individuals. The first of the three heads (the ram) has power over emotions, the second one (the bull) has power over madness, and the third one (the man) has power over sickness and disease.

The mammoth creature's leathery hide shines deep purple, with a long stringy tail that lashes like a cat-o'-nine-tails. The cerebul's feet hiss into earth and stone as if dripping acid, and the creature marks its territory by treading in a circle around the area it guards, leaving a circle of deeply grooved hoof prints as a warning to those who would invade the place it defends.

Cerebruls are dangerously intelligent. While each of its heads is capable of independent thought, they rarely come into conflict. Rather, their notions are synthesized into a collective thought pattern, allowing the creature to consider a problem from several angles at once.

Combat

The cerebul's heads each have an independent breath weapon, and the creature can also charge and gore victims with its horns. In combat, it can strike with fore or rear hooves, or charge and inflict horrible wounds with the ram head's vicious horns.

Breath Weapon (Su): A cerebul can create cones of varying effects from the breath of each of its heads, as a standard action. Each round, a different head can use its breath weapon. The blast projects in a direction of the cerebul's choice, creating a 40-ft. long cone.

The save DC is Constitution-based.

Ram: Creatures affected by the breath weapon of the ram must succeed at a DC 22 Will save or become confused and shaken for 3d6 rounds.

Bull: Creatures affected by the breath weapon of the bull must succeed in a DC 22 Will save or be overcome with a savage madness. Victims suffer from intense paranoia and berserk frenzy. Spellcasters are overcome with *rage*, while non-spellcasters suffer *feeblemind*. All those affected attack the nearest individual (with bare hands if necessary), completely unconcerned with their own safety. This effect lasts for 2d6 rounds.

Madman: Creatures affected by the breath weapon of the madman must succeed in a DC 22 Fortitude save or suffer *contagion* as boils break out across their bodies. These boils are extremely painful, draining 1 point from each ability score in addition to any damage inflicted by the *contagion*.

Charge (Ex): A cerebrul may, as a full attack action, charge an opponent with its horns. Horns +14 melee (4d6+9).

Immunities: Cerebul are immune to all poisons and to all mind-affecting abilities or spells.

Spell-like Abilities: At will — *detect good, detect evil, see invisible*.

Cockatrice

Small Magical Beast
Hit Dice: 8d10+8 (48 hp)
Initiative: +3 (+3 Dex)
Speed: 20 ft., fly 60 ft. (good)
AC: 16 (+3 Dex, +2 natural, +1 size), touch 14, flat-footed 13
Base Attack/Grapple: Bite +10 melee (1d6 plus petrification)
Full Attack: Bite +10 melee (1d6 plus petrification)
Space/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Petrification gaze, petrifying bite
Special Qualities: Darkvision 60 ft, low-light vision, Immunities
Saves: Fort +7, Ref +9, Will +4
Abilities: Str 10, Dex 17, Con 13, Int 4, Wis 14, Cha 9
Skills: Hide +9, Listen +5, Move Silently +6, Spot +5
Feats: Weapon Finesse (Bite)
Environment: Any temperate or warm land and underground
Organization: Solitary, flight (2–4), or flock (6–13)
Challenge Rating: 6
Treasure: None
Alignment: Usually neutral
Advancement: 9–15 HD (Medium-size), 16–20 HD (Large-size)
Level Adjustment: –

The cockatrice is an eerie, terrifying combination of lizard, cockerel, and bat. It is infamous and widely feared for its petrifying gaze and touch. They are known as fierce combatants when they or those they care about are threatened.

Cockatrices frequently live in small groups. They make their lairs in temperate and warm forests and sometimes underground. They have great appreciation for ruins and other places that are frequented by non-cockatrices.

A cockatrice is about the size of a large turkey or goose, with the head and body of a cockerel, bat wings, and the long, scaled tail of a lizard, tipped with several brightly colored feathers. The cockatrice'swattles, comb, and the eyes are brightly colored with reds, oranges, and yellows. Its beak is orange-yellow, its wings are black, and its feathers are yellow and red.

Female cockatrices are much rarer than males and differ only in that they have no wattles or combs. Female cockatrices fight more fiercely than male cockatrices, especially when their lairs or families are threatened. They also rarely befriend non-cockatrices, unlike male cockatrices, which greatly enjoy the company of other creatures.

While cockatrices have little intelligence and are neutral, they also tend toward good, being friendly and social creatures. They frequently make their lairs in places (or around items) that they can defend from evil creatures. In times of great need (such as the settlements of good creatures being attacked by monsters and evil beings) entire communities of cockatrices are known to swarm the evil-doers, attacking them as if they were to attack their own lairs. Cockatrices have a strange, almost vendetta-like, hatred for elves. They will almost always attack elves on sight, unless they feel that it would be a suicidal undertaking.

The feathers of cockatrices are prized as quills for scribing scrolls and as material components for spells and magic items that cause, prevent, or cure Petrification. Feathers that are intended for these purposes must be gathered from a live cockatrice. While cockatrices do not just give their feathers away, they are extremely generous to those that have helped them or those that they consider friends. A properly gathered cockatrice feather can be easily sold for 1,000 gp. Rumors tell that a potion can be brewed that permanently grants its imbiber immunity to Petrification. While the exact recipe for this concoction is generally unknown, it is rumored to include two whole adult cockatrices, one feather from each of five male and female cockatrices, and a whole cockatrice egg, among other ingredients.

Cockatrices are prized by spellcasters, charismatic leaders and cohorts, friends, and familiars. Newly-hatched cockatrices pattern onto the first creature that they see. As such, members of other races can raise them. This is highly dangerous, however, for they must learn control of their gaze, and they tend to peck playfully at their "parents."

Cockatrices are more intelligent than most animals and beasts and frequently associate themselves with spellcasters (as familiars) and highly charismatic individuals. Such individuals may undertake an adventure, in which they find and befriend a cockatrice. After a cockatrice has befriended an individual, it will (unless it is treated exceptionally bad or it is dismissed) be loyal to its new friend until its death. Some cockatrices have defended their slain master's body for years or until help arrives to raise the slain comrade.

Combat

The cockatrice fiercely and vehemently attacks anything that it deems as a threat to itself, its lair, or its master. Flocks of cockatrices do their utmost to overwhelm and confuse their foe, sometimes flying directly into their opponent's faces. Cockatrices use their ranged Petrification gazes until their foes have closed to melee range. Unless their lair, families, or masters are attacked, they will not fight to the death. Cockatrices will flee from combat if they feel that they fight is certain to end in their demise. While they are fleeing, however, they will occasionally turn and use their gaze attack on their attackers, if they are being pursued.

Immunities (Ex): Cockatrices are immune to the petrifying abilities of other cockatrices and of basilisks. Other petrifying attacks affect them normally.

Petrification Gaze (Su): Turn to stone permanently, range 45 feet; Fortitude save (DC 13) negates. The Cockatrice can use his gaze every 1d4 rounds. The save DC is Charisma-based.

Petrifying Bite (Su): A cockatrice can turn beings to stone with only a bite. Creatures hit by a cockatrice's bite attack must succeed at a Fortitude save (DC 15) or instantly turn to stone. The save DC is Constitution-based.

Cockatrice Lair

The lair described here is a natural cavern complex situated within a temperate forest, in a region dotted with large hills, only a few hours travel from the ancient ruins of a walled city. It can be placed on any continent or an island some distance away from it. The cockatrices' lair is accessible through a large cave deep within the heart of the forest. The cave's opening is roughly 30 feet wide by 30 feet high. The cave's opening is fairly well covered by vines of other plants (Spot DC 18.)

The PCs can either stumble upon this lair by chance, follow rumors about the ancient ruins and the treasure that lies untouched within, or they can actively seek out the cockatrices, which are rumored to protect good folk who befriend them or are lost in the trackless forest. If the party is searching for the ruins, then there is a 50% chance that they will stumble upon the cave while they are searching for the ruins. In this case, they must still make a Spot check (DC 18) to see the cave entrance. If the PCs have heard about the cockatrice lair, then they can make a Wilderness Lore check (DC 18) or Knowledge (Geography or local) check (DC 16) to locate the cave entrance. In either case, the vines and plants are easily brushed aside, revealing the cave and the entrance to the cavern complex.

MAP KEY

1. Entry Cave

The cave leading into this lair is roughly 30 feet high by 30 feet wide and 30 feet deep. The cave has a bare dirt floor which has ragged clumps of mosses and fungi randomly growing about the cave. Scattered about the cave are the petrified bodies of elves, evil monsters, and members of various races. The area is strangely devoid of any animal life.

Creatures: There is a 25% chance of two cockatrices being present in the entry cave. If they are present, the cockatrices will attempt to avoid combat. If they are attacked or threatened, or if elves are present, one cockatrice will attack and one will attempt to retreat into the cavern to warn the community. The cockatrices will not fight to the death if flight into the cavern is possible.

2. Small Cavern
This cavern is smaller than the entry cavern. It is 50 feet long by 10 feet wide by 10 feet high. The floor is plain dirt, with weeds, fungi, and small plants scattered about the chamber. There is a 10% chance of petrified corpses being in this chamber. If corpses are present, they will mainly be humanoids (humans, dwarves, elves, etc.)

This chamber slopes downward at a 45 degree angle into area 3.

Creatures: There is a 30% chance of 1d2 cockatrices being in this chamber. If a cockatrice from area 1 escapes to warn the community, there is a 75% of 1d4 cockatrices being in this area. Cockatrices present will only fight if they are attacked, threatened, or they were alerted by a fleeing cockatrice from area 1. Any cockatrices that fight will fight unless they are grossly outnumbered or severely wounded. Fleeing cockatrices will retreat into area 3.

3. Community Cavern
This cavern is the main lair of the cockatrices. All of the adult cockatrices live here. This chamber is 100 feet wide by 100 feet deep by 15 feet tall. At the rear of the room, covered with vines and plants and concealed behind petrified corpses is a small cave leading to the "nursery" chamber. This main chamber is littered with the petrified corpses of monsters and humanoids. There are 5d10 humanoid corpses (50% elves, 20% dwarves, 20% humans, 10% other races), and 3d12 monster corpses (various evil and/or predatory monsters/animals). In addition, there is a 15% chance of this area containing the ruins of a tiny humanoid (human or other) settlement (no more than 2 or 3 small huts.)

Creatures: This area contains 11 cockatrices (minus any slain in areas 1 and 2.) They will savagely defend their settlement from intruders if they are attacked or threatened. There is a 10% chance of there being 1d4 arcane magic users living here (they have befriended the cockatrices.) If these spellcasters are present, they will attempt to negotiate with the PCs. If the party attacks or threatens either the magic-users or the cockatrices, the spell-wielders will assist in defense of the settlement.. All of the settlement's inhabitants will defend their settlements unto the death.

Treasure: The cockatrices' treasure is scattered about the lair. If spellcasters are present, they will have treasure of their own, and they will use any of the cockatrices' treasure that is appropriate. Hidden somewhere within the lair (Search DC 22) is a major (20% chance) or medium (80% chance) magic item (70% chance of a wondrous item, 5% chance of a rod, 5% chance of a staff, 10% chance of armor or shield, and 10% chance of a weapon) that the cockatrices are guarding.

4. Nursery Lair
This chamber is 20 feet wide by 20 feet long by 10 feet high. It is a nursery where the cockatrice settlement keeps their young. The room is empty except for nests, bedding, and foodstuffs.

Creatures: This area contains 2d4 baby cockatrices. They are unable to defend themselves, but they are guarded by 2 adult cockatrices. The adults will fight to the death to defend their young.

With the Dragon's death at Athenae's hands, most assumed the threat over, an idle fancy soon proven false by the Abyssals. Spawned by the Great Abyss, a chasm in the center of the earth, Abyssals are the evolved vermin that fed on the Dragon's eternally decaying flesh. With the possible exceptions of the dragons themselves, no creatures in the Accordlands were so close to the Dragon's mad, entropic whims as the Abyssals. While far from the only threat in the wake of the Dragon's death, it was the Abyssals' arrival that led to Deverenus' Accord of races, and the dwarves' descent into the earth.

In the millenium since the Dragon's death, the dwarves and the Abyssals have warred constantly, and despite dwarven ingenuity and combat skill, the result has been a slowly decaying stalemate. The Abyssals repopulate constantly, not by breeding, but through the lingering power of the Dragon itself. Any creature that feeds on the Dragon's foul flesh soon painfully transforms into an Abyssal, bereft of all their former memories and personality in the face of this metamorphosis. In the span of a single day, even the noblest and purest soul might find itself a slavering minion, possessed of the Dragon's undying hatred for all life.

Most Abyssals are virtually mindless, their polluted minds leaving them barely above animals. The rare handful that are intelligent are all the deadlier for it. These are the Abyssals that lead their fellows past the dwarves, to the World Above, where they wreak a subtler breed of havoc, inspiring the upworlders' ignorant myths of demons and leading blasphemous cults in their own names. Wherever Abyssals travel, they bring only chaos and death.

Cyclops

Cyclopes are dangerous humanoid beings, capable of siege warfare, strategic planning, and independent advancement. They are deadly trappers and even more fearsome in physical combat, but little is known about the race outside their own territories.

A cyclops is an unmistakable creature — extremely thick through the shoulders and arms, they hunch in an almost ape-like position when resting. Their movements are smooth and flowing, belying their size. A single red or yellow eye shines from their faces, twice as wide as a human's eye. It is slightly bulbous, and rolls from side to side frequently, affording the cyclops some depth perception. They cover their hairy bodies with ordinary clothing. Their hands are large in proportion to their bodies, and their fingers are thick and short.

Cyclopes speak Cyclopean and Common, and occasionally pick up the Nothrog tongue in order to trade and communicate with their closest neighbors. When the Nothrog legions formed, the cyclopes were favored prey to absorb into loose-knit tribes, but the cyclopes fought off these incursions. Today, most settlements are allied with the Nothrog, but continue to resist Nothrog "integration."

Combat

Cyclopes are even-tempered and stoic, preferring to threaten rather than fight. They are exceptionally good trackers, though they do not like to move outside their own territories, and can handle both bow and sword. If invaders threaten, the cyclopes defend themselves, using their knowledge of the terrain and their skills as scouts and rangers to best advantage. If attacked outside their area, they attempt to parley before engaging in a fight. Their usual response to aggression outside their territory is a swift retreat, using their bows to dissuade enemies from following.

Inside their lands, they are stalwart, and use tactics designed to surround and conquer those who invade them.

Skills: Though cyclopes have only one eye, it is exceptionally sharp. Cyclopes gain a +4 racial bonus to all Search and Spot checks, and to all Survival checks made to track.

Cyclopean Society

Among their own kind, cyclopes are sociable creatures, with spiritual and technological leanings. Cyclopean philosophers, warriors, scholars, and craftsmen work in an integrated society. Their governments heed the wisdom of the aged, and only the oldest members of the village have a voice in the village's decisions. In this manner, the children and adults work, while the elderly keep the village's accounts and establish law.

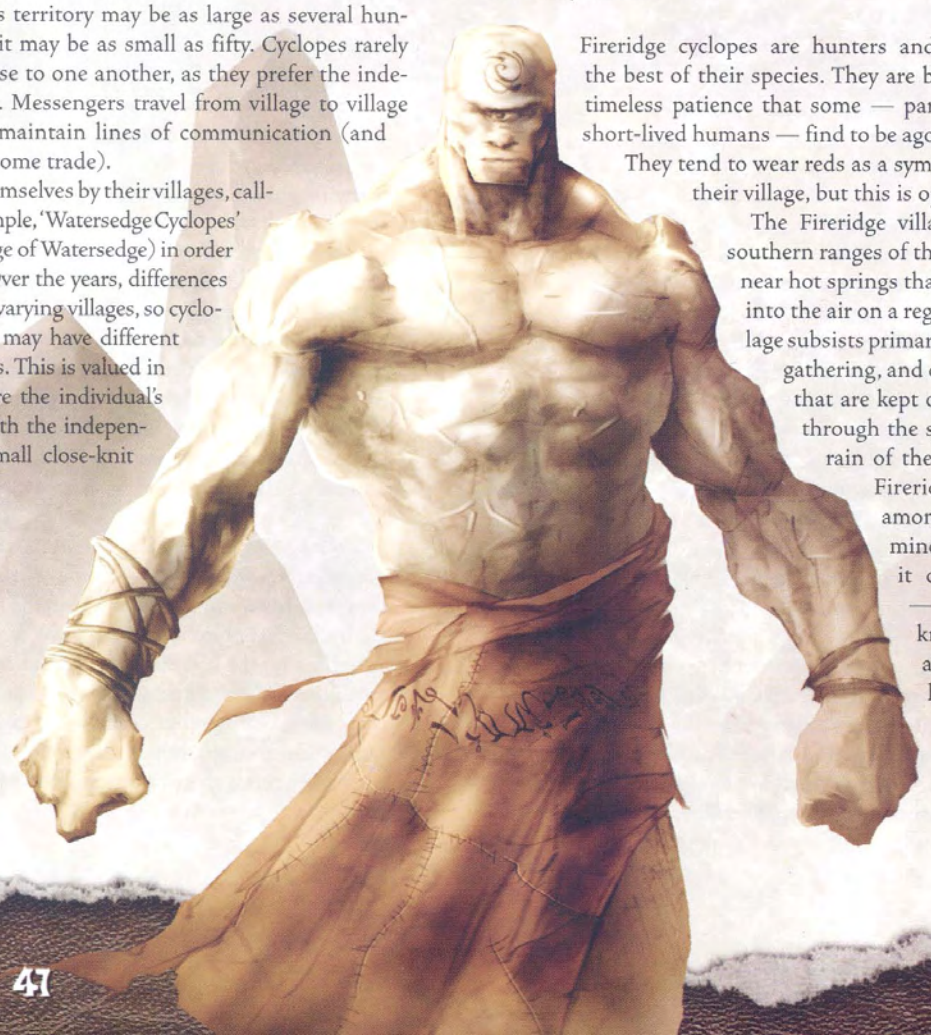
Lone cyclopes are typically scouts or messengers, either hunting or carrying messages to neighboring cyclopean villages. Cyclopes prefer to keep their civilization structure small — villages, not cities — despite their high intelligence. They believe that each village should be independent and self-sustaining, keeping contact with each other only as allied city-states. To limit the size of their settlements, cyclopeans traditionally ban inter-village warfare, instead settling disagreements by undermining other villages even as they pretend to remain allies. This tends to lead to the cyclopes framing each other for raids on other nations' holdings, with the resulting counterattack wiping out the rival village. If a cyclopean village grows to too great a size, it must voluntarily divide itself in two, lest the other cyclopes unite to bring them down. The survivors of these feuds are outcasts, and hire themselves out as mercenaries or join Nothrog legions.

A cyclopean village's territory may be as large as several hundred square miles, or it may be as small as fifty. Cyclopes rarely build their villages close to one another, as they prefer the independence of isolation. Messengers travel from village to village every few months to maintain lines of communication (and occasionally conduct some trade).

Cyclopes refer to themselves by their villages, calling themselves, for example, 'Watersedge Cyclopes' (cyclopes from the village of Watersedge) in order to reflect their home. Over the years, differences have cropped up in the varying villages, so cyclopes of different 'types' may have different skills, abilities, or beliefs. This is valued in cyclopean society, where the individual's freedom is balanced with the independence and unity of small close-knit groups.

Fireridge Cyclops

Large Giant (Cyclops)
Hit Dice: 4d8+19 (35 hp)
Initiative: +1
Speed: 30 ft.
Armor Class: 19 (–1 size, +1 Dex, +6 natural, +3 hide armor), touch 10, flat-footed 18
Base Attack/Grapple: +3/+12
Attack: Greatclub +7 melee (2d8+7) or Large Composite Longbow +3 ranged (2d6)
Full Attack: Greatclub +7 melee (2d8+7) or Large Composite Longbow +3 ranged (2d6)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +8, Ref +2, Will +3
Abilities: Str 20, Dex 12, Con 18, Int 10, Wis 14, Cha 8
Skills: Search +4, Spot +7, Survival +7
Feats: Power Attack, Toughness
Environment: Temperate mountains
Organization: Solitary, hunting party (2–5), squad (11–20), or village (400 cyclops, plus 450 noncombatants, plus 40 4th-level sergeants, 20 8th-level lieutenants, 10 12th-level captains, and 5 20th-level elders)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +2



Fireridge cyclopes are hunters and trackers, among the best of their species. They are blessed also with a timeless patience that some — particularly relatively short-lived humans — find to be agonizingly lethargic. They tend to wear reds as a symbol of the unity of their village, but this is optional.

The Fireridge village is low in the southern ranges of the cyclops territory, near hot springs that spray water high into the air on a regular basis. The village subsists primarily on hunting and gathering, and on herded animals that are kept on a rotating cycle through the sparse grazing terrain of the village's territory. Fireridge cyclopes are among the more open-minded villages when it comes to visitors — they have been known to occasionally trade with the humans of the

south, and sometimes host a small group of traveling Nothrog in their village for a few days. For this liberal attitude, they are mocked and occasionally shunned by other villages, and have a very low reputation among their kind. They are nevertheless as suspicious of outsiders as any cyclopean village, just as likely to destroy uninvited guests as welcome them.

Of late, the younger generation of the Fireridge village grow wary of strangers, as war sweeps the Accordlands. Word of great battles and deadly treachery comes to the village on the tongues of strangers, and some fear that visitors bear the seeds of these horrors. Though the village elders are content for now to carry on as they always have, the protests of the young do not fall upon deaf ears.

Combat

Fireridge Cyclopes rely almost exclusively on ranged attacks, preferring bows and the advantage of home ground to ward off intruders. They can sow confusion, create panic among pack animals, and trick their enemies into attacking one another without a single cyclops ever stepping out of concealment. For this, they are a most fearsome tribe. When combined with the cyclopean race's already legendary skill with the bow, it is sheer insanity to invade Fireridge territory.

Stoneblight Cyclops

Large Giant (Cyclops)
Hit Dice: 4d8+20 (36 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 17 (–1 size, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple: +3/+13
Attack: Greatsword +8 melee (3d6+9/19–20)
Full Attack: Greatsword +8 melee (3d6+9/19–20) or 2 slams +8 melee (1d6+6)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +9, Ref +1, Will +5
Abilities: Str 22, Dex 10, Con 20, Int 10, Wis 14, Cha 8
Skills: Craft (Trapmaking) +5, Search +4, Spot +7
Feats: Improved Initiative, Iron Will
Environment: Temperate mountains
Organization: Solitary, hunting party (2–5), squad (11–20), or village (500 cyclops, plus 575 noncombatants, plus 50 4th-level sergeants, 25 8th-level lieutenants, 12 12th-level captains, 5 20th-level elders)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +2

The village of Stoneblight is one of the oldest known groups of cyclopes. Their village's hiving-stone (a record of how many times the village has 'hived' another village from its inhabitants) stands over 20 feet tall, covered in runes detailing the names of the villages spawned by Stoneblight. The village of Stoneblight is unusual in that it is both an above- and below-ground society. The village itself is built on an earth and stone mound, but many of its passages travel into the mound. These passages are held up by ancient pillars of carved stone, and the passages meander though the mound like a system of roads — from one home or building to the next. Some homes are fully buried, with no sign of the residence above the earth.

Stoneblight cyclopes are proud of their lineage, and equally comfortable above and below ground. Their skins are grayish, and their eye tends to be dark brown, black, or gray. Stoneblight cyclopes are tougher than most of their kin, their bodies thicker and more muscular. Their village journals are kept deep underground, and are said to take up rooms as large as a Deverenian cathedral's worship chamber.

Stoneblight cyclopes are agrarian, living mostly on grain and vegetables. As they are one of the oldest villages in cyclops territories, they have one of the best locations for farming. Because of their long history, they are one of the more conservative cyclopean villages. They have had few visitors other than the Nothrog, with whom they have formed a tentative alliance, yet they still approach meetings with caution.

Combat

Stoneblight cyclopes litter their territories with trap-doors and other underground passages, the better to ambush their enemies. It is dangerous to travel into their domain, for the very earth responds to their call. Their shamans have power over stone and earth, and their warriors are experienced ambushers. This, combined with their extensive knowledge of their lands, makes them very dangerous.

Cyclops Lair

The lair of a Stoneblight cyclops will strike most adventurers as comfortable, but deadly challenges wait in this deceptively warm setting. The typical cyclopean lair has rooms for gathering, rooms for sleep, a kitchen of sorts, and a room to hold the journals of their ancestry. The cyclopes do not welcome visitors, and have developed many ingenious traps for defending their homes. The shamen of the villages have enchanted the spirits of the earth to defend the homes of their brethren. An adventurer who comes to a cyclopean village uninvited will receive anything but a warm welcome.

Adventurers in the southeastern lands of the Accord may come across a cyclopean village in their travels. Most will first notice the rolling fields of grain and other agricultural projects that make up the backbone of the Stoneblight diet. Some villages may have aboveground dwellings, yet in most cases the adventurers will need to search through the fields for the mounds that mark entrances to underground homes.

Events and Encounter: Reaching the Lair

For whatever reason the PCs have come to Stoneblight land, they will have some difficulty finding the well-hidden lairs of the cyclopes. For every acre of crops that the PCs move through searching for the lair, there is a 20% chance that they encounter a trap of some kind. Most will be basic pit traps, with spikes below the surface. All are covered and require a Spot check (DC 15) to notice. Other traps can be magical in nature, including minor earth elementals the shamen ordered to guard the crops of their tribe.

MAP KEY

1. Entrance

The PCs notice a wooden door built into a mound of dirt and rocks, lying at a slight angle. The door is attached to stonework that creates the entrance. The doors are not locked, yet are massive enough to require a DC 16 Strength check to pull open. When entering, the PCs descend a staircase formed of earth that leads to an entry room that has a small version of the tribe's hiving stone. Another hallway leads to the great room. Torches illuminate the walls of the staircase.

PC who climb the mound find a hole at the top, which is the chimney for the hearth inside. Anyone trying to climb down the hole is in for a painful surprise, as most cyclopes have blades crisscrossing the hole.

2. Great Room

This is a large room with smooth walls and ceiling. The floor is covered by a rattan rug over fitted stonework. Several large chairs are gathered around a hearth. A brazier might be on one side, as well as a table with several tomes tracing their lineage. Stone pillars support the ceiling. The pillars are decorated with carvings that tell the history of the family and the village.

3. Sleeping Chamber

Even the great cyclopes need to sleep, but unlike more primitive cultures, they do not sleep on bare floors. Cyclopean leather workers create mattresses stuffed with the wool of sheep. Adventurers astute enough to check under the mattress find a handful of coins and possibly a few gems.

The floor of the sleeping chamber is bare fitted stone with some woven rugs scattered around. If the adventurers step on a particular stone, a great wooden door slams down, sealing off the sleeping chamber from the rest of the lair. The adventurers have scant warning, with the noise of a few gears and pulleys one round before the door falls. Any PCs under the door as it falls can make a DC 18 Reflex save to avoid being struck by it as it comes down.

4. Kitchen

The surprisingly tidy kitchen —more a galley — contains a counter, knives and cleavers, and a small hearth for cooking. Animal carcasses hang from the ceiling, and sacks of vegetables and grain are easily accessible. The kitchen is kept immaculate; waste products are taken aboveground as fertilizer for the fields.

5. Storage
The cyclopes store various treasure and personal effects here. Everything from clothing, to farm implements, to chests containing small quantities of gold might be in this area. However, no cyclops would leave valuables unprotected. Anyone stepping on the floor within one foot of the entrance to this room triggers a pendulum that swings down from the ceiling of the storage room. A 3-ft. blade is attached to the pendulum. PCs who fail the DC 17 Spot check to notice the trap's trigger may attempt a Reflex save (DC 15) to avoid the blade.

6. Spring
Many cyclopean villages are built near areas that have natural springs. This helps in irrigation, and saves trips to the wells for meals. The room has a small well surrounded by stones that is fed from the underground water. Cyclopes, like any other farmers, prize clean water. As such, adventurers may find small fetishes created by a tribal shaman in this room.

7. Vault
The cyclopes store their true wealth at the end of a carefully hidden passage. A Spot check (DC 30) is needed to find the entry, and then only if the PCs are actively looking for it. No cyclops who opens his own vault stands in front of the door as it opens, since he has prepared a crossbow to fire directly out when the door is opened. The crossbow is set only four feet away from the door, so an attempt to dodge is nearly impossible. PCs in front of the door as it opens will be hit with a quarrel from the crossbow.

Within the vault there are several large gems, at least one *+1 weapon* (usually a bastard sword or great axe), the crossbow that was used as the trap, and a fairly powerful fetish. If the PCs are looking for a special item for a quest, this could be just the place.

Deverenian

Medium Humanoid
Hit Dice: 1d10+2 (7 hp)
Initiative: –1
Speed: 20 ft. (4 squares) in splint mail armor; base speed 30 ft.
Armor Class: 14 (–1 Dex, +4 armor, +1 shield), touch 9, flat-footed 14
Base Attack/Grapple: +1/+2
Attack: Bastard Sword +3 melee (1d8+2) or composite longbow +0 ranged (1d6)
Full Attack: Bastard Sword +3 melee (1d8+2) or composite longbow +0 ranged (1d6)
Space/Reach: 5 ft./5ft.
Special Attacks: —
Special Qualities: Deverenian traits
Saves: Fort +4, Ref -1, Will +0
Abilities: Str 13, Dex 9, Con 14, Int 9, Wis 10, Cha 8
Skills: Climb –1, Jump –1
Feats: Exotic Weapon Proficiency (bastard sword)
Environment: Any land
Organization: Solitary, company (2-4), squad (11-20 plus 2 3rd-level seargeants and 1 leader of 3rd to 6th level), or band (30-100 plus 20% noncombatants plus 1 3rd-level seargeant per 10 adults, 5 5th-level lieutenants, and a 7th-level captain)
Challenge Rating: 1
Treasure: Standard
Alignment: Often lawful evil
Advancement: By character class
Level Adjustment: +0

Most Deverenians believe themselves superior to their human cousins, as well as other humanoids. They are often considered proud and even arrogant by these "lesser" cultures, though the Deverenians rarely concern themselves with these judgments. They value honor and strength, traits they consider the birthright of every Deverenian. Other beings that display such virtues are to be respected, but are generally considered unusual examples of their races. Deverenians place little value on love, and great stock in respect — or fear.

Deverenia is an ancient nation, perhaps the oldest in the Accordlands. Though once its people stood astride the world as conquerors, Deverenia proper is now sandwiched between two mountain ranges. Nothrog lands lie to the south, and the Shattered Lands to the east. Deverenia itself is a harsh land. The climate is cold nearly year round, and in the winter, the nation is choked with snow. Farming is difficult under these conditions, so the Empire often pursues wars of conquest. The neighboring nation of Denska is a favored target, though by no means an exclusive one. The Deverenians consider the lands of the Accord the Empire's domain; as they once were, so they shall be again. Their current independence is a mere accident of history.

Though Deverenians consider other races inferior, they hold none in particular contempt. Dwarves, elves, humans and Nothrog are each considered equal, and therefore, less than Deverenians themselves. That said, Deverenians do not allow their prejudices to blind them to potentially advantageous alliances.

Deverenian law is Byzantine at best and indecipherable at worst. There are a thousand possible infractions, with a hundred different punishments. Nonetheless, each of these laws is honored as if it were a commandment from Signon himself. In Deverenia there is little room for nonconformity.

Deverenians put great value on their faith. To the Deverenians, the Storm is not a destructive force, but one of rebirth. In its wake, the Deverenian Empire will be reborn, to once more span the Accordlands. The Storm represents a strength surpassing that of mortals, and all Deverenians pay honor to it. Most follow the teachings of Signon, though several heretical sects have developed their own belief structures. These cults may worship the gods of Old Deverenia, honored in the days before Signon's journey into the Storm, or they may simply have a different pattern of faith revolving around the Storm itself. Regardless, both the Empire and the Church are quick to denounce these heresies, and stamp them out at every opportunity.

Deverenians are as quick to grasp new languages as most humanoids. All Deverenians speak Deverenian, and the vast majority are fluent in Common as well. Individual Deverenians may speak Draconic, Dwarven, Elf, Kabal, or Nothrog, in addition to several other less common tongues.

The statistics presented here represent a standard Deverenian fighter.

Combat

Deverenians are skilled combatants, not only by virtue of their fortitude, but because they consider battle an art. They train and drill incessantly, to better perfect their abilities.

Deverenian Traits (Ex): Deverenians benefit from a number of racial traits.

- +2 racial bonus to saves against mind-affecting magic.
- **Low-light vision:** Deverenians can see twice as far as a human in starlight, moonlight, torchlight, etc.
- **Skills:** Deverenians receive 2 more skill points than are normally allotted to creatures of their type and Hit Dice. Further, as a Deverenian gains character levels (regardless of class), he gains an additional skill point every other level (3rd, 5th, 7th, etc.).

Deverenian Camp

The Deverenians are on the march, driving the frontier of the Empire ever outward. The Deverenian Empire and its army are renowned for brutal efficiency and ruthless discipline.

This map describes a small Deverenian camp with sufficient numbers for a raiding or scouting party or to guard a group of envoys or other special personnel. On average a camp this size will have 50–60 men but it could hold up to 130 soldiers. PCs should be discouraged from attacking military camps unless they have an army of their own.

The wisest time to infiltrate the camp would be while the majority of the soldiers are off patrolling or hunting. It may be possible to approach the camp peacefully, but the farther the Deverenian soldiers are from the Empire, the more inclined they will be to treat any approach by strangers as an attack.

Characters may need to deal with a Deverenian camp for a number of reasons: to retrieve information, to preempt an attack, to rescue or ransom prisoners, and so on.

Daily Events

- *Pre-dawn:* If needed, scouting parties are sent out. Scouting parties will return after two or three days or as soon as they have news to report.
- *Dawn:* The commander reviews the troops, followed by morning prayer and breakfast. Foraging party sent out.
- *Noon:* Lunch, sometimes accompanied by an inspirational speech.
- *Afternoon:* Foraging party returns.
- *Nightfall:* Evening review, followed by evening prayer and dinner.

Guards

There is always a guard stationed outside of the Commander's Tent (area 1, two guards), the Priest's Tent (2), the Wizard's Tent (3) and the Knight's Tent (4, a squire). If trouble is expected, the number of guards will be increased.

Pickets

Stationed around the perimeter of the camp are individual soldiers standing watch. During the day there are usually four (one at each compass point) unless the camp has some reason to expect danger. At night that number increases to eight (the additional pickets placed between the others); again, that number increases if the camp is on alert.

Deverenians take this duty very seriously. A guard who is found sleeping on duty is punished for endangering his unit by being stoned to death.

Camp Patrols

There are always at least two three-man patrols walking the outer perimeter of the camp at any time. Each patrol carries a horn to alert the camp. If the camp is expecting trouble, the number is increased to four (or more) three-man patrols.

If there are mercenaries with the unit, only one soldier out of the three-man patrol will be a mercenary; the other two will be Deverenian. The Deverenians do not entrust the safety of the camp to hired men.

Foraging Party

During the day, ten to twenty per cent of the camp's strength forages and gathers wood and water for the camp. If enemies are expected to be nearby, the members of the foraging party stay close together so they can easily defend themselves. In less threatening circumstances they disperse into smaller, more efficient units. Foraging is a labor-intensive, boring, but occasionally dangerous task, so it often falls to mercenaries accompanying the unit, overseen by a few Deverenian soldiers.

If there are rangers and scouts with the unit, they may detach men separately to hunt for game.

Scouts

If enemies are expected in the local area, scouting groups will be sent out. If trained scouts or rangers are available, the task falls to them. Otherwise, one of the groups of Deverenian soldiers does theh scouting, perhaps assisted by a guide or some mercenaries.

Surprises

Most Deverenians find stealth shameful, but know that others do not. In an attempt to compensate, every evening they string up tripwires tied to cowbells (DC 15 to spot if looking for them, DC 22 otherwise) in the tree line and encircling the camp. Once spotted they then can be easily stepped over (Move Silently, DC 8) or jumped over (Jump over an object 2 ft. high). If an alarm is tripped, the character may make a Reflex save (DC 25) to stop the bell (if the character realizes what is happening). If a bell is rung, the patrols, pickets and guards hear it with a Listen check against a base DC of 3.

If the Deverenians have reason to think an attack may come from a certain direction, they may dig a pit to cover that area or seed the area with caltrops, but this is rare.

Deverenian Hounds

Deverenians are especially fond of their terrifying hounds (*see page 48*), dogs bred both for the hunt and warfare. A typical unit with hounds usually has between 5–10 hounds, and the knights may very well have hounds of their own.

If the unit as a whole has access to Deverenian hounds, consider each patrol accompanied by a hound, and the guards on the commander's tent have one as well. Others are penned or leashed, being too dangerous to let roam free.

Map Key

1. Commander's Tent

This is where the commander sleeps. The tent contains his documents, spare clothes, and personal effects. The tent is made of strong cloth in the colors of the commander's knightly order. The unit's banner and the commander's personal banner are placed on either side of the entrance to this tent. There is always a guard on the tent, usually two soldiers.

Occupants: The Commander is usually a Knight (fighter); rarely, a paladin or a wizard. The Commander should be a level or two higher than the PCs in most circumstances, more if the PCs are trying to kill him, but never less than 6th level. A sub-commander who administrates the unit also lives in this tent. The sub-commander is almost always a fighter a level or two lower than the commander (even if the commander is a wizard). If the commander is a paladin or fighter, he has a level 1 squire in attendance. If the sub-commander is an arcane spellcaster, he is half the commander's level. The commander also has 1–3 servants (1st level rogues with servile skills).

If the camp is escorting an important person, he will be staying in this tent. Any noble prisoners would be under constant guard here.

Notes: If something must be stolen from the camp, it is almost certainly going to be from this tent. The commander carries orders, battle plans, and the troops' wages.

If the commander is a wizard, the tent may have *alarm* or other spells active to protect it. Many commanders have one or more Deverenian hounds (*see above*) which stay in or near the tent when not with their owner.

2. Priest's Tent

The Deverenian army is worshipful. This tent is decorated with symbols of the Church of the Storm. Inside is a portable altar and medical supplies as well an area where the priests sleep. There is always a guard on this tent.

Occupants: The Unit Priest (same level as the PCs, but never less than 3rd) and two to three assistants (half the level of the unit priest).

Note: If the area is particularly dangerous, the Unit Priest may have used a *glyph of warding* or other spell to protect the portable altar from heathens.

3. Wizard's Tent

The Deverenians believe in supporting their army with the might of their wizards. This tent is decorated in mystical symbols. Inside is the equipment needed by the unit's wizard, often including a portable alchemical laboratory. There is always a guard on this tent.

Occupants: The Unit's Wizard (same level as the PCs, but never less than 3rd) and one to two apprentices (half the level of the Unit's Wizard).

Note: This tent may have *alarm* or other spells active to ward it.

4. Knights' Tent

This tent is decorated in the colors of the knights' order. Banners outside this tent silently boast of the knights within. One of the squires always guards this tent. If the knights have any Deverenian hounds, one will be on guard with the squire.

Occupants: Two to four knights (same level as the PCs, but never less than 2nd), 1–2 squires per knight (more squires if fewer knights). Squires are half the level of the knights they serve.

Note: If the knights have any Deverenian hounds, they stay here when not out with their masters.

5. Large tents

The Deverenian soldiers sleep four to six men to a tent (if more soldiers are needed, they can assign 16 to a tent, sleeping in shifts). The tents are sturdy canvas and bear the brand of the Deverenian Empire on each corner.

Occupants: Deverenian soldiers, mostly standard Deverenians. Veteran and elite units have more experienced fighters. In all cases, one in eight is an experienced sergeant (one level below the PCs, minimum of 1st level).

One tent may have a unit of mixed rangers and scouts who are usually slightly more experienced than the unit's soldiers (one level higher than the average soldier in the unit).

Notes: If there is a unit of rangers and scouts, their tent may have hidden surprises for the unwary (trip wires, concealed shallow pits, and so on).

6. Armorers' Tent

Contains a portable forge and other tools to repair arms and armor on the campaign. This tent is made of a double thickness of canvas with leather patches, and is treated to be fire-resistant. It is branded with the symbol of the Deverenian Empire and the personal symbol, if any, of the armorer.

Occupants: Armorer (fighter with high craft skills, same level as PCs) and two assistants (half the armorer's level).

7. Small tents

This is where the auxiliaries sleep, be they mercenary soldiers, porters or other personnel needed for the current mission. These tents are inexpensively made but still bear the brand of the Deverenian Empire.

Occupants: Two to eight people per tent; if mercenaries, they will be 1st or 2nd level, if porters, 1st level commoners. Others as determined by GM.

8. Horse line

The unit's warhorses are here along with whatever pack animals the unit has. Should the unit have any war chariots or verdatha, they are also here.

There is at least one warhorse each for the commander, the sub-commander, and each knight. While pack animals may be easily panicked, warhorses are another matter, being mean-tempered animals likely to bite or kick anyone they do not recognize. Provoking the warhorses is likely to end in a trampling death. The Deverenian knights universally use heavy warhorses, except for chariot horses (treat as light warhorses). Pack animals are whatever the unit was assigned at the start of the campaign and acquired along the way.

All the horses bear some sort of brand, be it of the knightly order of their owner or that of the Empire, making it difficult to sell stolen horses.

9. Fire pit

From an hour before dawn to nightfall, three to six soldiers are around the fire pit preparing food for the camp in huge cauldrons. At night, one or two soldiers often on punishment detail keep watch on the fire to prevent it from going out entirely. If a knight has pet Deverenian hounds, he might feed them here.

Note: Any dishonorable prisoners are here, chained to stakes. Most Deverenians assume anyone other than a Deverenian or paladin to be dishonorable.

Deverenian Hound

Medium Magical Beast (Fire)
Hit Dice: 2d10+6 (16 hp)
Initiative: +2
Speed: 50 ft. (10 squares)
Armor Class: 21 (+2 Dex, +5 natural, +4 armor), touch 12, flat-footed 19
Base Attack/Grapple: +2/+4
Attack: Bite +4 melee (1d6+2)
Full Attack: Bite +4 melee (1d6+2 plus 1d4 fire), 2 claws -1 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, rage, trip
Special Qualities: Damage reduction 2, fast healing 2, natural tracker, pack mentality, scent, spell resistance 13
Saves: Fort +6, Ref +5, Will +2
Abilities: Str 15, Dex 15, Con 16, Int 5, Wis 14, Cha 7
Skills: Listen +5, Spot +5, Survival +5
Feats: Alertness
Environment: Any land
Organization: Solitary, pair, or pack (5–20)
Challenge Rating: 2
Treasure: None
Alignment: Often neutral
Advancement: 3–8 (Medium), 9–10 HD (Large)
Level Adjustment: —

A large dog with a fiery disposition, a Deverenian hound uses its breath weapon to burn away its opponents.

Deverenian hounds look like ordinary dogs until they open their mouths. Sparks of flame dance at the back of a Deverenian hound's throat, giving its mouth a red glow. Occasionally, a cloud of gray smoke puffs out the creature's nose. Deverenian hounds have short, square muzzles and powerful jaws. Thick legs support solid bodies covered in short, coarse fur. Their fur is usually brown, with black along the back and tail and around the muzzle.

Though they cannot crossbreed with dogs or wolves, most sages believe Deverenian hounds are related to other canines. They were first domesticated and bred by the Deverenians; those outside the Empire dismiss the Deverenian boasts that they created the hounds magically. While they have spread across the Accordlands, either as companions and guards or as packs of feral and wild beasts, they are most common in Deverenia, where the top breeders and most renowned trainers live.

Territorial but loyal, a Deverenian hound trained and used as a guard dog will accept any being its master instructs it to, but attacks everyone else without mercy. Training a Deverenian hound so it only attacks the creatures its handler wants it to requires a successful Handle Animal check (DC 18 for a puppy, DC 28 for an adult). The Deverenian hound must be willing to receive this training, or else it automatically fails. Fresh meat often makes a Deverenian hound willing to accept training.

Untrained puppies bring 800–900 gp on the open market. Adults that have no training can fetch 1,800 gp, while a trained adult can cost as much as 3,600 gp. A professional trainer charges 1,000 gp to rear and train a puppy. Small humanoids can ride a fully-grown Deverenian hound, as if it were a riding dog, but this special training costs an additional 500 gp.

Most Deverenian hounds are trained to wear barding, usually scale. Particularly wealthy Deverenians purchase or have made magical collars that act as *bracers of defense +4*. These collars of defense will fit any dog- or cat-like creature of Medium size.

Combat

Wild Deverenian hounds attack in packs, working in concert to bring down much larger creatures. They work much like wolves, circling around the prey and sending in a few individuals to draw its attention. Trained Deverenian hounds attack whomever their master commands, and continues to attack that being until either it stops moving, the hound's master calls for a new target, or it is harmed with cold damage.

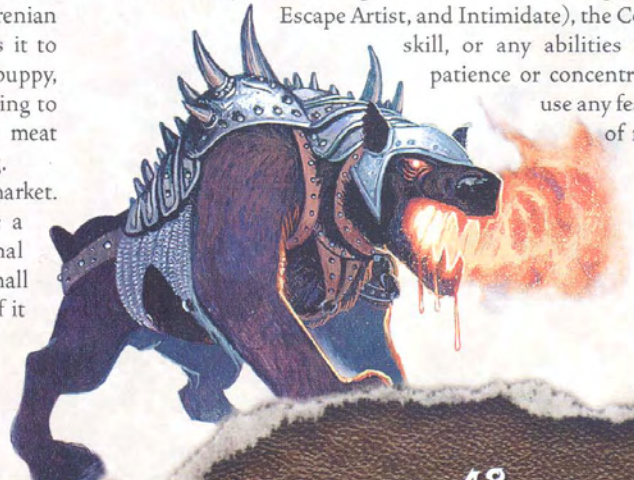
Deverenian hounds fight to the death if allowed and never back down from a fight regardless of their chances for survival. If a creature attacks the hound with cold energy, it tries to eliminate that foe first, regardless of its previous instructions or desires.

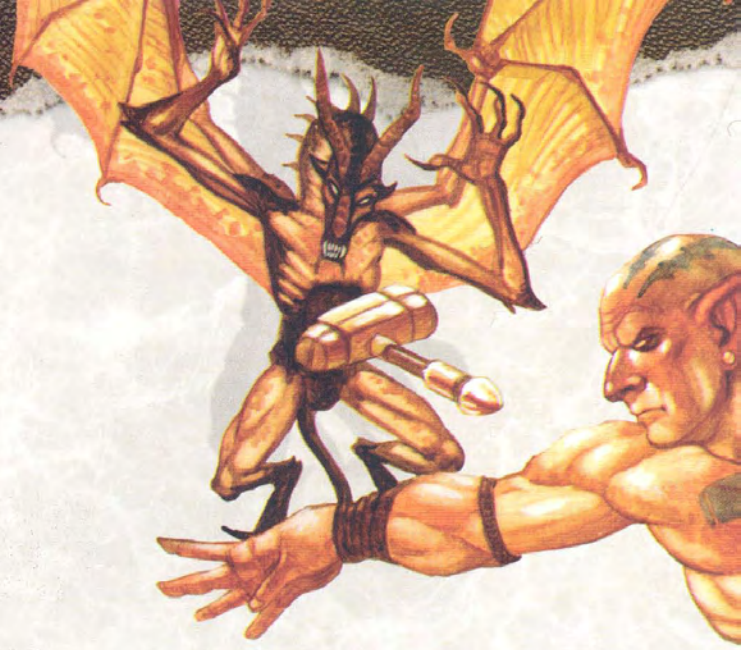
Breath Weapon (Su): As a free action, a Deverenian hound can spit forth a line of fire 10 ft. long. The fire deals 2d6 points of damage. Creatures succeeding at a DC 14 Reflex save take half damage. Flammable items may catch fire. Deverenian hounds can use their breath weapon every other round.

Natural Tracker (Ex): Deverenian hounds are natural trackers and can use the Survival skill to track their prey as if they had the Track feat. When tracking by scent, a hound gains an additional +4 racial bonus to its Survival checks. In addition, it must check only once per day to track and needs to recheck only if a trail crosses water or shifts due to magic (*teleportation, fly,* etc.). Once a hound has taken a scent, it can track almost indefinitely.

Pack Mentality (Ex): Deverenian hounds are trained to fight in packs. They grant (and gain) an additional +2 attack bonus to other Deverenian hounds and/or their trainers when flanking an opponent. This bonus is not conferred unless both of the flankers are Deverenian hounds, or one is the hounds' trainer.

Rage (Ex): Once per day, a Deverenian hound can rage like a barbarian after suffering damage. Unlike a barbarian, it can do this as a reaction to being hit. While enraged, it temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but takes a –2 penalty to Armor Class. The increase in Constitution increases the hound's hit points by 2 points per level, but these hit points go away at the end of the rage when its Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a hound cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, and Intimidate), the Concentration skill, or any abilities that require patience or concentration. It can use any feat it has. A fit of rage lasts for 8 rounds.





Unlike a barbarian, a hound may not prematurely end its rage. At the end of the rage, the hound loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

While raging, a Deverenian hound cannot use its breath weapon.

Trip (Ex): A Deverenian hound that hits with its bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the Deverenian hound.

Carrying Capacity: A light load for a Deverenian hound is up to 99 pounds, a medium load is 100–199 pounds, and a heavy load is 200–300 pounds.

Draconic

Medium Dragon
Hit Dice: 7d12+17 (59 hp)
Initiative: +0
Speed: 20 ft. (4 squares), fly 60 ft. (average)
Armor Class: 13 (+3 natural), touch 10, flat-footed 10
Base Attack/Grapple: +7/+9
Attack: Claw +9 melee (1d6+2), or tail slap +9 melee (1d8+1)
Full Attack: 2 claws +9 melee (1d6+2), bite +4 melee (1d8+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison, spell-like abilities
Special Qualities: Immunities, darkvision 60 ft., low-light vision
Saves: Fort +7, Ref +5, Will +6
Abilities: Str 15, Dex 10, Con 14, Int 11, Wis 12, Cha 9
Skills: Bluff +9, Knowledge (any three) +11, Listen +13, Spot +13*
Feats: Alertness, Flyby Attack, Toughness
Environment: Any warm land
Organization: Solitary, company (2–4), or squad (11–20)
Challenge Rating: 5
Treasure: Standard
Alignment: Often neutral evil
Advancement: 8–12 HD (Medium), 13–18 (Large)
Level Adjustment: —

These tribal flyers use hit and run tactics and rely on their poisonous bite to bring down prey. Draconics prefer warm climates, but they can live anywhere humanoids can.

Humanoid dragons with leathery wings, draconics prefer to remain in hiding during daylight hours. The skin covering their wings is so thin that the sun shines through it, revealing blood vessels and bones. Draconics range in color from dull yellow to dark brown. They are most common in Nothrog territories.

The strongest draconic, male or female, acts as the leader of a tribe. The leader always has at least a few levels of fighter, and often has at least one level of cleric.

Draconics worship the same totems as their Nothrog allies. Their religious practices are quite loose, as they believe themselves superior to Nothrogs. Draconics sometimes alter their totemic icons to include dragon-like imagery. This practice sometimes causes Nothrogs to accuse the draconics of serving the forbidden totem Wyvern, a charge that the draconics rarely survive long enough to rebut.

Draconic tribes live in aeries, usually in low cliffs or near the tops of massive trees. Children and the elderly are cared for by the tribe's fit adults.

Some draconics choose to live alone in small caves high above the surrounding land. Tribal draconics shun these loners. If a draconic's tribe is destroyed, the solitary survivors are forced into this lonely lifestyle. Many of these solitary draconics join mercenary companies, employment that suits their temperaments. Mercenary draconics serve under or alongside Nothrogs.

Some draconics choose to wear light armor made for humans, taking levels in a class that grants light armor proficiency. The armor must be modified to allow for the draconic's wings, but this modification requires only a knife and some patience.

A draconic that is unable to fly becomes a liability to its tribe, which cares for it only so long as the crippled creature can prove itself useful. Such draconics are desperate to prove themselves, and hoard knowledge and magic to ensure their usefulness to the tribe. Many of these cripples are actually the most powerful of their tribes.

Draconics speak common and draconic as well as Nothrog.

Combat

Draconics avoid melee combat. They prefer to swoop down, make a bite attack, and fly away before their opponents can react. Draconics intent on killing an opponent repeatedly swoop and bite.

In a group, draconics circle and harass their opponents, never staying in one place. Some use *heat metal* to make their foes drop their weapons while their companions swoop to attack.

Immunities (Ex): Dragonkin are immune to *sleep*, paralysis effects, and poison.

Poison (Ex): Bite, Fortitude DC 20, initial damage 1d2 Con; secondary damage paralysis. The save DC is Constitution-based.

Skills: A draconic receives a +8 racial bonus to Spot checks made in daylight.

Spell-Like Abilities: At will—*light;* 3/day—*change self, bless*; 1/day—*heat metal*. Caster level 5th.

Draconic Aerie

Draconics live in small tribes of 11 to 20 creatures. Among the tribes that are close to the Nothrog, one tribe has allied with the exceptionally powerful Nothrog shaman, Taoth, and also found itself a hydra patron. Despite these ties, this draconic tribe

remains relatively independent of both. They share their magic and wisdom with Taoth, and and protect and care for the hydra Derathulyx by offering their own riches to his hoard.

This lair is a hidden cave in a tall cliff, a day's flight south of Baraxton. The draconics here do not advertise their presence, as Taoth has warned them that Nassiral Hate would consider them enemies. The draconics correctly suspect that this is a bluff, but are too aware of Hate's power to risk calling it.

Map Key

The aerie is where a draconic tribe feels safe. Here, they sleep, eat, pray, procreate, and rear their young. Every tribe has some affinity with a Nothrog totem, and most aeries have at least a small shrine to the chosen totem. In addition, many tribes make small marks outside the entrances to their aeries indicating the totem they worship.

1. Entry

A ten-foot diameter hole affords entrance to the aerie. Outside the hole, just to the right, is the mark of the Scarab totem, the patron spirit of Taoth's legion. At the base of the cliff, directly below the entry hole, lies a small pile of bones, rotting pelts, and other remains. Searching the refuse pile (Search DC 23) reveals two or three mundane items that are still useful.

Within the entry, the smooth floor is clear of debris and always recently swept. Typically, two elder males of the tribe lie just inside the entrance, patiently guarding the hole between naps. They jovially greet their kin who enter the hall, but they rarely do more than nod to the hydra that lives in the aerie.

2. Sleeping Room

Children and unpaired young male and female draconics sleep in this chamber. During daylight hours, only 2–4 draconics are here. At night, the room fills with the voices of the 8 unwed members of the tribe. If attacked, these youths attempt to flee.

3. Derathulyx's Home

This chamber is the largest in the aerie. The main entry hall ends in a small shelf with a 15-foot drop to the floor. Overhead, the chamber forms a dome nearly 30 feet high at its peak. Across the chamber, on the right-hand wall, a second shelf 10 feet above the floor leads to another small cave. Claw marks, some nearly three feet long, score the walls and ceiling. In the corner farthest from either opening is a small pile of coins, upon which sleeps its owner.

A very young hydra named Derathulyx lives in this room. He spends up to 20 hours a day asleep on his small hoard, safe among the draconics who worship him. Derathulyx guards the egg chamber (see Area 4, below). The draconics believe that Derathulyx is a dragon. In truth, he is a single-headed hydra. Derathulyx enjoys being treated as a dragon and plays the part as best he can. He looks like a very young black or green dragon.

If the aerie is attacked by non-draconics, Derathulyx patiently waits for the intruders to make their way to his room. He watches them for as long as he can, hiding in the shadows. He has instructed some of the young draconics to spy on any intruders and report to him their strength and numbers. When the fight finally comes to him, Derathulyx is relentless and merciless in his attacks. He does not stop fighting to talk or to listen.

Occasionally, another tribe arrives at the entry hall area with the intention of dislodging the current occupants. In such cases, Derathulyx remains neutral, waiting for a clear winner to be determined.

Derathulyx was born with only one head, which is why he resembles a wingless young dragon. Unusually for a Thunic hydra, if his head is chopped off, he will not die unless the wound is cauterized with a torch. Otherwise, after an hour, he will begin to regenerate, growing a pair of heads to replace the lost one. See the entry for "Thunic Hydra"; Derathulyx has 60 hp, and has only one bite attack per head (no breath weapon).

4. Egg Chamber

Eggs from the mated pairs are cared for in this room. There are currently no eggs in the chamber.

5. Mated Pairs Sleeping Room

Draconics who have chosen a mate move in to this room. Scattered across the floor are a dozen straw or animal-pelt mats. Draconic tribes near civilized areas use cloth stolen from their ground-dwelling neighbors.

Widows and widowers also sleep here. Most draconics mate for life, and when a mate dies, the survivor remains alone. They often sleep near the doorway, where they will take the first casualties in an attack on the aerie. They are expected to sacrifice themselves if necessary for the sake of breeding pairs.

In the center of the chamber, on the largest and most elaborate mat, sleeps the tribe's leader. Chosen for his or her strength, cunning, and ability in battle, the leader is expected to follow widows and widowers into battle. Even if the leader has not yet chosen a mate (which happens occasionally), he or she sleeps in the mated pairs' room. Many youths who have had little luck finding mates hone their battle skills in the hopes of becoming leader.

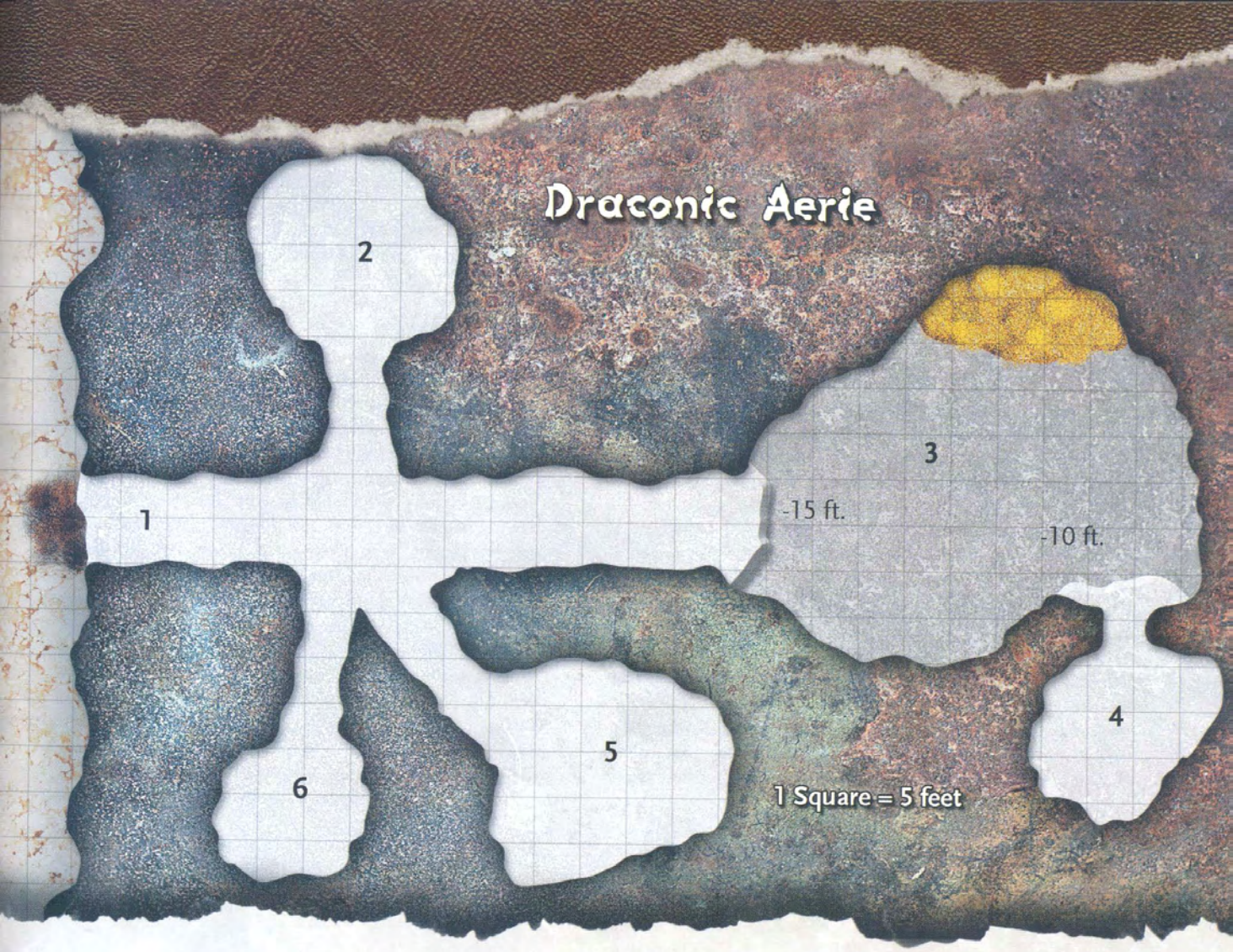
The current leader, Korster, is a strong but dim bully. He is convinced that Derathulyx is a baby black dragon, and that when he grows wings, he will make this the most powerful of the draconic tribes. Many of the youths have begun to think about replacing him.

Korster is an unwed draconic with excellent combat abilities. Give him standard draconic statistics and add 4 levels of fighter.

6. Shrine to Scarab

In this room, a small fire constantly burns aromatic plants like juniper and mint. Dozens of holy symbols, gifts from Taoth's legion, hang here along the walls. The floor is littered with the hollowed carcasses of hundreds of large beetles. Across the chamber from the entrance is a small wooden altar, carved with stylized scarabs.

At dawn and again at dusk, Korster can be found here, praying solemnly to Scarab, asking for wisdom and guidance. Because of his wide unpopularity, none of the unwed members of the tribe enter the shrine room when Korster is there. Few of the mated tribal members ever wish to join him.



Two valuable items are here. The first is a bottle of *unholy water* created by a Nothrog cleric of Scarab and bearing the totem's symbol. It sits next to the altar. On the other side of the altar rests a solid gold goblet encrusted with rubies, worth 500 gp. No one knows the goblet's origin; the oldest member of the tribe remembers the goblet being ancient when he was just a lad

Dragons

Most dragons fall into two main categories, dubbed by sages chromatic and metallic. Chromatic dragons are so called because of their colors: black, blue, green, red, and white. The chromatic dragons are fierce, evil, cruel and malicious creatures that are often sadistic as well. Metallic dragons, on the other hand, are good creatures of noble lineage. They are highly respected by the wise men and women of the Accordlands. Storytellers, bards, and grandmothers alike recount the tales of their virtuous deeds and selfless sacrifices. As the name implies, metallic dragons are clad in metallic scales. There are five known subtypes of metallic dragons: brass, bronze, copper, gold, and silver.

Some varieties of dragons do not fit into these two broad categories, and there is no specific grouping for these rare creatures. Even among dragonkind, some of these dragons are considered aberrations, either because of their odd appearance and behavior or because they literally come from another time or place.

All dragons, however, share one attribute: their size. The abilities that they possess vary according to their age and sub-type. As dragons age, they become larger and gain power. The sizes of dragons range from a few short feet in length for freshly hatched wyrmlings to easily over one hundred feet long for the venerable great wyrms.

The Origin of Dragons

It was in the closing battle of the First War when the Dragon's madness corrupted the very world, spawning inferior creatures in Its image. Though their power was but a fraction of their creator's, these dragons were still powerful foes, many of whom were a match for whole armies. Only when Athanae forced the Dragon's submission did they abandon the battlefields, fleeing to the far lands of Larisnar when their master died.

The most common dragons are those breeds formed directly by the Dragon's will, corrupted elemental spirits imbued with the tiniest portion of Its essence. From the air came green dragons, twisted creatures of the parched desert and rotting forests; from the desert earth sprung up blue dragons, as barren of conscience as their homelands were bereft of water; fire spawned the red dragons, as capricious and cruel as the Dragon Itself; from water lurched the black dragons, bitter and spiteful. A fifth race, the white dragons, were the first of the Dragon's brood, but by far the weakest.

One god, Albrecht, refused to ignore the potential of dragons. Destructive and evil though these creatures were, Albrecht's own followers, the Aroch Paladins, were an offshoot of the vile Paladins of the Black Sun. He bade his champions capture as many live dragons as possible, and enacted difficult and dangerous rites to purify the creatures. Against all odds, his rituals worked, producing those rare champions of righteousness, the metallic dragons. Though no white dragons survived the process, a number of new breeds arose from the other chromatics: black dragons begat bronze, blue became copper, and green silver. Strangest of all was the reaction among red dragons, producing two new races: the common bronze, and the rarest of all, the golden dragons produced by the most corrupt reds. Each species of dragon vehemently hates its opposite number, which has resulted in heavy losses by the metallics.

Dragons are proud, fearsome predators that enjoy the thrill of the hunt as much as the reward. Although they live in remote areas of the Accordlands and avoid contact with the "civilized" races, dragons are sometimes seen soaring through the skies over the countryside in search of prey or treasure. A hungry dragon sees no shame in scavenging. The metabolism of a dragon functions like a highly efficient furnace that can metabolize almost anything, including inorganic materials.

Although goals, ideals, and personalities vary greatly, one thing can be said of all dragons: they are covetous. Dragons collect treasures of all kinds. In their isolated lairs, they hoard mounds of coins, countless gems of all cuts and sizes, and long-lost magical items of unfathomable value. Dragons never seem to have enough treasure, thus the old elven saying: "the older the dragon, the greater the wealth."

Because of their hoards, older dragons — or younger ones avaricious, cunning, or lucky enough to accumulate a great deal of treasure in a short life span — seldom leave their lairs. They venture out only reluctantly, for losing their precious treasure would be a fate worse than death. It is said that even the kinder species of dragons would go to great lengths to recover a single copper coin stolen from their hoard.

Dragon Nations

To the east beyond the Shattered Lands are countless dragon-controlled fiefdoms, each with its own hierarchy (both of servitor races and of dragon bloodlines) and alliances. Generally speaking, these dragons are more concerned with establishing dominance than with matters in the Accordlands, and perhaps two hundred have ever left their lands for those of the western nations. Of those, maybe fifty have survived the trek across the Shattered Lands, the rest either falling prey to the wastes' twisted inhabitants or turning back. Few dragons choose this path, most having been driven away after losing a war with their brethren. Those who survive the trip are unquestionably powerful, leagues beyond the ability of their fellows back home.

The chromatic dragons rule these nations, as any metallic dragon attempting to colonize the territories finds that the chromatics hate metallics more than they hate other chromatics. Metallic dragons live instead at the fringes of the Accordlands' nations, particularly around the Free Kingdoms.

Ashreign

Huge Red Dragon (Fire)
Hit Dice: 25d12+200 (350 hp)
Initiative: +9
Speed: 40 ft. (8 squares), fly 150 ft. (poor)
Armor Class: 37 (–2 size, +5 Dex, +24 natural), touch 13, flat-footed 32
Base Attack/Grapple: +25/+41
Attack: Bite +31 melee (2d8+8/19-20)
Full Attack: Bite +31 melee (2d8+8/19-20), 2 claws +26 melee (2d6+4), 2 wings +26 melee (1d8+4), and tail slap +26 melee (1d8+12)
Space/Reach: 15 ft./10 ft. (15 ft. w/bite)
Special Attacks: Breath weapon, crush, frightful presence, snatch, spells
Special Qualities: Blindsense 60 ft., damage reduction 15/magic, darkvision 120 ft., electricity and fire immunity, immunities, low-light vision, scent, spell-like abilities, spell resistance 25, vulnerability to cold
Saves: Fort +22, Ref +19, Will +14
Abilities: Str 26, Dex 20, Con 26, Int 20, Wis 10, Cha 18
Skills: Bluff +32, Concentration +36, Craft (blacksmithing) +33,
Intimidate +32, Jump +36, Knowledge (Arcana) +33,
Listen +28, Sense Motive +28, Spellcraft +33, Spot +28,
Survival +28
Feats: Cleave, Follow Through, Flyby Attack,
Hover, Improved Critical (bite), Improved Initiative,
Improved Sunder, Power Attack, Snatch
Environment: North Denska
Organization: Unique
Challenge Rating: 19
Treasure: Double standard
Alignment: Chaotic evil

Ashreign never has much time for planning. To her, the world is a raw, savage place, where the most direct approach is the best. She has ravaged the north of Denska and Deverenia for decades, plundering for both food and treasure. Her brutal attacks leave no survivors, and her hunting grounds are commonly battlefields between the two nations. Lacking a true threat, she has grown bored. To palliate her apathy, Ashreign has begun creating massive metalwork sculptures out of soldiers' armor and weapons. Though the grisly metalworks have a certain twisted appeal, they are horrifying to behold. Since Deverenians typically wear more armor, they have come to believe these skeletal sculptures are Denskan insults to Imperial pride. Ashreign now risks having too much material to work with.

Ashreign's sculptures are nightmares of twisted flesh and metal, sometimes over thirty feet high. Most look like trees from a distance, with only a closer inspection revealing the terrible truth.

Ashreign is an immense, almost golden dragon, her red scales glistening in the firelight. She takes great delight in her appearance, often starting fires just to suit her vanity. Despite

being a veteran of hundreds of combats, she bears no scars from these encounters. Instead, she has had a few learning experiences in exploring her art, and while burning metal does not harm her, her forearms and claws bear droplets of cooled metal slag.

Combat

Ashreign does not believe in mercy nor her own mortality, and any fight with her is to the death — most likely her foes'. Though she attacks without coordination or forethought, Ashreign's raw physical might more than makes up for her poor foresight. She indulges in full attacks and uses her breath weapon against even minor opposition. Ashreign does not care to use her spells, feeling inadequate at magic compared to other dragons of her age.

Breath Weapon (Su): 50-ft. cone, 14d10 fire, Reflex DC 30 half.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+12 bludgeoning damage and must succeed at a DC 30 Reflex save or be pinned; grapple bonus +41.

Frightful Presence (Ex): 150-ft. radius, HD 24 or less, Will DC 26 negates.

Snatch (Ex): Grapple bonus +41; claw against Small or smaller creature for 2d6+4/round; bite against Medium or smaller creature for 2d8+8/round or 4d8+16/round if Ashreign doesn't move; creatures can be flung 50 ft. for 5d6 points of damage.

Spell-Like Abilities (Ex): 5/day—*locate object;* 3/day—*suggestion;* 1/day—*blink, charm monster, gaseous form*. Caster level 11th; save DC 14 + spell level.

Spells: 11th-level wizard

Wizard Spells Prepared (4/6/5/5/4/3/1; save DC 15 + spell level) 0-level — *detect magic, flare, light, read magic*; 1st — *heightened senses, magic missile* (x2), *protection from good, ray of enfeeblement, true strike*; 2nd — *flame arrow* (x3), *invisibility, shatter*; 3rd — *fireball* (x2), *imperviousness, lesser whirlwind, locate hoard*; 4th — *stoneskin, wall of fire* (x3); 5th — *greater bull's strength, hold monster, teleport*; 6th — *disintegrate.*

Ashreign's Lair (Red Dragon)

Ashreign's layer is in a remote location within the mountains of Deverenia, far from the closest center of civilization. It's possible the PCs stumble across it in their journeys, but it's more likely they locate it while searching for a party of explorers that disappeared within roughly a week prior to their arrival (*see location 6 for more, as well as the disposition of the only survivor*).

Map Key

The passages of Ashreign's lair are fairly smooth, though shifts in local geography over the millennia have created many tiny fissures in the rock faces. The edges of such breaches are often sharp, and any time a PC fails a Climb check, he suffers 1d3 damage as the razored stone bites into his unprotected flesh. If a PC falls, he does not suffer this damage. PCs using a rope to climb may ignore this effect altogether. Passages A and B together form Ashreign's only route of exit and entrance from the lair, though the PC's may escape through passage C.

A. Curving Passage
This passage curves downward at a gentle grade, eventually doubling back on itself to lead back toward the chasm. It stops short of the chasm, instead curving downard to Ashreign's lair.

B. Vertical Passage
Passage B is chimney-like and slightly bowed, with plentiful handholds. PCs ascending or descending here must make Climb checks (DC 15) sufficient to cover 200 feet.

C. Hidden Passage
Though Ashreign is aware of this passage, she has long since grown too large to make use of it. PCs attempting to make their way through this area to or from the secret entrance at location 7 must make Climb checks (DC 15) sufficient to cover 600 feet. This passageway funnels sound toward the dragon's lair itself. Move Silently checks through this area may be opposed by Ashreign's Listen check, even if she is in location 5.

1. The Chasm
This is the only means by which the PCs may gain entrance to Ashreign's lair: a vast, rocky gorge. The PCs may either descend from above to the opening at location 1, or hike along mountainous trails for miles before approaching. While the hike is relatively safe, the climb down from above requires Climb checks (DC 15) sufficient to descend 200 feet to the entrance.

2. The Pool
The bottom of this chamber is filled with water, which collects here from location 1 during heavy rainstorms. The water itself is clean but just barely drinkable. The PCs are not the first to have ventured within, and a Search check (DC 15) turns up assorted coins worth 131 gp. The coins are ancient and tarnished, some minted in kingdoms long since fallen to time. Any PC who rolls a 30 or better on his Spot check finds the remains of a drowned adventurer, his ankle crushed beneath a fallen stone. Though the corpse is encrusted with algae and sediment, the PCs can salvage his armor: a suit of *+2 studded leather of shadow*.

Warm air will be coming down the chiminey to area 5 if Ashreign is here. The walls of the chimney leading down to this chamber are moist and slick with moss, and any Climb checks made in order to ascend or descend are at a DC of 20.

3. The Nest
This area is claimed by a colony of dire bats. There is nothing of interest to the PCs here, as the bats prey primarily on mammals that live within the chasm. The chamber is strewn with bones stripped clean of flesh. Provided the PCs are careful in their movements (in other words, make successful Move Silently checks opposed by the bats' Listen skill) while within this chamber, they do not disturb the creatures. If any of the PCs fail this check, the bats attack; it is not often their meals come to them.

Creatures: Dire Bats (40): CR 6; Large Magical Beast; HD 8d10+48; hp 92; Init +0; Spd 30 ft.; AC 15 (+6 natural, –1 size); Atks: Slam +13 (1d4+12); SA Frightful presence; SQ Blindsight, fast healing 2, spell resistance 16; SV Fort +12, Ref +2, Will +8; Str 27, Dex 11, Con 22, Int 6, Wis 14, Cha 4; AL N. Skills: Listen +9, Move Silently +6, Spot +9*; Feats: Power Attack.

4. Empty Chambers

These two chambers are both empty, and fairly difficult to reach. They make excellent hiding places, should the PCs have need. The only entrance to these areas is along the ceiling of passage B, roughly 50 feet overhead. Any Climb check attempted to traverse this distance is at a DC 30. There are plentiful stalagmites within upon which a PC may secure a grapple. A successful attack roll with a thrown grappling hook or grapple arrow against an AC 20 secures the line, which the PCs may then use to climb across.

5. Ashreign's Lair

The tunnel to Ashreign's lair is just wide enough for the dragon to crawl through. Ashreign has no problems moving through the tight quarters of her lair. When Ashreign is here she is in this room with her treasure. When the PCs arrive, she is likely at rest, inhaling and exhaling with vast sighs. A warm breeze passes down ther hall into area 2. Ashreign is a light sleeper: a single successful Listen check (opposed by the PCs' Move Silently) awakens her, whereupon she greets the PCs. Her tone is amiable enough, though she is clearly hostile — a Sense Motive check (DC 10) reveals her disposition. Ashreign attempts to find out why the PCs have come before attacking them. She realizes that the PCs may be using the time she is talking with them to set a trap or prepare to attack, so she readies herself. She will strike fiercely, in the middle of a conversation to take them off guard. She will take prisoners (see area 4) if she feel the PCs have information she wants, or if she is just bored.

Creature: Ashreign.

Treasure: Scattered about Ashreign's lair, the PC's find a brass flagon with jade inlays (500 gp), an emerald pendant on a gold chain (1,800 gp), seven black pearls (averaging 400 gp each), five cut emeralds (500 gp each), a *tome of understanding +1*, a *+3 constructbane light mace*, a *staff of swarming insects* (19 charges), a *wand of keen edge* (27 charges), and 2,600 pp.

6. The Prisoner

Cowering in the corner here is Kallen Ironfist, the last survivor of a party of explorers who delved too deeply into Ashreign's lair. He is a 4th level fighter, though severely weakened — he has only 4 hit points remaining. When his party encountered Ashreign, most were wiped out, but Kallen managed to escape through the overhead passage via his *boots of levitation*. Since then he has been continuously tormented by Ashreign, unable to escape the chamber without her notice. In the meantime, Ashreign periodically used her spellcasting abilities to create illusions of hope for Kallen, fooling him into believing that he was about to be rescued. Initially, he believes the PCs to be another such illusion, though a Diplomacy check (DC 20) convinces him otherwise. Once persuaded, he is only too happy to accompany the PCs out of Ashreign's lair.

Kallen is in no shape for a fight, He is too weak to move without aid or some sort of healing, and is only too happy for the PCs help in returning home. In addition to his *boots of levitation*, Kallen carries a masterwork long sword, a *+1 large metal shield*, a suit of chainmail, and 47 gp worth of assorted coins.

7. The Secret Way

PCs approaching this location from the outside will be hard pressed to notice this secret entrance set deep within the gorge's wall, hidden by jagged outcroppings and irregular rock faces. Any PC who examines the chasm's face from afar may make a Search check (DC 30 + for every 10 feet of distance to the entrance) to notice it. If a PC comes within 25 feet of the entrance, he notices it automatically. From within passage C, the secret entrance is quite obvious, as natural light filters in through the opening into the passage below.

Blackwind

Medium Black Dragon (Water)
Hit Dice: 13d12+78 (156 hp)
Initiative: +6
Speed: 60 ft. (12 squares), fly 150 ft. (poor), swim 60 ft.
Armor Class: 28 (+6 Dex, +12 natural), touch 16, flat-footed 22
Base Attack/Grapple: +13/+17
Attack: Bite +17 melee (1d8+4)
Full Attack: Bite +17 melee (2d8+8), 2 claws +12 melee (1d6+2), and 2 wings +12 melee (1d4+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, frightful presence,spells
Special Qualities: Acid and sonic immunity, bait and lure, blindsense 60 ft., damage reduction 5/magic, darkvision 120 ft., immunities, low-light vision, spell-like abilities, spell resistance 11, water breathing
Saves: Fort +14, Ref +14, Will +12
Abilities: Str 18, Dex 22, Con 22, Int 26, Wis 18, Cha 18
Skills: Alchemy +24, Bluff +20, Climb +20, Concentration +22, Diplomacy +20, Intimidate +32, Jump +36, Knowledge (Arcana) +33, Listen +28, Sense Motive +28, Spellcraft +33, Spot +28, Survival +28
Feats: Cleave, Flyby Attack, Great Cleave, Hover, Power Attack
Environment: Tseleuse's marshlands
Organization: Unique
Challenge Rating: 8
Treasure: Double standard
Alignment: Chaotic evil

Blackwind is the youngest dragon ever to have crossed the Shattered Lands into the Accordlands, mere months old when he made the journey, and still just a hatchling. Blackwind spent a year crossing the wastes, preying upon the tribal monsters lurking in the fringes of the territory. Upon emerging from the desert he descended upon a Nothrog horde and feasted. Only one survived this attack, a young shaman named Dakat who begged for mercy. Blackwind let the poor Nothrog go, only to hound him all the way to Baraxton before himself fleeing from a summoned avatar of the Cynophantis totem. Retreating to the marshes of Tseleuse, Blackwind has spent the months since his defeat wreaking vengeance upon any Nothrog to set foot in his domain.

Blackwind suffered horribly in fending off Cynophantis, losing much of his nose and both horns before fleeing, and then suffered further from discolored scales and flesh for months to come. Now a mix of orange and green hues, Blackwind finds his disfigured appearance allows him to prowl Tseleuse as an anonymous monster.

Combat

Though stronger than most dragons of his age, Blackwind prefers to toy with his opponents, pretending to be a stupid animal thereby giving himself the opportunity to improve his feints. He avoids using his breath weapon and spells except in emergencies, and speaks rarely. Blackwind enjoys strike-and-fade tactics, generally pouncing upon a single enemy, thrashing it briefly, then fleeing before retaliation can come. Unlike his brethren, Blackwind enjoys heavy tree cover, and is perfectly willing to pounce on his foes if flying is not an option. Misear believes Tseleuse is haunted, due in no small part to Blackwind's ambushes.

Bait and Lure (Ex): By pretending to be a creature of animal intelligence, Blackwind tricks his enemies into foolish behavior. When using the Bluff skill to feint, he gains a +12 competence bonus to the check. This bonus reduces by 1 for each previous attempt to feint.

In addition, he gains a +8 competence bonus to Bluff checks to make it appear that he is sleeping or otherwise still.

Breath Weapon (Su): 60-ft. line, 6d4 acid, Reflex DC 22 half.

Frightful Presence (Ex): 10-ft. radius, HD 12 or less, Will DC 20 negates.

Spell-Like Abilities (Ex): 3/day—*darkness;* 1/day—*deep slumber, false life*. Caster level 1st; save DC 14 + spell level.

Spells: 11th-level wizard.

Wizard Spells Prepared (4/6/5/5/4/3/1; save DC 15 + spell level) 0-level — *detect magic, flare, light, read magic*; 1st — *heightened senses, magic missile* (x2), *protection from good* (x2), *ray of enfeeblement*; 2nd — *flame arrow* , *invisibility* (x3), *shatter*; 3rd — *fireball* (x2), *imperviousness, lesser whirlwind* (x2); 4th — *stoneskin, wall of fire* (x3); 5th — *greater bull's strength, teleport* (x3); 6th — *disintegrate.*

Silver Bane

Huge Silver Dragon (Air)
Hit Dice: 28d12+224 (392 hp)
Initiative: +9
Speed: 40 ft. (8 squares), fly 150ft. (poor)
Armor Class: 44 (–2 size,+9 Dex, +27 natural), touch 17, flat-footed 35
Base Attack/Grapple: +28/+44
Attack: Bite +34 melee (2d8+8)
Full Attack: Bite +34 melee (2d8+8), 2 claws +29 melee (2d6+4), 2 wings +29 melee (1d8+4), and tail slap +29 melee (1d8+12)
Space/Reach: 15 ft./10 ft. (15 ft. w/bite)
Special Attacks: Breath weapon, frightful presence, snatch, spells
Special Qualities: Acid and cold immunity, blindsense 60 ft., cloudwalking, damage reduction 15/magic, darkvision 120 ft., low-light vision, spell-like abilities, spell resistance 32, vulnerability to fire
Saves: Fort +24, Ref +25, Will +27
Abilities: Str 26, Dex 28, Con 26, Int 28, Wis 32, Cha 24
Skills: Bluff +38, Concentration +39, Decipher Script +40, Diplomacy +38, Intimidate +38, Jump +39, Knowledge (arcana) +40, Knowledge (geography) +24, Knowledge (history) +40, Knowledge (religion) +25, Listen +44, Sense Motive +42, Spellcraft +44, Spot +42, Survival +42, Swim +42
Feats: Alertness, Combat Casting, Dodge, Endurance, Flyby Attack, Hover, Intuition, Maximize Spell, Mobility, Spring Attack
Environment: Narawat desert
Organization: Unique
Challenge Rating: 21
Treasure: Double standard
Alignment: Lawful good

Silver Bane is one of the only metallic dragons in the west, and remains alive solely because of his shapeshifting abilities. Though he is acutely aware of the presence of other dragons, including those listed here, he knows that he cannot hope to best them alone. Instead, he lends his aid to the people of Narawat, granting subtle aid to those lost in the deserts, and sometimes even disguising himself as one of the nation's defenders. Of late, he has run afoul of Isadran's assassins, and wonders whether Narawat's southern neighbors are as trustworthy as his protectorate first thought.

Silver Bane's natural form is expansive, making some Narawati wonder if he is a servant of the gods themselves. The desert's constant winds have dulled his scales, and those ignorant of dragon breeds may confuse him for a blue dragon, an insult that few blue dragons would overlook. When assuming human forms, Silver Bane prefers bland appearances, sometimes choosing the face and appearance of lowly members of society, to better hide in plain sight.

Combat

Silver Bane is confident in his abilities, but less so in those of others. Paternal and overbearing, he moves to protect others whenever possible, and only uses his abilities in combat if no one else has a hope of defeating the enemies. Should the need arise, he strikes swiftly and mercilessly, seeking to end the threat as efficiently as possible. While he will accept surrender, he is also willing to personally oversee punishment of the guilty, and does not trust the Narawati to see good and evil as clearly as he does.

Breath Weapon (Su): 50-ft. cone, 16d8 cold, Ref DC 30 half; or two 60-ft. line, paralysis 1d6+6 rounds, Fort DC 32 negates.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+12 bludgeoning damage and must succeed at a DC 32 Reflex save or be pinned; grapple bonus +44.

Frightful Presence (Ex): 180-ft. radius, HD 26 or less, Will DC 30 negates.

Spell-Like Abilities (Ex): 3/day—*control winds, feather fall, fog cloud;* 2/day—*magic circle against evil;* 1/day—*heal, mass cure light wounds, restoration*. Caster level 15th; save DC 17 + spell level.

Spells: 11th-level wizard.

Wizard Spells Prepared (4/6/5/5/4/3/1; save DC 19 + spell level) 0-level — *detect magic, flare, light, read magic*; 1st — *heightened senses, magic missile* (x2), *protection from evil* (x3); 2nd — *flame arrow , invisibility* (x3), *shatter*; 3rd — *imperviousness* (x2), *lesser whirlwind* (x2); 4th — *stoneskin* (x3), *wall of fire*; 5th — *greater bull's strength, teleport* (x3); 6th — *disintegrate.*

Sirenspawn

Huge Blue Dragon (Earth)
Hit Dice: 27d12+192 (354 hp)
Initiative: +6
Speed: 40 ft. (8 squares), fly 150 ft. (poor), burrow 20 ft.
Armor Class: 39 (–2 size,+2 Dex, +29 natural), touch 10, flat-footed 37
Base Attack/Grapple: +27/+44
Attack: Bite +34 melee (2d8+8)
Full Attack: Bite +34 melee (2d8+8), 2 claws +29 melee (2d6+4), or 2 wings +31 melee (1d8+4), or tail slap +31 melee (1d8+12)
Space/Reach: 15 ft./10 ft. (15 ft. w/bite)
Special Attacks: Breath weapon, crush, frightful presence, snatch, spells
Special Qualities: Blindsense 60 ft., damage reduction 15/magic, darkvision 120 ft., electricity and sonic immunity, fire resis tance 10, immunities, low-light vision, sound imitation, spell-like abilities, spell resistance 29
Saves: Fort +22, Ref +17, Will +20
Abilities: Str 29, Dex 15, Con 25, Int 18, Wis 20, Cha 18
Skills: Bluff +19, Concentration +37, Craft (alchemy) +19, Diplomacy +19, Gather Information +19, Hide +24, Listen +35, Knowledge (arcana) +19, Knowledge (geography) +19, Move Silently +33, Search +34, Sense Motive +20, Spellcraft +19, Spot +20, Survival +20
Feats: Cleave, Diehard, Endurance, Follow Through, Great Cleave, Improved Initiative, Improved Sunder, Power Attack, Snatch, Toughness
Environment: Mobile (home is in Tseleuse)
Organization: Unique
Challenge Rating: 19
Treasure: Double standard
Alignment: Lawful evil

Sirenspawn is unique among dragons, having been both hatched and reared in the Accordlands. A marsh hag named Brindle tricked a customer into trading Sirenspawn's egg for one of her potions, and raised the dragon as her son. Sirenspawn instinctively hates his "mother" and the swamp she lives in, but because of the *geas* she placed on him at his hatching, he travels back once per year to do her bidding. When Sirenspawn is not performing a task for Brindle, he can usually be found in his lair, dreaming of the day that he will be free.

Combat

Sirenspawn usually avoids combat, since he generally faces enemies only when performing duties on his mother's behalf. There is no trace of cowardice in his heart, however, and if he must fight he systematically destroys his opponents, beginning with the biggest threat and working his way down to the weakest foe.

Breath Weapon (Su): 100-ft. line, 16d8 electricity, Reflex DC 29 half; or two 60-ft. lines, 8d8 electricity, Reflex DC 30 half.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+12 bludgeoning damage and must succeed at a DC 30 Reflex save or be pinned; grapple bonus +46.

Frightful Presence (Ex): 180-ft. radius, HD 26 or less, Will DC 27 negates.

Snatch (Ex): Grapple bonus +44; claw against Small or smaller creature for 2d6+4/round; bite against Medium or smaller creature for 2d8+8/round or 4d8+16/round if Sirenspawn doesn't move; creatures can be flung 50 ft. for 5d6 points of damage.

Spell-Like Abilities (Ex): 3/day—*create/destroy water, ghost sound, daylight, permanent image, ventriloquism;* 1/day—*hallucinatory terrain, searing light*. Caster level 13th; save DC 14 + spell level.

Spells: 13th-level wizard.

Wizard Spells Prepared (4/6/5/5/4/3/1; save DC 15 + spell level) 0-level — *detect magic, flare, light, read magic*; 1st — *heightened senses, magic missile* (x2), *protection from good, ray of enfeeblement, true strike*; 2nd — *flame arrow* (x3), *invisibility, shatter*; 3rd — *lightning bolt* (x2), *lesser whirlwind, wind wall* (x2); 4th — *stoneskin, solid fog* (x3); 5th — *mind fog, prying eyes, teleport*; 6th — *chain lightning*.

Sirenspawn's Lair

Sirenspawn's lair is located in a remote region of the broken lands. Carved through the heart of a natural rock formation by Sirenspawn himself, the cavern complex leads deep into the earth. It is largely devoid of life, save for Sirenspawn and a few unexpected guests. When excavating his lair, Sirenspawn's excavations connected with a cavern beneath, predating his own lair by untold centuries.

Sirenspawn, content with his new home, thought little of the oddity. Several years later, a small group of Abyssals emerged from the passage. The battle was fierce, and he slew the creatures by the dozens and collapsed the exit from their caves before the foul creatures retreated. Unable to return to the tunnels below, the Abyssals instead ascended, their goal to begin with.

Only a few escaped, and made their way to the surface, where they launched a series of guerrilla attacks on distant settlements. However, these are not the mindless assaults characteristic of bands of lesser Abyssals; commanded by a zhul, they fight with precision and discretion. Ultimately, they made their lair within the same rock formation as Sirenspawn, though they are careful to remain hidden in chambers where the tremendous creature cannot reach.

Sirenspawn knows that these creatures are in his lair and he knows that he has sealed off their way back into the earth. He allows the Abyssals to stay only bercause he must spend so much time away from his lair. The day he is free of Brindle's *geas*, he plans to cleanse these creatures from his lair.

PCs may be investigating the recent Abyssal strike on a passing caravan, and be drawn to their stony hideaway. The PCs likely explore the area hoping to eliminate this pocket of Abyssal terror, little suspecting the terrible foe that lurks beneath.

Getting Around

Getting around in Sirenspawn's lair requires either the ability to *fly*, or preternatural climbing skill. The vertical shafts characteristic of his subterranean dwelling are smooth as glass, long ago scoured of any protrusions by his lightning breath, though a few irregularities still allow such surfaces to be traversed. Traveling these vertical passageways therefore requires a Climb check (DC 30). The zhul uses his magical abilities to enable himself and his minions to *fly* through the passageways to the surface.

Reaching and descending from the entrance to the lair (location A) is somewhat easier, as the exterior of the formation features plentiful handholds and surfaces against which climbing characters may brace themselves. Climbing the rock's exterior requires a DC 15 Climb check.

Map Key

1. Fiendling Chamber

This small pocket in the adjacent passage is home to a pack of 10 fiendlings, who immediately spring upon any PCs who enter their sanctum. Bones and bits of equipment have been tossed aside — doubtless the last possessions of fallen travelers.

Creature: 10 fiendlings.

Treasure: Assorted coins and gems worth a total of 77 gp

2. Golgoth Perch

Three golgoths have made this cave their home. If they hear the PCs climbing past outside, they scramble to the mouth of the passage and fly into the passage top attack the PCs as the party descends. The fiendlings from area 1 throw rocks and cheer on the golgoths if they are still alive.

Creature: 3 golgoths.

Treasure: A Search check (DC 15) reveals a *brooch of shielding* in one of the heaps of discarded bones and rotted clothing.

3. Chamber of Swords

This huge location is largely empty, save for a few bones discarded by the fiendlings nesting at location 1 and over 200 swords embedded in the stone walls. The swords are a trap of Sirenspawn's design. If he is attacked in his lair, he attempts to move to this room. His breath weapon is twice as powerful in this room; the metal swords intensify the lightning's effect.

Treasure: Two of the swords are magical: a *+3 shortsword* and a *+2 shocking burst longsword.*

4. Abyssal Perch

This small chamber is home to the last batch of Abyssals hiding within Sirenspawn's lair. The entrance to this chamber is small and doubles back upon itself (DC 20 Spot check to notice it). PCs who succeed at this check may investigate normally.

Otherwise, the Abyssals wait until the PCs have passed below the passage, then drop upon them, tearing them from their precarious handholds in the process. Each Abyssal who leaps upon the PC in this fashion may make one attack, and is considered to be charging. If it hits, it uses Improved Grab to cling to its victim, and attempts to drag him from the wall. Overwhelmed PCs fall 70 ft., then tumble to a halt at location 5. Any Abyssal clinging to a falling PC takes the same falling damage, though the PC and any Abyssals currently grappling him must make opposed Reflex saves (multiple falling Abyssals may use the cooperation rules for skill checks to generate this total). Whoever rolls higher suffers only half damage in the fall. Regardless, as the Abyssals attempt to cushion the fall with each other's (and the falling PC's) bodies, the damage incurred from the fall is divided among all of the falling Abyssals.

Creature: 10 fiendlings, 3 skincrawlers, 5 nightclaws.

5. Bone Pit

If the PCs have previously encountered any Abyssals during their descent into Sirenspawn's lair, the zhul knows they are coming and casts *silent image*, creating a false wall within the chamber to disguise his presence. Once all of the PCs have entered the chamber, a PC begins to leave, a PC sees through the illusion, or a PC falls into the area fighting Abyssals from area 4, the zhul attacks. Any PC who fails to disbelieve the illusion prior to this is automatically surprised.

Creature: Zhul.

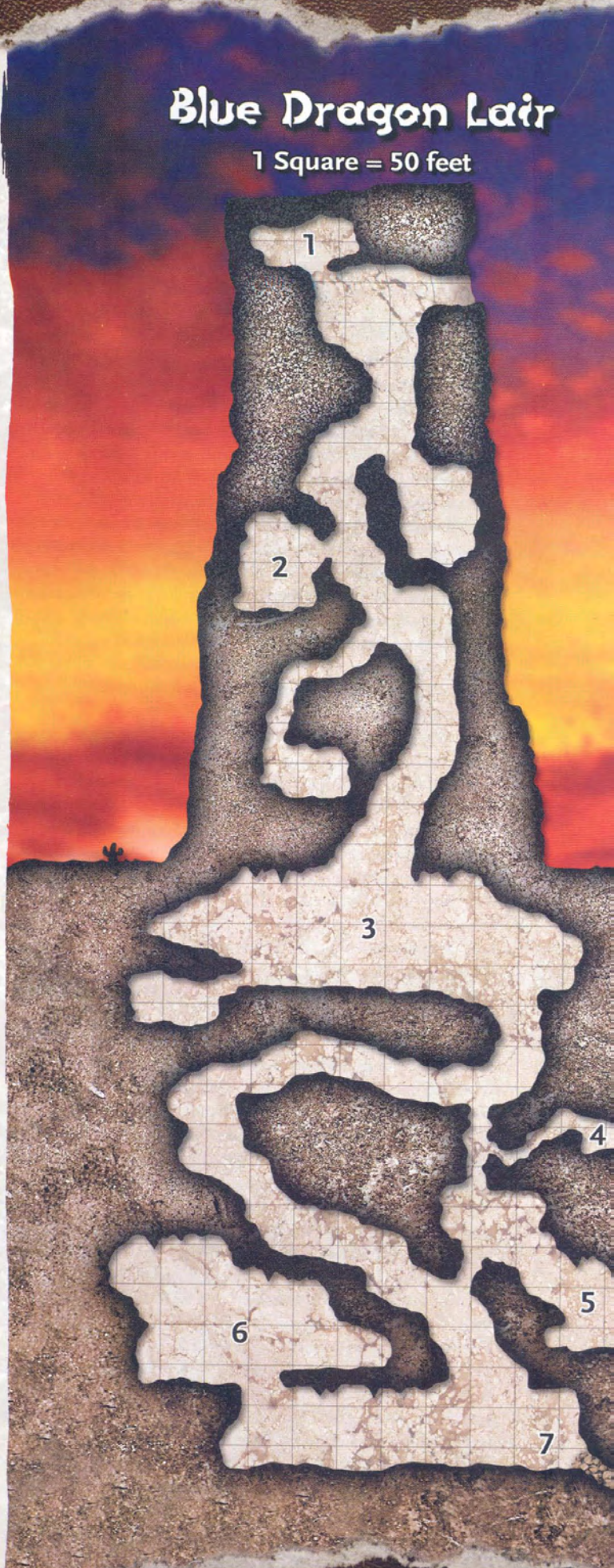
Treasure: 12,000 sp, 5 golden yellow topaz (500 gp average), 7 banded agates (7 gp average), 3 fire opals (1,200 gp average), 3 silver pearls (120 gp average), *pearl of power [2nd level spell], potion of cure moderate wounds, potion of jump, +2 ranseur.*

6. Sirenspawn's Lair

This is where Sirenspawn makes his lair proper. Thanks to the noise generated by the fiendlings as the PCs penetrate his den, he is quite aware of their approach. He lurks in the darkness of location 6 until the PCs approach in the large chamber below. Once they are in his line of sight, he immediately attacks with his breath weapon, and in the following round, leaps down from to use his crush attack. If pressed, he will escape to area 3; if things continue to go poorly, he will flee the lair.

Creature: Sirenspawn.

Treasure: +3 bastard sword, +3 full plate of invulnerability, +4 heavy steel shield, potion of heroism, scroll of cloudkill, scroll of forceful hand, scroll of project image, scroll of shadow evocation, scroll of spell turning, and scroll of wall of iron, rod of withering, staff of charming (13 charges), *staff of fire* (8 charges), *wand of summon monster III* (17 charges), 4,400 pp.



7. The Cave In

This is where the Abyssals first gained entrance to Sirenspawn's lair. The tunnel is buried under more rock than the PCs could hope to excavate. If they somehow manage to bypass the obstacle (for example, through the spell *ethereal jaunt*) they enter an unimaginably vast network of tunnels, caverns, and caves that stretches deep into the earth. Near Sirenspawn's lair the tunnels are abandoned, but as the PCs travel deeper into the earth, they encounter more Abyssals, each group more powerful than the last.

Stormchaser

Huge White Dragon (Cold)
Hit Dice: 27d12+135 (297 hp)
Initiative: +0
Speed: 60 ft. (12 squares), burrow 30 ft., fly 200 ft. (poor), swim 60 ft.
Armor Class: 34 (–2 size, +26 natural), touch 8, flat-footed 34
Base Attack/Grapple: +27/+43
Attack: Bite +33 melee (2d8+8)
Full Attack: Bite +33 melee (2d8+8), 2 claws +28 melee (2d6+4), 2 wings +32 melee (1d8+4), and tail slap +32 melee (1d8+12)
Space/Reach: 15 ft./10 ft. (15 ft. w/bite)
Special Attacks: Breath weapon, crush, frightful presence, snatch
Special Qualities: Blindsense 60 ft., damage reduction 15/magic, damage reduction 5/—, darkvision 120 ft., cold immunity, electricity resistance 20, icewalking, immunities, low-light vision, spell-like abilities, spell resistance 29, vulnerability to fire
Saves: Fort +20, Ref +15, Will +15
Abilities: Str 27, Dex 10, Con 21, Int 22, Wis 10, Cha 10
Skills: Alchemy +30, Appraise +29, Bluff +23, Concentration +35, Decipher Script +29, Hide +15, Intimidate +30, Intuit Direction +23, Knowledge (arcana) +36, Listen +30, Scry +29, Sense Motive +25, Spellcraft +29, Spot +30
Feats: Dodge, Endurance, Improved Bull Rush, Mobility, Overrun, Spring Attack, Power Attack, Run, Run Like Hell, Snatch
Environment: North Kabal
Organization: Solitary
Challenge Rating: 18
Treasure: Double Standard
Alignment: Chaotic Evil

Stormchaser is as ruthless and unforgiving as the frigid wastes he calls home. Stormchaser lives in the Lands of the Kabal's northernmost reaches, in a tower formed entirely from a single crystal of ice. His existence here is an open secret among the Kaballites, something his fellow wizards understand but dare not acknowledge. While as wicked as any other of his kind, Stormchaser is not interested in wanton destruction, keeping to himself unless he needs something or has unwanted interference. The Kaballites have learned to accomodate his mad desires, but have not the slightest inkling of his true goals: Stormchaser seeks to collect an egg from each breed of chromatic dragon and use them in a ritual to become more like the Dragon Itself. He originally came to the Kabal lands to uncover a black wyrm's egg, but someone else had stolen it first.

Stormchaser is powerfully built, his toned muscles rippling with his every movement. Age has been kind to him, and his scales are just beginning to lose their luster. In the perpetual winter of his home, he is all but invisible, just another patch of white in the endless expanse of snow.

At present, he possesses a blue wyrm's egg and a green wyrm's egg.

Combat

For all his evil, Stormchaser does not go looking for trouble. While he enjoys a good scrap, he rarely leaves his tower save to investigate signs of other eggs, and his anger would have no limit if something or someone damaged one of his precious eggs.

Breath Weapon (Su): 50-ft. cone, 9d6 cold, Reflex DC 29 half; 1/day—120-ft. cone, 12d6 cold, Reflex DC 28 half.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+12 bludgeoning damage and must succeed at a DC 28 Reflex save or be pinned; grapple bonus +43

Frightful Presence (Ex): 180-ft. radius, HD 26 or less, Will DC 23 negates.

Snatch (Ex): Grapple bonus +43; claw against Small or smaller creature for 2d6+4/round; bite against Medium or smaller creature for 2d8+8/round or 4d8+16/round if Stormchaser doesn't move; creatures can be flung 50 ft. for 5d6 points of damage.

Spell-Like Abilities (Ex): 3/day—*acid arrow, fog cloud, freezing fog, glyph of warding, gust of wind;* 1/day—*cone of cold, freezing sphere, ice storm, simulacrum, wall of ice*. Caster level 15th; save DC 10 + spell level.

Spells: 11th-level wizard.

Wizard Spells Prepared (4/6/5/5/4/3/1; save DC 14 + spell level) 0-level — *detect magic, flare, light, read magic*; 1st — *heightened senses, magic missile* (x2), *protection from good, ray of enfeeblement, true strike*; 2nd — *blur* (x2), *invisibility* (x2), *shatter*; 3rd — *lesser whirlwind, sleet storm* (x2), *wind wall* (x2); 4th — *stoneskin, ice storm* (x3); 5th — *cone of cold, teleport* (x2); 6th — *repulsion.*

Terrorshard

Huge Green Dragon (Air)
Hit Dice: 23d12+92 (230 hp)
Initiative: +4
Speed: 40 ft. (8 squares), fly 150 ft. (poor), swim 40 ft.
Armor Class: 30 (–2 size, +22 natural), touch 8, flat-footed 30
Base Attack/Grapple: +23/+38
Attack: Bite +28 melee (2d8+8 plus poison)
Full Attack: Bite +28 melee (2d8+8 plus poison), 2 claws +23 melee (2d6+4), 2 wings +23 melee (1d8+4), and tail slap +23 melee (1d8+12)
Space/Reach: 15 ft./10 ft. (15 ft. w/bite)
Special Attacks: Breath weapon, crush, frightful presence, snatch
Special Qualities: Acid immunity, blindsense 60 ft., damage reduction 5/magic, darkvision 120 ft., cold, electricity, and fire resistance 5, immunities, low-light vision, poison, spell resistance 19, water breathing
Saves: Fort +17, Ref +13, Will +18
Abilities: Str 25, Dex 10, Con 19, Int 12, Wis 20, Cha 10
Skills: Concentration +30, Hide +18, Listen +33, Move Silently +26, Search +27, Spot +33, Survival +31
Feats: Alertness, Dodge, Endurance, Hover, Mobility, Improved Initiative, Run, Snatch
Environment: Any (mobile)
Organization: Unique
Challenge Rating: 16
Treasure: Double standard
Alignment: Lawful evil

Terrorshard is no stranger to the notion of servitude. For the first fifty years of her life, she was the slave of Angu Mournwater, the head of the Cult of Bascaron, before escaping to the west in the wake of an Yscarite attack. She spent another few decades in Deverenia's sparse woodlands before running afoul of Dominar Vronish Kez of Misear. Kez used one of the Dragon Orbs to ensorcel Terrorshard, and compelled her to act as a bodyguard and enforcer. Recently, however, Kez's hold over Terrorshard vanished, and the dragon fled rather than question her good fortune. In the back of her mind, she still feels the influence of another, someone who does not wish the Dominar ill, but Terrorshard has yet to tie her freedom to the actions of Kez's wayward daughter, Keziah.

Terrorshard is a beautiful dragon, her scales glistening like emeralds,her wings flawless. In the eastern lands, she would have no want for mates, were it not for her behavior. Terrorshard is not insane, but she is cynical. Her only concern at present is to stay free, and anyone who has dealings with her had best be careful of their requests.

Combat

Terrorshard avoids fighting in person whenever possible, using her spells and breath weapon to cover her retreat, or to murder enemies without facing direct combat. If cornered, she fights to the death rather than face slavery anew, but always keeps an eye out for an escape route.

Breath Weapon (Su): 50-ft. cone, 14d6 acid, Reflex DC 25 half.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+12 bludgeoning damage and must succeed at a DC 25 Reflex save or be pinned; grapple bonus +40.

Frightful Presence (Ex): 150-ft. radius, HD 26 or less, Will DC 21 negates.

Poison (Ex): Bite, Fortitude DC 25, initial damage 1d6 Dexterity, secondary damage can't run.

Snatch (Ex): Grapple bonus +38; claw against Small or smaller creature for 2d6+4/round; bite against Medium or smaller creature for 2d8+8/round or 4d8+16/round if Terrorshard doesn't move; creatures can be flung 50 ft. for 5d6 points of damage.

Spells: 11th-level wizard.

Wizard Spells Prepared (4/6/5/5/4/3/1; save DC 14 + spell level) 0-level — *detect magic, flare, light, read magic*; 1st — *charm person, magic missile* (x2), *hypnotism* (x3); 2nd — *blur* (x2), *invisibility* (x2), *hypnotic pattern*; 3rd — *nondetection, stinking cloud* (x2), *wind wall* (x2); 4th — *improved invisibility, rainbow pattern* (x3); 5th — *cloudkill, teleport* (x2); 6th — *acid fog.*

Dreamslayer

Medium Aberration (Incorporeal)
Hit Dice: (Creator's HD) d8 (hp varies)
Initiative: +8
Speed: Fly 40 ft. (good) (8 squares)
Armor Class: Same as creator
Base Attack/Grapple: +¾ HD/+Base attack
Attack: Incorporeal touch +base attack+4 melee (1d4 Con drain), or illusionary weapon +base attack+4 melee (1d8+6), or psychic constriction (1d8+6)
Full Attack: Incorporeal touch +base attack+4 melee (1d4 Con drain), or illusionary weapon +base attack+4 melee (1d8+6), or psychic constriction (1d8+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Illusionary weapon, incorporeal touch, psychic constriction
Special Qualities: Darkvision 60 ft., incorporeal traits
Saves: Same as creator
Abilities: Str –, Dex 18, Con 10, Int 18, Wis 12, Cha 16
Skills: Same as creator
Feats: Blind-Fight, Combat Reflexes, Improved Initiative
Environment: Any
Organization: Solitary
Challenge Rating: Same as HD
Treasure: None
Alignment: Usually neutral
Advancement: None
Level Adjustment: –

Dreamslayers are potent phantasms that only the most powerful illusionists can weave. They are potentially lethal psychic weapons, tailored to attack a particular individual by infiltrating his dreams.

Dreamslayers have no physical form and no set appearance because they are just projections of an illusionist's will. However, they may also be thought of as creatures in that their effectiveness relies on their target victims believing in them absolutely, in the sense that particularly vivid dreams seem entirely real to the dreamer at the time. The damage that they inflict by their various attack forms is not physical. But through a process like hypnotic suggestion, the target believes viscerally that it is real, and that damage becomes real. If a dreamslayer's victim believes that he has been wounded, he is wounded. If he believes that he is being killed, he will die.

Combat

A dreamslayer is a psychic extension of its creator. Because of this, it has the same number of hit dice and hit points as its creator, as well as the same armor class and same set of skills, no matter what form its creator chooses for it.

Dreamslayers act according to the wishes of their creators, and in that sense it is hard to generalize about their tactics. They have three different attack forms from which their creator may choose: an incorporeal touch attack that drains energy, an illusionary weapon attack, and a constriction attack. When a dreamslayer comes into being, its creator must choose one of these attack forms. The dreamslayer will use that attack exclusively for the entire duration of its existence.

Anyone clever or fortunate enough to destroy a dreamslayer and thereby survive its attack develops a psychic resistance to any further attacks and may never be targeted again. This toughness also manifests itself as a +4 bonus versus all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects).

Ability Score Drain (Su): Some dreamslayers can drain the life energy out of their victims. When using this attack, they usually assume a willowy, wraith-like form. They use an incorporeal touch attack to drain from their target 1d4 points of an ability of the creator's choice. The creator must choose which ability will be drained before the dreamslayer executes the attack. If the attack hits, the target is allowed a Will save (Creator's HD + 13) for no damage.

Illusionary Weapon (Su): Other dreamslayers take the form of a spectral humanoid or humanoid monster armed with an imposing-looking melee weapon (the dreamslayer's creator chooses the particular weapon). Treat all illusionary weapon attacks as normal melee attacks using a +2 magic melee weapon and inflicting 1d8+6 damage, except that the defender uses his AC versus touch attacks (the illusionary weapon is a construct made of psychic energy, not a physical melee weapon). The illusionary weapon cannot be broken by any physical or magical means, including sundering.

Psychic Constriction (Su): Still other dreamslayers crush their victims to death using a constriction attack. These dreamslayers assume an ethereal form, like a patch of mist. The tighter their grip on their victim becomes, the denser their form becomes. Finally, the dreamslayer concentrates enough of itself so that it assumes a recognizable shape, although its essence is still incorporeal and wraith-like. That shape may be animal, humanoid or aberrational in nature; it is up to the dreamslayer's creator.

In order to use psychic constriction, the dreamslayer must begin by successfully starting a grapple with its opponent. Once it has initiated the grapple, it must then attempt to pin its opponent. Once it has successfully pinned its opponent, the dreamslayer may then constrict, inflicting 1d8+6 damage per turn as long as it can sustain the pin.

The dreamslayer receives a +6 bonus to all grapple checks while using this attack form. It also uses its Dexterity modifier instead of its Strength modifier.

Dwarf

Medium Humanoid
Hit Dice: 1d8+2 (6 hp)
Initiative: -1
Speed: 20 ft. (4 squares)
Armor Class: 14 (+4 armor), touch 10, flat-footed 14
Base Attack/Grapple: +0/+0
Attack: Warhammer +0 melee (1d8), or light crossbow +0 ranged (1d8)
Full Attack: Warhammer +0 melee (1d8), or light crossbow +0 ranged (1d8)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Dwarven traits
Saves: Fort +4, Ref +0, Will +3
Abilities: Str 11, Dex 10, Con 14, Int 9, Wis 13, Cha 6
Skills: Concentration +4, Spellcraft +1
Feats: Scribe Scroll
Environment: Any land and underground
Organization: Solitary, company (2–4), squad (11–20 plus 2 3rd level sergeants and 1 leader of 3rd to 6th level), or band (30–100 plus 20% noncombatants plus 1 3rd level sergeant per 10 adults, 5 5th level lieutenants, and 1 7th level captain)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually lawful good
Advancement: By character class
Level Adjustment: +0

Dwarves are shorter than humans, stockier, and more muscular. They are suited for living in rough territory, with lots of climbing and moving through tight passages. Male dwarves typically have beards, but no intense cultural stigma attaches to the beard or its absence; dwarves have more important things to worry about. Both sexes are stocky, generally growing to no more than 5 feet tall. Both male and female dwarves tend to weigh between 150 and 250 pounds, most of which is muscle mass.

A millennium ago, the dwarves left the surface world to protect it from those deadly creatures that fed off the Great Dragon's remains: the Abyssals. They remained below the surface of the earth, fulfilling their oaths even as others forgot their very existence.

Recently, the dwarves have reeled from successful Abyssal strikes, and some have ventured to the surface. Lost warriors, bewildered clerics, and exiles of all stripes must find allies among those who look upon them with fear or hatred, lest the world fall.

Dwarves are rarely encountered outside of their own cities, hewn from the foundations of great mountains. These catacombs are labyrinthine and complex, and many an upland intruder has become hopelessly lost without a dwarf guide. Dwarven cities function autonomously, as independent city-states. Many are hidden away from other dwarves, not out of a desire for secrecy, but simply because they have focused all of their efforts on fighting the Abyssal plague, not on maintaining relations with their neighbors. Few dwarves place much stock in alliances with uplanders, preferring to hold the line against the Abyssals on their own.

Dwarves have been at war for a thousand years. They have become brutally efficient, with no thought for anything beyond their battle and their god. Dwarves commonly wear wrappings for clothing. Aboveground, they wear hooded clothing to protect them from sunburn. Their greatest achievement is ironcloth, a special fabric as strong as iron. Bands of it are woven into cloaks, wrappings, or simple tunics.

In the vast underground cities of the dwarves, their armies prepare for the constant battles against the Abyssals. Those strange and loathsome creatures that rise out of the deepest pits come in hordes from time to time, throwing themselves at the dwarves — or attempting to find other exits to the surface world. Occasionally, the Abyssals find a chasm or recently opened crevice, and then the dwarves have to go seal it again before too many of the Abyssals get out.

Dwarven cities reach from the bottom to the top of caves, pocketing them like beehives. While they have some structures that humanity would recognize as palaces, homes, or shops, their cities are rarely two-dimensional, but segregate castes or functions by layers.

The dwarven language is an amalgam of guttural shouts and primal growls, and is nigh incomprehensible to other humanoids. Despite this, dwarves have little difficulty mastering foreign tongues themselves, and many speak Common. Further, many dwarves speak Abyssal, on the theory that to know one's enemy is the most powerful weapon.

The statistics presented are for a typical Dwarven cleric.

Combat

Dwarves are efficient, powerful warriors. Their lives revolve around warfare and battle, and when such events erupt, these hearty humanoids are prepared. They fight with determination and grit, and value loyalty over all. To a dwarf, one code is sacred in battle: abandon no man to die.

Dwarven Traits (Ex): Dwarves benefit from a number of racial traits.

- **Darkvision:** Dwarves have darkvision with a range of 120 feet. This perception is much like vision, though dwarves cannot perceive colors in darkness, so their sight is limited to black and white.

- **Resistance to Toxins:** After many years beneath the earth, dwarves have developed a natural resistance to many of the gases that would otherwise endanger them, often found deep beneath the earth. Dwarves gain a +6 racial bonus to any saves made to resist the initial effects of gaseous poisons, though any saves against secondary damage are made as normal.

- **Magical Senses (Sp):** Dwarves are intuitively aware of the magic surrounding them in the earth, the water, and the very air they breathe. A number of times per day equal to his Wisdom modifier (minimum one), a dwarf may cast *detect evil* or *detect magic*. Further, dwarves do not suffer the usual debilitating effects for detecting overwhelming evil (*see spell description*).

Elf

Medium Humanoid
Hit Dice: 1d4+1 (3 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 12 (+2 Dex), touch 12, flat-footed 10
Base Attack/Grapple: +0/-1
Attack: Quarterstaff -1 melee (1d6-1) or light crossbow + ranged (1d8)
Full Attack: Quarterstaff -1 melee (1d6-1) or light crossbow + ranged (1d8)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Elven traits
Saves: Fort –2, Ref +2, Will +2
Abilities: Str 8, Dex 14, Con 7, Int 13, Wis 10, Cha 11
Skills: Concentration +2, Knowledge (arcana) +5, Knowledge (undead) +5
Feats: Scribe Scroll, Toughness
Environment: Any land
Organization: Solitary, company (2–4), squad (11–20 plus 2 3rd level sergeants and 1 leader of 3rd to 6th level), or band (30–100 plus 20% noncombatants plus 1 3rd level sergeant per 10 adults, 5 5th level lieutenants, and a 7th level captain)
Challenge Rating: 1
Treasure: Standard
Alignment: Often chaotic evil
Advancement: By character class
Level Adjustment: +0

Elves are almost equal in height to humans, being anywhere from five to six feet tall, but weigh only 80 to 120 pounds. Elves usually have red or black eyes and dark brown to bright gold hair. All elves have prominent spiked brow ridges above their eyes. Some elven spies have filed down these "horns" to hide among humans, but it is a painful experience. The most surprising feature of an elf is only visible up close and in proper lighting. Elven "skin" is actually a fine, white scales, giving elves a ghostly pallor.

Even compassionate elves still wear the traditional bonemail armor of their people. While they understand that this disturbs others, they find it eminently practical; after all, the dead no longer have need of the material. Most elves live in the moment, and rarely have the patience to work through any but the simplest plans. As such, they have an almost manic energy once they decide on a course, and almost nothing can deflect them from their chosen path. They feel emotions absolutely, whether it is hatred, love, fear, or mercy, and bored elves willfully seek out something — anything — to do. The only people spared an elf's capriciousness are other elves, as the greatest crime of their people is to kill another. While they do not care much for each other, even the basest elven life is worth more than anyone else's.

Some elves have an almost indescribable hatred for humans, but many are not so vehement. Indeed, a large minority believes that any past slights rendered unto the elves by the humans — whatever they may have been — were born not of malign human intent, but out of simple desire for survival. The short-lived elves are certainly sympathetic to this cause.

Few elves have an opinion on other races. Deverenians are almost indistinguishable from humans, after all. The Nothrogs have never had any serious quarrel with elves. Though most elves have never seen a dwarf, they have mistakenly assumed the race to be offshoots of the nimbics, whom the elves envy.

Elves live in settlements in the woods, with only the largest housing more than fifty. Each such township sports a mixture of houses, though one is always most prominent. These settlements vary widely in appearance, from sprawling arboreal platforms to massive mausoleums. Due to a terrible incident long ago, elves can no longer worship a god directly. Instead, each elf chooses an aspect to embrace: blood, bone, flesh, or spirit. The elf attempts to strengthen that part of himself, both symbolically and in actuality, and such piety occasionally brings about its own unique form of immortality.

Elven language is short and clipped. Each word has many meanings, and only context makes it clear. Their alphabet is a condensed version of Common, with no overlapping sounds. Elven linguists frequently serve as diplomats and attachés to House leaders, the better to free those leaders from such chores as communication with non-elves. Elves occasionally have difficulty learning foreign tongues, as context cannot be clear without a strong vocabulary. Nonetheless, most elves speak both Common and Elven, and a few also speak Deverenian, Draconic, Kabal or Nothrog.

The statistics presented are for a typical elven necromancer.

Combat

Elves fight with a grace and speed foreign to the other humanoid races of the Accordlands. Their movements are fluid, measured, and quite deadly. In general, they take no joy in a foe's pain, though they are gladdened by an opponent's destruction.

Elven Traits (Ex): Elves benefit from a number of racial traits.

- **Low-light Vision:** Elves can see twice as far as normal humans in starlight, moonlight, torchlight, and other conditions where poor illumination is a factor. They retain the ability to distinguish color and detail under these conditions.
- Elves receive a +2 racial bonus to all Listen, Search, and Spot checks. Elven senses are extremely precise, and they often notice that which other creatures miss.
- **Bonemail Proficiency:** All elves are proficient with all forms of bonemail armor, regardless of character class.

Elf Necromancer Dwelling

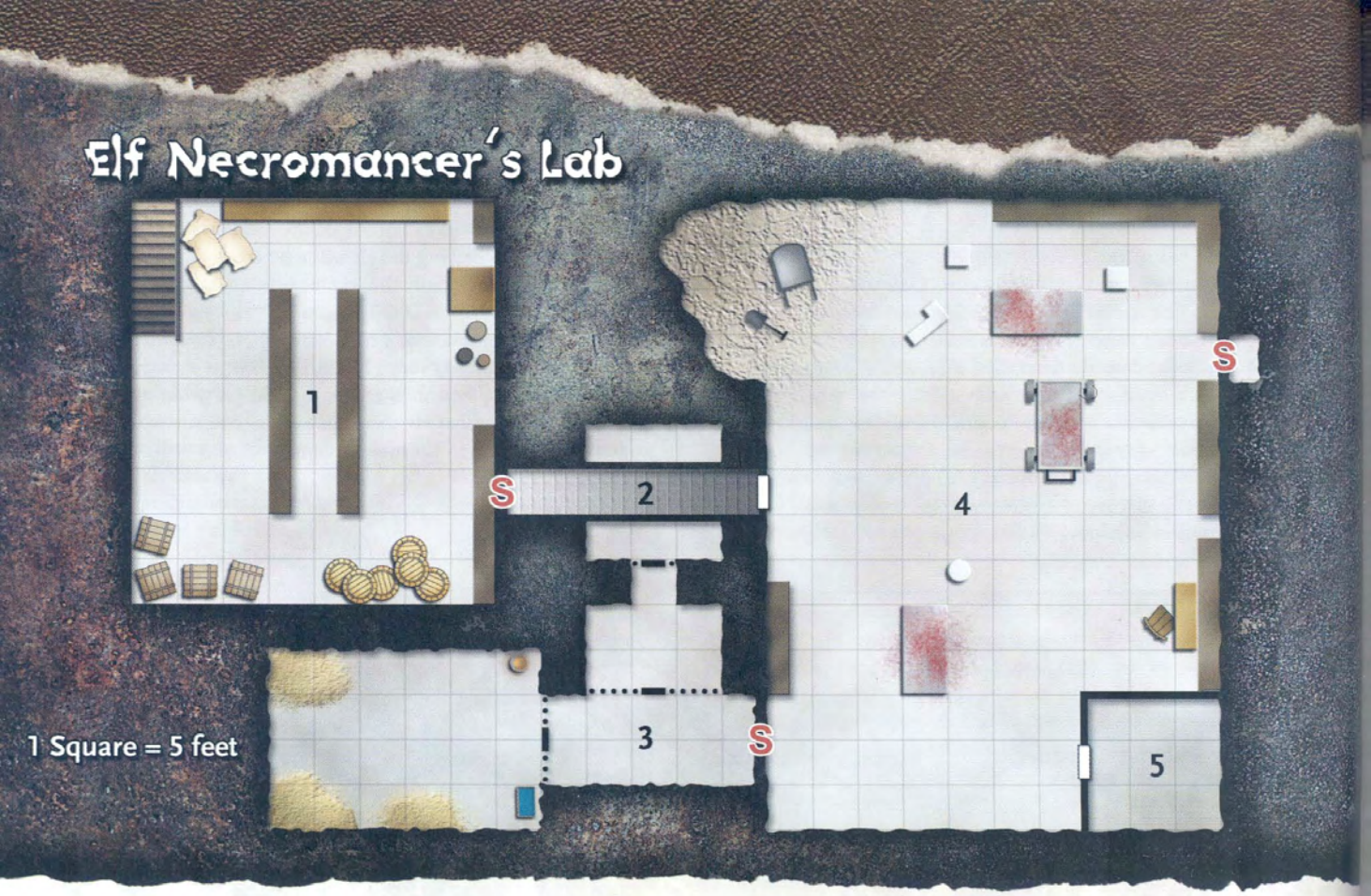
With the end of Syneri's geas upon the elves, elven necromancers are again free to perform their dark arts upon those unfortunate enough to be captured alive or be left for dead in a battlefield. Especially troubling for the populace of the Free Kingdoms are those necromancers who have journeyed into Llyr, Andover, and Corinth looking for more people to enslave in their armies or to extend the life of the necromancer!

The Farm

The PCs journey to a mid-size city. One of the nearby farms is the secret lair of an elven necromancer who is turning locals and the occasional traveler into his undead servants. Shortly after the PCs arrive at the city, a force of skeletons attacks from within the city walls. There are two skeletons for each PC, and the undead attack any non-elf they see. After they are destroyed, a witness notices one of the skeletons wearing the brooch (3 cp) of a missing woman. Investigative PCs discover that the town constables looked into it, but didn't find anything. Their best guess was that she left the town to the west.

PCs who travel west come across several large farms. One of them is the necromancer's lair. All of the members of the family were *charmed* into serving the elf while he created more undead to attack the city and terrify the commoners.

The farmers are Edwin (the father, 6 hp), Helena (the mother, 4 hp), Jules (the oldest son, 5 hp), Monica (the daughter, 3 hp), and Derek (the youngest son, 3 hp). All are 0-level characters and fight with farm implements if attacked. If the party can break the *charm* spell, the family tells them that the necromancer is living underneath the farm in the underground storage.



MAP KEY

1. Underground Storage

The farmers store most of their food here; all the shelves are stocked. Observant PCs who search the shelves will find some items belonging to the missing townsfolk (Spot check, DC 15), including 23 gp, 45 sp, and 1d4 items. The PCs must make a Search check, DC 20, to find the secret door that leads to the necromancer's lair.

2. The Passage

This passage connects the undergound storage area with the necromancer's lair. There is a pit trap that can only be detected by a rogue (Spot check, DC 22). If the PCs fail to disarm the trap they end up in Area 3 and take 1d6 points of falling damage.

3. The Cells

The necromancer keeps his prisoners here until he is ready to turn them into undead troops. There is a 10% chance that a missing person is here and still alive. A Strength check (DC 20) bends the bars enough to escape. The secret door can be found with a Search check (DC 20). If the PCs fail to bend the bars and escape, the necromancer will enter the cells to investigate after an hour.

4. The Lair

If the PCs made too much noise in area 2 or fell into area 3, the necromancer will be ready for them; otherwise they catch him off guard. The necromancer (2 levels higher than the PCs) and his undead servants (CL equal to the party, one per PC) attack the party on sight. Since this room is dedicated to foul and unholy magic, all turning attempts have a +2 penalty. If the PCs kill the necromancer, they will find the remaining treasure of the townsfolk and travelers. The necromancer's treasure is in a secret compartment (Search check, DC 18).

1d6 × 800 gp
1d8 × 800 sp
1d8 minor magic items
1 *Tome of Clear Thought +3*

5. The Necromancer's Sleeping Quarters

The necromancer bunks in this room. There is no treasure here. If the fight goes poorly, the necromancer retreats to this room and casts *dig* to retreat. The door is solid oak (hardness 6, hp 20, Break DC 20).

Any surviving farmers and the townsfolk will reward the PCs with any reasonable request for non-magical items.

Eye Eater

Medium Outsider
Hit Dice: 6d12+6 (42 hp)
Initiative: +2
Speed: 30 ft. (6 squares), fly 30 ft. (perfect)
Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple: +6/+9
Attack: Tentacle +9 melee (2d4+3)
Full Attack: 2 tentacles +9 melee (2d4+3)
Space/Reach: 5 ft./5 ft. (15 ft. with tentacles)
Special Attacks: Tentacle tongues
Special Qualities: Darkvision 120 ft., levitation
Saves: Fort +6, Ref +7, Will +8
Abilities: Str 16, Dex 14, Con 12, Int 14, Wis 16, Cha 10
Skills: Balance +11, Concentration +10, Decipher Script +11, Hide +8, Intimidate +9, Knowledge (any two) +11, Listen +5, Move Silently +8, Sense Motive +12, Spellcraft +11, Spot +10
Feats: Alertness, Combat Reflexes, Exploit Weakness, Flyby Attack, Hover
Environment: Underground
Organization: Solitary or pack (3–5)
Challenge Rating: 3
Treasure: Standard
Alignment: Always lawful evil
Advancement: By character class
Level Adjustment: –

An eye eater appears as a disembodied human male torso within a dark swirl of magic. It is hairless, covered in leathery skin the color of old mahogany. The creature has a single eye centered above its flattened nose, surrounded by thousands of small black polyps that peer about. Sharp-toothed mouths gibber from its palms, and they uncurl long, hook-tipped tongues that flick out at enemies' faces. Eye eaters have darkvision and extremely acute normal vision.

Eye eaters are outsiders, native to many planes but most at home in the Bascaron Elemental Plane of Secrets. Entire colonies live beneath the endless city's ruins and in its sewers. Though far from the only hostile force to travelers on the plane, eye eaters delight in the confusing effects that realm has on visitors, and eagerly devour the eyes of the hopelessly lost or despairing. They avoid those who can fight off the plane's effects, intuiting that strong-willed travelers can likely foil an eye eater ambush.

Eye eaters rarely fight in groups, but they do haven in small packs (typically no more than 3–5 eye eaters in a single location).

Combat

The eye eater uses its awesome maneuverability to get its palms near an opponent's face. It then extrudes its long, hooked tongues, attempting to tear out the foe's eyes in a single gulp. Once an opponent is blinded, the eye eater will move on, trusting that the injury will keep the first enemy out of further combat. The eye eater prefers to keep the combat moving away from those injured, forcing its enemies to either flee, or give chase and leave their wounded comrades behind.

Levitation (Ex): The eye eater has no lower torso or legs, but is constantly kept aloft by a swirl of energy that radiates from its skin. This magical whirlwind does not disturb the area around the eye eater, leaving no tracks of any kind (Track checks automatically fail). The levitation cannot be dispelled, and ends abruptly when the creature dies.

An eye eater gains the benefit of the Flyby Attack and Hover feats as a result of this ability.

Tentacle Tongues (Ex): These tentacles can reach more than 15 ft. beyond the ordinary grasp of the creature's arms. When the eye eater rolls a critical hit with a tentacle, the attacked creature must make a DC 14 Reflex save or be blinded. This blindness can only be restored through a *limited wish, miracle, regenerate, restoration,* or *wish* spell. The save DC is Constitution-based.

Flame Steed

Huge Magical Beast (Fire)
Hit Dice: 4d10+20 (40 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 16 (–2 size, +1 Dex, +7 natural), touch 9, flat-footed 15
Base Attack/Grapple: +4/+20
Attack: Hoof +10 melee (2d4+8)
Full Attack: 2 hooves +10 melee (2d4+8), bite +5 melee (2d6+4)
Space/Reach: 15 ft./10 ft.
Special Attacks: Breath weapon, flame aura
Special Qualities: Fire subtype, mount
Saves: Fort +9, Ref +5, Will +3
Abilities: Str 26, Dex 12, Con 20, Int 4, Wis 14, Cha 6
Skills: Listen +6, Spot +5
Feats: Beast of Burden, Greater Beast of Burden
Environment: Underground
Organization: Solitary or herd (5–10 plus 20% noncombatant young)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 5–8 HD (Huge)

Flame steeds are large beasts that live within volcanoes. Not at all horse-like, these massive steeds stand 30 feet at the shoulder, and can easily bear members of the giant race. Flame steeds are completely formed of lava, massive flames swirling about their molten bodies. Their hulking forms resemble giant bulls, but their eyes and horns are pure white fire, and they have lion-like manes that drip scarlet lava. They have no tails. Their thick legs end in cloven hooves of obsidian, and in their wake they leave titanic explosions of heat.

Flame steeds can be 'broken' as if they were horses, but only creatures resistant to fire and strong enough to control them can ride them. They require constant direction, or they will shake off their training and begin setting fire to everything in sight. Flame steeds are massive creatures, but they sleep for as long as 50 years at a time when they are bathed in a volcano's warm fires. They rarely breed, producing only 1–3 offspring within their lifetimes (a flame steed lives for as long as 700 years). They die if kept too long from a heat source; no flame steed can survive for more than a century without the chance to recuperate in the fires of its home (or, failing that, another active volcano).

Flame steeds are social creatures among their own, and usually live in small herds. They are neither herbivores nor carnivores, but instead consume molten rock. They prefer to drink directly from a magma flow (not unlike a horse drinking from a stream), but if no natural magma is available, they simply melt down local rocks. The creatures are particularly fond of molten iron and other metals, though they can survive on just about any mineral. In their own habitat, flame steeds are naturally aggressive and territorial. However, in unfamiliar surroundings particularly under open sky, a form of agoraphobia can seize them. Afflicted steeds remain motionless until they can assimilate their new surroundings; this usually takes almost a full day. Only striking a flame steed hard enough to inflict damage will rouse the creature from this near-catatonic state. For obvious reasons, those who ride flame steeds into battle under the open sky usually try to acclimate them to their surroundings beforehand.

Combat

In combat, a flame steed prefers to rush headlong at its opponents, hoping to char them with its fiery breath or trample them beneath its smoking hooves. Whether bearing a rider or not, the flame steed kicks with its hooves and bites if possible. Flame steeds can be trained to charge and fight like war horses, but require a master's firm control to participate in battle in this manner.

Breath Weapon (Su): A flame steed can breathe out a cone of fire and lava as a standard action. Once a flame steed breathes in this manner, it cannot do so again for 1d8 rounds. The blast always originates from the flame steed's head and extends in a 40 foot cone in the direction of the flame steed's choice. This attack deals 2d10+4 damage. Any flammable materials in the cone have a 50% chance of igniting. Characters within the cone may attempt a Reflex save (DC 17) for half damage. The save DC is Constitution-based.

Flame Aura (Su): A flame steed is constantly wreathed in tremendous heat, and most creatures suffer under the extreme temperature. At the beginning of each round, every creature within 20 feet of the flame steed suffers 1d10+5 fire damage. A successful Fortitude save (DC 17) reduces this damage by half. The save DC is Constitution-based.

Fire Subtype (Ex): Flame steeds are immune to fire damage. They suffer double damage from cold attacks, but may attempt a save to suffer only normal damage. If the cold attack already allows a save for half damage, the flame steed may attempt that save. If successful, it suffers normal damage (rather than half), and if failed, it suffers double damage.

Carrying Capacity: Light load fo a Flame Steed is 3193-6385 pounds; a medium load, 6385-9600 pounds.

Gallows Fiend

Small Monstrous Humanoid
Hit Dice: 1d8+1 (5 hp)
Initiative: +3
Speed: 20 ft. (4 squares)
Armor Class: 20 (+3 Dex, +6 natural, +1 size), touch 14, flat-footed 17
Base Attack/Grapple: +1/–2
Attacks: Claw +5 melee (1d3+1)
Full Attack: 2 claws +5 melee (1d3+1), bite -1 melee (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Acid spew (2d4), pain touch
Special Qualities: Bone armor
Saves: Fort +1, Ref +5, Will +3
Abilities: Str 12, Dex 16, Con 12, Int 6, Wis 12, Cha 12
Skills: Hide +8, Listen +3, Move Silently +4, Spot +5
Feats: Weapon Finesse (claws)
Environment: Any land or underground
Organization: Solitary or knot (11–20)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By class
Level Adjustment: +0

A gallows fiend is a twisted goblin-like creature with long arms and curved lower teeth that extend well above its upper lip. It has glistening red skin, shining black eyes and a permanent crouch. Thick, short spikes of bone rip through the creature's back, creating a strange ridge of bone and blood. Its long, lanky arms are thickly muscled and end in sharply clawed hands. The bony plating on its knuckles is hard as iron.

The creature's face is a twisted ménage of human and bestial features. Its lips work incessantly as the beast whispers to itself. Though most gallows fiends can speak Common, they rarely converse with strangers.

When found in the wild, gallows fiends inhabit such places as graveyards, battlefields, and heavily trapped areas controlled by other sentient beasts. Although they prefer to live in the open, they occasionally inhabit deep caverns where dwarven warfare provides plenty of fodder. When they venture into cities or war camps, they tend to gravitate toward the dungeons and prisons. Gallows fiends delight in torture; they believe it is their place to make sure the condemned pay for their crimes, no matter who created the law. They never free a condemned prisoner, even if it means their own lives are forfeit. For this trait alone, many Nothrog use gallows fiends to watch over prisons and captives, and the Deverenians employ them in large dungeons as apprentice executioners — a task that the gallows fiends enjoy.

Combat

In combat, a gallows fiend relies on its thick bone knuckles and sharp claws to cause damage to enemies, although sometimes their masters teach them to fight with conventional weapons. They usually fight with natural weapons, but attempt to avoid combat. Although they are vicious jailers, gallows fiends are notorious cowards. They prefer to blind their enemies with acid, and then escape into the labyrinths of their homes or dungeons and sound a general alarm.

Acid Spew (Ex): A gallows fiend can spew organic acid, blinding enemies. This is a ranged attack with a +4 attack bonus, a 5 foot range increment, and a maximum range of 25 feet. It inflicts 2d4 damage, and those struck must make a Fort save (DC 11) or be blinded for 1d4 rounds.

Bone Armor (Ex): A gallows fiend has sharp spikes of bone protruding from its spine. These bone spikes are so thick that any slashing weapon that strikes a gallows fiend has a 30% chance of shattering against the creature's bony hide. Masterwork weapons and magical weapons are not subject to this effect.

Pain Touch (Su): The touch of a gallows fiend is excruciating, and they love to use this ability on the condemned. Those touched by the gallows fiend must make a Will save (DC 11) or suffer 1 point of temporary Constitution damage. This ability takes effect every time the gallows fiend strikes its opponent with one of its natural weapons, and any time an opponent strikes the creature with its natural weapons of its own (e.g. fists, claws, a bite). Any attempt to grapple the gallows fiend automatically fails due to the creature's painful touch, unless the attacker makes a Will save (DC 11) after the initial touch attack. Regardless of whether this save is successful, the grappling creature suffers the temporary Constitution damage noted above. Further, each round an opponent grapples with the gallows fiend (regardless of who initiates the grapple), the opponent suffers an additional point of temporary Constitution damage at the beginning of the round. The save DC is Constitution-based.

Skills: Gallows fiends have a +4 racial bonus to Spot checks.

Gargoyles

Sjonegaard and his children have been fighting the abyssals since the Dragon first tainted their home, and welcomed the dwarves as brothers in the fight against their evil. Sjonegaard blessed the dwarves with the ability to fashion specialized earth elementals, allies against the Abyss. These "gargoyles" are independent, intelligent creatures with a strong sense of loyalty both to their creators and to their mother the earth. Though physically similar to golems, Sjonegaard has given them the gifts of intelligence and reason.

Gargoyles are created from specific types of stone, which defines their personalities and abilities. Some are formidable in combat, while others are spies or capable messengers. All of them attack the hated Abyssals on sight, and almost all are good-aligned. Not all gargoyles are humanoid, and some look bestial or hunched in order to navigate the small fissures deep in the earth more effectively.

Gargoyles understand both death and civilized society. Though diligent, they are not slaves. They do not eat nor drink, but do require up to four hours a day of sleep. They have no period of childhood, emerging from the dwarven creation pits fully formed and ready for their lives.

Dwarven clerics alone may perform the rituals necessary to bring a gargoyle to life, and no other race has ever been able to create them. Some speculate that the dwarves call on the power of their deity, Kor, and use his abilities to awaken the stone. In theory, those who do not worship Kor could perform the rituals perfectly, and the gargoyles would not awaken. Still, it is difficult and draining to create even a single gargoyle, so these creatures are fairly rare despite the efforts of the dwarves.

Combat

Gargoyles are armed with stone, iron claws and sharp fangs, and many have innate abilities they can command at will. They fight unrelentingly, withdrawing only when commanded to by their master —-which may well be another gargoyle. Gargoyles use group tactics, but are most familiar with one-on-one fights within narrow fissures. Though many of them have wings, this is an artistic flourish by their creators; gargoyles cannot fly or even glide. They attack only Abyssals without provocation, although they *detect evil* in order to sense if an unknown being is friend or foe. Gargoyles avoid harming dwarves and good creatures if they can, preferring non-lethal spells or subdual attacks.

Gargoyles with few magical abilities prefer to meet opponents head-on, overpowering enemies with formidable battle skills and strength. If outmatched or severely outnumbered, they may give their lives in order to allow others to escape. Magically powerful gargoyles typically provide backup and support to their fighting front line, acting as offensive missile-bearers over the heads of their trench-fighting companions.

Gargoyle Qualities

All gargoyles share certain abilities, including darkvision, low-light vision, and heightened senses of both smell and hearing, as well as the following abilities.

Construct: Gargoyles are constructs, though unlike most creatures of this type, they have an Intelligence score (they still lack Constitution scores). They are therefore immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects) and to poison, *sleep*, paralysis, stunning disease, death effects, and necromantic effects. Further, they are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save (unless that effect also works on objects). Gargoyles cannot die due to massive damage, but when reduced to 0 hit points or less, they immediately crumble to a loose pile of dust and rock. Gargoyles, which are never truly alive, cannot be *raised* or *resurrected*.

Darkvision: Gargoyles have darkvision with a range of 60 feet.

Depth Sense (Ex): Gargoyles always know how far they are beneath the surface of the world. They can detect whether a passage is rising or falling, and by precisely how much. Both of these abilities require a Survival check (DC 15) to use.

Fast Healing: Nearly all gargoyles have the capacity to heal at a vastly accelerated rate, as noted in their individual entries.

Immunity: All gargoyles are immune to lightning, cold, fear-based effects, and poison.

Skills: All gargoyles receive a +4 racial bonus to Search and Spot checks while underground, as well as a +8 racial bonus to Survival checks at all times.

Spell-like abilities: At will — *detect evil;* 3/day — a*id, magic circle against evil.* Gargoyles have a spellcaster level equal to 6 or their Hit Dice, whichever is greater.

Gargoyle, Basalt

Large Construct (Gargoyle)
Hit Dice: 10d10+30 (80 hp)
Initiative: –1
Speed: 30 ft. (6 squares)
Armor Class: 26 (–1 Dex, +18 natural, –1 size), touch 8, flat-footed 26
Base Attack/Grapple: +7/+20
Attack: Slam +16 melee (2d6+11)
Full Attack: 2 slams +16 melee (2d6+11)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: Fast healing 3, gargoyle qualities, suffering
Saves: Fort +3, Ref +2, Will +3
Abilities: Str 28, Dex 9, Con —, Int 10, Wis 10, Cha 6
Skills: Intimidate +10, Jump +17, Listen +9, Spot +9*
Feats: Alertness, Power Attack, Weapon Focus (Slam), Weapon Specialization (Slam)
Environment: Underground
Organization: Solitary or squad (2–5)
Challenge Rating: 9
Treasure: Standard
Alignment: Always lawful good
Advancement: 11–16 HD (Large)
Level Adjustment: +6

Basalt gargoyles are tall, black-skinned creatures with wide faces and thick features. Basalts are huge and heavy, and often mistaken for statues. Their rocky hides are black, as are their eyes and fangs, and only the faint reddish-scarlet of their deep throats varies from flat, dark coloration. Many of them stand as much as 6 feet high, a tremendous height for dwarves, and must crawl or hunch through the narrow corridors under the earth. They are used most often in large-scale fights, or as defenders of dwarven settlements, where there is enough room for them to make full use of their combat potential.

Basalt gargoyles have little magical ability other than the innate characterizations of their race. They are formed to be large, tough, and capable of taking a great deal of damage. Such creatures are the guardians and front lines of the dwarven army, marching into battle fearlessly and trading blows with even the staunchest Abyssal beast. Their rocky hide is exceptionally tough, and their strength is incredible. When not in battle, basalt gargoyles are used in construction, helping the dwarves create more bulwarks, walls, and fortifications to better fight against Abyssal attack.

However, even a basalt gargoyle cannot last forever against an unending line of enemies. As they are wounded, basalt gargoyles slow down, fighting with less and effectiveness as their bodies break apart. If given enough time, basalt gargoyles can heal their own wounds, but in the fury of battle, this is not always possible.

Combat

Basalt gargoyles are tenacious and fearless, marching into their enemies with precision and formidable strength. They are created with simple knowledge of battle tactics and skill at fighting, and continue to improve with every battle they engage in. Although they prefer to employ their claws and fangs, they can be trained to use melee combat weapons. Basalt gargoyles have no use for distance weapons (other than true siege engines), and will not use them. Instead, they close with their enemies, fighting until one or the other is dead, or until they hear the signal to retreat.

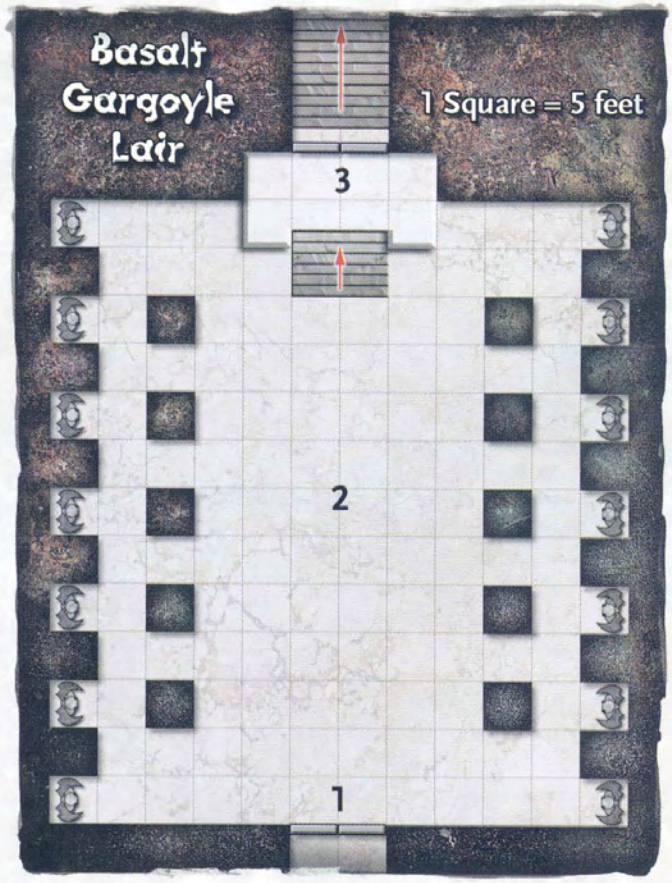
Suffering: Basalts, for all their durability, are susceptible to pain. While immune to critical hits, like other constructs, such strikes shock basalts. When a foe hits a basalt with what would be a critical hit, the basalt must make a Will save (DC equal to the damage suffered) or be staggered until healed.

Skills: In addition to the usual racial modifiers for gargoyles, the basalt gargoyle receives a +8 racial modifier to Jump checks. In addition, when taking a standing jump, the basalt gargoyle behaves as if taking a running jump.

Gargoyle Warren

While gargoyles live and fight inside the cities and strongholds of the dwarves, they do not have homes as the dwarves do. Many gargoyles have a place in the camp where they sit while they are not fighting. Gargoyles at their posts are hard to distinguish from statues, standing motionless unless they are performing some task or heading for battle. If a gargoyle does not have an assigned outside post, it reports to a gargoyle warren. This is more a storage facility than a home, as the gargoyles do not congregate to plan or socialize. Dwarves often store their valuables in the areas designated as gargoyle warrens. It would be a nervy thief indeed that would brave a gargoyle warren.

The basalt gargoyle warren presented here would be found in or near a major dwarven city or outpost.



MAP KEY

1: Entrance

The entrance to the warren is a large metal and stone door flush with the smooth granite wall. Symbols of Kor surround the door, which is protected with a warding spell. Non-dwarves that attempt to open the door trigger the ward, suffering 4d6 damage (Fort save DC 16 for half damage). If the adventurers dispel the ward, or a dwarf opens the door for them, they see a staircase leading down about 5 feet in to the main room. Torches in sconces on the walls provide light.

2: Main Room

This elegant room has been hewn out of the solid rock by master dwarven craftsmen. Two rows of columns face each other. The 10-ft.-tall columns do not only serve to support the ceiling. They are rigged so that a gargoyle can crush them, bringing the ceiling crashing down on intruders.

There are 7 alcoves on each side of the room. Each houses one of the city's gargoyles. There are 4 basalt gargoyles, 8 sandstone gargoyles, and 2 lightstone gargoyles. The gargoyles do not attack unless they are provoked, confronted by an Abyssal, or see someone attempting to open the treasure vault.

3: Treasure Vault

There is a small cabinet mounted in the far wall. Artworks depicting Kor and Sjonegaard adorn the walls, and their hands reach toward the cabinet doors. The doors do not seem to have a locking mechanism, yet they too are protected by a powerful ward (6d6 damage, Fort save DC 20 for half damage). Inside is an item that Sjonegaard himself both values and fears, the Rod of Stone (*see below*). Even when the city is under attack, there are always at least 2 gargoyles guarding the vault.

Rod of Stone

This rod has the properties of a +2 *light mace*. Its other magical powers are as follows:

Heal Gargoyle: Once per day, the wielder can evoke a divine light from the rod, reaching out to a wounded gargoyle up to 50 feet away. The gargoyle is healed for up to 5 hp per level of the wielder. Activating this power counts as a standard action.

Wound Gargoyle: Once per day as a standard action, the wielder can cause the rod to emit a black vapor, 5 ft. by 5 ft., that moves away from him at a rate of 10 feet per round for 5 rounds. Any gargoyle touched by the vapor suffers 7d6 points of damage (Ref save DC 15 for half).

Caster Level: 9th; *Prerequisites:* Craft Rod, Craft Magic Arms and Armor, *summon gargoyle*, *Market Price:* 23,000 gp.

Gargoyle, Blue Jasper

Medium Construct (Gargoyle)
Hit Dice: 4d10+20 (40 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 26 (+4 Dex, +12 natural), touch 14, flat-footed 22
Base Attack/Grapple: +3/+8
Attack: Claw +8 melee (1d6+5)
Full Attack: 2 claws +8 melee (1d6+5), bite +2 melee (1d4+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Gargoyle qualities, haste, protracted combat
Saves: Fort +1, Ref +7, Will +1
Abilities: Str 20, Dex 18, Con —, Int 10, Wis 10, Cha 6
Skills: Balance +8, Jump +9, Sense Motive +2, Tumble +8
Feats: Combat Reflexes, Lightning Reflexes
Environment: Underground
Organization: Solitary or squad (2–5)
Challenge Rating: 12
Treasure: Standard
Alignment: Always neutral good
Advancement: 5–8 HD (Medium)
Level Adjustment: +8

Blue jasper gargoyles are among the smallest of their stony brethren, but their small stature does not diminish of their qualities. Indeed, blue jaspers are surprisingly nimble, moving quickly and precisely. They are more playful than violent, and often guard dwarven children. Abyssals who mistake this for weakness rarely live to regret their poor judgment, as blue jaspers are no less protective of dwarves than any other gargoyles.

While not the most powerful of their kin, the blue jasper's relatively small size allows it to apply its strength in places its compatriots cannot reach. These creatures often aid dwarven mining teams in burrowing new tunnels and passages, and clear the wreckage when an older hall collapses due to tremor or battle.

Blue jasper gargoyles are almost universally kind-hearted and gentle. They are watchful and alert, constantly concerned about the safety of their charges. Dwarven children in a blue jasper's care are among the safest treasures in all creation so long as their guardian lives. It is not an uncommon sight, in fact, for a blue jasper gargoyle to be festooned with dwarven children, as the little ones climb across him. That said, the blue jasper gargoyle shows no more mercy to Abyssals and other intruders into the dwarven kingdoms than any of its stony brethren.

Combat

Blue jasper gargoyles are nimble combatants. They prefer to outmaneuver or frustrate their foes rather than confront them directly. This is not childish play, but a deliberate effort to draw the enemy away from any dwarves in the area. Once certain that no one else is in danger, blue jaspers fight brutally and to the death, accepting surrender only if a trusted dwarf so orders. Blue jaspers are not suicidal, and flee if outmatched and no dwarves are nearby.

A blue jasper neither forgets nor forgives an enemy that has slain a dwarf in the gargoyle's care, and seeks out this hated foe if present, even ignoring greater threats to do so. Blue jaspers in packs are especially dangerous, and draw out their revenge almost sadistically. The dwarves realize this, and have taken to assigning blue jaspers solely to guardianship duty, especially of vital city locations and dwarven communal nurseries.

Haste (Sp): Blue jasper gargoyles move quickly in time of need, and may *haste* themselves once per day, as per the spell of the same name cast by a 10th level wizard. If the opponent is exhausted, blue jaspers *haste* themselves as though using the Quicken Spell metamagic feat.

Protracted Combat (Ex): By fighting defensively, blue jaspers may wear out their opponents. If an opponent fails to inflict hits on a blue jasper in a number of consecutive rounds greater than the opponent's Constitution, the opponent becomes exhausted.

Gargoyle, Cobalt

Medium Construct (Gargoyle)
Hit Dice: 8d10+20 (60 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 25 (+1 Dex, +14 natural), touch 11, flat-footed 24
Base Attack/Grapple: +6/+10
Attack: Slam +10 melee (1d4+4)
Full Attack: 2 slams +10 melee (1d4+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sneak attack, spell-like abilities
Special Qualities: Fast healing 2, gargoyle qualities
Saves: Fort +2, Ref +3, Will +2
Abilities: Str 19, Dex 12, Con —, Int 10, Wis 10, Cha 6
Skills: Hide +17*, Listen +6, Move Silently +17*
Feats: Cleave, From the Shadows, Power Attack
Environment: Underground
Organization: Solitary or squad (2–5)
Challenge Rating: 8
Treasure: Standard
Alignment: Always neutral
Advancement: 9–12 HD (Medium); 13–16 HD (Large)
Level Adjustment: +5

Gargoyle, Diamond

Large Construct (Gargoyle)
Hit Dice: 12d10+30 (90 hp)
Initiative: +0
Speed: 40 ft. (8 squares), burrow 30 ft. (6 squares)
Armor Class: 25 (+0 Dex, +16 natural, –1 size), touch 9, flat-footed 25
Base Attack/Grapple: +9/+17
Attack: Slam +12 melee (1d6+4)
Full Attack: 2 slams +12 melee (1d6+4)
Space/Reach: 10 ft./10 ft.
Special Attacks: Earth's embrace
Special Qualities: Child of earth, damage resistance (5/metal), earthwalker, spell-like abilities, tremorsense
Saves: Fort +4, Ref +4, Will +9
Abilities: Str 18, Dex 10, Con —, Int 8, Wis 20, Cha 12
Skills: Bluff +4, Intimidate +4, Listen +8, Sense Motive +8, Survival +8
Feats: Favored Enemy (Abyssals), Final Stand, Improved Unarmed Strike, Power Attack, Track
Environment: Underground
Organization: Solitary
Challenge Rating: 14
Treasure: Standard
Alignment: Always chaotic good
Level Adjustment: —

Only one diamond gargoyle is ever created in any dwarven city. The first diamond gargoyle was fashioned by dwarven jewelers in Rockhome over the course of a century as a tribute to Sjonegaard. They wanted to create a warrior whose visage would be as flawless as the King of Gargoyles himself.

As the new gargoyle arose, it shunned the ceremonial post it had been assigned in the throne room created for it, instead stubbornly making its way to the front lines of the battle that eternally raged outside of Rockhome. It would have ventured even deeper into the abyss had not Sjonegaard himself given it specific instructions.

The headstrong diamond gargoyles do not heed dwarven commands, and sometimes defy Sjonegaard himself when he instructs them to turn aside from fighting Abyssals. Sjonegaard permits each dwarven city to create one Diamond Gargoyle, which inevitably ends up at the front lines. If a diamond gargoyle somehow survives the destruction of its city, it heads towards the corpse of the Dragon, its only desire to destroy as many Abyssals as it can.

Combat

A diamond gargoyle passionately hates Abyssals and any who traffic with them, and hunts the Dragonspawn endlessly. It knows that its foes have no sense of honor, and so it does not grant them quarter. It uses its puissant abilities to strike at foes from any angle, and throws itself fully into conflict, even against creatures far weaker than itself. A diamond gargoyle is convinced of its own indestructible nature, and fights to the death at all times. It rarely backs down from attacks.

Earth's Embrace (Su): A diamond gargoyle's favored attack is to grapple opponents, and then to partially move through the surrounding stone caverns or earthen beds. This results in severe injuries and suffocation unless the victim frees himself.

After making a successful check to continue a grapple, a diamond gargoyle may make a partial-move action to merge with nearby earth, increasing by 1 the critical threat range of its attacks on its grappled victim. It may continue to perform such maneuvers, increasing its critical threat range each time, every round it succeeds in continuing the grapple. If the critical threat range increases to 15–20 or greater, the victim begins suffocating as well (as if drowning). If a diamond gargoyle takes a partial-move action to move out of the earth, its critical threat range resets to 20.

Child of Earth (Su): Though it is a construct, a diamond gargoyle has strong ties to the earth, rendering it almost indistinguishable from a true earth elemental. A diamond gargoyle is considered to be of both the Construct and the Elemental (Earth) types, with all overlapping effects stacking. The only exception is with effects that hedge out or banish elementals to other planes, as a diamond gargoyle is native to the material plane.

Earthwalker (Su): A diamond gargoyle enjoys some status as a naturally noble spirit, and commands the loyalty of minor earth spirits. Though it usually orders them about more directly (as per its spell-like abilities, below), the spirits serve subtly as well. To a diamond gargoyle, unworked earth, stone, and crystal are almost fluid, and it may see through and move through such substances as though they were no more solid than the effects of a *solid fog* spell.

Spell-like Abilities (Sp): Through its ties to the earthen spirits, a diamond gargoyle has several spell-like abilities over earth, and may use any of the following to a total of 8 times per day, as though cast by a 14th level shaman: *a line in the sand, passwall, soften earth and stone, stone shape, transmute mud to rock,* and *transmute rock to mud.*

Tremorsense (Ex): A diamond gargoyle can sense the precise location of any creature touching the earth within a 100 ft. radius, unless they are remaining absolutely still (not taking any actions which require movement).

Gargoyle, Lightstone

Medium Construct (Gargoyle)
Hit Dice: 3d10+20 (35 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 12 (+2 natural), touch 10, flat-footed 12
Base Attack/Grapple: +1/+1
Attack: Slam +2 melee (1d4)
Full Attack: 2 slams +2 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Beacon, gargoyle qualities
Saves: Fort +1, Ref +1 Will +3
Abilities: Str 10, Dex 10, Con —, Int 13, Wis 10, Cha 12
Skills: Listen +6, Spot +6*, Survival +14*
Feats: Combat Reflexes, Iron Will
Environment: Underground
Organization: Solitary or squad (2–5 other lightstone gargoyles and dwarves)
Challenge Rating: 1
Treasure: Standard
Alignment: Always lawful good
Level Adjustment: +1

Lightstone gargoyles are literally the light at the end of the tunnel for dwarves. Their mere presence drives out Abyssals, and inspires the dwarves to fight when despair gnaws their hearts. Lightstone gargoyles were one of the earliest of Sjonegaard's children, created to serve as living beacons on the front lines against the Abyssals. While the dwarves still questioned Sjonegaard's motives, they learned to trust the Elemental King's creations, as the lightstone gargoyles were and are willing to sacrifice themselves for the greater good. Fashioned in the image of dwarven martyrs, the lightstone gargoyles' bodies glow from within, an enchantment from Sjonegaard and the dwarven clerics.

Even in the rare times of peace, lightstone gargoyles selflessly light the dark caverns the dwarves call home.

Combat

Lightstone gargoyles charge to the fore in any combat, their only concern being the lives of others. They invariably fight either defensively or in full attack, depending on which would reduce casualties most. They bow to the will of any worthy leader, even if they do not understand the wisdom of his plans.

Beacon (Su): Lightstone gargoyles are incandescent, their internal light a reflection of their own hopes for the future. This illuminates everything within a 30 ft. radius, but also reveals the presence of ethereal and invisible creatures and objects, though not those hidden by mundane means (such as a rogue hiding in shadows, or a secret door). Additionally, friendly creatures gain a +1 morale bonus to overcome all fear-based effects while within a lightstone gargoyle's illuminated area (this bonus does not stack).

Gargoyle, Limestone

Medium Construct (Gargoyle)
Hit Dice: 8d10+20 (60 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple: +6/+7
Attack: Slam +8 melee (1d6+1)
Full Attack: 2 slams +8 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: –
Special Qualities: Gargoyle qualities, suffering, transformation
Saves: Fort +2, Ref +2, Will +2
Abilities: Str 12, Dex 10, Con –, Int 10, Wis 10, Cha 4
Skills: Balance +4, Listen +6, Search +7*, Spot +9*
Feats: Alertness, Combat Reflexes, Weapon Focus (slam)
Environment: Underground
Organization: Solitary, cluster (2-5), troop (6-11) or platoon (20-50)
Challenge Rating: CR 4
Treasure: Standard
Alignment: Usually lawful good
Advancement: 9-10 HD (Medium)
Level Adjustment: –

Dwarven clerics created limestone gargoyles out of the softest and most easily worked of rocks precisely so that they could capture that material's malleability. In their native state, limestones are a capable foe, but not an especially fearsome one, at least compared to other types of gargoyles. Their true value lies in their capacity for transformation, an ability with which their Dwarven creators imbued them, and which draws upon the plasticity of the stuff from which they are made.

In truth, limestones are made on the cheap, although they are hardly the ramshackle affairs that are rubble gargoyles. Not only is limestone easy to form, but their creators don't invest much energy in developing their abilities and qualities. Instead, their main purpose is to hold their own (and they have the size and strength to do just that) until Dwarven war priests can use their magic to tap the malleability of the limestone and transform the gargoyle into a type more suited to the immediate needs of the situation. Their value lies in the fact that they are a cheap way of creating more specialized or more powerful gargoyles because they are fabricated so easily. They also give Dwarven commanders tactical flexibility, because the type of gargoyle that they can become is limited only be the capabilities of the clerics who accompany them into a fight.

Limestone gargoyles are not unusually large as gargoyles go. They average 6 feet in height and have burly humanoid bodies that average a half-ton in weight. They have large, blunt-fingered hands that they use to bludgeon their opponents. Otherwise, however, they are largely featureless. Their bodies show irregular hairline cracks. Their heads have no discernable mouth or nose (as constructs, they really don't need them), and their eyes, though fully functional, are little more than shallow disks etched into the face.

Combat

Although they are capable fighters, limestone gargoyles are not terribly aggressive. They know that their main purpose as a tactical asset is wait for the moment when the Dwarven war priests decide to transform them. When fighting in the company of Dwarven clerics, they try to hang back from the main line of battle until transformed, although they will enter the melee to fill gaps in the line. When fighting alone or otherwise without clerics to utilize them, they will battle as stoutly as any other gargoyle.

Gargoyle Qualities: Limestones possess all gargoyle qualities except for fast healing.

Suffering: Like some of their gargoyle cousins, limestones are unusually vulnerable to pain. While they are immune to critical hits, they are capable of being staggered by a strong blow. When a foe scores a critical hit against a limestone gargoyle, it must make a successful Will save (DC equal to the damage suffered) or else it is staggered until healed.

Transformation (Ex): Limestone gargoyles have the extraordinary ability to transform into another type of gargoyle at the command of a Dwarven cleric. This change is permanent, and may not be reversed once it has occurred.

To activate this ability, a Dwarven cleric within 30 feet of the target limestone gargoyle must cast a *summon monster* spell of any level with the express intention of transforming it. At the beginning of the gargoyle's turn on the next round, it becomes a gargoyle of a type chosen by the caster. It may even become a unique gargoyle, if the caster so chooses. The only restriction is that the gargoyle's new form must be of a type that has no more HD than 2 x the level of the *summon monster* spell used to transform it.

The transformed gargoyle assumes all characteristics and abilities of its new type, and loses all characteristics and abilities of a limestone gargoyle, including the transformation ability.

Gargoyle, Magma

Large Construct (Gargoyle; Fire)
Hit Dice: 16d10+30 (110 hp)
Initiative: –1
Speed: 30 ft. (6 squares)
Armor Class: 20 (–1 Dex, +12 natural, –1 size), touch 8, flat-footed 20
Base Attack/Grapple: +12/+25
Attack: Slam +20 melee (1d6+9)
Full Attack: 2 slams +20 melee (1d6+9)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: Fast healing 3, gargoyle qualities, magma coil, shape alteration
Saves: Fort +7, Ref +4, Will +7
Abilities: Str 28, Dex 9, Con —, Int 10, Wis 10, Cha 6
Skills: Intimidate +4, Listen +16, Spot +16*
Feats: Combat Reflexes, Favored Enemy (Abyssals), Great Fortitude, Improved Unarmed Strike, Iron Will, Power Attack
Environment: Underground
Organization: Solitary or squad (2–5)
Challenge Rating: 12
Treasure: Standard coins; 25% goods; 25% items
Alignment: Always lawful good
Advancement: 17–22 HD (Large); 23–30 HD (Huge)
Level Adjustment: +10

Magma gargoyles are darkish, with flecks of heated light shining from under the thin crust of their skin. Their blood and internals are entirely formed of molten lava, kept inside by the crust of their outer shell. Magma gargoyles are hot to the touch, and warm a room by their mere presence. They are not capable leaders, but they make effective attackers against Abyssals — particularly those who foolishly choose to strike the magma gargoyle with their bare claws. Magma gargoyles are peaceable by nature, and can be trusted with even the most delicate tasks. They are never controlled by their emotions, and have a strong sense of loyalty.

They are impossible to sculpt. Sjonegaard himself creates magma gargoyles, though he retains most for his personal guard and servants. Of all the gargoyles, magmas are easily the most stalwart in the face of the Abyssal enemy.

Combat

Magma gargoyles are not overly intelligent, and must be carefully commanded in combat. If guided they can be a devastating force; if left to their own devices, they simply wade forward, fighting until they are overwhelmed. They are loyal, cannot be turned, and fight to the death.

Fire Subtype (Ex): Magma gargoyles, unlike other gargoyles, are not immune to cold. Instead, magma gargoyles are immune to fire damage. Further, they suffer double damage from cold attacks, but may attempt a save to suffer only normal damage. If the cold attack already allows a save for half damage, the magma gargoyle may attempt that save. If successful, it suffers normal damage (rather than half), and if failed, it suffers double damage. If an attack does not normally allow a save, the magma gargoyle may attempt a Fort save (DC 18) to suffer normal damage (rather than double).

Magma Coil (Ex): The internal organs and blood of a magma gargoyle are super-heated rock. This material spews out whenever the magma gargoyle is injured, coating the weapon used or the limb of the individual who caused the damage. The intense heat and flame (not to mention the rocky magma) immediately destroys any normal weapon, and forces all magical weapons to make an enhancement check (the weapon's magical bonus + 1d20, DC 10) or be destroyed. Any creature foolish enough to strike the magma gargoyle with hands, claws, fangs or other 'personal' weaponry takes 2d8 damage on each successful strike.

Shape Alteration (Ex): Magma gargoyles have no real internal organs, and no skeletal structure. Their bodies are held solidly by an external carapace of stone wrapped over a fluid core of magma. They can change their basic form if given time to alter their carapace. It takes ten minutes for a magma gargoyle to affect a serious change in its form (altering itself into a long snake, for example, from a humanoid form), and it cannot change its weight or mass. Otherwise, this ability behaves exactly as the spell *alter self.*

Gargoyle, Rubble

Medium Construct (Gargoyle)
Hit Dice: 2d10+20 (30 hp)
Initiative: –1
Speed: 30 ft. (6 squares)
Armor Class: 13 (–1 Dex, +4 natural), touch 9, flat-footed 13
Base Attack/Grapple: +1/+3
Attack: Slam +3 melee (1d6+2)
Full Attack: 2 slams +3 melee (1d6+2)
Space/Reach: 5 ft./5 ft.
Special Abilities: —
Special Qualities: Gargoyle qualities, unstable
Saves: Fort +0, Ref –1, Will –1
Skills: —
Feats: —
Abilities: Str 14, Dex 8, Con —, Int —, Wis 8, Cha 10
Environment: Underground
Organization: Solitary or squad (2–5)
Challenge Rating: ½
Treasure: None
Alignment: Always neutral
Advancement: Medium (3–6 HD)

Rubble gargoyles are emergency supplements to an army or shock troops, formed of whatever materials are handy. Their ramshackle bodies make them dangerous only to unprepared or foolish enemies.

Unlike other gargoyles, rubble gargoyles require little care in their creation, and most appear only vaguely humanoid. Their mixed minerals deprive them of even the most basic personality traits common to most gargoyles, and their animation is tenuous. Left to their own devices, rubble gargoyles either stand stock-still or blunder into other objects, possibly destroying themselves in the process. Few last for more than a single battle.

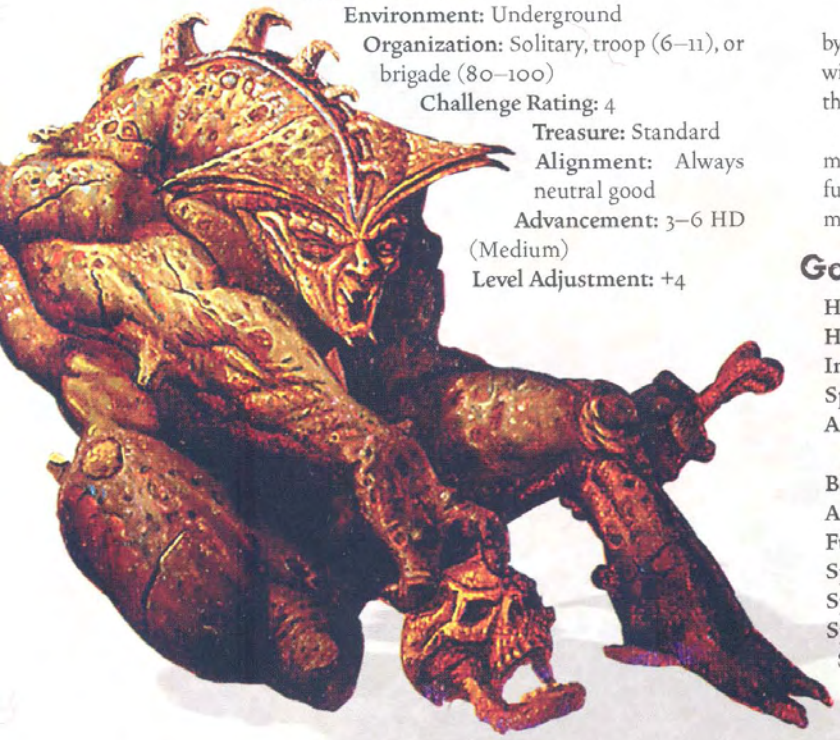
Combat

Rubble gargoyles are mindless automata, acting at the behest of their creator or other leaders entrusted to serve as their masters. They generally stand far in advance of more useful troops, to both preoccupy the enemy and limit the damage done to allied combatants.

Unstable: Formed from random stones, rubble gargoyles are only barely able to remain in one piece. Unlike other constructs, they are vulnerable to critical strikes and sneak attacks. Their demise also endangers those around them. Any in a rubble gargoyle's threatened area must make a Reflex save to avoid the shower of the gargoyle's broken remains (DC equal to the amount of damage that felled the gargoyle, with failure causing a like amount of damage). This damage may lead in turn to other rubble gargoyles' explosive deaths, and may cause cave-ins or landslides in unstable terrain.

Gargoyle, Sandstone

Medium Construct (Gargoyle)
Hit Dice: 2d10+20 (30 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 18 (+8 natural), touch 10, flat-footed 18
Base Attack/Grapple: +1/+2
Attack: Slam +2 melee (1d4+1)
Full Attack: 2 slams +2 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Fast healing 1, gargoyle qualities, speed
Saves: Fort +2, Ref +0, Will +0
Abilities: Str 12, Dex 11, Con —, Int 10, Wis 10, Cha 6
Skills: Hide +5*, Move Silently +5*
Feats: Great Fortitude
Environment: Underground
Organization: Solitary, troop (6–11), or brigade (80–100)
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral good
Advancement: 3–6 HD (Medium)
Level Adjustment: +4



Sandstone gargoyles are squat, short, fat-bodied stone creatures with solid bodies and long, sharp stone claws. They are simple gargoyles, easy to construct, and make up the majority of the dwarven gargoyle legions. Their bodies are sandy-yellow to dark brown, depending on the stone from which they were carved, and their eyes are a gentle earthen brown. Sandstone gargoyles are small, but dangerous when riled. Sandstone gargoyles usually stand only about 3 feet high, but they weigh a great deal; sometimes as much as a thousand pounds. They have wide eyes and a broad, fang-filled mouth, but no nose or other facial features. Sandstone gargoyles are often given stylized patterns along their back, indicating the name and clan of their maker, as well as other identifying features. They cannot speak, but do understand simple sentences and commands. Grunts and hand-motions make up the body of their ability to communicate.

They are fierce fighters, eager to destroy the creatures of the Abyss. Swift and fearless, they make excellent scouts and messengers through dangerous territory. Their motions are smooth and flowing, and they make little sound when passing over stone or earth, thus allowing them to sneak past enemy lines.

Combat

Sandstone gargoyles are the common soldier of the dwarven lines, and they can be found in virtually every dwarven unit. They are commonly scouts and messengers, fleeing battle and evading pursuit rather than becoming involved in it. They have the cunning of an attack dog, and enough sentience to understand simple commands and relay primitive information. They prefer to attack in groups, and if they find themselves alone facing a large number of enemies, they attempt to vanish into the earth. **Skills:** *Sandstone gargoyles, in addition to the usual racial skill bonuses granted to gargoyles, gain a +4 racial bonus to Hide and Move Silently, but only while underground.

Spell-like Abilities: In addition to the spell-like abilities granted by the sandstone gargoyle's gargoyle qualities, it may cast *passwall* at will. The sandstone gargoyle is limited to moving through stone with this spell, but it otherwise operates as normal.

Speed (Ex): Sandstone gargoyles are exceptionally fast, and may move twice as swiftly as other creatures of their size. With a successful Will save (DC 11), they may triple their speed for a round (for a maximum of three rounds in a row).

Gargoyle, Slate

Huge Construct (Gargoyle)
Hit Dice: 24d10+40 (160 hp)
Initiative: –2
Speed: 30 ft. (6 squares)
Armor Class: 26 (–2 Dex, +20 natural, –2 size), touch 6, flat-footed 26
Base Attack/Grapple: +18/+37
Attack: Slam +27 melee (1d8+11)
Full Attack: 2 slams +27 melee (1d8+11), gore +22 melee (2d6+6)
Space/Reach: 15 ft./15 ft.
Special Attacks: Spells
Special Qualities: Aid gargoyles, gargoyle qualities
Saves: Fort +8, Ref +6, Will +11
Abilities: Str 32, Dex 6, Con —, Int 10, Wis 17, Cha 6
Skills: Concentration +13, Search +10*, Spellcraft +13, Spot +13*, Survival +19

Feats: Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximize Spell, Quicken Spell, Silent Spell, Still Spell, Widen Spell
Environment: Underground
Organization: Solitary
Challenge Rating: 18
Treasure: Standard
Alignment: Always lawful good
Advancement: By character class
Level Adjustment: —

The Slate Gargoyle is the unique creation of Sjonegaard. For whatever reason, Sjonegaard has showered his favors upon this particular gargoyle, leading irreverent dwarves to speculate that the Slate Gargoyle is in fact Sjonegaard's 'wife.' Whatever the Elemental King's true motive might be, the Slate Gargoyle is a powerful protector of the dwarven people and gargoyles alike. Though humanoid in form, she is incredibly broad-chested and bulky. She moves with a ponderous gait that belies her speed, and though her steps are slow, each stride covers great distance. Despite her massive size, she is incredibly gentle, and dislikes combat with even abyssals. Instead, she uses her blessings to support and protect others from afar, and shares her elemental wisdom with others.

The Slate Gargoyle wanders the dwarven caverns of her own accord, but quickly comes to the aid of those who need it. She is particularly devoted to the Order of St. Leda Stonehand, the dwarven clerics who craft gargoyles, and to the lesser gargoyles themselves. What would come as a surprise to the dwarves, and even to Sjonegaard himself, is that the Slate Gargoyle has extended both her wanderings and her protections to the surface. Since Gnorrow Yaw's expedition to the World Above, the Slate Gargoyle has taken it upon herself to learn how well the upworlders have maintained the ancient Accord against the Dragon's ongoing threats. While she has discovered a few noble souls, she has found most of the surface people wanting.

Combat

The Slate Gargoyle abhors combat, fighting only if flight is not an option or to directly protect gargoyles or dwarves. Instead, she uses her magic to bolster and heal others, remaining out of any melee herself.

Aid Gargoyles (Su): As the most favored creation of Sjonegaard, the Slate Gargoyle shares a portion of the Elemental King's power to bolster gargoyles. Once per combat, the Slate Gargoyle may expend a portion of her energy to enhance another gargoyle, allowing it to use any of its once-daily abilities an additional time that day. This leaves the Slate Gargoyle staggered for the rest of the combat.

Skills: *The Slate Gargoyle has the standard racial skill bonuses granted to gargoyles. The skill totals for Search, Spot, and Survival reflect these racial skill bonuses, and the +4 racial skill bonuses to Search and Spot checks function only underground, as normal.

Spells: The slate gargoyle casts spells as a 16th-level cleric, with full access to the Earth, Good, Healing, and Protection domains. This casting ability is a result of her tie to Sjonegaard rather than a benefit from worshipping a god. As such, no force can cut her off from her ability to replenish her spells, and her spells may heal gargoyles and elementals.

Gargoyle, Steel

Medium Construct (Gargoyle)
Hit Dice: 6d10+20 (50 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 22 (+12 natural), touch 10, flat-footed 22
Base Attack/Grapple: +4/+8
Attack: Claw +8 melee (1d4+4)
Full Attack: 2 claws +8 melee (1d4+4), bite +3 melee (1d6+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blind
Special Qualities: Fast healing 1, gargoyle qualities, steel skin
Saves: Fort +4, Ref +2, Will +2
Abilities: Str 19, Dex 11, Con —, Int 10, Wis 10, Cha 6
Skills: Intimidate +4, Listen +6*, Spot +6*
Feats: Improved Sunder, Great Fortitude, Power Attack
Environment: Underground
Organization: Solitary
Challenge Rating: 9
Treasure: Coins and gems only
Alignment: Always lawful good
Advancement: 7–12 HD (Medium)
Level Adjustment: +5

Steel gargoyles are vain, stubborn creatures. Their skin is forged of pure steel, and because of the difficulty in creating them, they are rare indeed. Their shining flesh reflects every facet of light directed toward them, and they love to stand in a well-lit chamber and watch the light reflect across all the surfaces around them. Steel gargoyles usually have four arms rather than two, to aid in carrying items or climbing walls, but also in preening. Their bodies are shimmering and smooth, and their movements are sleek. Steel gargoyles are temperamental and difficult, and can become vicious in an instant, but they are hardy fighters.

The steel of their birth is tempered in the fires of the First Temple of Kor, and the powers of the God bless them. Steel gargoyles are worth their weight in gold, exceptional fighters that are very difficult to injure. Thanks to their vanity, steel gargoyles are rarely sighted in groups. They simply cannot stand to share with another creature the attention they feel is their due. Nothing pleases a steel gargoyle more than flattery. Although they are rare, steel gargoyles are often found guarding the most prestigious dwarves. They are common fixtures in palaces and through the sacred chambers of the Priests of Kor, both because they are beautiful and because they are so capable. So long as they are given a great deal of attention and plenty of light in which to be admired, steel gargoyles are efficient and loyal — if vain — protectors.

Combat

Steel gargoyles are tough foes in melee combat, especially if their foes mistake the steels' vanity for misplaced pride. A steel gargoyle's polished skin blinds unwary enemies, while its hide shatters weapons on impact. Steel gargoyles are tenacious combatants once someone has aroused their ire, and usually dispose of their enemies quickly.

Blind (Ex): Steel gargoyles adore light, and can use their shining skin to reflect it at opponents, blinding them. If the steel gargoyle is illuminated by torchlight or better, it may, as a move equivalent action, reflect it into an opponent's eyes. The opponent must make a Reflex save (DC 13) or be blinded for 2d4 rounds. The steel gargoyle's scintillating skin also grants it a +2 dodge bonus to AC, so long as it is illuminated by torch light or better.

Steel Skin (Ex): Though the shining hide of a steel gargoyle is flexible enough to allow the gargoyle a full range of motion, it is hard to the touch. When struck with a weapon, the gargoyle may attempt to sunder the weapon as a free action.

Gargoyle, Tarpit

Small Construct (Gargoyle)
Hit Dice: 2d10+10 (20 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 19 (+8 natural, +1 size), touch 10, flat-footed 19
Base Attack/Grapple: +1/–2
Attack: Slam +3 melee (1d3+1)
Full Attack: 4 slams +3 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Constrict, improved grab, multiple limbs
Special Qualities: Blindsight 40 ft., fire vulnerability, gargoyle qualities, immunities
Saves: Fort +0, Ref +0, Will +0
Abilities: Str 13, Dex 11, Con —, Int 10, Wis 10, Cha 6
Skills: Hide +9, Listen +5
Feats: Multiattack
Environment: Underground
Organization: Solitary, squad (11-20), or platoon (21-30)
Challenge Rating: 2
Treasure: Coins only
Alignment: Usually lawful evil
Advancement: 3–6 HD (Medium)
Level Adjustment: +1

The vile tarpit gargoyles are inky black, formed not of solid stone but of a viscous substance that clings to itself and slithers into the form of a large, ape-like humanoid. Tarpit gargoyles typically stand about five feet tall, but can create additional limbs, mouths or eyes and control all of them.

Unlike their cousins, tarpit gargoyles have personalities as slimy as their hearts. They use brutal tactics to destroy enemies, and can turn on their dwarven masters if not constantly supervised. There is nothing that a tarpit gargoyle likes better than to cause suffering, and they care little upon whom they visit it.

Often tarpit gargoyles torture smaller Abyssals, allowing larger ones to escape. For this reason, they are almost always kept in sight of a dwarven gargoyle master with the ability to control the beast's savage impulses.

A few independent tarpit gargoyles are known to exist in the lower caverns. Most are survivors of particularly fierce combats where their dwarven guards and masters were destroyed. These sadistic creatures are as likely to destroy good creatures as they are to attack Abyssals. Some of them have even overcome their innate restriction against attacking dwarves. While they do not work with the Abyssals, they are highly dangerous creatures.

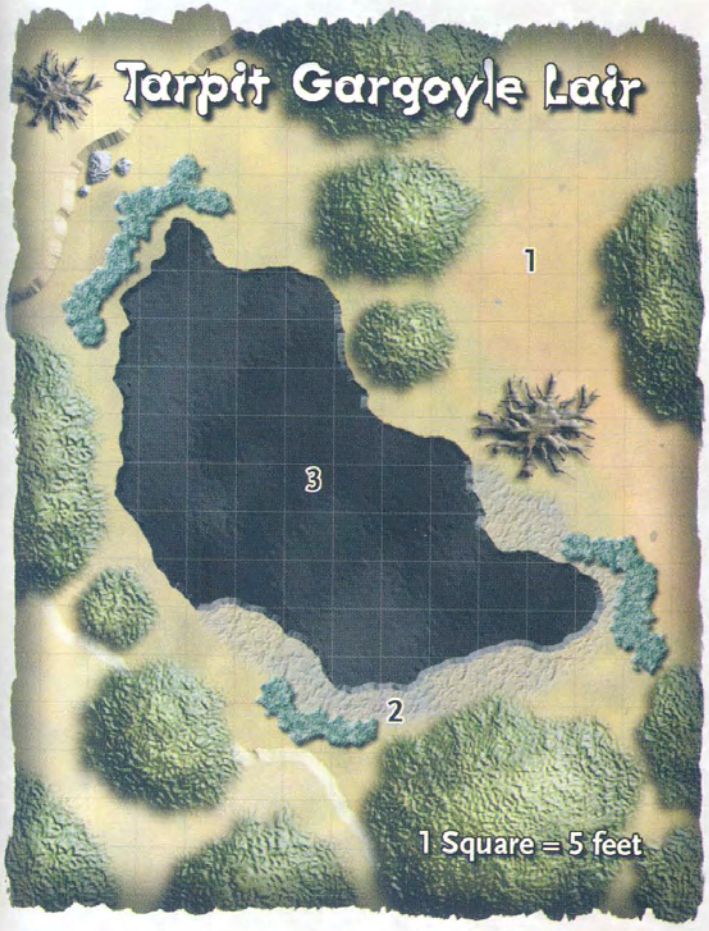
Combat

Tarpit gargoyles are used as foot soldiers and as crevice-cleaners by the dwarves. Occasionally, smaller Abyssals escape into rock fissures, and only the tarpit gargoyles can effectively go after them. Dwarves often incorporate these vicious creatures into ambushes.

Improved Grab (Ex): To use this ability, the tarpit gargoyle must hit with a slam attack. If it gets a hold, it can constrict.

Constrict (Ex): A tarpit gargoyle deals automatic slam damage with a successful grapple check.

Multiple Limbs (Ex): Tarpit gargoyles can create extra limbs, and may take up to four slam attacks per round. If a tarpit gargoyle takes more than two slam attacks in a round, each attack suffers a –2 penalty to the attack roll.



Blindsight (Ex): A tarpit gargoyle's entire body is a primitive sensory organ. It can see without eyes, and hear without forming ears. The tarpit gargoyle's blindsight extends for 40 feet.

Fire Vulnerability (Ex): Tarpit gargoyles are extremely vulnerable to fire. They take double damage from any fire attacks, and full damage if they save versus the fire's effect (if a save is normally allowed).

Immunities: Tarpit gargoyles are immune to polymorphing and paralysis effects.

Tarpit Gargoyle Lair

Sjonegaard's wayward children, the tarpit gargoyles, are as content to live above ground as below, and many that have found their way through the caves enjoy the freedom available on the surface. Adventurers wandering in a warm area may encounter these malicious gargoyles.

While most adventurers may wish to outright avoid the disgusting creatures, some may seek them. There are dwarven rumors that Sjonegaard entrusts the tarpit gargoyles with the job of guarding important areas. The idea of being able to freely harm anything that passes by is too enticing for the evil constructs. The tarpit gargoyles sometimes journey a small distance from the area they guard, but often they are content to laze in the large tar pit and await an unwary visitor.

Some tarpit lairs actually act as a sort of moat, protecting entrances to the dwarven caves. Adventurers seeking to visit the home of the dwarves may be forced to pass through a tarpit gargoyle lair. The gargoyles will attack even dwarves, as well as those of other races, that come too close to the area they are charged with protecting

Events and Encounter, Part 1: Reaching the Pit

A party that wishes to find the tarpit gargoyle lair can easily locate its black pits. However, many fruitless days can be spent investigating abandoned tar pits. Perceptive adventurers can find clues to lead them to the gargoyles. Abandoned weapons, armor, or other equipment can be found near tar pits, many sporting telltale residues. Some pits have trails of tar radiating from them, though these mostly come from previous adventurers who were pulled into the pits. The tarpit gargoyles themselves are careful to absorb all of their own mass as they move, to conceal their trap.

Often the actual tar pit will be sunken, surrounded by a rock wall averaging eight to ten feet high. The gargoyles back groups of opponents into a wall, then drag them into the pit one by one. A PC attempting to climb a wall while grappled by a sticky gargoyle is in for a losing fight.

Map Key

Area 1: Surroundings

Trees and brush surround the pit itself. Adventurers may notice markings on the vegetation from recent fights, and possibly burn marks from adventurers who tried to fight the tarpit gargoyles using fire. The gargoyles are surprisingly adept at using these surroundings to separate groups of enemies.

Area 2: Trashpile
Adventurers who succeed at a Spot check (DC 20) notice a gathering of leaves, twigs, and other brush that appears unusual. Any who investigate find items buried under the pile, although nothing valuable: daggers, flint rocks, pouches, and the like. The gargoyles haul precious objects into the pit, and their recovery will be quite an undertaking.

Area 3: The Tar Pit
A large pool of viscous black tar bubbles in a clearing between the trees. Any adventurer that tries to wade into the tar becomes stuck in the liquid and begins to sink. A Strength check (DC 13) is required to remove a foot stuck in the tar; anyone ensnared to a greater extent must be pulled out by his companions.

The gargoyles lie in wait just under the surface, biding their time until an adventurer comes close to the edge, then leaping out to grapple. A Spot check (DC 30) identifies an unusual look to the surface where the gargoyles are hiding; this is often the only warning adventurers get. There is a 20% chance that the gargoyles have covered much of the top of their tar pit in fallen leaves and brush, creating the illusion of firm ground where there is none. Gargoyles without as keen a sense of deception will often set obvious traps, such as a skeletal hand sticking from the tar, holding a fine treasure (often a *+1 longsword* or mace).

Gravel Spawn

Medium Undead Construct (Gargoyle)
Hit Dice: 4d12+3 (27 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple: +3/+4
Attack: Claw +4 melee (1d6+1)
Full Attack: 2 claws +4 melee (1d6+1) and bite +2 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: –
Special Qualities: gargoyle qualities, undead qualities
Saves: Fort +1, Ref +1, Will +4
Abilities: Str 13, Dex 10, Con –, Int 6, Wis 10, Cha 6
Skills: Climb +4, Intuit Direction +8, Listen +4, Search +1*, Spot +4*
Feats: Multiattack, toughness
Environment: Underground
Organization: Cluster (1-4), squad (5-12) or phalanx (20-50)
Challenge Rating: 2
Treasure: None
Alignment: Usually lawful evil
Advancement: 5-6 HD (Medium), 7-12 HD (Large)
Level Adjustment: +1

If limestone and rubble gargoyles represent the best efforts of dwarven magic to fill the ranks of their armies in a hurry and on the cheap, then gravel spawn show what their clerics may do in truly desperate straits. Gravel spawn are an abomination — undead gargoyles formed from the hacked bits and pieces of slain gargoyles — but they are effective warriors and, of course, entirely expendable. They are not as durable as most other gargoyles, but they will serve to close up a breach.

Gravel spawn vary in the particulars of their appearance, but they are always cobbled together from the body parts of destroyed gargoyles, and therefore have a misshapen appearance, except in the most unusual cases. Some have horns and some do not; some have only one horn. Some have wings and some do not; even those that do cannot fly. Although the powerful necromancy that the dwarven clerics use to create them forges a whole being from these scraps, it is still possible to see hairline cracks where the pieces joined together.

Neither the dwarven priests nor the war leaders are particularly proud of the gravel spawn, and they prefer not to speak of them. In the backs of their minds, and deep within their stout hearts, they suspect that Kor will someday show displeasure with them for creating such abominations. But they console themselves with the conviction that fighting the evil things of the Abyss is their way of keeping faith with their god, and more than once have dwarven warlords had to use desperate measures to defend themselves. A dwarven stronghold under assault usually has little time and plenty of gargoyle parts lying around. It takes relatively little time to piece together a squad of gravel spawn, and throwing them into the breach can at least buy a little breathing room at practically no cost. Dwarven soldiers (to say nothing of other gargoyles) don't particularly relish fighting alongside these undead things. But, given the dearth of help that they receive from the peoples of the Accordlands, they have learned to take whatever help they can find.

And in fact, creatures of the Abyss that encounter gravel spawn for the first time are taken aback. Their monstrous appearance obviously marks them as products of dark magic. They radiate an evil aura. It makes no sense to them that such creatures would fight on the side of the dwarves. There are dwarves who feel the same way, but they have learned to live with it.

Combat

Gravel spawn rush to the attack, flailing relentlessly at their opponents with their claws and biting them when the opportunity presents itself. They do not feel pain, and they seem to understand that fighting is the only purpose of their cobbled-together existence.

Gravel spawn are most unusual in that they are simultaneously undead and constructs. They therefore possess all traits of both subtypes. They have no Constitution score. They are immune to all mind-affecting charms. They are immune to poison, sleep effects, paralysis, stunning, disease, death and necromantic effects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion or energy drain. They are immune to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). They are not at risk from massive damage and are immediately destroyed if reduced to 0 hit points or less. They cannot be raised or resurrected.

Where gargoyle and undead qualities differ or conflict, those conflicts are resolved below.

Gargoyle Qualities (Ex): Gravel spawn have depth sense, as well as immunity to lightning, cold and fear-based effects. They receive +4 racial bonuses to Search and Spot checks while underground, as well as a +8 racial bonus to Intuit Direction checks at all times. They are proficient with their natural weapons only and have no proficiency with any kind of armor or shields.

Gravel spawn do not have any spell-like abilities. They do not have fast healing.

Undead Qualities (Ex): *Resurrection* and *true resurrection* have no effect on gravel spawn.

Rock Crawlers

Small Construct (Gargoyle)
Hit Dice: 1d10+10 (15 hp)
Initiative: +1
Speed: 20 ft. (4 squares)
Armor Class: 17 (+1 size, +1 Dex, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple: +0/–4
Attack: Claw +1 melee (1d3)
Full Attack: 2 claws +1 melee (1d3), bite –4 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Coordinated attack
Special Qualities: Gargoyle qualities
Saves: Fort +0, Ref +1, Will +0
Abilities: Str 11, Dex 12, Con —, Int 10, Wis 10, Cha 6
Skills: Balance +5, Hide +7, Jump +2
Feats: Allied Tactics
Environment: Underground
Organization: Knot (11–20), swarm (21–40)
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral good
Advancement: 2–4 HD (Small)
Level Adjustment: +0

Rock crawlers were some of Sjonegaard's earliest children. The first of these creatures were created long before Sjonegaard had refined the process, and were rarely composed entirely of a single mineral. Although more powerful and specialized gargoyles have since been created, rock crawlers are still quite common. They can be easily assembled from rubble, mining waste, and impure ores, and both Sjonegaard and his dwarven allies are loath to pass up a source for warriors.

Rock crawlers are the smallest of their brethren, standing only three feet tall. Despite being composed entirely of stone, they appear curiously emaciated. Vicious claws and fangs make them fearsome opponents and they strike with blinding speed. Their bodies have a curious mottled appearance, owing largely to the many different materials used in their creation. Whether it is an artifact of their irregular anatomies or some unknown reason, rock crawlers have no sense of individuality. While they can discern the difference between themselves and other creatures and objects, rock crawlers share a peculiar hive consciousness that allows them to act in perfect unison.

If a single rock crawler dies, its existence does not end; it is simply as if the larger rock crawler population has lost a tiny part of itself. As such, individual rock crawlers are eager to sacrifice themselves for a greater cause. On the rare occasions that Sjonegaard feels the need to risk some of his soldiers on the surface, he sends rock crawlers. He keenly feels the loss of every gargoyle that falls in battle, but the death of a few rock crawlers will not diminish the whole.

Combat

Rock crawlers are fearsome opponents. They attack in superior numbers whenever possible, and thanks to their hive mentality, take advantage of it in unexpected ways. Generally, as many rock crawlers as possible swarm over one individual. These overwhelming attacks always coordinate with the rock crawlers' flawless teamwork.

Coordinated Attack (Ex): Rock crawlers think and act as a single entity, taking advantage of disorganized or disoriented foes. Any time a rock crawler attacks an opponent another rock crawler has already attacked during the same combat round, it receives a +1 circumstance bonus to its attack and damage rolls for each rock crawler that previously attacked the opponent during that round Similarly, each rock crawler gains a +1 circumstance bonus to AC for each adjacent rock crawler.

Gargoyle Qualities: Rock crawlers have most gargoyle qualities, though they lack spell-like abilities.

Skills: Rock crawlers benefit in many ways from their hive mentality, including skill use. Whenever a rock crawler attempts a skill check, it gains a +1 circumstance bonus for each other rock crawler within 25 ft., to a maximum of (HD + 5) ranks

Gaunt, Crypt

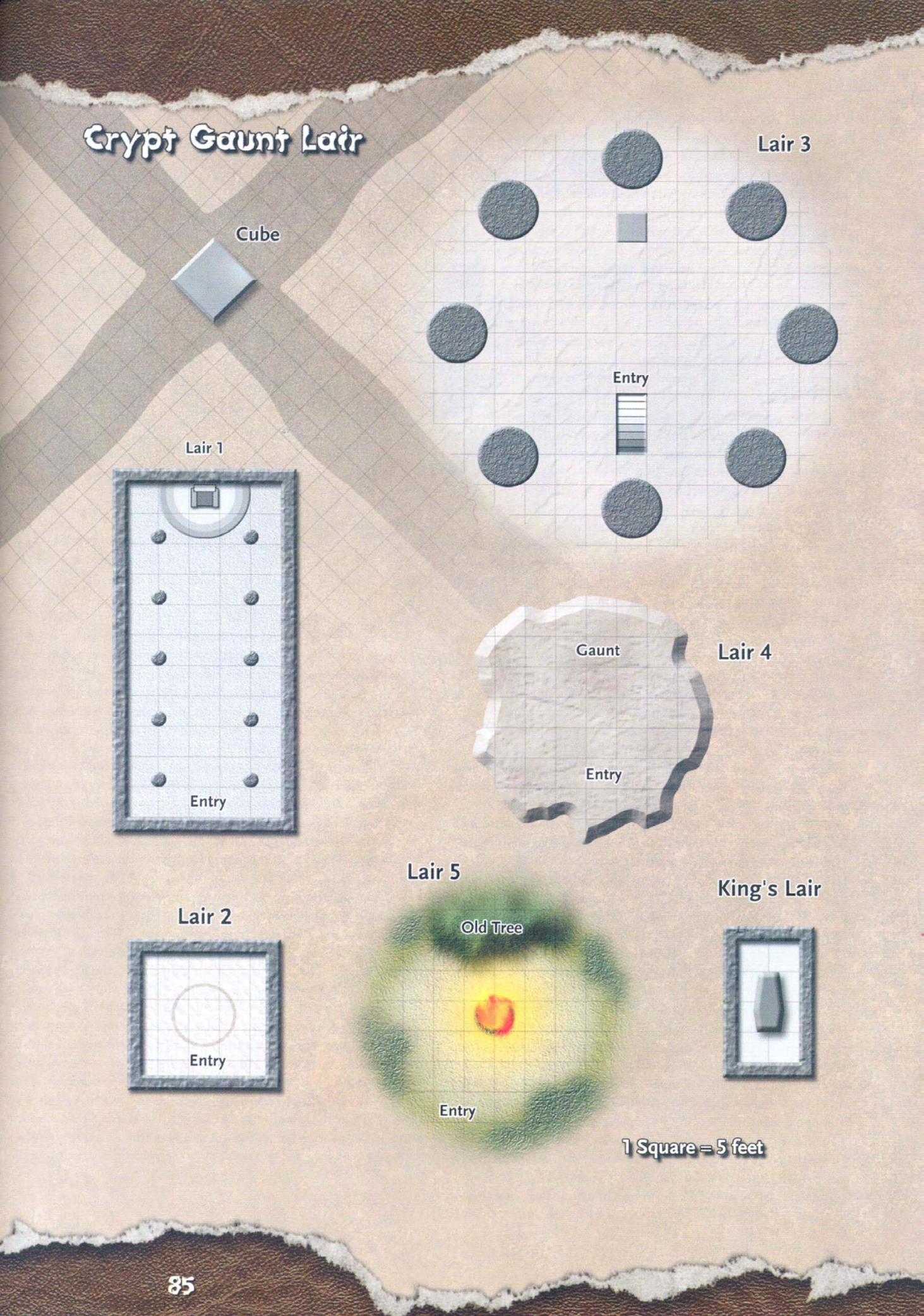
Medium Undead
Hit Dice: 6d12+3 (39 hp)
Initiative: –1
Speed: 20 ft. (4 squares)
Armor Class: 17 (–1 Dex, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple: +3/+6
Attack: Slam +7 melee (1d4+3)
Full Attack: 2 slams +7 melee (1d4+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Despair, poison cloud
Special Qualities: Damage reduction 5/magic, vulnerability to fire, resistant to blows, undead qualities
Saves: Fort +2, Ref +1, Will +7
Abilities: Str 17, Dex 8, Con —, Int 6, Wis 14, Cha 15
Skills: Hide +6, Listen +6, Move Silently +6, Spot +6
Feats: Alertness, Toughness, Weapon Focus (slam)
Environment: Any land and underground
Organization: Solitary, wardens (2–4), or guardians (6–10)
Challenge Rating: 5
Treasure: Standard
Alignment: Always lawful evil
Advancement: 7–12 HD (Medium); 13–18 HD (Large)
Level Adjustment: +3

Gaunt, Swamp

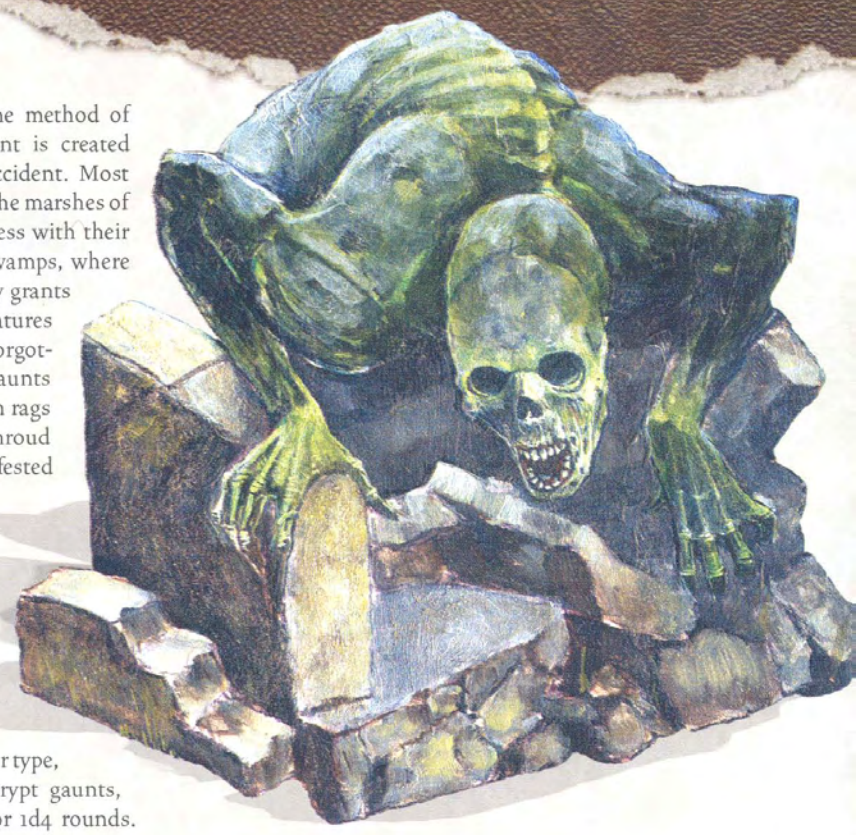
Medium Undead
Hit Dice: 4d12+3 (27 hp)
Initiative: –1
Speed: 20 ft. (4 squares)
Armor Class: 15 (–1 Dex, +6 natural), touch 7, flat-footed 15
Base Attack/Grapple: +2/+5
Attack: Slam +6 melee (1d4+3)
Full Attack: 2 slams +6 melee (1d4+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Despair, swamp rot
Special Qualities: Resistant to blows, undead
Saves: Fort +1, Ref +0, Will +6
Abilities: Str 17, Dex 8, Con —, Int 6, Wis 14, Cha 15
Skills: Hide +6, Move Silently +6
Feats: Toughness, Weapon Focus (slam)
Environment: Warm and temperate marsh
Organization: Solitary, knot (2–5)
Challenge Rating: 3
Treasure: Standard
Alignment: Always lawful evil
Advancement: 5–8 HD (Medium); 9–12 HD (Large)
Level Adjustment: +2

Crypt gaunts are horrifying undead creatures, the ancient remains of tribal kings and warriors. Interred in elaborate tombs through rituals long since lost, these creatures defend their abodes with the determination of the undead. Crypt gaunts never venture from their domains, for they desire only rest. Disturbed crypt gaunts are terrible opponents. They are emaciated, their desiccated flesh like cracked leather over skeletal features. Often, a crypt gaunt that was once a powerful king or a tribal chieftain is guarded by several more like him, in order to deter tomb robbers. Gaunts do not speak or bargain; if an adventurer intrudes upon their domain, his life is forfeit.

Crypt Gaunt Lair



Swamp gaunts are similar creatures, though the method of their creation differs greatly. Where a crypt gaunt is created through ritual, the swamp gaunt is created by accident. Most swamp gaunts were men and women killed deep in the marshes of the Accordlands. Marsh hags are notoriously careless with their refuse, and discard failed experiments into the swamps, where it suffuses the corpses. The potions' magical energy grants the swamp gaunt unholy animation. These creatures guard their territory with zeal, and have long since forgotten any morals from their long-ago lives. Swamp gaunts look much like crypt gaunts, though they are clad in rags and remnants of the living, rather than the rotted shroud of the dead. Their disgusting forms are often infested with vermin and insects, and covered in moss.



Combat

A gaunt is a terrifying opponent. Even without its special abilities, a gaunt delivers a mighty slam attack each round. Further, as gaunts are undead creatures, they know no pity nor remorse, only bloodlust. Both crypt and swamp gaunts possess horrifying special abilities.

Despair (Su): At the mere sight of a gaunt of either type, the viewer must make a Will save (DC 15 for crypt gaunts, 14 for swamp gaunts) or be paralyzed with fear for 1d4 rounds. Regardless of whether the save is successful, that opponent cannot be affected by the gaunt's despair ability for one day. The save DC is Charisma-based.

Vulnerability to Fire (Ex): A crypt gaunt takes half again as much (+50%) damage as normal from fire, unless a save is allowed for half damage. In these cases, a successful save halves damage and a failure doubles it. Further, fire damage bypasses the gaunt's usual damage reduction.

Poison Cloud (Ex): Each time a crypt gaunt is struck, a cloud of noxious gas erupts from its rotting funeral garb. Any character adjacent to the gaunt when it suffers damage from a physical attack must make a Fortitude save (DC 15) or be affected as by the *stinking cloud* spell. The save DC is Charisma-based.

Resistant to Blows (Ex): Physical attacks of all types deal only half damage to gaunts. Apply this effect before damage reduction.

Swamp Rot (Su): Supernatural disease — slam, Fortitude save (DC 14), incubation period 1 day, damage 1d6 temporary Constitution. Opponents killed by the effects of swamp rot become swamp gaunts themselves. After death, the opponent rises 1d4+1 days later, and immediately walks toward the swamp in which it was infected, regardless of distance. Once it arrives, it joins the creature that infected it. The save DC is Charisma-based.

Undead: Undead are immune to poison, *sleep*, paralysis, stunning, disease, death effects, and necromantic effects. Further, they ignore mind-influencing effects (*charms*, compulsions, phantasms, patterns, and morale effects. Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They have no Constitution scores and are immune to anything requiring a Fortitude saving throw (unless it also affects objects). Undead cannot be killed by massive damage, but when reduced to 0 hit points or less, they are immediately destroyed. Gaunts have darkvision with a range of 60 feet. Swamp gaunts cannot be *raised*. *Resurrection* can affect them, but since a gaunt is usually unwilling to return to life, these attempts typically fail.

Crypt Gaunt Lair

Off to the side of a crossroads stands a 10-ft.-square stone crypt. Its occupant is unknown , but the roads intersecting here were once major thoroughfares that have since become less traveled. The crypt is the final resting place of a great warrior king and his personal guard, transformed in death to crypt gaunts and entombed here. The king seeks only eternal slumber, and his men protect their lord in death as they did in life.

Characters who inspect the crypt notice that its four sides and its top are split in four sections each, all covered in runes of an ancient language. Touching the cube does not seem to have an effect. Casting *detect magic* causes a single square on one of the sides to glow. Touching this square causes it to wink out and another square to begin to glow. Touching four glowing sections in a row causes an aperture to appear on one side, or on the top, like a puzzle box.

This aperture remains open for one hour. If someone passes through, the aperture will begin closing three rounds later unless another character enters, resetting the "clock." The aperture takes two rounds to close. Anyone remaining on the outside of the crypt sees it return to normal with no discernible magic emanating from it. The characters passing through the aperture have entered the lair of one of the five guardians of the king's tomb. To exit, they must defeat the crypt gaunt guarding the lair. Defeating the guardian opens another aperture, allowing the characters to leave and return to the crossroads. As soon as the last person has exited the aperture, it closes, and that side of the crypt becomes seamlessly smooth. Using *detect magic* again reveals a different glowing side of the cube, which can be opened by touching four panels again. Destruction of all five guardians grants access to the king's tomb.

The characters find themselves standing at the end of a long chamber. Stretching out in front of them is a long red carpet leading to three steps and a throne on a raised platform. On either side of the carpet, about 10 ft. apart, stand five columns. Behind the characters and completely enclosing the room is a solid stone wall. The arched ceiling dips to rest on each of the 10 pillars. On the throne sits the crypt gaunt guardian wearing chain armor, a chain coif, leather gloves and boots, and a black tunic adorned with a red cross. To his left, a longsword rests against his throne, and to his right is a black metal shield also adorned with a red cross. Once the aperture closes behind the characters, the crypt gaunt gathers up sword and shield, gets to his feet, holds the sword in front of him as he acknowledges his foes, and attacks. If the crypt gaunt is defeated, the aperture reopens on the blank wall at the hall's end opposite the throne.

Lair #2

The aperture to this lair apparently leads to a dungeon. The walls and floors are large, irregular blocks of stone. The room is windowless and measures 20 ft. square. The center of the floor is marked with a runic circle 10 ft. in diameter. The crypt gaunt guardian kneels within the circle, his head bowed and a bastard sword held point down in front of him. He wears chain mail armor, leather gloves and boots, and a metal helm and breastplate. The breastplate is green with a black cross in the same style as the other crypt gaunts.

When its rest is disturbed, the crypt gaunt rises from its pose of eternal vigilance and levels its blade at its foes. It will not leave the runic circle, which hedges out any creatures of chaotic alignment. Defeating the undead protector opens an aperture in the center of the now powerless circle.

Lair #3

Opening the door reveals a flight of stairs leading into darkness. They lead down, then up into a ring of giant stone monoliths under a dusky purple sky on a vast empty plain. Once all of those entering the aperture have left the stairway, a single slab of stone grinds across its top, sealing it. Across the monolith circle from the sealed stairway is a dais. The crypt gaunt stands adorned in studded leather, leather gloves and boots, his long sword balanced on its tip in front of him. On the monolith behind the gaunt is a swatch of yellow paint with a green cross in it. The crypt gaunt waits for the slab to finish sealing the stairs before it lifts its sword and advances on those disturbing it. If it is defeated, the stone slab slides back, allowing access to the stairs.

Lair #4

Stepping through the aperture deposits the characters on a windswept plateau high in the middle of a desert plain. Three suns hang high in the sky, the brightest a brilliant yellow, the others red and sickly. The plateau is a rough circle about 150 ft. in diameter with sharp cliffs on all sides. Anyone unlucky enough to fall from the plateau plunges over 1000 ft. onto rocky terrain. Standing with his back to the sun and his shadow stretched out before him is the lair's guardian. He wears nomadic attire, wrapped in cloth from head to toe with leather boots adorning his feet. A single piece of cloth wraps the lower half of his face, leaving only his eyes visible. The rich blue cloth has a yellow cross over the crypt gaunt's mouth. In the crypt gaunt's left hand is a scimitar, which he swirls above his head before attacking as the aperture closes behind the characters. Defeating the guardian reopens the aperture behind the characters.

Lair #5

Entering this lair brings the characters into a wooded glen deep within a mighty forest. It is night and a full moon sheds its light over the clearing. The glen is about 30 ft. across with a huge bonfire burning in its center. The smoke from the fire trails into the cloudless night sky. The forest is thick, and anyone leaving the glen must make a Track check (DC 25) to not get lost. On first glance there does not appear to be a guardian here. No guardian stands waiting for the characters and there is no throne, dais, or other area where it may have been waiting. The characters will be at a loss to find the guardian until an arrow flashes out from the trees and embeds itself at their feet.

A Spot check (DC 20) finds the guardian crouched in a tree on the edge of the clearing, longbow cocked and ready. He is dressed all in leather armor with a leather hood covering his head. A red circle on the back of his right glove is emblazoned with a blue cross. The guardian sticks to the trees at the edge of the glen, shooting arrows at the targets that present themselves. If his bow is taken from him or he runs out of arrows (he has 20), he draws a longsword and rushes to attack. Defeating the guardian causes an ancient gnarled tree to groan open, unveiling the aperture exit.

King's Lair

Once all five guardians are defeated and the characters have returned to the crossroads, the final aperture closes behind them. Within seconds the crypt swings back as if it were on hinges, showing a staircase into the ground beneath it. The stairs down are dirty and cobwebbed. The tomb itself is a 10 × 20 room with images of the five guardians as they were in life engraved on its walls. A raised sarcophagus with the stylized image of the long dead monarch dominates the room. As the characters enter the tomb, the sarcophagus splits down the middle and the two halves slide apart revealing the crypt gaunt, dressed in the same manner as the guardian of Lair #1 save for a golden crown on his brow. His tunic is a dusty white color with five crosses in a circle at its center. As the sarcophagus opens the king sits upright, admonishes the characters in a long-dead language and rises to his feet, brandishing a mighty two-handed sword. Defeating the king causes the wall near the head of the sarcophagus to open, revealing its treasure. The true death of the tomb lord destroys the magic protecting the place. The crypt begins to crumble, and will be a mundane pile of rubble in less than an hour.

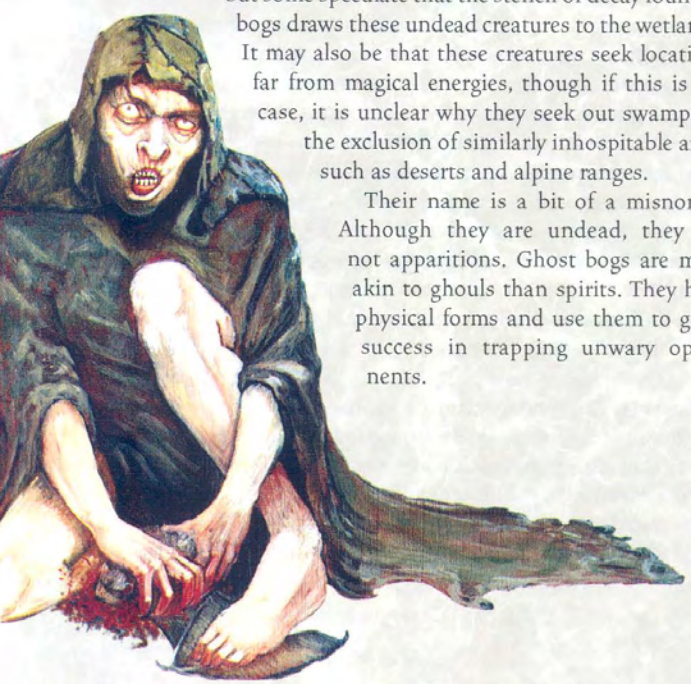
Treasure: Appropriate treasure for the crypt gaunt king includes a minor magic weapon of an appropriate kind (+2, or +1 with a special ability) for each party member, plus 3d6 × 100 gp per party member in gold pieces and appropriate burial goods (jewel-encrusted tableware, for instance).

Ghost Bog

Medium Undead
Hit Dice: 6d12 (36 hp)
Initiative: +5
Speed: 30 ft. (6 squares)
Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple: +3/+3
Attack: Bite +3 melee (1d6 plus paralysis)
Full Attack: Bite +3 melee (1d6 plus paralysis), 2 claws –2 melee (1d4 plus paralysis)
Space/Reach: 5 ft./5 ft.
Special Attacks: Lullaby, paralysis
Special Qualities: Turn resistance
Saves: Fort +2, Ref +3, Will +6
Abilities: Str 10, Dex 12, Con —, Int 13, Wis 13, Cha 17
Skills: Hide +8, Knowledge (arcana) +12, Listen +10, Perform (sing) +12, Sense Motive +8, Spot +10
Feats: Alertness, Improved Initiative, Skill Focus: Knowledge (arcana)
Environment: Temperate and warm marsh
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral evil
Advancement: 7–8 HD (Medium)
Level Adjustment: +3

Wizened undead respected and feared for their vast knowledge of mystical matters, ghost bogs are one of the dangers endemic to the marshes of the Accordlands. In fact, it is usually the pursuit of such knowledge that leads to the creation of these creatures. Ghost bogs are the animated corpses of the fallen whose bodies are so saturated with magic that they are reanimated in death. Only a few ghost bogs sought immortality in life, and those who did certainly hoped for a less unpleasant eternity.

Ghost bogs get their name from the swamps they inhabit. None know why they choose to live in desolate and isolated locations, but some speculate that the stench of decay found in bogs draws these undead creatures to the wetlands. It may also be that these creatures seek locations far from magical energies, though if this is the case, it is unclear why they seek out swamps to the exclusion of similarly inhospitable areas such as deserts and alpine ranges.



Their name is a bit of a misnomer. Although they are undead, they are not apparitions. Ghost bogs are more akin to ghouls than spirits. They have physical forms and use them to great success in trapping unwary opponents.

Ghost bogs appear as they did in life, save for the pallid hue to their skin, sharp black nails, razor-sharp teeth, and sunken eye sockets (although their vision does not seem to be impaired)

Ghost bogs speak the same language they knew in life (usually Common).

Much like the wise crones of legend, ghost bogs have considerable knowledge of arcane matters. Their counsel is often sought by those looking for insight into the ways of the spirit world, as the ghost bog's undead nature and arcane knowledge gives them uncanny insights into the afterlife.

Combat

Ghost bogs use their Hide and Move Silently skills to sneak up on their foes rather than facing them head on. They prefer to use their lullaby or paralysis abilities to take their opponents out before fights even start, but defend themselves if pressed.

Their high intelligence is often overlooked by their foes. Ghost bogs are cunning strategists and love to spar verbally with opponents.

Lullaby (Sp): A ghost bog can, at will, sing a soothing song that acts as a *sleep* spell (caster level 6; save DC 14). The effect lasts for 8 hours and affects every creature within a 30-ft. radius.

Paralysis (Ex): Those hit by a ghost bog's bite or claw attack must succeed at a Fortitude save (DC 16) or be paralyzed for 1d6+2 minutes. The save DC is Charisma-based.

Turn Resistance (Ex): A ghost bog has +2 turn resistance.

Undead: Immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage

Giants

Giants in the Accordlands are truly fearsome. The smallest is more than 18 feet tall, and the largest was recorded at 50 feet. They are creatures of the earth, and lose strength when not touching the ground. Even frost giants, who make often make their homes atop vast expanses of ice and snow, erect their villages on a foundation of stone.

Some of the giants of the Accordlands are primitive, while others have become masters of the battlefield, leading legions of Nothrog. The more primitive giants do not forsake technology because it is too complicated for them to understand, but rather because they consider it enfeebling. Their more advanced kin embrace the use of siege engines and other battlefield technologies. Further, they hunt those who use magic (including clerics) and occasionally assault and raze major temples or wizard schools. They often ally with Nothrog tribes in order to have the opportunity to destroy sorcerers that fight against the tribes.

Most giant tribes are reclusive and insular, to the extent that intruders are driven off with a hail of boulders, or killed outright. Giants have a long history of conflict with the humanoid races. They find Deverenians particularly loathsome, as history is littered with Deverenian crusades to exterminate giant villages close to the empire's borders.

Giants are intelligent, exceptional warriors, and bear their honor as a badge of respect. They never break their word, for a giant who did (it is said) would lose his height. An oathbreaker would be reduced to nothing more than a Nothrog — or worse, a human. Because of this belief, giants are true to any pledge they make, and will not break their oath under any circumstances, even if it means death. Further, giants value the spirit of a promise even more than its letter, and never mince words when it comes to an oath of honor.

Giants have no gods, but believe in honor as a tangible thing, much like an avenging angel. Oathbreakers meet horrible fates, cast out of giant society as surely as blasphemers and heretics are exiled from smaller races. A history of honor has rewarded the giants with stature according to their valor.

The tongue of giants is difficult to learn, and can only be mastered by someone capable of the loud shouts necessary for proper pronunciation. It can never be spoken softly, but must be screamed to create the inflections necessary for communication. The resulting din is disconcerting to smaller folk who somehow gain an invitation to visit a giant village.

In general, giant society is divided along racial lines — fire, frost, and hill giants each live in villages with others of their own clans. Many giants would just as soon associate with a human as a giant of another clan. This has led to the fragmentation of giant culture; each village has its own customs and its own dialect. Many giant villages throughout the Accordlands are not properly of a clan, and live without contact with other giants at all, further differentiating the customs and mores

Giant Traits

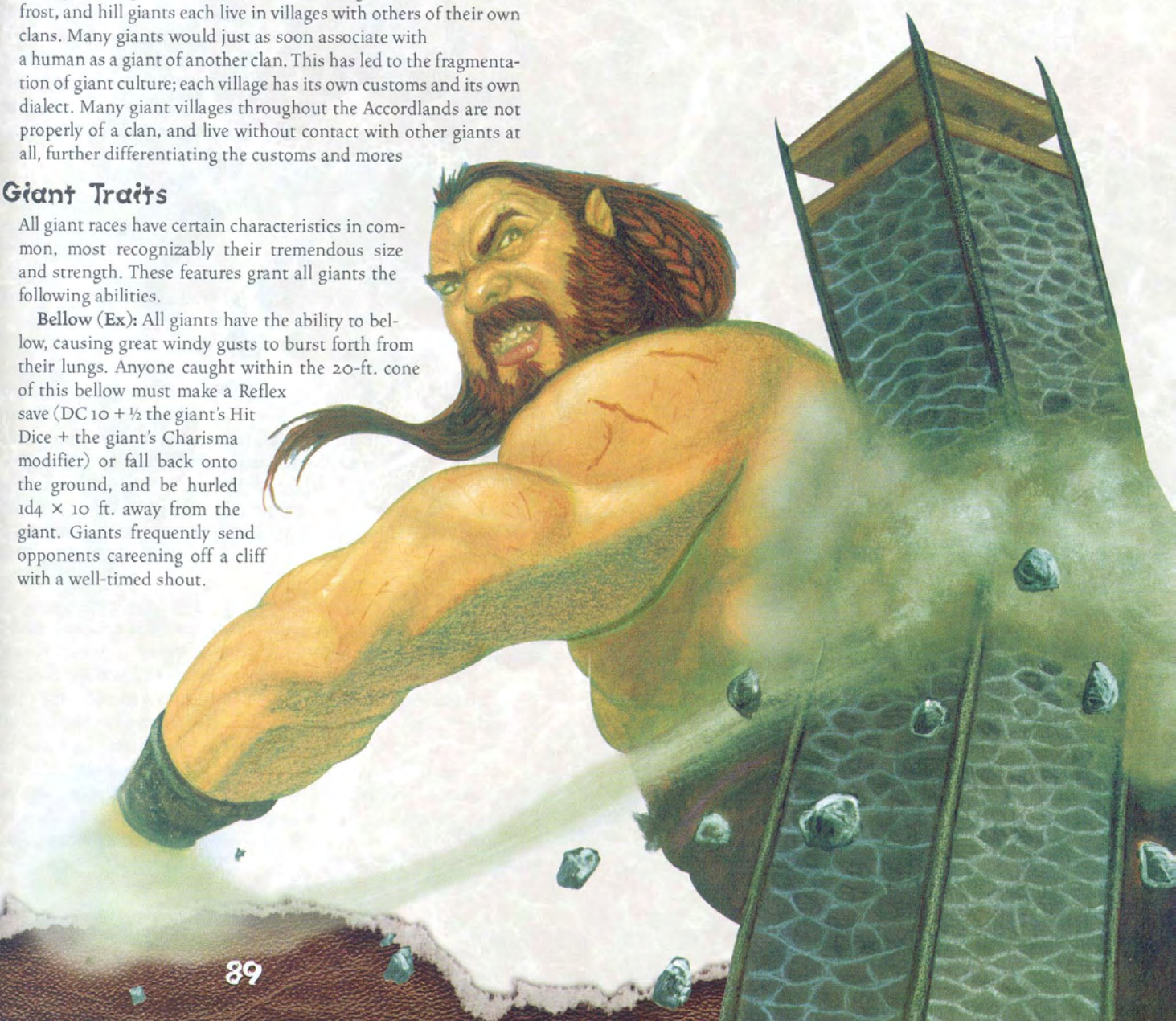
All giant races have certain characteristics in common, most recognizably their tremendous size and strength. These features grant all giants the following abilities.

Bellow (Ex): All giants have the ability to bellow, causing great windy gusts to burst forth from their lungs. Anyone caught within the 20-ft. cone of this bellow must make a Reflex save (DC 10 + ½ the giant's Hit Dice + the giant's Charisma modifier) or fall back onto the ground, and be hurled 1d4 × 10 ft. away from the giant. Giants frequently send opponents careening off a cliff with a well-timed shout.

Earth Bond (Su): Giants are inextricably bound to the earth. So long as a giant is in direct contact with the earth, be it with dirt or with stone, he gains the Regenerate 1 special quality.

Rock Catching (Ex): A giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would otherwise be struck by such a rock can attempt a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium rock, and 25 for a Large rock. If the projectile has a magical bonus to the attack roll, the DC of the Reflex save is increased by an equal amount. A giant who is flat-footed (or otherwise denied his Dexterity bonus to AC) may not attempt this action, nor may a giant who is unaware of the attack.

Rock Throwing (Ex): Adult giants are accomplished rock and caber throwers, and can hurl boulders or trees long distances. A fully grown giant can hurl rocks weighing 40 to 50 pounds each with ease. Such projectiles have a range increment of 10 feet and a maximum range of 50 feet, and inflict 3d6 damage (plus the giant's Strength modifier) on opponents. Most giants carry one or two such boulders with them while traveling, and often refresh their supplies from the side of a road.



Fire Giants

Gargantuan Giant (Fire)
Hit Dice: 15d8+90 (150 hp)
Initiative: –1
Speed: 30 ft. (chainmail); base 40 ft.
Armor Class: 18 (–1 Dex, +5 chainmail, +8 natural, –4 size), touch 5, flat-footed 18
Base Attack/Grapple: +11/+33
Attack: Greatsword +17 melee (2d8+15/19–20 plus 2d6 fire) or rock +6 ranged (2d6+10 plus 2d6 fire)
Full Attack: Greatsword +17/+12/+7 melee (2d8+15/19–20 plus 2d6 fire) or rock +6 ranged (2d6+10 plus 2d6 fire)
Space/Reach: 20 ft./20 ft.
Special Attacks: Animate fire
Special Qualities: Vulnerability to cold, immunity to fire, giant traits
Saves: Fort +17, Ref +4, Will +5
Abilities: Str 31, Dex 9, Con 22, Int 10, Wis 10, Cha 11
Skills: Climb +17, Listen +12, Spot +12
Feats: Cleave, Follow Through, Great Cleave, Great Foritude, Improved Sunder, Power Attack
Environment: Any land and underground
Organization: Solitary, gang (2–5), band (6–9), hunting/raiding party (6–9 plus 6–9 flame steeds), village 51–100 plus 50% noncombatants plus 20 flame steeds)
Challenge Rating: 10
Treasure: Standard
Alignment: Always lawful evil
Advancement: By character class
Level Adjustment: +9

The Hellbringers and Firefalls are the same physical type of fire giant, although neither will admit to a kinship with the other. The division between the families goes back through generations of bitterness to an ancient tale wherein a brother and sister warred for the Throne of Fire. The Throne was not simply the rulership of the red-skinned fire giants, but of all giantkind. In the battle, both the brother (Hellbringer) and sister (Firefall) were slain, each by the other's hand. Since that day, there has been no peace between their families — and no King among the fire giants.

Both Firefalls and Hellbringers are extremely large, and an adult male can reach heights of 45 feet. They consider humanoids almost beneath their notice, but retain their race's general hatred of magic and those who wield it. Their flesh is red-toned, ranging from fiery scarlet to dull orange, and their hair and eyes are as black as coal. They never shrink from combat.

Society

In many respects, fire giant society resembles that of Nothrog tribes. Clans of related fire giants conquer territory and rule it for a time before moving on to greener pastures. They are extremely loyal to members of their tribe, and do not easily allow others to join. Marriages are performed between tribes, or even within the same tribe. Fire giants have only one law: trial by combat. If one causes harm to another, or a dispute cannot be resolved, the issue is settled with swords. The victor is considered to have demonstrated perfect honor, and his claim is upheld.

Although the fire giants live in a tribal society, they are by no means primitive. They are cunning seigemasters, well educated in war and tactics. Their leaders are strong because they must be. When they show weakness, they are apt to be challenged at sword point for their position — and to retain it, they must continue to prove their strength and combat prowess.

The fire giants are much more civilized than their tribal brothers, but no less cruel. They live in massive citadels above raging volcanoes in the wastes, and do not often leave their territories. Fire giants are less gregarious than their kin, and their society is far more structured. To an outsider, their activities are almost Deverenian: tournaments, lords and ladies, and vows of fealty sworn within the searing cover of white flame.

The fire giant clans acknowledge no true leader, though all respect the most infamous of their number, Sceth Hellbringer, newest ruler of Lukkot and master of his own Nothrog legion. To the Accordlands, he is the terrible voice of his people, a fearsome conquerer.

Combat

Fire giants are powerful enemies, relying on sheer size and ferocity to destroy their opponents. They fight with intelligent military tactics, and are masters of siege and open warfare. Their weapons are forged of dark iron, and they wear little armor. Their skin is thick, and their titanic strength and awesome dexterity gives them the ability to bat catapult stones out of the air, so they fear few weapons at range. They prefer to sweep through their enemies like harvesters with a scythe, destroying entire swathes of humanoids with each swing. Fire giants have limited magical abilities, including the power to control fire, allowing them to use flame as a weapon in combat. They are immune to fire, and cannot be burned even by magical means.

Animate Fire (Su): A fire giant may control flame with in 100 ft., commanding it to rise into a great torrent, or to extinguish itself completely. The giant may cause the fire to spread across open terrain so long as there is some source of food for its flame, thereby increasing the size of the fire by twice its current square footage per round. This ability does not grant the giant any special attacks, though characters caught within the newly expanded flames suffer fire damage as normal (*see page 316 of the Codex*).

Frost Giant

Huge Giant (Cold)
Hit Dice: 14d8+56 (112 hp)
Initiative: –1 (–1 Dex)
Speed: 40 ft.
Armor Class: 20 (–1 Dex, +4 chain shirt, +9 natural, –2 size), touch 7, flat-footed 20
Base Attack/Grapple: +10/+25
Attack: Greataxe +15 melee (2d8+10) or rock +7 ranged (2d6+7)
Full Attack: Greataxe +15/+10 melee (2d8+10) or rock +7 ranged (2d6+7)
Space/Reach: 15 ft./15 ft.
Special Attacks: —
Special Qualities: Cold immunity, vulnerability to fire, giant traits
Saves: Fort +13, Ref +3, Will +4
Abilities: Str 25, Dex 9, Con 19, Int 10, Wis 10, Cha 11
Skills: Climb +17, Listen +11, Spot +11
Feats: Cleave, Follow Through, Great Cleave, Great Foritude, Power Attack
Environment: Any cold land or underground
Organization: Solitary, gang (2–5), band (6–9), hunting /raiding party (6–9 plus 2–4 winter wolves), warband 21–30 plus 12–30 winter wolves), village (51–100 plus 50% noncom batants plus 25–50 winter wolves)
Challenge Rating: 9
Treasure: Standard
Alignment: Often lawful evil
Advancement: By character class
Level Adjustment: +8

The frost giants of the Accordlands are cold-hearted, savage and bloodthirsty. They live on mountain tops or in snowy regions above the northern mountains, and are solitary creatures who do not welcome company. They are expert forgers and blacksmiths, creating spectacular weapons and armor.

An adult frost giant stands approximately 25 feet high, with blue skin and hair that ranges from white to black. Their eyes, wild and staring, rarely blink and are shades of green and blue. On snowy nights, they start avalanches from the tops of their mountains just to watch the massive slabs of snow fall. They have little regard for other species, even other giants, and rarely communicate with them.

Frost giants are warriors first and foremost, and revel in the bliss of combat. Though less overtly malicious than their cousins the fire giants, frost giants war for the sake of war, and do not acknowledge civilians. To the frost giants, life is a gift fit only for those who would fight for it

Society

Frost giant society revolves around combat, with the strongest giant invariably leading the clan. Unlike other giants, frost giants have something resembling a formal religion: a firm belief in Hell. To frost giants, Hell is a place of unworthy souls, a frigid wasteland where those who lacked the courage to fight are imprisoned in icy tombs. Some frost giants, most notably the harsh Tergoth Clan, insist that only those warriors who fear nothing can escape its icy embrace. Despite their faith's remarkable parallels with it, no frost giant has ever heard of the Bascaron Plane of Ice (see the *World Atlas*, page 236).

A frost giant clan is led by its primary warrior, who can summon all of his clansmen forth and rally them for war or peace. All his clansmen obey his summons, and are honor bound to obey him until another defeats him. Frost giants take captive only those who prove their mettle in combat, those too brave and worthy to slay outright. They have no interest in women or children, save for those who have the courage to fight them. All others are barely worth the effort to kill them. This attitude extends even to other giants and clans, especially fire giants. Frost giants find the fire giants' reliance on advanced weaponry to be a sign of weakness, as a true warrior needs no weapon more complicated than a sharp axe. Still, even frost giants acknowledge when a fire giant is a true warrior, though no one giant's test of arms redeems his people.

Combat

Frost giants revel in the test of their blades against opponents. Of course, as most other humanoids stand up to their knees, they don't consider such small opponents to be worth much of a test. They fight with other giants (including those of their own clan) both in the heat of battle and in practice duels.

Frost giants throw rocks, ice shards, and other materials. Rocks thrown by a frost giant have a range of 150 feet. A favorite strategy is to see their opponents coming at long range, and then collapse the tops of mountains above them, creating a massive avalanche to bury opponents.

Cold Subtype (Ex): Frost giants are immune to cold damage. Further, they suffer double damage from fire attacks, but may attempt a save to suffer only normal damage. If the fireattack already allows a save for half damage, the frost giant may attempt that save. If successful, he suffers normal damage (rather than half), and if failed, he suffers double damage. If an attack does not allow a save, the giant may attempt a Fortitude save (DC 21) to suffer normal damage (rather than double).

Frosthell Mine

While frost giants are fond of their weapons, they have little patience for the tedious process of crafting them, and none for mining and smelting ore. Instead, frost giants enslave others to perform these chores. Only the strongest captives work at the infamous Frosthell Mine. The slaves toil for up to 18 hours a day without a break, wresting iron and precious metals from the ores to enrich their masters. Few brought here ever return, as the frost giants see no profit in merely working slaves almost to death. Rokalo of Clan Markh runs Frosthell Mine, and has secured promises from each frost giant clan that the mine is neutral territory, to enrich the entire frost giant race.

The only setting requirement for the Frosthell Mine is that it is in a mountainous region; beyond that, it can be placed as needed. Placing it near the home of the frost giants would be ideal.

Frost giants may be strong, but they are also of an inconvenient size, not good miners, and, frankly, lazy. To solve these problems, they have been capturing slaves to work in the mine. They prefer humans and Nothrog slaves since both work hard and bend to the lash. The giants do use elves when any fall into their hands. While no dwarves are present, Rokalo has set a bounty for any dwarf sold to him: 15% of the dwarf's labors, a lucrative offer given the dwarves' reputed skills. Rokalo has also uncovered hidden caverns that can only be the remnants of some forgotten dungeon or underground trove. His clan has so far kept this a secret from the other frost giant clans.

Getting the characters involved

- Spurred on by Rokalo's bounty on dwarves, raiders have begun invading caverns across the Accordlands. While most turn up nothing, an eventual success is likely.
- A band of frost giants has displayed weaponry of a remarkable metal. While these weapons are far too large for most races to wield, only the ore is needed to make smaller ones.
- The characters could be asked to investigate the giants' raids. The emphasis on taking slaves is a new and worrisome development. Local authorities are concerned.
- Characters who work for a higher power are enjoined to deal with the giant problem.
- A friend or family member has been taken as a slave in one of the giants' raids.
- Rewards are offered to anyone who rescues a certain person (or persons) taken by the giants.

DM's Preparation for the Frosthell Mines

The DM should decide (or roll to see) where the giants are to be found in the complex. As the characters move deeper inside the DM will know what giants are available to respond to the alarm or fights.

The total number of giants should depend on how much of a challenge the DM wishes to present to the PCs. A lone giant is a tough opponent. Operating as a group giants can be incredibly dangerous. The GM should actively keep this in mind. The Great Sleeping Room (area 13) has eleven beds plus Rokalo's (area 14), but more or fewer giants can be used as needed.

Note on Rokalo's Discovery: Rokalo's clan guards its new discoveries well, and to date none suspect that anything new has been located. To better simulate this, these entries make no effort to reveal what the giants have found: players reading this book to do extracurricular research are out of luck. Similarly, the giants' motive for hoarding their new discoveries remains their own affair for now, and the party must investigate the mine to expose Rokalo's schemes. Frosthell Mine may hold virtually any prize: an alternative source for blackiron, a halo to the Bascaron Plane of Ice, Signon's lost tomb, or even relics predating the First War and the Dragon's death. Regardless of the mine's secret, Rokalo is willing to go to extremes to protect it, even if he must close the mine.

Map Key

1. Entrance Chamber

The entrance to the mines is an uninviting, jagged tear in the side of the mountain. Loose rock, dirt and other waste has been dumped down away from the commonly used path. Stacked just inside the mouth of the cavern are a variety of throwing stones and a rack of huge javelins (2d6 damage/ 50 foot range increments) leans against the wall.

There are always two or three frost giants on guard duty in this chamber. They do not relish the task and are often found gambling or sparring deeper inside the cavern rather than watching the approach. A warning bell is placed on the Northernmost tip of the rock formation between the tunnels leading to the Main Hall. The guards will only sound the bell if they are in real danger, as they do not wish to be seen as cowards by their fellow giants.

2: Main Hall

If the alert has not been sounded, the PCs can hear the distant sounds of mining echoing from the tunnels. If the alarm has been sounded, the PCs are likely to have a nasty fight on their hands here.

Three corpses of slaves, two Nothrog and a human, have been piled at the southeastern point of the room. The bodies wear little and are equipped with nothing of value. Should the players investigate, a Search check (DC 25) will reveal a complex tattoo on the back of the bottom corpse, a burly Nothrog, with tribal scars on his arms. (A Nothrog character may make an Int check DC 12 to know the dead slave was from Taoth's legion). The tattoo is actually a scroll of *contagion* (cast at 5th level), Spellcraft DC18 to identify. Players with a skill related to skinning or tanning (i.e. Profession (butcher), Craft (tanner), or Wilderness Lore) may make a skill check (DC 15) to remove the scroll from the back of the corpse without damaging it.

3. Eastern Tunnel

Three mining tunnels attach to this area, spare mining tools are stacked here. They include picks, shovels and boxes to move earth and rock.

4. Main Hall

The Main Hall attaches to the Southern Mining Hall. A few boxes of random goods acquired from raids will be here along with boxes of loose rock and dirt to be dumped.

There may be slaves working in this area (check for an encounter) since this is where goods are stored before moving them deeper into the caverns or out of them.

5. Southern Mining Hall

This chamber is slightly colder than the passageway leading into it, but the air seems cleaner. Four tunnels lead out of the area, and the distant echo of mining may be heard over the gentle lapping of the water that floods the southernmost passageways out of this area.

The water is cold. Characters traveling through the water for more than a minute must make a Fort save (DC 15 + 1 for each hour they remain in the water) or suffer 1d6 cold subdual damage. Any player suffering this damage will then suffer from hypothermia; treat said PCs as if they were fatigued.

6. Slave Pits
At night, or if trouble is expected, the slaves are packed away into these pits to keep them out of trouble. The area stinks of unwashed beings and excrement.

When the slaves are penned here, there will be one frost giant standing guard at the entrance to the pits. Well, sitting guard, he has a section of tree trunk as a stool. If the slaves are penned here, there are 1d10 slaves in each pit. Players exploring the pits will find various small items of value hidden in each one with a search check (DC 15). They will turn up to 2d10 gold worth of small valuables hidden by the slaves.

7. Central Hall
A huge brass horn hangs from a chain near to the center of this room, high enough that only a giant can reach it. It is used to call the giants to the defense of this area in event of an attack.

This area is where the giants plan to meet intruders if they have the chance. As long as the giants control this area, attackers cannot penetrate into the rest of the cavern. (The giants do not know that the pools in areas 5 and 9 connect.) The giants hope to use the rock formations to channel their enemies into killing grounds. Scattered through the room are several caches of two huge javelins each (2d6/50 range increments) waiting to be grabbed and thrown (assume a giant next to a pillar has access to a javelin to throw).

8. Lower Small Chamber
This area is unremarkable except for the entrance to the secret chamber (area 10): Search DC 25 to find. The door is big enough for giants to enter.

9. Underground Wash Area
This room is colder than the passageway, but the air seems cleaner. The underground pool fills almost half of this chamber. Various buckets and ladles (some giant sized, some human sized) lay scattered around near the water.

See the notes for area 5 if the characters venture into the water.

10. Secret Chamber
This is the storehouse for the goods recovered from the hidden mines (location 12 and 14). Several large crates contain the giants' loot, and the briefest of inventories suggests that the giants have been stockpiling items years.

The room is apparently an emergency retreat, containing a month's worth of pickled rations for six giants (30 people of smaller size, if divided carefully), crude but functional plumbing for bathing and drinking, and giant-sized bedding. The crates are protected, and touching them sets off an *alarm*.

11. Food Store Chamber
The giants store food taken on their raids here. In the north eastern part of the chamber, there are barrels of flour and fruits, sacks of grain, bins holding ground nuts and edible roots gathered from the surrounding areas, and more. There is food enough to feed the giants and the slaves (poorly) for a week at the most.

There is always at least one frost giant standing guard over the food supplies while the slaves are working in the tunnels off of this chamber.

12. Hidden Mine
This was the first of the hidden mines leading to the frost giants' discovery. When it became tapped out, it was converted into a larder for the mines. It is even colder inside the shaft than it is in the rest of the cavern. Meats of various sorts are stacked on pine planks laid across shattered artifacts or hung from hooks hammered into the walls.

A Search check (DC 30) uncovers something the giants have missed: a hidden panel in the southern room, behind which is a small recess. An old trap is here (Search DC 30 to discover), but the poison needle it delivered rusted away long ago. All that is left is a small cache of elderly potatoes, long since sprouted and decayed.

13. Great Sleeping Chamber
This is a huge cavern, towering even above the heads of the giants who inhabit it. Various beds of furs are placed against the cavern walls, there are eleven in all. A huge fire pit capable of roasting an entire ox is in the center of the room with bones haphazardly scattered around the edges. All of the giants not elsewhere in the complex will be here.

Among the normal giant tribesmen there is Roald Wulfsson, chief hunter and second in command, when he is not out hunting for food.

Hidden among the piles of furs the giant use as beds are their personal treasure troves, each comprised of 4d6 × 50 gold in coins and other valuables.

14. New Mine and Chief's Sleeping Chamber
The craftsmanship of this room is wildly different from all others, even the other hidden mine (location 12). Those with the Craft (stonemasonry) or Knowledge (architecture) skills may make a check (DC 15) to realize that this style is foreign to all Accordlands nations, even the dwarves. A fine latticework of crossed, corroded metals lines the room, but whatever pattern it once held was destroyed when the frost giants pillaged it.

A search failed to find the entrance to the hidden vault and a false door led to fruitless excavation. Now the giants are looking elsewhere for further riches.

Several old mine carts are now used for storing valuable items dug out from the mines, and are partly filled with pieces of crystal and three bags of gold flakes. (Each pound of crystal is worth 5 gold to a gemcutter; up to 500 pounds of crystal can be taken; each bag of gold flakes is worth 200-300 gold.) Rokalo's area is decorated in barbaric splendor with furs covering the floor. Captured banners and hunting trophies decorate the walls.

Rokalo is a frost giant war leader of great renown. He is amply armed with a blackiron bastard sword and masterwork throwing axes, and armored in a breastplate with shield. He is brave, but no fool. Given the choice, he fights alongside his tribesmen. If caught alone, he retreats to join his men, fleeing if they are already dead.

Hidden among the furs of Rokalo's bed is a hollowed-out log that contains 3,200 gp, a silver goblet (worth 50 gp), a cask of fine brandy (worth 30 gp), and three scrolls of tanned Nothrog skin. They are Rokalo's journals, written in Giantish and coded (Decipher Script check, DC 10) — the text is written backwards.

The journals describe what Rokalo's men have discovered, and how much the giants know of their find, as well as Rokalo's frustration at both new mines running dry so quickly. He also notes that he is certain that this room has a hidden passage, but has had difficulty finding the trigger to open it. Finding the trigger to the hidden vault requires a Search check (DC 28): an inch-long line of gold on the wall.

15. Hidden Vault

This vault is the hidden lode to Frosthell Mine, and contains enough of Rokalo's discovery to potentially make him a new power in the Accordlands. Everything here is in perfect condition, and untouched since the sealing of the chamber centuries ago.

This area is lit by brass lanterns containing continual flames. The walls are decorated with carvings depicting the First War and the fall of the Dragon.

The tomb is guarded by Amerel Trueword, a warrior-cleric who is bound to her oath to protect the vault until another trustworthy guardian arrives to watch over them. It is only her will and devotion that have kept her here. She is no longer alive in any true sense of the word. Amerel was a human woman, her skin is paper white, her hair is a pure silver color and her eyes glow like perfect blue sapphires. She wears a suit of full plate armor decorated with an unfamiliar holy symbol, and she carries a silver chased war hammer. She offers her hammer to any (non-evil) paladin she encounters in exchange for an oath, to guard the tombs from evil and defilement. If the character accepts, Amerel smiles and turns to dust, leaving only the hammer and her holy symbol behind. The character who accepts the hammer will be bound as if by a *quest* spell (no save; treated as if cast by a 20th level caster for attempts to dispel) to guard the tombs from evil and defilement and avenge them if they are defiled. However, Amerel's spirit will guide the new guardian whenever they act to defend the tombs; treat the character as if he were under the effect of a *prayer* spell. The new guardian cannot be affected by fear while defending the tombs. Amerel warns away others, and if they refuse to leave, she attacks to drive them out. If she is slain, her body and equipment, except for her holy symbol, will turn to dust. She cannot be turned or rebuked as long as she is within the tomb. If the characters defeat Amerel and pry open the steel tombs (Str check DC 25), all they find are bones... and that they are *cursed* (no save; treated as a 20th level effect for attempts to remove). All hostile, mindless creatures attack the party on sight, ignoring other opponents.

16. Undiscovered Pool

To find the secret entrance here requires a Search check (DC 25). Unlike the vault, this area is a partially-submerged ruin, with no clear pattern to the broken columns, now overgrown with moss. The water is shallow enough to walk through, though running and sprinting are impossible.

The room is quiet and serene. Sharp sounds are muffled. It is softly illuminated by blue *continual flames* set into niches in the walls. The pool in the center contains almost impossibly clear water. The water is amazingly refreshing and restorative (heals 1d4 points of damage, but only once per day per character).

The doors to the four sub-chambers are solid unmarred steel. Each is marked with cryptic ancient runes for guardians and elements (earth-north, air-south, fire-west,water-east). Each of these chambers is unwarded, but a Decipher Script check (DC 35) reveals a warning in an ancient and forgotten tongue, prophesying a horrible doom upon any who dare to cross the thresholds, and that the rooms' contents are best left undisturbed. This is the only warning offered, as the chambers' creators assumed that any thieves or fools that ignored this warning deserved their fates.

Guarding each chamber is a Huge elemental of the appropriate type (*see Monster Manual*) that fights to the death to protect the chamber's contents and secrets. The elementals do not attack unless they are attacked, or the chamber is entered.

Items in the chambers are as follows. Air: a silver cloak with a pin in the shape of a winged spear (*resistance +2*, character can *fly* as the spell for one hour per day). Earth: a warhammer carved from solid stone (*+1 bane* weapon). Fire: a large bronze shield etched with golden flames (*+2 large shield of brightness*). Water: chain mail made of a strange metal that looks almost like coral (*+2 light fortification*). When worn together, in part or in whole, the bonuses of each of the items is increased by the number of other items in this group also worn. If united, they provide Spell Resistance 25 against the spells and spell-like abilities of any creature of the warhammer's bane type.

17. Secret Storage Chamber

This chamber is cold. The water is chill, calm, and rich in minerals both mundane and magical. Using this water reduces the gold cost to make potions by 10% (Craft (alchemy) DC 18 or Spellcraft DC 25 to realize this if tasted).

When Amerel was alive, this is where she came to relax and pray to her god. Three ancient books describe not only her life, but also the history and nature of her protectorate, Rokalo's myserious discovery. Unfortunately, the books are written in Amerel's ancient tongue. A Decipher Script check (DC 40) reveals their contents.

(E) ENCOUNTER AREAS

Decide how many slaves are working here and if a frost giant is observing them, or roll 1d20:

Roll	Encounter
1	No encounter, 20% chance of broken or abandoned mining tools.
2–10	Encounter 1: 1d4 slaves, 5% chance of a frost giant overseer.
11–15	Encounter 2: 1d6 slaves, 10% chance of a frost giant overseer.
16–18	Encounter 3: 1d6+1 slaves, 20% chance of a frost giant overseer.
19–20	Encounter 4: 2d6 slaves, 50% chance of a frost giant overseer.

The slaves consist of humans, Nothrog, or other goblinoids. 90% of the slaves will be 1st lvl, the other 10% be from 2nd–4th. The primary goal of the slaves will be to escape. Humans may be convinced to stay and help the party. The Nothrog will only be willing to join an all Nothrog party and only if they are offered a position as part of the characters' legion.

Hill Giant

Huge Giant
Hit Dice: 12d8+48 (96 hp)
Initiative: –1
Speed: 40 ft. (8 squares)
Armor Class: 19 (–2 size, –1 Dex, +9 natural, +3 hide), touch 7, flat-footed 19
Base Attack: +9/+24
Attack: Greatclub +15 melee (2d6+10), or rock +6 ranged (2d6+7)
Full Attack: Greatclub +15/+10 melee (2d6+10), or rock +6 ranged (2d6+7)
Space/Reach: 15 ft./15 ft.
Special Attacks: —
Special Qualities: Giant traits
Saves: Fort +12, Ref +3, Will +4
Abilities: Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 17
Skills: Climb +9, Jump +9, Spot +5
Feats: Cleave, Collateral Damage, Great Cleave, Power Attack, Weapon Focus (greatclub)
Environment: Any hill, mountains, and underground
Organization: Solitary, gang (2–5), band (6–9), hunting/raiding party (6–9 plus 2–4 dire wolves), warband (21–30 plus 6–12 dire wolves), village (51–100 plus 35% noncombatants plus 11–20 dire wolves)
Challenge Rating: 7
Treasure: Standard
Alignment: Often neutral evil
Advancement: By character class
Level Adjustment: +6

Hill giants are the smallest of the giant peoples, standing only 18-20 feet when fully grown. Their bodies are fully proportional, though prone to fat. Their rabid hatred of wizards is a thing of legend. Hill giants are typically brown-haired, occasionally blond. Their skin and eye colors are as varied as humans', but usually ugly. Their foreheads are thick, their arms muscular and sinewy, and they are rarely found without a great number of weapons hanging off their belts and over their backs.

Hill giants are foolish creatures, prone to a weakness for alcohol and long, sordid stories. They are boisterous, violent, and vicious in combat. Madness is common among their people, and revered as a sign of gloried ancestry.

Society

The hill giants are divided into a great number of smaller families, clans that live independently of one another. They maintain distant ties to the other giants, even giant-kin, but never to the Sarakians. Hill giants dislike the others, considering them bullies that pressgang hill giants into Nothrog legions — an accurate representation of the other giants' attitudes.

Without strong leadership, hill giants are fiercely independent and resist anyone who tries to order them around. They place immense value on family, and one way to ensure a hill giant's obedience is to hold his family hostage. Of course, should his family be freed, the giant in question would not be satisfied short of slaying the offending party.

Hill giants respect strength, and are always looking for better methods to fight wizards. They follow Nothrog commanders if they must, even joining Nothrog legions temporarily in order to destroy a hated magician, though hill giants distrust albino Nothrog.

They prefer temperate areas such as plains and low hills,and build small villages of stone and thatched huts. Each family unit or village has a leader, usually the oldest member of the family. Such leaders are only marginally wiser than their fellows, but are responsible for village welfare, organizing hunting parties, keeping the peace and judging laws, as well as arranging for marriages for those who have earned the right to make a family of their own. When hill giants marry, there is a great celebration. The female goes to live in the village of the male, and they build a hut in that village's territory where they raise their children. Their children, the female, and the family all become members of the male's village. The female retains no ties to her old kinsmen, other than the bonds common to all hill giants.

Hill giants are fond of fine meads and ales, and of games that test their skill and strength. They trade with humanoid (primarily Nothrog) cities and villages, so long as those places have little or no contact with the 'taint' of magic. Hill giant trade goods include well-tailored leather armor, furs, and meat. Hill giants are surprisingly competent tanners, able to fashion even the strangest things built of leather: wagon covers, magnificent sheaths for weapons, even roofs for homes. The leather they manufacture is exceptionally difficult to tear or destroy, and is highly valued in humanoid cities.

Combat

Hill giants are bloodthirsty, and will fight anyone. They fear and hate all magic-users, and always target them first. Hill giants fight singly or in small groups, preferring to stay with members of their immediate family. They use multiple weapons, electing to hurl tomahawks or daggers as large as humanoid swords while rushing forward.

A hill giant warrior carries a number of throwing weapons, and is never seen without an additional weapon to draw. Like other giants, hill giants have the skill to throw rocks, but enjoy it far more than the other giants, considering it great sport.

Hill giants love to ambush opponents, aiming their fire into an area where one giant is making a great deal of noise while the others prepare an assault from the rear. They prefer this crude assault style because most magicians can be found behind their more combat-capable companions. The giants draw off the fighters, and then attack the magicians while they are only lightly defended.

Sarakian Giant

Huge Giant
Hit Dice: 10d8+40 (80 hp)
Initiative: –1
Speed: 40 ft. (8 squares)
Armor Class: 22 (–2 size, –1 Dex, +3 armor, +12 natural), touch 7, flat-footed 22
Base Attack/Grapple: +7/+22
Attack: Greatclub +12 melee (2d6+10), or rock +4 ranged (2d6+7)
Full Attack: Greatclub +12/+7 melee (2d6+10), or rock +4 ranged (2d6+7)
Space/Reach: 15 ft./15 ft.
Special Attacks: —
Special Qualities: Giant traits, rage
Saves: Fort +11, Ref +2, Will +3
Abilities: Str 24, Dex 9, Con 19, Int 6, Wis 10, Cha 8
Skills: Climb +8, Jump +8, Spot +5
Feats: Cleave, Great Cleave, Improved Sunder, Power Attack
Environment: Any land
Organization: Solitary, pair, or family (3–4)
Challenge Rating: 6
Treasure: Standard
Alignment: Often neutral evil
Advancement: By character class
Level Adjustment: +5

Not every giant in the Accordlands makes its home among others of its kind. Independent giants walk their own roads all over the Accordlands. These are the dark exiles, giants who have lost their clan ties, and find only the other damned as company. Most burn with the need for vengeance, leading scholars to call them "Sarakians": literally "the vengeful" in ancient Athanaean. Some are barely even giants. Centuries of crossbreeding with giant folk of other clans, half-giants, and the like have virtually eliminated any features or talents that might associate these giants with one race or another.

While bitter and malevolent, the Sarakians are desperately lonely, and hire themselves out as mercenaries just for companionship. Such employment is rare, however, as the Sarakians have earned a reputation for disobeying orders. Those few who truly befriend Sarakians find them to be loyal lifetime allies, almost pathetically eager to please their comrades. This relationship never extends to other giants, however, who view the Sarakians as abominations who walked away from any honor they once held. Even giant-kin often spurn the company of Sarakian giants, though less out of hatred than a craven desire not to draw the wrath of the true giant races.

While not all Sarakians long for combat, most have resigned themselves to it. Their lonely lives are punctuated by brief and violent encounters with not only other giants, but nearly every intelligent race in the Accordlands. Giant, elf, and man alike view Sarakians as dangerous foes, largely due to their longing for vengeance or company. Even those who would call a Sarakian friend must remember that they have fallen far from honor to their current lot in life. Other giants loathe the Sarakians and those dishonorable enough to associate with such contemptible trash. Even Nothrog warlords often abandon any giant that goes Sarakian, regardless of previous service. Once exiled, however, Sarakians find their old prejudices vanishing alongside their honor. Many Sarakians do not retain their racial prejudice against spellcasters, and such giants make excellent bodyguards for wizards and shamans.

Sarakians are loners by nature, and slow to form bonds with others. If they build a bond of trust with another, they value it above all things. Companionship is difficult to come by for these creatures, so their friends are as precious as gold. They are therefore easily manipulated into performing unsavory tasks for their "friends."

Several dozen Sarakian giants, tired of their nomadic existence, have banded together to found a village far from the rest of the Accordlands, deep in the Shattered Lands. They are twisted and misshapen by years of exposure to Bascaron's corrupting light, and they guard their privacy jealously. No one who has discovered their presence is allowed to spread the word, for fear other giants will rise up and smite their clanless brethren. Whether this is true or not — indeed, whether the giant clans would consider these giants worth the effort to exterminate — remains questionable.

Combat

Sarakians are bitter souls, and distrust everyone they meet, though more out of habit than true paranoia. After even a few months as an exile, Sarakians expect deceit even when they lack reasonable evidence of betrayal. They ambush on the assumption that if they do not strike first, they will be attacked regardless.

Rarely does any Sarakian giant fight to the death, as despite their miserable existences, they value their lives. Only when defending friends or family will a Sarakian giant lay down his life.

Giant Traits: Sarakians lack the ability to regenerate their wounds, regardless of contact with the earth.

Rage (Ex): Like a barbarian, a Sarakian giant can fly into a rage. In a rage, a Sarakian giant temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. While raging, a Sarakian giant cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the giant's (newly improved) Constitution modifier. A Sarakian giant may not prematurely end its rage. At the end of the rage, the giant loses the rage modifiers and restrictions and becomes fatigued for the duration of the current encounter (or until it rages again).

Each time a Sarakian giant is wounded and not already in a rage, he can rage as a free action at the beginning of his next action. There is no limit to the number of times per day that a sarakian giant can rage.

Giant Kin

Large Giant
Hit Dice: 4d8+11 (27 hp)
Initiative: –1
Speed: 30 ft. (6 squares)
Armor Class: 15 (–1 size, –1 Dex, +4 natural, +3 hide armor), touch 8, flat-footed 15
Base Attack/Grapple: +3/+10
Attack: Greatsword +5 melee (3d6+3/19–20)
Full Attack: Greatsword +5 melee (3d6+3/19–20)
Space/Reach: 10 ft./10 ft.
Special Attacks: Bellow
Special Qualities: —
Saves: Fort +6, Ref +0, Will +2
Abilities: Str 16, Dex 9, Con 14, Int 9, Wis 12, Cha 8
Skills: Climb +4, Jump +4, Spot +6
Feats: Power Attack, Toughness
Environment: Any land
Organization: Solitary
Challenge Rating: 2
Treasure: Standard
Alignment: Often neutral evil
Advancement: By character class
Level Adjustment: +2

There are some creatures of the Accordlands who are loosely related to the giants, either through direct birth or through distant lineage. These giant kin rarely attempt to stay with their original families and rarely create societies of their own. Some join Nothrog tribes or offer their skills to human warlords. Most half-giants are little more than large humanoids, but a few stand almost as tall as their giant parents, dwarfing humanoids. These latter giant kin are often confused with Sarakians, but few giants care to tell the difference. Both halfbreeds and outcasts are abominations, not family, and have no true understanding of giants' honor.

In fact, most giant kin are considered proof of the many giant legends that tell tales of those who have fallen from honor's grace. Such betrayers and villains are said to gradually shrink down to man-size or smaller, that they might be prevented from causing terrible destruction during the rages that overtake them. The giant kin's size is considered proof of his poor conduct.

Curiously, despite their small size compared to true giants, giant kin retain much of the tremendous vocal capacity of their forefathers. This is often a valuable tool on the battlefield, both to communicate with allies and to intimidate foes, though the wise giant kin does not take advantage of this ability in the presence of a true giant. While giants generally ignore their distant kin, a giant's bellow issuing from one so small is a painful reminder to all giants that there, but for honor's grace, go all giants. Most giants are quick to silence the offending party.

Some true giants allow giant kin the chance to earn respect and honor, though most giants consider the giant kin beneath their notice at best and abominable at worst. The giants who do offer giant kin the opportunity to prove themselves often find the giant kin worthy allies. Though still less valuable to a giant than others of his own kind, giant kin who exceed others' expectations might gain an honorary membership in a clan, though they of course may not interbreed. Such consideration is extraordinarily rare, and many giant kin consider such offers to be cruel jokes at their expense.

Giant kin frequently immerse themselves in human society, simply because it is one of the few options available. True giants will not have them, and their peculiar heritage means they are often incapable of reproduction. They are not welcome in a giant village, nor can they form a society of their own. Few giant kin complain about this state of affairs, as they are readily accepted by any human to whom the giant kin can lend his strong arm in exchange for a purse of gold. Just as many giant kin fall into Nothrog warbands, where their strength is honored and valued. That said, Nothrog warriors will not recruit giant kin to serve along side true giants, as the potential for violence is simply too great to ignore. In fact, many giant kin have been cast out of a Nothrog legion (or simply executed) when the opportunity to recruit true giants presented itself.

One of the most famous half-giants is the half-fire giant Vahdrok the Crippler, who has publicly mocked true giants for fearing him. He fights in many warbands, bringing his fearsome might to the battlefield for the highest bidder, but he is known to have a particular dislike for shamanic Nothrog.

Combat

Giant kin are powerful foes, and quick to use this strength to their advantage in battle. However, they are rarely well trained soldiers, as they often believe their sheer ferocity will carry the day in any battle. They cannot be depended upon to follow orders or make sound tactical decisions. To make matters worse, they seem unable to accept that a well-trained foe, despite lacking a giant kin's inherent strength, is more than a match for them. This overconfidence has been the undoing of many a giant kin warband.

Bellow (Ex): Giant kin retain the giant ability to bellow (though at diminished capacity), causing great windy gusts to burst forth from their lungs. Anyone caught within the 20-ft. cone must make a DC 14 Reflex save or fall to the ground, and be hurled 2d4 × 5 ft. feet from the giant kin. The save DC is Constitution-based.

Ataxian

Large Giant
Hit Dice: 13d8+52 (104 hp)
Initiative: –1
Speed: 40 ft. (8 squares)
Armor Class: 18 (–1 size, –1 Dex, +7 natural, +3 hide), touch 8, flat-footed 18
Base Attack/Grapple: +9/+18
Attack: Greataxe + 13 melee (3d6+7) or rock +8 ranged (2d6+5)
Full Attack: Greataxe +13/+8 melee (3d6+8) or rock +8 ranged (2d6+5)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rock throwing
Special Qualities: Control fog, coordination loss, limited darkvision, rock catching, spell-like abilities
Saves: Fort +12, Ref +3, Will +5
Abilities: Str 21, Dex 9, Con 19, Int 16, Wis 13, Cha 17
Skills: Climb +21, Craft (Leatherworking) +19, Hide +11, Spot +17
Feats: Blind-Fight, Cleave, Great Cleave, Improved Sunder, Power Attack

Environment: Any mountain
Organization: Solitary, gang (2–4), band (5–8 plus 35% non combatants), hunting/raiding party (6–9), or tribe (21–30 plus 35% noncombatant plus one shaman leader)
Challenge Rating: 8
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +5

Ataxians are lonely giants dwelling in remote areas of the world. They have pale skin, fair hair, and emaciated bodies. These traits, combined with their *control fog* ability, give them an eerily ghostlike appearance. Because of this, most people believe that they are deadly apparitions and few adventurers dare confront them. As a result, the ataxians are among the lesser-known species of giant-kind.

In truth, ataxians are kind, generous, and gentle giants that fear and mistrust most of the other races — especially the smaller humanoids, such as humans and elves, which have taken over the land and gradually forced the ataxians up into the mountain peaks. These giants have a life span of over 800 years, and most remember a time when their kind could be found all over the continent. Ataxians are wary of strangers and protective of their territory, which make them ferocious opponents, especially against adventurers whom they feel are invading their hunting grounds.

Combat

Unlike most of their distant cousins, ataxians shy away from combat, preferring instead to rely on diplomacy to avoid conflict. Because they seldom venture away from their territories, these giants are rarely seen outside of the mountains in which they make their homes. They are highly protective of their lairs and hunting grounds, and most ataxians go to great lengths to secure the wide areas of land that they consider theirs — even if this means combat. Because of this — and also because they are widely believed to be the ghosts of giants rather than actual living creatures — these formidable opponents are greatly feared and most who have heard about them avoid contact entirely.

The ataxians' most potent power is the ability to make creatures lose control of their muscles. They do not have control over this ability, so they consider it both a blessing and a curse. Even if they wanted to communicate with strangers, chances are they would not be able to. In battle, they usually summon clouds in which they can hide and throw boulders at their opponents. If forced into melee, they wield large weapons and target the strongest-looking opponents first.

Control Fog (Su): This ability functions as the *control weather* spell, but the ataxian can only change weather conditions relating to fog or mist. Because ataxians feel comfortable in fog clouds, they usually use this ability whenever they venture out of their lair, and sometimes even in the comfort of their own homes. Control fog can be used at will and allows the gentle giants to travel discreetly.

Coordination Loss (Su): This power is always active. Any living creature within a 30-ft. radius of an ataxian must succeed at a DC 19 Fortitude save or suffer 2d4 points of Dexterity damage +1d4 additional points every minute thereafter. Each minute, the victim can attempt another saving throw to avoid further loss of Dexterity. If the target is reduced to 0 Dexterity, he collapses to the ground helplessly. These lost points are regained normally, but so long as the target remains within 30 ft. of the giant, he continues to lose Dexterity.

Creatures that successfully save cannot be affected by the same ataxian's coordination loss for 24 hours.

Limited Darkvision (Ex): Ataxians have darkvision of 120 ft., but only for the purposes of ignoring penalties and miss chances incurred by fog and similar conditions.

Rock Catching (Ex): An ataxian can catch Small, Medium, or Large rocks (or projectiles of similar shape).

Once per round, an ataxian that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The ataxian must be ready for and aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex): Ataxians are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. An ataxian can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The ataxian's rock-throwing range increment is 120 ft.

Spell-Like Abilities: At will—*fog cloud;* 3/day—*detect thought;* 1/day—*locate object.* Caster level 15th.

Skills: Because of their pale complexion and white hair, ataxians blend easily into misty terrain, gaining a +8 racial bonus to Hide checks in foggy conditions.

Grethenk Beast

Colossal Aberration
Hit Dice: 33d8+297 (429 hp)
Initiative: +0
Speed: 30 ft., burrow 30 ft.
AC: 35 (–8 size, +33 natural), touch 2, flat-footed 35
Base Attack/Grapple: +24/+56
Attack: Claw +33 melee (2d8+18/19-20)
Full **Attack:** 2 claws +33 melee (2d8+18/19-20), bite +30 melee (4d8+8)
Space/Reach: 60 ft./30 ft.
Special Attacks: Draw magic, damage penetration, subdual attacks
Special Qualities: Immunities, detect magic, DR 10/silver, SR 23, darkvision 60 ft.
Saves: Fort +20, Ref +11, Will +20
Abilities: Str 42, Dex 11, Con 29, Int 7, Wis 14, Cha 15
Skills: Listen +32, Spot +12
Feats: Alertness, Cleave, Collateral Damage, Endurance, Great Cleave, Improved Bull Rush, Improved Critical (claw), Multi-attack, Overrun, Power Attack, Weapon Focus (claw), Weapon Specialization (claw)
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 24
Treasure: None
Alignment: Always neutral
Advancement: 34–60 HD (Colossal)

These massive lizard-like creatures beneath the ground's surface, feed off the magic of whatever beings pass by overhead.

Looking much like a six-legged lizard, a grethenk beast feeds off the magical auras that spellcasters and many other creatures possess. Grethenk beasts burrow underground, making small lairs for themselves 10 feet underground. There they hibernate for years, absorbing the magical energy of the world around them. Strong magic awakens the grethenk beast, causing it to dig out of its lair and seek out the source of magic that brought it out of its slumber. The beast then follows the magic-bearing creature, drawing off all the magic it can.

Grethenk beasts multiply like earthworms i.e. by laying eggs in underground lairs just below the surface. These eggs draw off the world's natural magic until a stronger source appears within 20 feet. At that time, The eggs hatch and the baby grethenk beast attempts to follow (by burrowing underground) whatever creature bears the strongest magic. In order to grow, a grethenk beast needs to absorb 40 spell-levels or temporary magical item charges over the course of a week. It then burrows underground and hibernates for 40 weeks while it grows slowly.

Immature grethenk beasts begin at size Large (hatchlings). They have 8 hit dice and 18 Strength. With each growth hibernation period, the beast becomes one size category larger. A Huge grethenk beast has 16 hit dice and 26 Strength, and a Gargantuan one has 24 hit dice and 34 Strength.

Grethenk have no known language or way to communicate with one another, and often fight to the death any of their kind they meet.

Combat

Grethenk beasts attack only if provoked or if hungry and on the move. In combat against multiple foes, a grethenk beast ignores spellcasters, draining all the magical power it can from them. It focuses its attention on warriors and those that deal it the most physical damage. Being almost impervious to magical attacks, these creatures rarely fear humanoid opponents. Grethenk beasts rarely attack to kill, as they feed off the magical powers of living creatures.

Damage Penetration (Ex): A grethenk beast can attack creatures with damage reduction as if using a +5 magical weapon.

Detect Magic (Su): Grethenk beasts have a constant detect magic ability in effect, as cast by a 10th level sorcerer. If this ability is somehow dispelled or suppressed, the grethenk beast may reactivate it, at will, as a free action.

Draw Magic (Su): Whenever a creature with spellcasting, spell-like, or supernatural abilities comes within 20 feet of the grethenk beast, it begins to draw that creature's magical abilities to it.

For every round a spellcaster remains within the area of effect, it loses 1d6 levels of spells, starting with its lowest-level spells first. For the purposes of this ability, 0-level spells count as ½ a level. A spell so drained is lost, as if it had been cast. Arcane spellcasters suffer the effects of this ability first, then divine spellcasters. This ability does not drain spells already in effect that were previously cast. Spells of level 7 or higher cannot be drained unless cast within the area of effect.

Spells of any level cast within the area of effect are automatically drawn, effectively countering them. No roll is necessary for this.

Once all the spellcasters within the area of effect have no more spells, spell-like abilities are drained in a similar manner.

After all spell-like effects are drained, temporary magic items begin losing their potency. Every round, 1d6 potions, scrolls, or charges from a wand or staff are drained.

Permanent magic items are immune to the effects of this ability. Magical weapons used against a grethenk beast do not add their enhancement bonus to hit or damage the beast. For example, a fighter wielding a +4 longsword loses the longsword's +4 enhancement bonus against the grethenk beast, dealing bonus damage based only off Strength and Feats. A spell that makes the fighter stronger or more capable, such as bull's strength, do not lose their effects against the grethenk beast.

Immunities (Ex): Grethenk beasts are immune to acid, cold, fire, lightning, mind-influencing, and sonic effects. They are also immune to spells and spell-like effects from the divination, enchantment, and illusion schools. In addition, they receive a +4 racial bonus to Fortitude saves to resist polymorph effects.

Subdual Attacks (Ex): Because dead creatures cannot carry magic, grethenk beasts try not to kill their opponents. A grethenk beast can deal subdual damage rather than normal damage without suffering the usual –4 penalty. It does not attack to kill unless reduced to 25% of its total hit points or less.

Hag, Marsh

Medium Monstrous Humanoid
Hit Dice: 9d8+9 (45 hp)
Initiative: +5
Speed: 30 ft. (6 squares), swim 30 ft.
Armor Class: 19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple: +9/+13
Attack: Claws +13 melee (1d4+4 plus poison)
Full Attack: 2 claws +13 melee (1d4+4 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Horrific appearance, poison use
Special Qualities: Brew potion, change form, damage reduction 10/silver, water breathing
Saves: Fort +6, Ref +7, Will +9
Abilities: Str 19, Dex 12, Con 12, Int 13, Wis 13, Cha 10
Skills: Craft (alchemy) +13, Knowledge (any one) +5, Hide +11, Listen +6, Spot +6
Feats: Blind-Fight, Great Fortitude, Improved Initiative, Iron Will
Environment: Temperate and warm marsh
Organization: Solitary or covey (3–5 marsh hags plus 11–20 snakes of any type)
Challenge Rating: 6
Treasure: Half coins; triple potions
Alignment: Always neutral evil
Advancement: By character class
Level Adjustment: +4

Hags are horrible creatures whose only desire is to cause division and pain. There are both male and female hags; males are as slender as females, and it is difficult to tell the sexes apart. In their natural forms, hags are thin, wiry, and lanky, with long hair that they keep oiled, and moist skin.

Hags can take many forms, from those of animals and plants to identical replicas of certain individuals. So long as the hag has on her person a significant piece of that creature's blood, bone, hair or flesh, or of that plant's foliage, she may take its form freely. They collect remnants from dead corpses, eager to pass themselves off as another person for long enough to infiltrate and destroy a traveling party.

Hags of the Accordlands are not powerful magic users, but make up their deficiency with a talent for brewing potions. Some seek out hags for their potions, paying exorbitant prices (in gold and in blood) for powerful philters. It is dangerous to bargain with a hag, for they are known for their duplicity.

Marsh hags are the most 'common' hag, living in the depths of brine swamps. They are friends to serpents, lizards, and all manner of cold-blooded creatures, and are cold-blooded themselves. In their natural forms they appear withered, with greenish hair and eyes and a bone-white cast to their frail-looking bodies. They are surrounded by their serpentine pets, and use their venom in alchemical potions and mixtures.

Marsh hags are human-size, but phenomenally strong. They do not need to breathe, and can rest for long periods of time beneath the murk of the swamp. Many of them even keep their secret lairs beneath the swamp waters, hiding their potions and their laboratories in places impossible to find.

Combat

A marsh hag in combat is terrible to behold. She claws with her fingernails for the same damage as a dagger, but these strikes are always laden with some alchemical concoction. She carries a burlap bag filled with potions and mixtures, and can use them to hurl fire, create smoke, or cause acid damage simply by breaking them open and throwing them at her opponents.

Brew Potion (Ex): Marsh hags are natural potion brewers, and are assumed to have the Brew Potion feat. Their caster level for brewing potions is equal to their Hit Dice. In addition, they are not bound by the normal spell level limitations of the Brew Potion feat. Marsh hags may brew potions that reproduce the effect of *any* arcane spell up to 6th level.

When determining the save DC of any harmful potions the marsh hag concocts, the marsh hag uses its Intelligence, Wisdom, *and* Charisma modifiers to augment the DC. Lastly, marsh hags do not need to spend XP and spend half gp when concocting potions (using swamp water and venom as a core alchemical ingredient). A marsh hag normally carries 1d6+6 potions.

Change Form (Su): So long as a marsh hag possesses some portion of a creature or plant on her person, she may change her appearance to become an exact duplicate of that being. She must have a physical piece of the being, but the transformation is perfect in every way. The transformation grants the marsh hag none of the memories, possessions (beyond basic clothing) or mental abilities of the target, only physical abilities and appearance.

Change form's effects last as long as the marsh hag wishes. She can use this ability at will, any number of times per day.

Horrific Appearance (Su): The sight of a marsh hag in its natural form is so revolting that anyone who sets eyes on one must succeed at a DC 14 Fortitude save or instantly be weakened, suffering 2d6 points of Strength damage. Creatures who successfully save cannot be affected again by the same hag's appearance for one day. The Save DC is Charisma-based.

Poison Use (Ex): Marsh hags are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to their claws. A marsh hag has access to nearly any poison she likes and always has something coating her claws.

Water Breathing (Ex): Marsh hags have no need to breathe air and can remain submerged for any length of time. They can freely use their abilities while submerged, though some potions lose their strength or become dangerous to control while under water.

Marsh Hag Lair

Deep in the middle of a forest lies a clearing around a refreshingly cool lake nearly 300 ft. in diameter and 50 ft. deep at its center. The lake is undisturbed save for the few animal trails that lead to its edge. Reeds grow in bunches near the shoreline, sheltering frogs, toads, and fish. The clearing bears no marks of man, no roads lead in its direction, and there are no felled trees, carved stones, or any other signs of civilization.

The lake interior is as apparently undisturbed as its edge and the surrounding clearing. Clumps of stones dot the lake's sandy bottom, and weeds grow thickly near the center of the lake where there is a deep hole filled with blackened water. The weeds cover the hole, requiring a Spot check (DC 15 underwater, DC 25 from the surface) to see it.

The hole is the entrance to the marsh hag's lair. The cavern it leads into is 10 ft. high and 20 ft. across. A spell keeps the water in place just above the bottom edge of the hole. Anyone peering into the hole and not holding onto its edge must make a DC 15 Balance check or fall through the opening into the cavern below. Swimming into the hole causes the PC to automatically fall. On the north edge of the hole a rope ladder woven from weeds and reeds hangs down into the cavern. Swimmers near the hole might notice the ladder (DC 20 Spot check). Climbing down the ladder into the cavern negates the need to make a Reflex save.

Light filters into the cavern through the watery hole, and softly glowing phosphorescent lichen adorns its walls. The limestone walls are slick, with small rivulets of water seeping down them from the lake above. Stalactites and stalagmites have grown together in places, creating several columns. The cold air is clammy and musk-scented. 1d10 snakes crawl around the cavern.

A single rough-hewn tunnel about 5 ft. high and 3 ft. wide leads out of the cavern. After about 10 ft., it opens into another cavern, the home of the marsh hag. The second cavern is nearly 40 feet across and 25 feet high. Five smaller caverns (almost alcoves) indent the walls around the cavern's base, where the hag stores her alchemical potions, ingredients, herbs, magic items, treasure, and an assortment of other oddities.

The first thing any character entering this cavern notices is the thick, pungent smoke hanging in the air. A large fire in the center of the cavern blazes under a cauldron, held aloft with a tripod and a hanging chain. The hag always has some concoction or another bubbling in this cauldron. The smoke from the fire rises to the center of the cavern before filling it. Not having to breathe, the marsh hag doesn't notice the smoke. Anyone else entering the cavern, must make a Fortitude save (DC 15) every 1d4 rounds or take 1d6 points of subdual damage from choking on the smoke.

A reed mat lies against the wall between two of the smaller caves. Other alchemical paraphernalia lies strewn about the cavern. The cavern abounds with the stuff, giving it a cluttered, claustrophobic feel.

If the hag is expecting visitors, she will sit on the far side of the fire facing the tunnel from the outer cavern. She has ready several potions that will cause the fire to flash, produce billowing clouds of smoke, or just leap high in the air should she need to make an escape.

The hag pulls back into one of the smaller caves and hides in the shadows, observing unexpected trespassers before deciding how best to handle the situation.

Hag, Undead

Medium Undead
Hit Dice: 12d12 (78 hp)
Initiative: +5
Speed: 30 ft. (6 squares)
Armor Class: 25 (+1 Dex, +14 natural), touch 11, flat-footed 24
Base Attack/Grapple: +12/+18
Attack: Claws +18 melee (1d6+6 plus poison)
Full Attack: 2 claws +18 melee (1d6+6 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Horrific appearance, poison use
Special Qualities: Damage reduction 10/silver, item creation, spell-like abilities, spell resistance 17, undead traits, +4 turn resistance
Saves: Fort +4, Ref +9, Will +10
Abilities: Str 22, Dex 12, Con —, Int 15, Wis 15, Cha 10
Skills: Alchemy +12, Knowledge (any) +12, Hide +11, Listen +12, Move Silently +11, Spot +12
Feats: Blind-Fight, Cleave, Improved Initiative, Improved Natural Attack (claws), Power Attack
Environment: Temperate and warm marsh and plains
Organization: See text
Challenge Rating: 7
Treasure: See text
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: —

Certain powerful hags have used their potions to give themselves the immortality of the undead. More than one has proclaimed herself queen of an undead band, using their power and her own to enslave small villages. Undead hags are exceedingly dangerous. Their ability to craft potions and small items of magic is said to be even more powerful then when they were alive, and items of exceptional power are among their treasure-stores. This, of course, lures foolhardy adventurers to seek the treasures of an undead hag's lair. Not many return.

Undead hags are blackish, their flesh rotting off of bird-like bones. They tend to wear 'queenly attire' — slime-covered robes, metal jewelry and crowns (some or all of which may be magical). They hold court in the deepest parts of the swamp, calling together all manner of evil and undead beings to attend them as they pass judgment on innocent prey. Once a hag crosses the threshold into unlife, she loses the ability to alter her form in any manner, and becomes insanely jealous of any humanoid creature she may wish to mimic. Particularly attractive characters are likely to draw her ire. Similarly, those characters who are plain and unremarkable suffer her wrath, as she has long since lost the ability to blend in to humanoid society.

Combat

Undead hags are never encountered alone, and often have bizarre undead creatures as guardians. Sometimes these beasts are humanoid, made from twisted masses of flesh torn from her victims. Occasionally, the creature was once a giant snake, lizard, or other beast. The hag herself rarely fights directly, though she is exceptionally strong and has a number of abilities that may be useful. She is a queen, and prefers to allow others to do her dirty work. When it comes to torture, however, she becomes more hands-on, using her claws to maximum affect.

Item Creation (Ex): Undead hags are natural potion brewers and item forgers. They are assumed to have the Brew Potion, Craft Wondrous Item, and Forge Ring feats and their caster level for each is equal to their Hit Dice. In addition, they are not bound by the normal spell level limitations of the Brew Potion feat. Undead hags may brew potions that reproduce the effect of *any* arcane spell up to 5th level.

When determining the save DC of any magic item the undead hag concocts, the undead hag uses her Intelligence, Wisdom, *and* Charisma modifiers to augment the DC. Lastly, undead hags spend 1/2 XP and 1/2 gp when concocting potions. An undead hag normally carries 1d3+3 potions, 1d4+1 minor magic items, 1d3 medium magic items, and 1 major magic item. An undead hag knows exactly how many charges an item has and the command word and function of each item, and never needs to write down her secrets. In terms of magic study, undead hags have effectively perfect memory.

Horrific Appearance (Su): The sight of an undead hag is so revolting that anyone who sets eyes on one must succeed at a DC 17 Fortitude save or instantly be weakened, suffering 2d6 points of Strength damage. This cannot reduce a character's Strength below 0. Creatures who successfully save cannot be affected again by the same hag's appearance for one day. The save DC is Charisma-based.

Poison Use (Ex): Undead hags are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to their claws. An undead hag has access to nearly any poison she likes and always has something coating her claws.

Spell-Like Abilities (Su): Each undead hag is unique and has access to a unique range of powers (chosen during creation). They can use one of the following abilities once per day — *break enchantment, cloudkill, eyebite, hold monster, polymorph, shadow evocation, shout, stoneskin,* or *vampiric touch;* and one of the following abilities three times per day — *animate dead, arcane sight, crushing despair, dispel magic, false life, locate object, magic fang, ray of exhaustion, scorching ray, solid fog,* or *tongues.* The save DC for each of these spell-like abilities is 10 + spell level and is Wisdom-based.

All undead hags can cast *darkness, detect good,* and *doom* at will.

Undead: Undead hags are immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, and disease. They are not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Harpy

In the lands of the Accord, harpies are like vultures — prolific, ravenous and disgusting. They circle the skies above any combat ground, waiting to sink their claws into the dead or wounded once the fighting has ended. They are sadistic creatures with no morals and an insatiable hunger for sentient flesh. It is surmised by scholars that the harpies are Abyssals who escaped long ago. That said, it is rare that Abyssal taint is detected on a harpy, so if such theories are true, the origin of this species is so ancient that even the taint of the Great Dragon has faded.

A harpy resembles a massive twisted humanoid female with large wings and a bird-like lower torso and legs. Their feathers and flesh are always greasy, stained by whatever had the misfortune of being their last meal. One thing that unifies the harpy races, other than their eagerness for flesh, is their song. The song of a harpy echoes for miles and is hideously appealing. More than one adventurer has wandered off to investigate their beautiful song, only to fall victim to their deadly claws.

Harpy, Darkfeast

Medium Monstrous Humanoid
Hit Dice: 10d8 (40 hp)
Initiative: +6
Speed: 20 ft. (4 squares), fly 80 ft. (good)
Armor Class: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple: +10/+10
Attack: Claws +10 melee (1d4 plus energy drain)
Full Attack: 2 claws +10 melee (1d4 and energy drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Energy drain, horror song, spells, spell-like abilities
Special Qualities: Fast healing 5, harpy murder
Saves: Fort +3, Ref +9, Will +7
Abilities: Str 10, Dex 15, Con 10, Int 17, Wis 10, Cha 15
Skills: Bluff +15, Hide +8, Listen +13, Perform (oratory) +9, Perform (sing) +15, Spot +13
Feats: Dodge, Flyby Attack, Improved Initiative, Mobility
Environment: Temperate and warm land and underground
Organization: Solitary, plus 7–12 wights
Challenge Rating: 5
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +4

Darkfeast harpies are dangerously intelligent. They are vicious and cruel, but also cunning. Unlike their sisters, darkfeast harpies are accomplished necromancers. It is lucky for the Lands of the Accord that they are rare, or no sacred gravesite would go unpillaged. These harpies are a bane to all civilized cultures, as even honored dead are not safe from their tomb robbing.

Darkfeast harpies' feathers and talons are tipped with red. Their skin is dark blue to obsidian, and their features resemble those of a Narawati. They move with grace, and can walk upright with ease, though they prefer to fly. Darkfeast harpies have wide white eyes with small black flecks throughout the clear iris, eyes that glow faintly in the dark on a moonlit night. They rarely come out during the daytime, preferring to hunt by moonlight. Their bodies are often covered with faint tattoos in silver and gold.

These creatures sometimes live in harmony with other evil beings, and even join the occasional evil band in order to seek lost occult information that will add to their necromantic skills. Darkfeast harpies understand the value of organization and society, but are far too rare (and jealous of their magic) to create societies of their own.

Combat

As with most wizardly creatures, darkfeast harpies prefer not to fight directly. Instead, they cast spells from the air while their enemies are engaged with the harpy's minions. Darkfeast harpies keep their word so long as they are not put in jeopardy by doing so.

Create Spawn (Su): Any humanoid slain by a darkfeast harpy becomes a wight in 1d4 rounds. Spawn are under the command of the darkfeast harpy that created them and remain enslaved until the harpy's death. They possess none of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a darkfeast harpy's claw attack gain one negative level. The DC is 17 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the darkfeast harpy gains 5 temporary hit points.

Fast Healing (Su): The darkfeast harpy's fast healing ability is slightly unusual, as it siphons the life energy from nearby living creatures. Any time the darkfeast harpy regains hit points, the nearest living creature — friend or foe — suffers a like amount of damage, unless it makes a DC 17 Fortitude save. Success on this save does not prevent the harpy from healing, but does prevent the victim from losing hit points. The save DC is Charisma-based.

Darkfeast harpies are immune to this siphon.

Horror Song (Su): A darkfeast harpy's song is a terrifying thing with absolutely no sonorous qualities. It strikes fear into the living and gives strength to the dead. The darkfeast harpy activates this ability as if it were a bard song. All living creatures in the area of the darkfeast harpy's song must make a DC 17 Will save or become panicked for 4d4 rounds. All undead creatures in the area are bolstered by the song's effect, gaining a +4 turn resistance, +4 morale bonus to all attack rolls and saving throws, and a +2 bonus to Strength for the duration of the song. The save DC is Charisma-based.

Harpy Murder (Ex): Harpies travel in murders. While in a murder an individual harpy gains a morale bonus to her attacks, weapon damage, ability checks, skill checks and saving throws equal to the number of other harpies in the murder (i.e. a harpy in a murder with six other harpies would gain a +6 morale bonus to her attacks, weapon damage, checks and saves while in that murder). As members of the murder are dispatched or separated from the murder (by a distance of at least 250 ft.), the bonus reduces immediately. This bonus extends to all darkfeast, famine, madness, and shade harpies in the murder.

Spell-Like Abilities: At will—*cause fear* (DC 13), *chill touch* (DC 13); 3/day—*ghoul touch* (DC 14), *spectral hand*, 1/day — *animate dead*. Caster level 10th. The save DC is Charisma-based.

Spells: The darkfeast harpy is adept at necromantic magic, and prepares and casts spells as if a 10th level necromancer. This spellcasting level is cumulative with any such levels gained through advancement.

Darkfeast Harpy Lair

A vicious harpy has made its lair in an abandoned monastery, which can be located anywhere in the Accordlands. Adventurers seeking the darkfeast harpy need only follow the terrifying song audible for miles.

Finding the Lair

The lair looks like the run-down monastery that it is. At night, the songs of the darkfest harpy resound for miles. PCs reaching the monastery in the first few hours of of the night may find that the harpy has gone out hunting (2 or greater on a d6, –1 for each hour after dusk). The PCs may be inside when she comes back (roll a d6 each round; on a 5 or better, she returns).

1. Front Steps

The stone steps of the monastery show centuries of wear. The door is barred with rubble, but can be forced with a DC 25 Strength check. Forcing the door is noisy, and alerts the harpy and her minions.

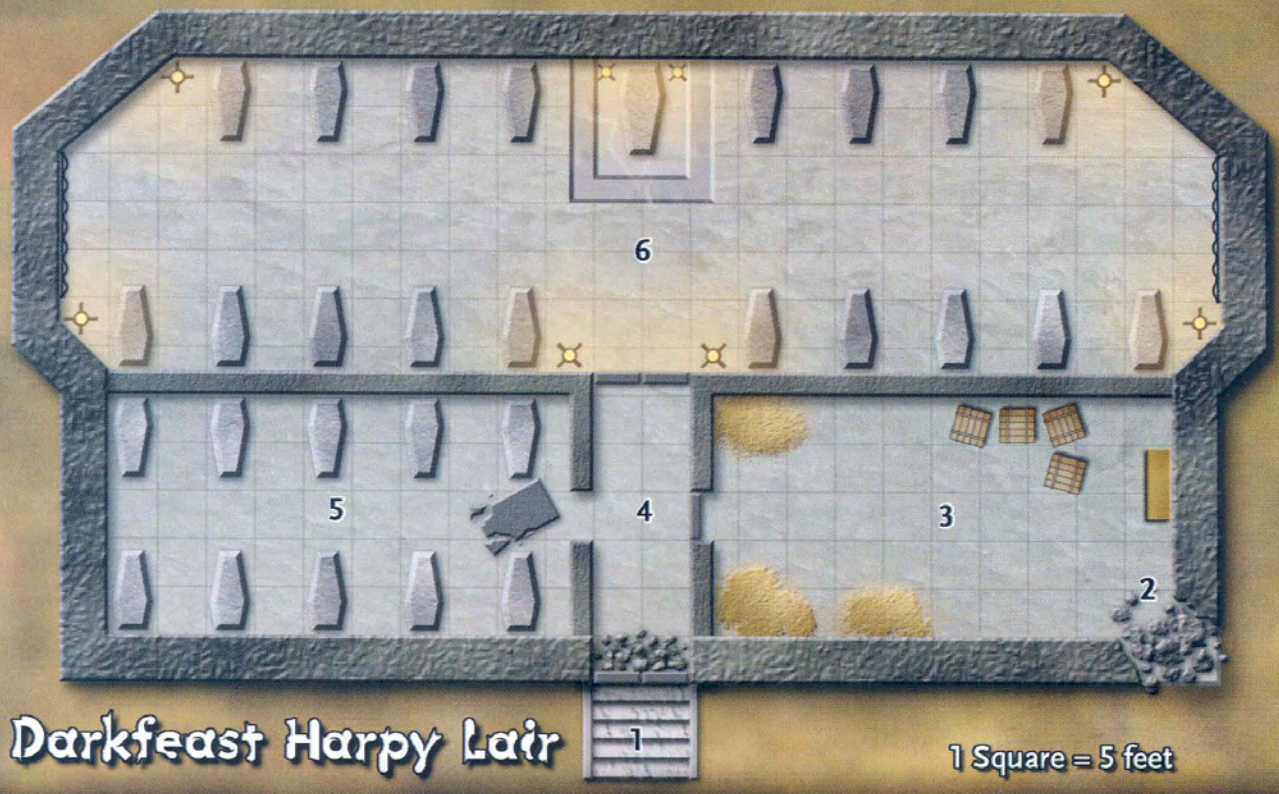
2. Collapsed Wall

This section of the building has collapsed. A Search roll (DC 15) reveals that it was scratched out with claws. This is a much more discreet way to get inside the lair than trying to force the door: a Climb check (DC 15) lets a PC scramble through the opening without betraying the party by dislodging rubble.

3. Bedroom

This was once the bedroom of an ascetic monk, but the few pieces of furniture here have been destroyed. A Search roll (DC 20) turns up a small pouch with 6 gp in it. If the players attempted to get in through the doors at area 1, then the wights from area 4 and 5 are waiting in this room, and the harpy (if she is present) is singing in area 4. Combat begins immediately. Characters standing on rubble must make a Reflex check (DC 15) each time they are hit, or fall down.

If the players did not force their way in, this room is empty.



4. Hallway
This hallway has murals painted on the walls. One end has rubble reinforcing the doors to area 1. If the characters forced their way in through the doors at area 1, then the wights from area 5 arrive here in 2 rounds. If the darkfeast harpy is present, she will be singing from the safety of area 5.

If the PCs did not force their way into this room, then they encounter a single wight. If the wight is not dispatched silently (GM's discretion), or not dealt with in two rounds, the wights from area 5 arrive the following round.

Searching this room reveals nothing of note.

5. Harpy Chamber
A plaque on the door to this chamber reads, "Jalius Koriseth, our beloved founder."

The harpy has claimed this room as its bedchamber, and two wights stand guard over her. If the PCs have not alerted the harpy to their presence, and the harpy is in residence, they may surprise her (Move Silently check, opposed by the harpy's Listen check; the harpy has a Listen skill of +13).

Searching this room turns up a *+1 keen dagger* and *bracers of armor +2*.

6. Meditation Room
This meditation room has 8 braziers enchanted with *continual light*. On the raised dais in the center of the back wall is a large ornate casket. A small plaque on the casket reads: "For those before us, and those to come, here is your resting place."

PCs may wish to force open the casket (and therefore desecrate the temple); doing so requires a Strength check (DC 30). Inside is a small pouch full of *dust of appearance* (3 handfuls).

End Note
If the harpy does not show up before the PCs are done looting the monastery, the GM has a couple of options.

1. As the PCs exit the monastery, the harpy ambushes the weakest-looking character, or the one which looks most likely to be a spell caster.

2. The harpy considers the destruction of her minions and the ransacking of her lair a personal insult. She vows to gain power and, when it is least convenient for them, avenge herself on the PCs.

Harpy, Famine

Medium Monstrous Humanoid
Hit Dice: 8d8 (32 hp)
Initiative: +3
Speed: 20 ft. (4 squares), fly 80 ft.
Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple: +8/+8
Attack: Claw +8 melee (1d4 plus disease)
Full Attack: 2 claws +8 melee (1d4 plus disease)
Space/Reach: 5 ft./5 ft.
Special Attacks: Disease, feasting song, feats of strength, spell-like abilities
Special Qualities: Harpy murder, pain threshold
Saves: Fort +2, Ref +9, Will +6
Abilities: Str 10, Dex 17, Con 10, Int 8, Wis 10, Cha 15
Skills: Listen +3, Perform (sing) +7, Spot +3
Feats: Dodge, Flyby Attack, Iron Will
Environment: Temperate and warm land and underground
Organization: Solitary, pair, or murder (7–12)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +3

Famine harpies are nomadic, never remaining in any territory for long. They often follow armies, feasting on the dead after a battle and using their abilities to scavenge and kill weak or wounded soldiers before they can return to camp. These creatures are always hungry, feeding constantly and eternally questing for more food. Famine harpies can eat any flesh, regardless of its age or condition, and never grow sick from eating tainted or poisoned meat. Their pale, greenish-tinted skin is punctuated by boils and lesions that leak pus. Their teeth, often broken and brown, are strong as iron, as are their curved claws.

Famine harpies occasionally raid storage barns, and frequently attack herd beasts and farmers. They are a blight on the land where they are found, and bounties for their deaths are usually posted. If left to feed, a famine harpy can eat ten cows in a single night. They fight for any meal and are willing to suffer great pain if they believe they can win a confrontation. Famine harpies are eternally hungry, and can smell flesh at great distances, making it difficult to drive them away from a food source. They plague battlefields and herds, feasting for as long as possible before danger drives them away.

The song of a famine harpy is unique, feral, and unpleasant. They sing while they are eating, creating a revolting song from the tearing of flesh and breaking of bone. Those who hear this song can be driven to join the harpies in their feast, often on the nearest living thing, be it friend or foe.

Like its cousin the shade harpy, the famine harpy carries a disease that strips its victim of vigor, leading to madness and death. Curiously, the effects of this disease can be staved off through fasting, though it is an open question whether the disease or starvation kills more quickly.

Combat

Famine harpies are aggressive and feral, but seek food above all else. If the famine harpy can escape a fight and still have a source of food (such as carrying off a goat), she will flee every time. In combat, they attack the smallest and weakest opponents first, hoping to carry it away before the others can react.

Disease (Su): A famine harpy's claws and teeth are covered with unspeakable ichor. When a famine harpy damages an opponent, the opponent must make a DC 16 Fortitude save or suffer the effects of a terrible wasting disease. The victim's speed is reduced by half, and each day thereafter the afflicted must make a DC 16 Fortitude save or suffer 1d3 points of Constitution drain. If the victim makes three successful saving throws in a row, he recovers from the disease, and regains any lost Constitution at the rate of 1 point per day. No sufferer is ever completely restored, and one point of Constitution lost in this fashion is permanent. A fasting victim receives a +1 bonus to these saves for every day he denies himself food (though water is acceptable). Such characters suffer the effects of starvation normally. The save DC is Charisma-based.

Feasting Song (Su): As per *emotion*, cast by an 8th-level bard. The famine harpy can only use a unique effect known as 'hunger.' Creatures affected suffer from overwhelming pangs of hunger. Creatures who fail their Will saves suffer a –3 morale penalty to their AC and must make a further DC 16 Will save every round, or else they may not act aggressively, but must instead seek out the nearest source of food. Creatures who fail three successive saves must attack the nearest living creature — friend or foe — in an attempt to consume its flesh (whether this is possible or not). At the beginning of each round of this artificial feeding frenzy, the creature receives a DC 12 Will save to restrain himself, and if he makes three successive saves, he shakes off the song's effect. Otherwise, the ensorcelled creature continues attacking until the victim is killed (at which point the creature begins to feed) or he is restrained. The save DC is Charisma-based.

Feats of Strength (Ex): Twice per day, a famine harpy can turn hit points into Strength. By draining its reserve energy as a free action, the famine harpy can turn 6 hit points into a +6 bonus to Strength. This effect is instantaneous and lasts for 5 minutes.

Harpy Murder (Ex): Harpies travel in murders. While in a murder an individual harpy gains a morale bonus to her attacks, weapon damage, ability checks, skill checks and saving throws equal to the number of other harpies in the murder (i.e. a harpy in a murder with six other harpies would gain a +6 morale bonus to her attacks, weapon damage, checks and saves while in that murder). As members of the murder are dispatched or separated from the murder (by a distance of at least 250 ft.), the bonus reduces immediately. This bonus extends to all darkfeast, famine, madness, and shade harpies in the murder.

Pain Threshold (Ex): Famine harpies are extremely resilient and can ignore the effects of pain, as their all-consuming hunger powers their impossible feats of strength. They are immune to ability drain, cold, negative energy, paralysis, poison, and *sleep*. In addition, they cannot die as a result of massive damage and never cry out unless they suffer at least 50% of their total hit points in damage in a single attack.

Spell-like Abilities: 3/day—*crushing despair* (DC 16), *stinking cloud* (DC 15). The save DC is Charisma-based.

Harpy, Madness

Medium Monstrous Humanoid
Hit Dice: 8d8-8 (24 hp)
Initiative: +2 (+2 Dex)
Speed: 20 ft. (4 squares), fly 80 ft.
Armor Class: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple: +8/+8
Attack: Claw +8 melee (1d4 plus disease)
Full Attack: 2 claws +8 melee (1d4 plus disease)
Space/Reach: 5 ft./5 ft.
Special Attacks: Disease, insanity song, spell-like abilities
Special Qualities: Harpy murder, immunities
Saves: Fort +1, Ref +8, Will +6
Abilities: Str 10, Dex 15, Con 8, Int 6, Wis 10, Cha 18
Skills: Listen +5, Perform (sing) +9, Spot +5
Feats: Alertness, Dodge, Flyby Attack
Environment: Temperate and warm land and underground
Organization: Solitary, pair, or murder (7–12)
Challenge Rating: 4
Treasure: Double standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +3

Madness harpies are cunning, cruel, and capable of great acts of destruction for no other purpose than their own amusement. While all harpies hunt for food, madness harpies hunt for the sport of it, often trading their prey's possessions away like pelts.

Madness harpies are relatively clean, and their plumage is white and silver. They have lovely features, spoiled only by the cruel cast of their emotions. The claws of a madness harpy are long and slender, shining like silver blades. Their eyes are a pure crystal blue, and their hair is pale blonde, soft and fine like an angel's. In every way, on the outside they are beautiful creatures. Despite their angelic appearance, they are dangerous, and they are purely evil.

A madness harpy enjoys shifting its form in order to trick caravans and groups of adventurers into allowing her to join the party. Once she is trusted by the group, she begins to encourage divisions in the party until the members are ready to kill each other. Then, in a final night of amusement, she sings her song to the group, and watch them do exactly that.

Madness harpies enjoy feasting on the flesh of nobles and educated men; when questioned, they respond that such meat is the tenderest, and that a soldier or traveler's flesh is tough and gamy. They go to great lengths to get such fare, even making deals with other beings in order to trade for their repast. They have no morals and no compassion, and enjoy seeing their meals in psychological torment as well as physical pain. Their deceptive ways are difficult to see through, but all madness harpies have one flaw — they are incredibly vain, and will tolerate no insults to their beauty (no matter which form they are currently in).

Madness harpies enjoy the taste of raw flesh, but they also like gold, jewelry, and other expensive items. They will likely have a lair where they can keep the 'spoils' of their labors, hoarding gold and precious items.

Combat

Madness harpies are quite capable of fighting in their natural forms, but they prefer to allow others to fight rather than fighting for themselves. Madness harpies instill doubt and dissension to control those around them. They are incredibly beautiful, and lure those around them into emotional involvement – either for the harpy's benefit, or to provoke an emotional reaction. Making these emotional reactions is the harpy's greatest goal, for it allows her to use her song to best effect once all members of the party have taken a side for or against the harpy.

Disease (Su): A madness harpy's claws and teeth are covered in poisonous ichor made. When a madness harpy strikes an opponent, the opponent must succeed at a DC 18 Fortitude save or suffer from the madness harpy's inexplicable disease. The save DC is Charisma-based.

The disease fills the victim's mind with strange visions and hallucinations. During this time, he mistakes friend for enemy and is unable to determine who he is fighting. The victim suffers effects similar to *confusion* which last for a number of rounds equal to the amount he failed the Fortitude save by. This is not considered a mind-affecting affliction, as the madness spreads through the blood. Between the madness harpy's claws and its insanity song, few are safe from its vile corruption.

Harpy Murder (Ex): Harpies travel in murders. While in a murder an individual harpy gains a morale bonus to her attacks, weapon damage, ability checks, skill checks and saving throws equal to the number of other harpies in the murder (i.e. a harpy in a murder with six other harpies would gain a +6 morale bonus to her attacks, weapon damage, checks and saves while in that murder). As members of the murder are dispatched or separated from the murder (by a distance of at least 250 ft.), the bonus reduces immediately. This bonus extends to all darkfeast, famine, madness, and shade harpies in the murder.

Immunities (Ex): Madness harpies are resistant to mental attacks. In addition to being immune to their own disease, they are immune to all *sleep* and mind-affecting magic and spell-like abilities. A madness harpy gains a +4 competence bonus to resist all Bluff, Diplomacy, and Intimdate checks made against her.

Insanity's Song (Su): All creatures in hearing range of the madness harpy's song must make a DC 18 Will save or suffer 1d3 Wisdom drain and become confused for 1d6 days. This insanity can only be cured with *greater restoration* or a similar spell. Otherwise, the victim must wait for madness's voice to subside in his ears and brain. Creatures that are confused for more than four days suffer *nightmares* for 1d6 days thereafter. The save DC is Charisma-based.

Harpy, Shade

Medium Monstrous Humanoid
Hit Dice: 8d8 (32 hp)
Initiative: +2
Speed: 20 ft. (4 squares), fly 80 ft.
Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple: +8/+8
Attack: Claw +8 melee (1d4 plus beserk)
Full Attack: 2 claws +8 melee (1d4 plus berserk)
Space/Reach: 5 ft./5 ft.
Special Attacks: Berserk, mourning song
Special Qualities: Damage reduction 2/—, harpy murder, immunities
Saves: Fort +2, Ref +8, Will +6
Abilities: Str 10, Dex 15, Con 10, Int 7, Wis 10, Cha 15
Skills: Bluff +4, Listen +3, Perform (song) +9, Spot +3
Feats: Alertness, Dodge, Flyby Attack
Environment: Temperate and warm land, and underground
Organization: Solitary, pair, or murder (7–12)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +3

Shade harpies lurk in the shadows of the Accordlands, never allowing their prey to see them clearly, so no two stories agree about their appearance or habits. Their eyes are wide and multicolored, and the iron talons on both hands and feet are blood-red, and drip with putrid ichor. They can fly swiftly, and prefer to dive at their targets from great heights. Shade harpies are approximately 6 feet tall when standing, and their arms are muscular and covered in thick scaly skin. Their foreheads are slightly bulbous, and their eyes roll wildly as they speak or fight, making them the very epitome of insanity.

Shade harpies cannot stand bright light, and hide in deep caverns until twilight falls. Their claws are thick and curved, and their skin is a grayish color, like stone. The sound of their song resembles the high keening of funeral music, morbid and sorrowful. Shade harpies are often thin and disheveled, often tearing at their hair as if to mourn some tragedy. Their hair and eyes are gray, and their mouths are bluish and grim. They like to rest atop the mountain peaks of their territories, singing to themselves all night long. An old wagoneer's fable claims that the shade harpies are only dangerous when they aren't singing, and certainly, when you hear a shade harpy singing, it is unlikely that she is seeking prey. However, if she is disturbed in her song, she will fight to the death in a mad fury.

Combat

Shade harpies are one of the least aggressive members of their species, preferring solitude and scavenger's fare. This is not to say they do not hunt for their meat; shade harpies tend to slash their victims with their disease-laden claws, then wait for the unfortunate soul to fall victim to their plague before feeding. They assault prey that seems weak or alone, but will not typically attack a party or caravan unless provoked. When they do hunt, it is almost always during twilight or the hours just before dawn, before and after their periods of song. When they are disturbed from their singing, they can be as fierce and unrelenting as the most rapacious member of their species, fighting without fear until either the harpy or her opponent is destroyed.

Berserk (Su): Creatures struck by a shade harpy's claws must succeed at a DC 16 Fortitude save or suffer the effects of *feeblemind* and *rage* for 1d4+4 rounds. Berserk victims attack the nearest creature, friend or foe, while the shade harpy flies away to safety. This tactic works best during a flyby attack. The harpy targets the largest 'food source' and lets the victim turn on his own comrades. Later, the shade harpy can feed on the remains of the battle or terrorize the party, attacking the weakest PC in the melee. The save DC is Charisma-based.

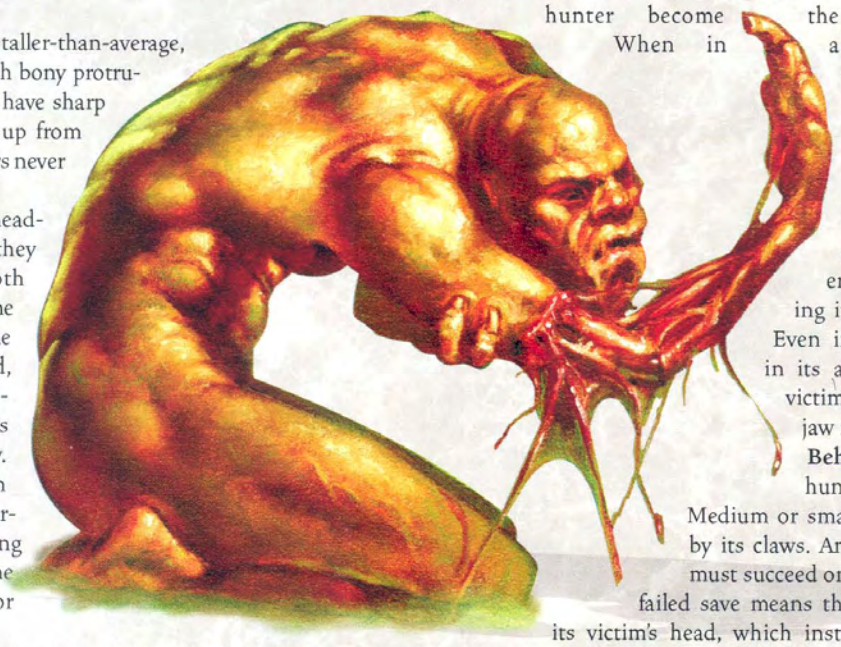
Harpy Murder (Ex): Harpies travel in murders. While in a murder an individual harpy gains a morale bonus to her attacks, weapon damage, ability checks, skill checks and saving throws equal to the number of other harpies in the murder (i.e. a harpy in a murder with six other harpies would gain a +6 morale bonus to her attacks, weapon damage, checks and saves while in that murder). As members of the murder are dispatched or separated from the murder (by a distance of at least 250 ft.), the bonus reduces immediately. This bonus extends to all darkfeast, famine, madness, and shade harpies in the murder.

Immunities (Ex): Shade harpies are particularly resilient. They are immune to all diseases, mundane and magical, including mummy rot and lycanthropy.

Mourning Song (Su): Unlike other harpies, shade harpies constantly sing their mourning song. More of a murmur than a song, every creature within 60 ft. of the shade harpy that hears this song becomes fatigued and shaken. There is no save. Much like a bard's song, the shade harpy can continue singing while performing other tasks. All harpies are immune to the effect of the mourning song.

Headhunter

Large Giant
Hit Dice: 3d8+6 (18 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Base Attack/Grapple: +2/+11
Armor Class: 17 (–1 size, +8 natural), touch 9, flat-footed 17
Attack: Claw +6 melee (1d6+5)
Full Attack: 2 claws +6 melee (1d6+5), bite +1 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Behead, improved grab
Special Qualities: Damage reduction 5/silver, darkvision 30 ft., regeneration 3
Saves: Fort +5, Ref +1, Will +2
Abilities: Str 21, Dex 10, Con 15, Int 9, Wis 13, Cha 10
Skills: Intimidate +4, Listen +2, Spot +2
Feats: Cleave, Power Attack
Environment: Any land and underground
Organization: Solitary, gang (2–5), or bevy (5–20)
Challenge Rating: 3
Treasure: Standard
Alignment: Often chaotic evil
Advancement: 4–8 HD (Large) or by character class
Level Adjustment: +2



Headhunters look like taller-than-average, totally hairless humans with bony protrusions on their backs. They have sharp teeth, and small fangs jut up from their lower jaw. Headhunters never wear clothing.

Sages wonder where headhunters come from, as they have many traits of both humans and trolls. Some speculate that they are some bizarre human/troll hybrid, but the headhunter's possession of unique abilities do not support the theory. Headhunter oral tradition goes back only to the appearance of the Storm, leading some to speculate that the Storm was responsible for their creation.

Female headhunters rarely enter civilized lands, preferring to remain with their small family groups in badlands and swamps. Males often travel great distances in search of game. They are hunter/gatherers, with the females gathering the bulk of the food and the males bringing in meat. Headhunters live in small family units, typically burrowed into dry sections of swamps or in abandoned caves. Occasionally, a family unit moves into an abandoned building or set of ruins.

Except for their size and special abilities, headhunters are much like primitive humans. Many headhunter family units even worship the gods of humans that live closest to them.

Headhunters believe that by biting off the heads of their prey, they gain the wisdom and intelligence of the creatures killed. There are indications that this belief is not unfounded, as headhunters living close to civilized lands where their diet routinely includes creatures with human-like intelligence they tend to take up the life of adventurers more frequently than their wilderness-dwelling kin. Headhunter adventurers insist on finishing off their foes with their beheading attack. If treated with kindness and patience, a headhunter grows to see its adventuring companions as its family, and becomes loyal to its friends. It never gives up its desire to bite off heads, but it shows enough restraint to avoid killing beings that are the same races as its companions. In time, these assimilated headhunters can evolve from evil to neutral or even good.

Typical headhunters stand around 8 feet tall and weigh close to 300 pounds. Their bodies are proportioned like humans. They speak Giant and Common.

Combat

Headhunters prefer to wade into melee combat, using their great strength and impressive special abilities to greatest effect. They fear little, relying on their damage reduction and regeneration to keep them alive and engaged in the battle. As they are more intelligent than trolls, headhunters typically flee from fire or acid. Spellcasters that use fire- or acid-based spells against a headhunter become the creature's new target. When in a group, headhunters try to surround their opponents, but they lack the discipline for plans or tactics.

The first time most humanoids encounter a headhunter and witness it unhinging its jaw, they are aghast. Even if the headhunter fails in its attempt to bite off its victim's head, the unhinged jaw is disturbing to see.

Behead (Ex): A headhunter can try to behead a Medium or smaller opponent grabbed by its claws. An opponent so grabbed must succeed on a DC 16 Reflex save. A failed save means the headhunter bites off its victim's head, which instantly kills most living creatures. The save DC is Strength-based.

Improved Grab (Ex): To use this ability, a headhunter must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Regeneration (Ex): Acid, fire and silver deal normal damage to a headhunter. If a headhunter loses a limb or body part, the lost portion regrows in 4d6 minutes. The headhunter can reattach the severed piece instantly by holding it to the stump.

Headhunter Camp

Headhunters typically make their homes near enough to humanoid settlements that they can travel less than two days to find intelligent prey. Those family units that become accustomed to the flesh of humans, elves, or Nothrog tend to live closer to the population centers of their prey. When choosing their home sites, headhunters typically look for either ruins or abandoned caves. They prefer areas near thick vegetation, to make the gathering duties of their females less taxing. The following lair can be inserted anywhere ruins might exist, particularly if within a day's journey of a city or large town, but not near a road or other heavily traveled route.

Map Key

This set of ruins represents the remains of the merchant district of an abandoned small town. Other sections of the town might also remain, if they are needed. The buildings here uniformly have stone walls. Arched windows, doorways, and collapsed sections of the wall provide entrance to the various residences in the encampment.

The streets between the buildings are hard-packed earth with the occasional paving stone jutting up. Before the headhunters set up their homes here, most of the area was choked with underbrush. The headhunters have cleaned out the buildings and streets within 50 feet of the central building (Area 2).

Only the smokehouse (Area 4) has a roof. All other buildings are open to the sky. Each living area is essentially identical: a burlap cloth with dozens of patches made from various types of cloth for a roof, under which the residents keep their bedrolls and personal effects. Bright trinkets and shiny objects decorate the living areas, reflecting the tastes of the particular headhunters sleeping there.

1. Beekeeper's Home

Having similar tastes and tolerances to humans, headhunters seek out sweet-tasting foods. After watching a group of humans raising bees for their honey, the headhunter living here took up the trade. At first she failed miserably, being stung dozens of times with no honey to show for it. She complained to her family, and the next morning her brothers left the encampment to kill the farmer and take his bees. For the past year, the tribe has enjoyed occasional treats of honeycomb and honey from the beekeeper's hives.

The four hive boxes are arranged along the western edge of ruined walls, gathered near the tree in the northwest corner. South of the hives, in the corner of the two standing walls, the beekeeper has set up her small personal camp.

There is nothing of value within the beekeeper's tent.

2. Ritual Building

The remains of the walls that outline this building are coated in dried blood. Dried and rotted wildflowers have been strewn just inside the perimeter. In the center of the area stands an almost-square stone nearly two feet on a side. A violet cloth partially covers the stone. Several mostly burnt candles, tiny broken statues of various gods, and the remains of a recently sacrificed rabbit surround the makeshift altar.

Concentrated nearest the altar but spreading out to the blood-defined borders of the consecrated area, runes and letters of various languages are carved into the earth. None of the letters form words, and they appear to be randomly placed.

The entire bloody area, defined by the by the ruins of a 15-foot square building, is under the permanent effects of *consecrate* and *bless* spells. The effects of the *bless* spell aid only the members of the headhunter family that calls these ruins home.

3. Leader's Home

The current leader of this family, the patriarch Uk'thu'ralak, lives in the remains of this large building with his two wives and their seven children. Trophies of Uk'thu'ralak's most impressive kills decorate the area. Most of the time, Uk'thu'ralak sits outside the ruined building next to the door that still swings with some effort (Strength check DC 10). He waits patiently for other members of the family to approach him for advice or to tell him of potential prey. When proper prey is spotted, Uk'thu'ralak calls for a meeting of the men within the ritual building.

The intact corner of the ruined building forms two of the corners of a large pavilion that Uk'thu'ralak's two wives share. Two fires burn in the far corner, where the two women can watch the children and each other. Scattered among the collapsed walls are dozens of humanoid crushed skulls, rib cages, and other trophies. Both wives hate the bones, but they dare not cross their husband.

A Search check (DC 23) within the pavilion reveals a *shortspear +1*, three daggers, a *+2 buckler*, and a *potion of haste*.

Uk'thu'ralak has the base stats of a headhunter, but also has 3 levels of barbarian.

4. Smokehouse

Within this mostly intact building hang dozens of headless corpses. Hung by their feet from rafters holding up the sagging roof, the bodies represent every major humanoid race in the Accordlands. The ground is black with dried blood. Piled in the corners, potatoes, carrots, and wild grains slowly rot. A smoky fire burns in the center of the building, driving away the smell of death, protecting the meat from bugs and small animals, and treating it for long-term storage. Uk'thu'ralak's young brother acts as guard and fire tender here. He lives in the building to the south (area 5).

Characters wishing to enter this room must hold their breath before walking into the smoke. Those who fail their Constitution checks or who do not hold their breath must make a Fortitude save (DC 16) every round or begin coughing uncontrollably until they leave the smoke. Some of the dead still wear clothes and equipment. A Search check (DC 25) of the building's inhabitants reveals a masterwork dagger, a *+1 short sword*, a mighty composite shortbow (+1 Strength), 34 arrows, a silver brooch (400 gp value), 7 pp, 42 gp, 17 sp, and 213 cp.

Headhunter Camp

5. Brother's Home
Uk'thu'ralak's only surviving brother, who tends the smokehouse fire (Area 4), lives here with his wife. They keep a small fire pit under the tree in the northeast corner of their home.

A Search check (DC 27) reveals a rusting suit of masterwork chainmail, a masterwork scythe, a longsword, 21 pp, 79 gp, and 32 sp.

6. Hunter's Lodge
Inside this crumbling building lives the family unit's new best hunter, Gath'la'rik. A nephew of Uk'thu'ralak, many of the younger family members believe him to be the greatest threat to their leader's position in years. In the last few hunts, Gath'la'rik has brought back to the encampment more meat than Uk'thu'ralak, sometimes nearly doubling his uncle's haul. Gath'la'rik thinks of himself as his uncle's heir, and he is beginning to grow anxious for a fight to challenge Uk'thu'ralak's position. A shrewd party can use Gath'la'rik's jealousy to its advantage, provided it can make a friendly approach to the impetuous youth.

Within Gath'la'rik's sparsely decorated lodge are a few trinkets of no value to anyone but him. Half-eaten meals, tattered bundles of clothes, and broken weapons litter the ground. A Search check (DC 34) reveals a hidden cache within one of the standing walls of the building left there by the original inhabitants. A crumbling book written in an archaic form of the Deverenian language is wrapped in a moldering sack. The text, if translated (Decipher Script, DC 27), turns out to be a journal from the time of the Storm's coming. Written by a scared merchant, it provides little useful information, but is worth 1,200 gp to the right collector.

Gath'la'rik has the base stats of a headhunter, but also has 2 levels of ranger.

7. Shared Home
Two headhunters and their wives and children share this, the most intact building in the area. The males are brothers, as well as cousins of Uk'thu'ralak. Nine children live in the house with them and their wives. None of the adults have any specific duties within the encampment.

A Search check (DC 23) reveals that one of the children keeps a dusty rose *ioun stone* under its pillow, unaware of the shiny rock's magical effects.

Ibukan

Medium Fey
Hit Dice: 5d6+5 (20 hp)
Initiative: +7
Speed: 30 ft. (6 squares)
Armor Class: 13 (+3 Dex), touch 13, flat-footed 10
Base Attack/Grapple: +2/+2
Attack: Rapier +5 melee (1d6)
Full Attack: Rapier +5 melee (1d6)
Space/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Frightful presence, joy, sorrow
Special Qualities: Leap, low-light vision
Saves: Fort +2, Ref +7, Will +4
Abilities: Str 11, Dex 17, Con 13, Int 12, Wis 10, Cha 18
Skills: Balance +8, Climb +4, Disguise +8, Hide +8, Jump +4, Listen +4, Move Silently +8, Perform (any two) +8, Sense Motive +4, Spot +4, Tumble +8, Use Rope +7
Feats: Improved Initiative, Weapon Finesse
Environment: Any Land
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +2

Legend has it that actors' souls embody the heights of joy and the depths of sorrow. In the case of the ibukan, the legends are quite correct.

Ibukan are supernatural beings created when feelings of great joy and tremendous sorrow collide in a place of performance. This supernatural summoning usually occurs when a tragedy unravels in a play just as it is coming to its conclusion (perhaps a fire breaks out just as the actors come out for their final bows). The location can be a small theatre or a grand amphitheater, as long as there is a stage to perform on.

The combination of these emotions brings forth a spirit of performance itself, an ibukan. Ibukans appear as 6-foot tall humanoids (both male and female) with flamboyant dress and mannerisms. A typical ibukan is dressed like a stereotypical swordsman with a plumed hat, blouse, sash, pants, knee-high boots, gloves, rapier and dagger. All ibukans also obscure their face with the traditional acting mask with a face of joy or sorrow.

It is this face that one has to be wary of. Ibukans are capricious by nature. They revel in performing for others, but turn sinister if they feel unappreciated. Ibukans are temperamental and the slightest perceived rebuke, even so much as laughing too much or not enough at an intended joke, will cause it to turn on its audience.

An ibukan that feels rebuffed will remove its mask revealing its true face — a reflection of its tormented soul, with the right side of its face a twisted vision of joy and the left side an exaggeration depiction of sorrow — unleashing its frightful presence. At this point, the Ibukan no longer cares to perform for its audience. Instead it only wants them to feel the pain it feels by being bound by the extremities of emotion. It viciously attacks anyone watching its performance and is only satisfied when they are no more.

Ibukans speak Common.

Ibukans can be the menacing "spirit of the theater" in an adventure or a mysterious performer met while traveling that suddenly becomes dangerous.

Ibukans gravitate towards locations where they can perform such as well-traveled locations or large population centers. A single ibukan can cause great distress in a large city by appearing in an open shopping district populated by many street performers and slaying the viewers it finds distasteful, only to leap to escape and confound the arriving city guardsmen.

If it is nearly caught a few times, it might even resort to using its Disguise skill to blend in with other performers (it will always be wearing a joy or sorrow mask) until its nature gives it away and it must kill again.

Combat

When an ibukan enters combat it first removes its mask and use its frightful presence to stupefy its prey. Ibukans prefer to attack one opponent at a time and are as flamboyant with their rapier and dagger attacks as they are with their dress and mannerisms. They use their joy and sorrow attacks to keep other opponents at bay while they are engaged in combat, and use their leap ability to escape when overmatched.

Frightful Presence (Ex): When an ibukan removes its mask and shows its true face, anyone within 30 ft. must make a DC 16 Will save or become frightened for 5d6 rounds.

Creatures that successfully save cannot be affected by the same ibukan's frightful presence for 24 hours. The save DC is Charisma-based.

Joy (Su): By gazing with its right eye, an ibukan instills a state of euphoric stupor in others. A single target that can see the ibukan must make a successful DC 16 Will save or be rendered helpless in a euphoric state for 3d6 rounds.

Creatures that successfully save cannot be affected by the same ibukan's joy for 24 hours. The save DC is Charisma-based.

Leap (Ex): An ibukan has no maximum to the distance it can jump and receives a +6 racial bonus to Jump checks made while moving.

Sorrow (Su): With a gaze from the left eye, an ibukan can strike an opponent with heart-wrenching agony. A single target that can see the ibukan must make a successful DC 16 Will save or break into convulsive sobs, becoming shaken and suffering 1d4 subdual damage each round for 3d6 rounds.

Creatures that successfully save cannot be affected by the same ibukan's sorrow for 24 hours. The save DC is Charisma-based.

Iceslayn

Huge Magical Beast (Cold)
Hit Dice: 16d10+80 (160 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 25 (–2 size, +1 Dex, +16 natural), touch 9, flat-footed 24
Base Attack/Grapple: +16/+32
Attack: Claw +22 melee (1d8+8)
Full Attack: 2 claws +22 melee (1d8+8), bite +17 melee (2d6+4)
Space/Reach: 15 ft./15 ft.
Special Attacks: Frightful roar, rage
Special Qualities: Damage reduction 5/—, fire vulnerability, immunities
Saves: Fort +15, Ref +11, Will +6
Abilities: Str 26, Dex 12, Con 21, Int 6, Wis 12, Cha 10
Skills: Hide +1*, Listen +7* Spot +7*, Survival +4*
Feats: Alertness, Cleave, Follow Through, Great Cleave, Improved Sunder, Power Attack
Environment: Cold plains or mountains
Organization: Solitary or pack (2–5)
Challenge Rating: 11
Treasure: Standard
Alignment: Usually evil
Advancement: 17–24 HD (Huge), 25–35 HD (Gargantuan)
Level Adjustment: +8

Large, snow white creatures, these merciless killers enjoy hunting anything that dares enter their field of vision. At a distance, they look like hunched yeti or large wolves. Their faces are hawk-like but with a long serrated beak. Iceslayn are like humanoid wolves with long front paws, and they walk awkwardly on their rear feet like apes. Their backs are bowed, their hands clawed and feral. These creatures have heavy, thickly muscled bodies with strong legs and unusually wide paws for moving across the top of snow. Their fur is a bland gray color, suited to blend into tundra and snowy terrain. Their tail is short, furred like a wolf's, but close examintion reveals that it is actually sharp crystalline spikes. An iceslayn is free of markings, and blends effortlessly into a snowy background.

An iceslayn prefers a rugged environment where it can stealthily approach its prey. They are lone hunters, keeping to themselves and enjoying the hunt itself as much as its reward. They sometimes indulge themselves by terrorizing small villages on the outskirts of civilization. The iceslayn is completely unaffected by even the coldest temperatures, and shrugs off wind, snow, and ice-cold waters.

It can communicate with its own kind in a harsh bark, and has a simple command of the common tongue, gained by torturing their victims and listening to them plead for mercy (an interesting command of the language usually results, and conversations with iceslayn are often difficult to interpret based on their limited word-choices). However, they generally prefer solitary nocturnal hunting when plentiful small game becomes available.

Iceslayn prefer to consume frozen flesh, burying their kills or hanging them from trees or rocky outcroppings. These bodies form a grisly reminder of the iceslayn's territory, and often mark the central lair where they reside. Intelligent creatures avoid such places, and local tribes or villages often have superstitions, or leave dead animals on the border of the iceslayn's territory, hoping that sacrifices and supplication will encourage the beast to leave them alone.

Combat

An iceslayn, unlike most cold-based creatures, can be terrifyingly quick, and is a ferocious opponent. Iceslayn move with startling speed, leaping as far as 30 feet in a single pounce. Iceslayn are ferocious hunters, and rarely abandon prey. They relentlessly pursue their prey, spending days tracking an opponent, or hovering on the edge of civilized territory in order to capture and torture an 'escaped' victim when the opportunity presents itself. Iceslayn prefer to leap on prey from ambush, and regard all warm-blooded creatures as prey to be tortured and enjoyed. When charging, they may use their razor-sharp beak as a weapon, inflicting terrible damage on opponents.

Frightful Roar (Ex): Once per round, as a free action, an iceslayn can emit a powerful roar. This roar is unlike anything else in the arctic wastes and creatures hearing it know that a fearsome predator is about. Even those who are accustomed to it must fight off its powerful effects.

When an iceslayn roars, all living creatures within within 30 ft. must succeed at a DC 18 Will save. Those with as many or more Hit Dice than the iceslayn become shaken for 2d6 rounds. Those with fewer Hit Dice become frightened for 3d6 rounds, and those with less than 1/2 the iceslayn's Hit Dice become panicked and confused for 4d6 rounds. Opponents who succeed at this save gain a cumulative +1 competence bonus to future saves against the same iceslayn's roar.

The save DC is Charisma-based.

Rage (Ex): Any time an iceslayn is reduced to ¾ of its total hit points or suffers 25 points of damage or more in a single blow,it goes into a berserk frenzy. This berserk frenzy is like a barbarian's rage ability, except that it is involuntary and automatic.

In a frenzy, an iceslayn temporarily gains a +6 bonus to Strength, a +6 bonus to Constitution, and a +3 morale bonus on Will saves, but it takes a –2 penalty to Armor Class. The increase in Constitution increases the iceslayn 's hit points by 2 points per hit die, but these hit points go away at the end of the rage when its Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are lost.) While raging, am iceslayn cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Escape Artist and Intimidate), the Concentration skill, or any abilities that require patience or concentration, nor can it cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. It can use any feat, item creation feats, and metamagic feats. A fit of rage lasts until the end of the encounter. An iceslayn does not become fatigued as a result of this berserk frenzy.

Skills: * An iceslayn receives a +8 racial modifier to Hide checks while hiding in ice or snow and a +6 racial bonus to all Listen, Spot, and Survival checks made while tracking prey.

Jackals of Mourn

Medium Magical Beast (Bascaron, Extraplanar)
Hit Dice: 4d10+4 (26 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 19 (+2 Dex, +7 natural), touch 12, flat-footed 17
Base Attack/Grapple: +4/+4
Attacks: Claw +4 melee (1d4)
Full Attack: 2 claws +4 melee (1d4), bite –1 melee (1d6 plus fever)
Space/Reach: 5 ft./5 ft.
Special Attacks: Fever bite, spells, spell-like abilities
Special Qualities: Blink, dimension door, ethereal jaunt, teleport
Saves: Fort +5, Ref +6, Will +4
Abilities: Str 11, Dex 14, Con 12, Int 12, Wis 16, Cha 12
Skills: Listen +9, Move Silently +8, Spot +9, Survival +10
Feats: Alertness, Track
Environment: Warm and temperate plains and mountains
Organization: Solitary, pack (3–6), or pride (7–12)
Challenge Rating: 3
Treasure: Standard
Alignment: Always good
Advancement: 5–8 HD (Medium); 9–12 HD (Large)
Level Adjustment: —

The Jackals of Mourn are those souls who lived in Mourn during its fall to Bascaron, but were too virtuous to become reavers. Torn from the material world and bodily warped, their intelligence and magical abilities belie their status as mere beasts, and their protective, good-aligned nature implies that there is something more to these creatures than meets the eye. The Jackals of Mourn live in the barren wastes of the Shattered Lands, yet are not twisted by the influence of the Blood Moon that scars those plains. They are distinctly larger than common dogs, standing nearly four feet high at the shoulder. Their bodies are lean and sleek, like greyhounds, but their muscles are bulkier and their gentle faces betray an almost human quality of emotion and understanding. Their fur ranges from brown to light yellow, with a few black or gray-furred jackals known to exist.

Jackals are social animals that live in packs and mate for life, breeding 2–4 young within a single pair's lifetime. They are almost always encountered in groups rather than alone. Jackals do not approach travelers or caravans, although they are curious creatures and may often be seen during a trip through the edge of the Shattered Lands. They roam the high cliffs and open plains of the easternmost lands of the Accord, but rarely leave the barren and twisted wasteland that has become their home — the Shattered Lands destroyed by the moon Bascaron.

The Jackals of Mourn speak their own language in a smattering of growls and barks punctuated by long staring matches. They move in unison, and can be seen communicating as if they were fully sentient beings. They eat plant and animal matter, and have the agility and intellect to use simple tools (fulcrums, etc). Their lairs tend to be neat and well-defended, and most of those encountered up-close seem to comprehend and respond to basic hand gestures.

Jackals of Mourn often accompany caravans or lone travelers through dangerous parts of the Shattered Lands, arriving and leaving as they please, and refusing to leave their 'charges' alone. Many travelers boast stories of being saved by the Jackals from a terrible creature from Bascaron's wastes, only for the Jackals to vanish once the danger was past. Particularly common are reports of conflict between Jackals and reavers, creatures for whom the Jackals obviously bear a deep hatred.

A handful of wizards, mostly Kaballites, have tried to reverse the Jackals' transformation, though doing so invariably arouses the ire of any reaver who learns of the attempt. It is telling, perhaps, that no such attempt has achieved any discernible success. Their spells have all failed. Further, any spell used to establish a language between the caster and the beast (*speak with animal* or *comprehend languages*, for example) automatically fails.

Combat

Jackals are compassionate protectors and stalwart guardians, willing to intervene in any attack where an evil creature is harming innocents. They are known for their ability to protect others, and for their pack tactics that seem as well coordinated as those of any sophisticated and trained military unit. Both male and female Jackals fight, and there seems to be no segregation of the sexes when it comes to combat.

When engaged, Jackals use their teleporting powers, bounding in and out of weapon range with ease. A favorite tactic is to force their enemy to chase them off a cliff or into other natural dangers as the Jackal teleports safely away.

Blink (Su): A Jackal of Mourn can use *blink* as the spell (caster level 10th), and can evoke or end the effect as a free action.

Dimension Door (Su): A Jackal of Mourn can teleport, as *dimension door* (caster level 10th), once per round as a free action. The ability affects only the jackal of Mourn, which never appears within a solid object and can act immediately after teleporting.

Ethereal Jaunt (Ex): Jackals of Mourn can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action. The ability is otherwise identical with the *ethereal jaunt* spell (caster level 18th).

Fever Bite (Su): Injury, Fortitude DC 13, incubation 1 day, damage 1d3 Constitution. The victim must make three successful Fortitude saving throws in a row to recover from the Jackal's fever bite. The save DC is Constitution-based.

Teleport (Su): A pack of Jackals numbering no less than three may initiate a group *teleport*, taking their entire pack far from their current location. This ability requires a round, during which time the pack can take no other action. As long as the destination is a location where at least three members of the pack have been before, there is no chance of failure with this ability, nor will the Jackals appear in solid material. If fewer than three Jackals have been to the location, then the percent chance of failure exists as per the spell as if cast by an 18th-level wizard.

Spells-Like Abilities: 3/day—*shield other;* 1/day—*repulsion* (evil creatures only) (DC 17). The save DCs are Charisma-based. Caster level 10th.

Kcaarn Fal

Huge Magical Beast
Hit Dice: 14d10+101 (171 hp)
Initiative: +5
Speed: 50 ft. (10 squares)
Armor Class: 31 (–2 size, +1 Dex, +22 natural), touch 9, flat-footed 30
Base Attack/Grapple: +14/+30
Attack: Pincer +20 melee (1d8+8)
Full Attack: 2 pincers +20 melee (1d8+8) and sting +15 melee (1d8+4 plus poison or soul leech)
Space/Reach: 15 ft./10 ft.
Special Attacks: Constrict, improved grab, poison, soul leech
Special Qualities: Damage reduction 15/adamantine or magic, spell resistance 24
Saves: Fort +16, Ref +10, Will +7
Abilities: Str 27, Dex 12, Con 24, Int 8, Wis 16, Cha 10
Skills: Climb +12, Jump +11, Listen +10, Spot +10
Feats: Alertness, Cleave, Improved Initiative, Power Attack, Toughness
Environment: Warm and temperate plains
Organization: Solitary
Challenge Rating: 12
Treasure: Standard
Alignment: Always neutral
Advancement: 15–22 (Huge), 23–30 (Gargantuan)

A kcaarn fal is a striking sight. Resembling a massive insect, the kcaarn fal has pincers, bug eyes, a long stinger, and chitinous skin over its hollow blue torso and tail. Eight segmented legs hold the monstrous beast off the ground, enabling it to run with tremendous speed over uneven ground. It can even scale low walls and obstacles with a spider's speed and agility. Immature kcaarn fal are about 4 ft. in height and 8 ft. long. Full-grown specimens reach twice that size. Kcaarn fal stand at full height only while in combat. Usually, they stay low to the ground, so as not to draw notice from the prey they stalk. The joints in their armored hides allow them to reduce their size by nearly half, lowering their height to only 4 feet. This uncanny ability requires concentration, and when the kcaarn fal enter combat, they reflexively spring back to full size.

A kcaarn fal hunts anything that moves into its territory, though it does not seem otherwise molest its prey once they perish. In fact, the creature is a weak telepath, and 'feeds' on the pain and suffering of its prey rather than the flesh of its corpse. When the creature has fed, its body turns dark blue and somnolent, and it seeks out a cool cave in which to rest and digest its meal. When it is hungry, the kcaarn fal's chitinous plating turns orange.

Only a few adventurers have faced mature kcaarn fal and lived to tell the tale. These creatures are terrible opponents, impervious to even the most powerful blows. Their chitinous hides shed magic; it inflicts no damage on them, and they often seem not to notice magical effects. Only the most foolhardy adventurers hunt such mighty creatures, and none have returned with its hide; most do not return at all. Despite the danger, mature kcaarn fal are popular prey for greedy adventurers, as the Kabal have placed a 50,000 gold bounty on an intact kcaarn fal hide. What they plan to do with it is anyone's guess, though it is likely that they either wish to research the creatures' origins or build an army of these terrible beasts. Either way, they have thus far had no luck, largely because the high-profile nature of the bounty has led to competition among adventurers.

Combat

A kcaarn fal enters combat only when threatened or hungry. They fight with their strong pincers and mental abilities, relying on their strong plating to defend them against attackers. Kcaarn fal are frightened of magic and avoid wizards.

Constrict (Ex): A kcaarn fal deals pincer damage with a successful grapple check.

Improved Grab (Ex): To use this ability, the kcaarn fal must hit with a pincer 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. Alternately, it can use its sting attack each round to inject its poison or to soul leech its prey.

Poison (Ex): Sting, Fortitude DC 24, initial damage 1d3 Dexterity, secondary damage 1d3 Constitution. The save DC is Constitution-based.

Soul Leech (Sp): Sting, Will DC 17, initial damage 1d4 Charisma, secondary damage 1 Charisma drain. If this ability score loss reduces the opponent's Charisma to 0, the victim must make an additional DC 17 Will save or remain in a coma for 2d4 weeks, regardless of whether or not this damage is cured. The kcaarn fal can change this damage at will to affect Wisdom instead of Charisma. The save DC is Charisma-based.

The kcaarn fal is sated only when its victim suffers ability score drain. After draining 2d8 points of Wisdom or Charisma, it retreats from combat to digest its meal in private.

Spell-Like Abilities: 3/day—*scare* (DC 12); 1/day—*phantasmal killer*. (DC 14). The save DCs are Charisma-based. Caster level 15th.

Kcarrn Fal Lair

Kcarrn fal are terrible creatures that feed on the unwary; not on their bodies, but on their fear and suffering. This one has matured and spawned a small pack, which lair with it but hunt for their own victims. The elder kcarrn fal is pleased by this arrangement. Its young act as scouts, always looking for new meals for their parent (and for themselves). They also serve as guardians of its lair and, if needed, an emergency food supply.

Encounters

A. Kcarrn Fal Hatchlings

The party encounters some kcarrn fal hatchlings (2–4) out looking for prey. The hatchlings are willing to attack a small creature by themselves, but if they encounter anything bigger, they scuttle away to warn or retrieve their parent. Tracking the hatchlings is fairly easy (standard Track DC) and leads the party back to the kcarrn fal lair. If the party is low-level, allow them to see the parent returning to the lair. They may then make a Knowledge check (arcana, nature, or other, GM's call, DC 12) to know just how dangerous the creature is, and if it has fed recently. In other words, the PCs now know where it is and they can come back later. If the PCs are of high enough level, do not give them any warning and let them decide what they want to do.

B. The Kcarrn Fal

If the GM decides the characters are strong enough, they can face the mature (CR 13) kcaarn fal directly, assisted by its hatchling spawn if it seems appropriately challenging. Should the party gain the upper hand, it attempts to flee to its lair. If wounded it has a limited ability to heal itself (see the note in area 5).

If the kcarrn fal attacks the party, it first uses its *haste* spell-like ability to ready itself for the combat, then attacks, preferring spell casters as victims. It then grabs at one of the party members with its claw grapple, and retreats to its lair to feed on its victim's pain.

Map Key

1. Waste Pile

Jumbled bones, fragments of hide and tendons, and other cast off pieces of detritus are heaped next to the entrance.

A Search check may discover several things:

DC	Discovery
10	There are many humanoid bones in the pile, but no skulls
15	All of the bones are intact, showing very little damage. Fresher ones swarm with vermin, but still bear flesh
20	One corpse still has a minor treasure (1d6 gp worth of coins or a small metal object, like a dagger)

2. Entryway

This entire 20 ft. × 20 ft. area is a trap that has been constructed by the hatchlings. Under the branches the floor is uneven and has many small holes. Bone splinters are woven through branches like makeshift caltrops (Spot DC of 15 to notice if looked for) — a very nasty stretch of ground to cover. Anyone trying to move more than 15 ft. in a round through this area must make a Reflex save (DC 15) or trip, taking 1d2 damage and ending their move 1d3×5 ft. into the uneven flooring. Each 5 ft. × 5 ft. area is treated as if it were seeded with caltrops.

The hatchlings know this area well. Should they need to move through it, they can do so without penalty as long as they move at a walk (i.e. their base speed or less with no charging). Both parent and hatchlings are immune to these effects, as are any creatures with natural armor. Characters wearing armor receive no such benefit, as the jagged caltrops pierce the undersides of their boots or shoes. A fire can easily and quickly clear the underbrush supporting this trap, but the smoke would certainly attract attention.

Any loud noise in this area, like a cry of surprise or pain, alerts the hatchlings (area 3) and their parent (area 4).

3. Hatchling Pack Room

The air becomes increasingly rank as the PCs move down the passageway. The walls are smeared with dried blood to a height of about five feet. The occasional bone fragment or insect crunches underfoot as the PCs pass through (–5 circumstance penalty to Move Silently checks). The passage ends in the chamber where the hatchlings live. In the room is a scattering of pieces of cloth, furs, and less savory things. In one end of the room, all of the humanoid skulls from the debris pile outside are arranged as crude trophies.

The hatchlings dwell here, and likely attack the party on sight. They fight without tactics, and flee after half of them die. The pack has at least two hatchling opponents for each character in the party, but not more than 24 hatchlings in all.

Hidden behind the trophies (Search DC 12) is the hatchlings' treasure hoard: 250 gp in various coins, a few small gems (5 gems worth 10 gp each) and a battered, tarnished silver chalice. A Knowledge (religion) check (DC 18) identifies it as a chalice from the Church of the Storm. It is worth 50 gp, but the Church of the Storm would pay 150 gp for its return.

4. Chamber of the Elder Kcarrn Fal

The cavern opens up, the ceiling rising to nearly 30 feet in height. The walls and roof remain rough but the floor has been cleared to some extent. The rear wall of the cavern has been crudely carved with names (in all languages), rough images, patterns, and disturbing designs. The mature kcaarrn fal tries to piece together thoughts of the souls it has devoured by carving on the back wall. At the GM's whim, there may be some useful information or vital clue hidden in the kcarrn fal's mad carvings, if the characters can decipher them.

5. Room of Memories

A rough stone shelf has been carved out of the rock directly opposite the tunnel leading into this room. Lying beneath the shelf are the broken remnants of various items (see below).

When a kcarrn fal kills someone, it sometimes sees an image of one of the items its victim was carrying. These items retain an emotional resonance, so this kcarrn fal keeps them and occasionally handles them, drawing off a little of the resonance each time (the kcarrn fal equivalent of snacking between meals). When the last of the resonance is gone, it casts the item aside, destroying it.

If the mature kcarrn fal is wounded (perhaps by the party) and has a chance to retreat to its lair, it visits this room and receives 2d8 hp worth of healing before the party discovers it, by drawing off emotional resonance from these items.

Items on the shelf:

- Eyepatch of worked silver set with mock eye of sapphire and moonstone (worth 1,500 gp, suitable for making into a wondrous item).
- Toy knight made of bronze with a silver sword and blue crystal eyes (worth 35 gp).
- Black wood wand (*summon monster I*, 27 charges).
- *Large steel shield* +2 emblazoned with the symbol of Order Rellion.
- Plain silver ring (worth 20 gp).

Among the shattered pieces on the floor there is some precious metal, worth 4–5 gp.

OPTIONS

The GM has several choices to make in dealing with the lair, mostly deciding where the encounter with the mature kcarrn fal takes place. The nastiest situation would be to catch some of the characters as they cross the trapped hallway (area 2) and swarm them with hatchlings and their parent. This forces the other characters to cross the caltrop-studded floor to help their companions, or to retreat. The characters could also cross the trapped floor only to be caught between the hatchlings and the mature kcarrn fal.

The kcarrn fal are more intelligent than the party may expect. They quickly close to reduce their vulnerability to spells and ranged attacks, and swarm the characters. The mature kcarrn fal immediately uses its *haste* spell-like ability on its children, then directs them to attack any spellcasters before using its reach to attack while positioning the hatchlings between itself and the party. It does not use its soul leech power unless the characters are going down quickly, but it eagerly constricts whenever possible, attempting to inflict maximum damage. It feeds only after it has successfully defended its lair.

Ketek

Small Monstrous Humanoid
Hit Dice: 1d6 (3 hp)
Initiative: +6
Speed: 20 ft. (4 squares)
Armor Class: 16 (+1 size, +2 Dex, +3 armor), touch 13, flat-footed 14
Base Attack/Grapple: +0/–4
Attack: Rapier +2 melee (1d4)
or composite shortbow +4 ranged (1d4)
Full Attack: Rapier +2 melee (1d4)
or composite shortbow +4 ranged (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sneak attack +1d6
Special Qualities: Ketek traits
Saves: Fort +0, Ref +4, Will -1
Abilities: Str 10, Dex 15, Con 11, Int 10, Wis 9, Cha 6
Skills: Appraise +3, Disable Device +4, Hide +10, Listen +2, Move Silently +6, Open Lock +5, Search +4, Spot +2, Use Magic Device +2
Feats: Improved Initiative
Environment: Underground
Organization: Solitary, Gang (2–5), or village (51–100 plus 35% noncombatants)
Challenge Rating: 1
Treasure: Standard
Alignment: Often neutral
Advancement: By character class
Level Adjustment: +0

Ketek (also known as ratmen, mousemen, and shadowers) are hideous humanoids with a rat-like visage. Smallish and blunted, they have the features of a rat and are often mistaken for were-rats by those who do not know enough to tell the two apart. Ketek stand about 4 feet tall or a bit less, and are slender with long limbs and a dexterous, prehensile tail. Their heads resemble those of rats, and their four-fingered hands end in claws. They are covered with short, coarse fur, except for their long, naked tails, and are usually filthy from living in a city's sewers. Ketek coloring includes black, shades of brown, and sometimes gray. Albino ketek are extremely rare. The race considers such offspring to be touched by evil gods, and typically drown albino infants in the sea.

Commonly found in large cities or beneath ruins, ketek are primitive but clever. They do not create nor invent, but make do by stealing and adapting the technology of others. When they need to, they can hunch over and pass as giant rats (and they keep a number of such creatures as 'pets' to hide their presence in civilized areas). They can be and often are enslaved by were-rats, although they do not like to work with such creatures.

Ketek are sniveling creatures, dwelling in dark places and robbing in order to get money and food. They do not eat sentient creatures, but are otherwise carnivorous. Ketek are naturally gentle and fearful, not wishing to cause a fight or be involved in brutality. However, they have an insatiable desire to be 'educated' and to 'have magic.' They reward kindness with loyalty, and are eager to deal with those who give them baubles or magic.

Ketek are typically of low intelligence, but their clan chiefs have average or greater intellect. Clan chiefs are sometimes powerful warriors, but reports of were-rats or Nothrog 'kings' are not unheard of. Ketek will follow a strong leader, particularly if they have been tricked into believing that he is a mythical figure from their legends — or that he will give them great quantities of shiny baubles and magic (or possibly even teach them magic!) and treats them with minimal regard. They will not stand for being beaten or savaged, and if treated badly by their 'kings' sneak away and abandon their homes.

Thieves by nature, ketek prefer to live in areas where they can easily steal things: weaponry, armor, pots, pans, tools, food, or clothing. It is not unheard of for ketek to have magic items in their possession from particularly daring or lucky raids into the city, although they usually do not have the ability or intelligence to use what they have stolen. Their 'homes' are plugged sewer-pipes, decorated with stolen tapestries or rotted fabrics in a mockery of the houses in the city above. Although the ketek's lair usually is covered in grime, they try to manufacture a rudimentary 'city' beneath the surface, and hide it from those who live above. Piles of garbage form a rudimentary wall, packed with the discarded remnants of those unfortunate enough to die at the ketek's hands. Although they do not understand the monetary system, nor have any real need for gold or jewelry, ketek hoard such items as prizes, keeping shiny baubles carefully concealed within their abodes.

Ketek adventurers are rare, but not unheard of. Their natural curiosity occasionally overwhelms their inherent cowardice, and a ketek companion is indubitably loyal to his fellows (though probably not unto death).

The statistics presented are based on a standard Ketek rogue.

Combat

Ketek do not fight often, preferring to race into the sewers and hide from their enemies, or lose them in the twisted passages beneath the city in which they live. When they must fight to defend themselves, they prefer to ambush opponents, inflicting enough of a wound for the ketek to escape. More intelligent ketek create simple traps around their "cities," in order to guard their territory and catch their enemies unaware. Rules for including ketek in a campaign as PCs can be found on page 211.

Ketek Racial Traits: Ketek benefit from a number of racial traits. See page 211 for details.

Khrutyk Steed

Large Magical Beast (Bascaron)
Hit Dice: 4d10 (20 hp)
Initiative: +0
Speed: 40 ft. (8 squares), fly 100 ft. (good)
Armor Class: 14 (–1 size, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple: +4/+13
Attack: Hoof +8 melee (1d8+5)
Full Attack: 2 hooves +8 melee (1d8+5)
Space/Reach: 10 ft./5 ft.
Special Attacks: Absorb
Special Qualities: Blindsight, darkvision 120 ft., hold rider, scent, tortured memories
Saves: Fort +4, Ref +4, Will +5
Abilities: Str 21, Dex 11, Con —, Int 15, Wis 14, Cha 8
Skills:
Feats: Flyby Attack, Iron Will
Environment: Any land
Organization: Solitary or team (2–5)
Challenge Rating: 4
Treasure: None
Alignment: Always chaotic evil
Advancement: 5–9 HD (Large); 10–15 HD (Huge)
Level Adjustment: —

Hideous, twisted beasts of burden formed by sacrifice and by the twisted power of Bascaron, Khrutyk steeds absorb the life of their riders.

Khrutyk steeds appear as fleshless horses, with their red muscles clearly visible. Their necks end in humanoid-like heads, with bits of reddish skin hanging off the neck acting as a grotesque mane. They are created to bear riders, but they often prove fatal to those willing to ride them. As such, sentient undead use them as mounts, as the Khrutyk steed poses little threat to them.

Khrutyk steeds understand any languages they originally knew.

To create a Khrutyk steed, a cleric of Bascaron must have access to an intelligent humanoid at full hit points that is not suffering from the effects of poison or disease. Use of an unintelligent or non-humanoid creature, or a subject not at full health, only wastes time and effort. The victim does not survive a botched ritual.

The creation of a Khrutyk steed drains 1500 XP from the cleric, and requires *bestow curse*, *desecrate*, and *speak with animals*. The ritual lasts for three nights, and can only be performed in the Shattered Lands, or on a night when Bascaron is full.

Combat

Khrutyk steeds with riders act as fighting mounts during any combat, but can strike with only one hoof in a round. They do not protect their riders, as a weakened rider is easier prey.

If caught in combat without a rider, a Khrutyk steed fights with its hooves until reduced to half its hit points or less, at which point it takes to the air and flees as quickly as possible. Khrutyk steeds are filled with hatred, and never forget a defeat. If, in a later encounter, the Khrutyk steed comes up against a creature that previously defeated it, it focuses its attention on killing the creature it holds a grudge against.

Normal horses will not willingly approach within 30 feet of a Khrutyk steed. A Ride check (DC 20) is needed to coerce a horse into moving within 30 feet.

Absorb (Su): Whenever a rider on the back of a Khrutyk steed is reduced to 0 hit points or less, or is otherwise rendered helpless, the Khrutyk steed attempts to absorb the rider into its body. The rider must make a DC 16 Fortitude save every round or suffer 1d6 points of temporary Constitution drain. When a rider's Constitution reaches 0 in this manner, the Khrutyk steed loosens its hold and lets the dead body fall to the ground. If the rider is healed to at least 1 hit point and is no longer helpless, the Khrutyk steed's absorption ends.

Hold Rider (Su): When a Khrutyk steed takes on a rider, its mutable muscles and bones shift to hold the rider tight. This grants the rider a +8 circumstance bonus to Ride checks. The rider must make an opposed Strength check in order to dismount.

Mount (Ex): The Khrutyk steed can be ridden into battle. Any rider it carries must be at least one size category smaller than the creature. The creature can always fight while carrying a rider, but the rider must make a DC 10 Ride check to be able to attack as well. For every additional size category the mount is larger than its rider, the DC of this check rises by +5. For example, a man riding a normal Khrutyk steed (Large) checks against a DC 10, while a man riding a Huge Khrutyk steed checks against a DC 20. The Khrutyk steed's hold rider ability affects this roll.

Tortured Memories (Su): Khrutyk steeds lose most of their sanity during their creation, but sudden shocks may trigger memories of their old lives. If surprised by the presence of an old acquaintance, a khrutyk steed is stunned for 1d6 rounds.

Carrying Capacity: Light load for a Khrutyk steed is 459 pounds; a medium load, 460–918 pounds; a heavy load, 919–1380 pounds.

Kratchling

Kratchling are not creatures of nature, but the weird and terrible creations of the Nothrog. They were originally engineered by Nothrog Shamans and Druids to serve as shock troops. But from what materials and by what processes, no one knows outside the small circle of the Nothrog's highest leadership. And even among that select group, there are those who have chosen to forget that knowledge, lest it drive them mad.

Kratchling have lumpy, misshapen bodies studded with spikes and supported by four short, but powerful legs. Whip-like tentacles tipped with sharp points made of horn extend from the sides and back of the body. A large maw rimmed with flesh-shredding teeth yawns open at the front, and it works in concert with the mouth tentacle, which extends from beside the maw and serves to grab prey and soften it up a little. They have no eyes. Instead, they locate opponents through unusual sharpness in other senses, especially hearing and touch. Nerve endings in their tentacles and close to the surface of the skin allow them to sense motion in the air and changes in temperature with great sensitivity.

The two generally recognized types of kratchling, brown and green, do not distinguish between different species, but between the males and females of the species. The male, or brown, kratchling are smaller and less aggressive than the females, but they are still foes to be feared nonetheless. The Nothrog throw them into battle pell-mell, without distinguishing much between the two. Apart from size and temperament, sex differences mean relatively little with kratchling. They breed only in captivity, in response to manipulation by those who keep and tend to them. When left to their own devices in the wild, they do not mate and are thus effectively sterile.

Nothrog generals use kratchling as shock troops. They fight without letup, without any care for their own safety, and their bizarre appearance fills even veteran soldiers with dread. A pack of kratchling unleashed at just the right moment can turn the tide of battle. Kratchling units also make effective rearguards, as they invariably fight until victory or death.

Even so, it is not entirely accurate to describe them as ferocious. Those who have fought kratchling and lived to tell of it do not characterize them as angry or vicious, or indeed as having any discernable emotion in battle at all. They seem disturbingly dispassionate, almost matter-of-fact, about killing and eating their foes. It is as if kratchling attack just because it never occurs to them to do anything else, and they do it without thought or feeling.

Mindless spawn that they are, kratchling are rarely found in the wild. Their masters keep them in pens, or holed up in caves. But there have been instances of kratchling escaping and feeding on anything—or any one—unfortunate enough to cross their paths. Even when one factors out the likelihood that they will die through violence, kratchling lead short and nasty lives, with a natural life expectancy of only 3-6 months.

Combat

Kratchling fight with mindless fury, and that alone makes them dangerous in spite of the fact that the Nothrog treat them as nothing more valuable than battle fodder. They never retreat, never take a backward step. They never surrender, and they ignore all entreaties to stop fighting or give up.

They lash their opponents with their tentacles, using the horn point to gouge and rip. But their favored combat technique combines the two functions that best characterize their short, bestial lives: killing and eating. Kratchling use their mouth stalk to grab an opponent, immobilizing him so that it can thrust him into its maw. It cannot actually swallow with its mouth stalk, but it does chew up its prey a bit, softening it for more rapid consumption. A kratchling grab-and-devour attack consists of three stages. First, it uses its improved grab ability to grab a hold of a victim. It spends the next round transporting the victim to its maw as a partial action. It may not attack with the mouth stalk, which is full and busy, but it may attack with its tentacles. Finally, it places the victim in its maw as a partial action and attacks with its devouring bite as a free action.

Despite their military conditioning, kratchling are not tactically subtle. In battle, they know little else than to charge headlong at their foe to break the enemy line or blunt an attack. Of course, these crude tactics are also effective enough so that the Nothrog see little need to use their kratchling troops any other way. However, this also means that on those rare occasions when kratchling are encountered alone or in small groups, they have no idea how to ambush or maneuver against an opponent.

Kratchling Qualities

Because of their weird appearance, kratchling are classified as aberrations. But they also possess qualities that mark them as distinctive.

Aberration: Kratchling lack darkvision because they have no eyes. But they have all other qualities and traits associated with aberrations.

Blindsense (Ex): Magnified hearing and touch make up for kratchling's lack of visual organs. A kratchling does not need to make Spot or Listen checks against creatures within 60 feet of it, provided that there are no obstructions that would interfere with its ability to hear or sense motion through movement of the air.

Kratchling's hearing organs are concentrated toward the front of the body, so although they can sense all around them, they are still denied their Dexterity bonus to Armor Class when attacked from behind, just like a sighted creature.

Chew (Ex): Kratchling use their mouth stalk to soften up their prey before consuming it. Once a kratchling has successfully used its improved grab ability to capture an opponent, it spends one round chewing on it while it transports the victim to its maw. As a free action, it makes a melee attack against that opponent, which defends as if flat-footed.

Devouring Bite (Ex): If a kratchling successfully transports a victim to its maw, it deposits the unfortunate opponent between its jaws and begins to grind it into digestible chunks. As a free action (kratchling can walk and eat at the same time), it makes a melee attack against its victim, which is denied its Dexterity bonus and must defend as if flat-footed. This attack is made using the kratchling's primary attack bonus. An opponent killed by the devouring bite is considered to have been chewed up and swallowed by the kratchling.

An opponent between the jaws of a kratchling is in a bad spot, but may start a grapple against its tormentor as a partial action to try to escape. If successful, the opponent has pried open the kratchling's jaws wide enough to slip out between them, which it may do as its movement for that round.

Improved Grab (Ex): Kratchling's main attack uses their mouth stalk to clutch an opponent and bring it to the maw for consumption. If a kratchling hits with bite attack, it attempts to start a grapple with its target and does so as a free action. It must attempt to hold the opponent, rather than conduct the grapple normally.

Kratchling, Brown

Large Aberration
Hit Dice: 2d8+5 (13 hp)
Initiative: -1
Speed: 20 ft. (4 squares)
Armor Class: 14 (-1 size, -1 Dex, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple: +1/+8
Attack: Mouth stalk +3 melee (1d6+3)
Full Attack: Mouth stalk +3 melee (1d6+3), 2 tentacle -2 melee (1d4+2)
Space/Reach: 10 ft./10ft. (15 ft. with tentacle)
Special Attacks: Chew 1d4-1, devouring bite 1d8+3, improved grab
Special Qualities: Blindsense
Saves: Fort +1, Ref -1, Will +3
Abilities: Str 16, Dex 8, Con 12, Int 4, Wis 10, Cha 12
Skills: Hide -3, Listen +3
Feats: Toughness
Environment: Any
Organization: Solitary, pair or mixed squad (3-8 green kratchling and 1-4 brown kratchling)
Challenge Rating: 2
Treasure: None
Alignment: Usually lawful neutral
Advancement: 3-4 HD (Large)
Level Adjustment: –

Brown kratchling are slightly smaller than their female counterparts. The body of a mature brown kratchling averages 7 feet in diameter, and the creature typically weighs about 400 pounds. As their name indicates, they have dark hides, but the actual color ranges from dark brown to gray.

Combat

Brown kratchling are fearsome opponents, but they are not as aggressive as green kratchling. In mixed units where they fight alongside the females, they are usually not the first to make contact with the enemy. Once engaged, however, they do their share of the fighting, and their Nothrog masters don't seem to care much about this slight difference in temperament between male and female.

Kratchling, Green

Large Aberration
Hit Dice: 3d8+6 (18 hp)
Initiative: -1
Speed: 20 ft. (4 squares)
Armor Class: 16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple: +2/+10
Attack: Mouth stalk +6 melee (1d6+4)
Full Attack: Mouth stalk +6 melee (1d6+4), 2 tentacle +0 melee (1d4+2)
Space/Reach: 10 ft./10ft. (15 ft. with tentacle)
Special Attacks: Chew 1d4, devouring bite 1d8+4, improved grab
Special Qualities: Blindsense
Saves: Fort +2, Ref +0, Will +3
Abilities: Str 18, Dex 9, Con 12, Int 5, Wis 10, Cha 13
Skills: Hide -2, Listen +3
Feats: Toughness, Weapon Focus (mouth stalk)
Environment: Any
Organization: Solitary, pair or mixed squad (3-8 green kratchling and 1-4 brown kratchling)
Challenge Rating: 3
Treasure: None
Alignment: Usually lawful neutral
Advancement: 4-5 HD (Large)
Level Adjustment: –

Green kratchling are slightly larger than their male, brown counterparts, with bodies that average 8 feet in diameter and 450 pounds. Their hides are always some shade of green, varying only between light and dark. For reasons that not even the Nothrog Druids have been able to fathom, kratchling breeding patterns produce more females than males, so that green kratchling are more numerous. Given that the greens are larger and more aggressive on the battlefield, this works out well for the Nothrog, but it is not the product of design.

Combat

Green kratchling are rather quicker to fight than brown kratchling, and so in mixed units they tend to engage the enemy before the males do so. Otherwise, there is no significant difference in capabilities and tactics between the two.

Maidenhair Serpent

Medium Magical Beast
Hit Dice: 2d10+6 (16 hp)
Initiative: +0
Speed: 10 ft. (2 squares), burrowing 10 ft.
Armor Class: 15 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple: +2/+7
Attack: Tentacle +7 melee (1d6+5), or bite +7 melee (1d6+5 plus poison)
Full Attack: 8 tentacles +7 melee (1d6+5), 8 bites +5 melee (1d6+5 plus poison)
Space/Reach: 5 ft./5 ft. (15 ft. w/tentacle)
Special Attacks: Constrict, deadly ambush, improved grab, poison, whispers
Special Qualities: Blindsight 60 ft., camouflage, fire immunity, half damage from bashing and piercing
Saves: Fort +6, Ref +3, Will +1
Abilities: Str 21, Dex 10, Con 17, Int 4, Wis 13, Cha 14
Skills: Hide +2, Move Silently +3
Feats: Multiattack
Environment: Any
Organization: Solitary
Challenge Rating: 3
Treasure: Standard
Alignment: Always neutral
Advancement: 3–8 HD (Large); 9–12 HD (Huge)

The Dragon's destruction in the First War laid waste to whole pantheons of gods. Some say that when the dead gods' mortal servants died in the war, they found their souls trapped in the material plane, as no god would come to claim them. In these tales, trickster mephits lashed the lost souls together as maidenhair serpents, violent and angry beasts that whisper the hidden truths behind the Dragon's fall.

A maidenhair serpent appears to be a writhing mass of intertwined snakes, though in actuality they are all part of the same terrifying beast. Maidenhair serpents prowl the same terrains as normal serpents, and prey on rodents and other small animals as do normal snakes. When the maidenhair serpent attacks larger prey, the illusion shatters, as the whole beast lunges at its target. Experienced rangers know how to identify maidenhair serpents beforehand: not by sight, but by recognizing the serpents' telltale whispers. Astounding mimics, maidenhair serpents' hisses sound like humanoid speech, often specifically the languages, accents, and even specific voices and conversations of intelligent races that live near the serpents' den.

Maidenhair serpents' mating season is a dangerous time for all other living creatures, as the aggressive serpents engage in frenzied violence against any that disturb their mating patterns. Strangely, this is also the time they are most disturbed — not by hunters, adventures, or the unfortunate, but by bards and other music lovers. As dangerous as maidenhair serpents are during the mating season, their mating calls are things of beauty, like a chorus praising the names of every god in creation, a wordless crescendo signaling its end. Afterwards, the maidenhair serpents lay their eggs and then enter hibernation for months, during which time their eggs hatch into young and migrate elsewhere.

Combat

Maidenhair serpents are aggressive predators, eagerly attacking animals several times their size. They prefer to lie in wait, concealed by camouflage until their prey is within striking distance. If outnumbered, maidenhair serpents are simply careful, trusting in their whispers to lure potential victims to doom. If overpowered, maidenhair serpents flee at the first opportunity.

Because the maidenhair serpent's mouths are on the end of its tentacles, it can only bite a creature if it also attacked that creature with a tentacle that round.

Camouflage (Ex): The maidenhair blends easily with its surroundings, hiding in the plant life. It gains a +8 to Hide checks and a 20% miss chance when being attacked in natural plant-like surroundings.

Constrict (Ex): A maidenhair serpent deals tentacle damage with a successful grapple check.

Deadly Ambush (Ex): Maidenhair serpents are at their deadliest when their prey does not suspect their presence. If a maidenhair serpent catches its victim by surprise, the serpent may attack with all of its heads and gains sneak attack +1d6 for each initial strike (only if the opponent is wearing no or light armor). If the maidenhair serpent kills an opponent wearing no armor or light armor in this manner, then the death is silent (no Listen check allowed to detect it).

Improved Grab (Ex): To use this ability, the maidenhair serpent must hit 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.

Poison (Ex): Bite, Fortitude DC 14, initial damage 1 Dex, secondary damage paralysis. The save DC is Constitution-based.

Whispers (Su): The maidenhair serpent draws victims to its 'lair' through a series of hisses. Anyone within 60 ft. who can hear the serpent's whisper must succeed at a DC 13 Will save or fall under the effects of *suggestion*. Opponents so affected must move toward the maidenhair serpent each round as a move action (though they need not run). Once an opponent falls victim to this effect, he only snaps out of it after suffering at least 1 point of damage. Once within the maidenhair's reach, the carnivorous beast attacks. Any creature drawn into combat with this ability may not act in the surprise round, but may act normally thereafter. This is a sonic mind-affecting compulsion effect.

The save DC is Charisma-based.

Makusog

Huge Magical Beast
Hit Dice: 12d10+84 (144 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 28 (–2 size, +20 natural), touch 8, flat-footed 28
Base Attack/Grapple: +12/+28
Attack: Slam +18 melee (1d8+8) or gore +18 melee (2d6+8)
Full Attack: 2 slams +18 melee (1d8+8), gore +13 melee (2d6+4)
Space/Reach: 15 ft./10 ft.
Special Attacks: Rush, trample 4d6+12
Special Qualities: Damage reduction 10/piercing, low-light vision, mount
Saves: Fort +17, Ref +10, Will +6
Abilities: Str 27, Dex 10, Con 25, Int 1, Wis 12, Cha 10
Skills: Listen +6, Spot +6, Survival +6
Feats: Awesome Blow, Beast of Burden, Follow Through, Power Attack, Run
Environment: Temperate and warm plains
Organization: Solitary or Herd (5–20)
Challenge Rating: 13
Treasure: None
Alignment: Always neutral
Advancement: 13–26 HD (Huge)

Makusog are tremendous, elephant-sized rhinoceros used primarily as siege engines and flame towers by the industrious Nothrog race. They shake the ground when they walk, and their thick horned skulls make them walking battering rams. Makusog are typically gentle creatures, but can be trained to battle by competent handlers. Baby makusog are the size of large horses, and must be taken into training immediately if they are to be gentle enough to accept handlers when full-grown.

Full-sized makusog can carry up to six riders, or two riders and a small siege tower. They are unafraid of fire, and thus make excellent weaponry bearers or flame towers. At one point, entire herds of makusog roamed the broken plains of Sarakia, but it is now rare to encounter a makusog not bred, broken, and trained by a Nothrog legion.

Though makusog are ponderous beasts, they can reach speeds up to triple their usual pace. In the wild, they rarely bother except during combat, which only occurs when they are defending their young. Most predators know — either from instinct or experience — that attacking an adult makusog is sheer foolishness.

Though usually possessed of rock steady balance (thanks to their extremely low centers of gravity), these creatures can be tipped. Makusog dominance struggles usually consist of two makusog charging each other in an attempt to knock each other off their feet. Frequently, this results in both makusog tumbling to the earth, only to rise and try again. Only when one makusog stands over its foe is the challenge resolved, but once this occurs, there seems to be no bad blood between the two combatants. They simply fall once more into herd behavior, a new pecking order established (or the status quo maintained).

Combat

Makusog are massive and defend themselves (in the wild) if attacked. Trained makusog can stomp and smash their opponents, and with a siege tower on their back and a few archers within, they are ten times more deadly. Alone, a makusog relies on its size and strength to crush its enemies, charging headlong at them in the same way a rhinoceros would.

Rush (Ex): Once per minute, the makusog can increase its speed to triple normal movement for one round. During this time, its balance is precarious, and if the makusog suffers damage, it must make a Reflex save (DC 5 + damage suffered) or fall prone.

A fallen makusog must spend 3 full rounds rising to its feet. Any riders must make a DC 20 Reflex save, or be thrown from its back and suffer 3d6 falling damage.

Trample (Ex): As a standard action, a makusog may trample a Large prone opponent or Medium or smaller standing opponent. +18 melee, 4d6+12 damage. The victim is allowed an attack of opportunity, suffering a –4 circumstance penalty. Alternately, he is allowed a DC 24 Reflex save to halve the damage. The save DC is Strength-based.

Carrying Capacity: Light load for a Makusog is 3672 pounds; a medium load, 3673-7344 pounds; a heavy load, 7345-11040 pounds. A Makusog can drag 55200 pounds.

Mammut

Large Monstrous Humanoid
Hit Dice: 3d8+12 (24 hp)
Initiative: –2
Speed: 30 ft. (6 squares), swim 10 ft.
Armor Class: 18 (–1 size, –2 Dex, +11 natural), touch 7, flat-footed 18
Base Attack/Grapple: +3/+12
Attacks: (male): Gore +7 melee (1d8+7); (female): slam +7 melee (1d6+5)
Full Attack: (male): Gore +7 melee (1d8+7); (female): 2 slams +7 melee (1d6+5)
Space/Reach: 10 ft./10 ft.
Special Attacks: (male): Powerful charge 2d8+14; (female): Constrict, improved grab
Special Qualities: Superb memory, telepathy
Saves: Fort +7, Ref +1, Will +7
Abilities: Str 21, Dex 7, Con 19, Int 19, Wis 15, Cha 16
Skills: Concentration +11, Diplomacy +8, Knowledge (arcana) +13; Knowledge (any one) +13, Listen +12, Sense Motive +6, Spot +12
Feats: Great Fortitude, Iron Will
Environment: Any cold and plains and cities
Organization: Solitary, gang (3–5), or herd (20–40)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +2

The woolly mammoth equivalent of VoTaurr, the mammut are less than a century old, and therefore rare in the Accordlands. Mammuts possess incredible intellects, and can remember the smallest details for years. In their tundra homelands, it is important for mammut herds to remember sources of food, water, and shelter as they roam the trackless lands.

A full grown male mammut stands over 10 feet tall, with curved tusks that extend nearly 4 feet from its mouth. Females are slightly taller, but lack tusks. Strong, flexible trunks 5 feet long extend from the center of a mammut's face. Built like dwarves, with wide bodies and thick limbs, mammuts can appear threatening even when they do not mean to.

Mammuts roam across tundra and cold plains far to the north, living in small extended family groups they call herds. The head of every herd is a female known as the Herd Mother. All females of a herd are related to the Herd Mother. The adult males come from different herds, and are breeders, guardians, and hunters. Once a male mammut comes of age, it is forced to leave its herd and find another to join. His mother remains in telepathic communication with him until he finds a new herd. If a male fails to find a new herd, he is outcast and forced to fend for himself, normally suriving only a few seasons before predators or the elements catch up with him.

Occasionally, males looking for new herds come across one another on the vast tundra or plains, and decide to join together. These gangs typically last until a herd is found that all the gang members can join. If instead of joining a herd, a gang's members decide to make their own way in the world, they typically travel south into the Accordlands. Such mammuts hire themselves out as bodyguards to the wealthy. As a result, most mammuts encountered in the Accordlands are males.

Most herds are semi-nomadic, with large stone houses they return to during the winter months. These houses always contain hundreds of books the mammuts write or trade for. Though most of their humanoid neighbors are barbarous, mammuts go out of their way in the summer to find civilized traders. Despite their close resemblance to herbivorous elephants, mammuts are omnivores. They prefer to hone their spellcasting abilities on their prey, which are often small creatures such as winter hares, foxes, and marmots. Mammuts never hunt elephants, mammoths, or mastadons.

No mammut has yet died of old age. They speak their own language as well as Common and the languages of local humanoid tribes.

Combat

Despite their immense size and formidable natural attacks, mammuts disdain physical combat. Many mammuts are wizards, and most of the rest have some levels of a spellcasting class. When pressed or cornered, however, mammuts become fearsome killers.

Constrict (Ex): A mammut deals slam damage with a successful grapple check.

Improved Grab (Ex): To use this ability, the mammut must hit with a slam attack against a Medium or smaller creature. 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.

Powerful Charge (Ex): A mammut typically begins a battle by charging at an opponent, lowering its head to bring its mighty tusks to bear. In addition to the normal benefits and hazards of a charge, this allows the mammut to make a single gore attack with a +9 attack bonus that deals 2d8+14 points of damage.

Superb Memory (Ex): A mammut can recall the tiniest details about a person, place, or event for decades. In addition to being prodigious scholars, mammut wizards can memorize one extra spell of every spell level they can cast per day. In addition, mammuts gain a +4 racial bonus to Intelligence checks to remember an obscure or minor detail.

Telepathy (Su): Female mammuts can communicate telepathically with any creature within 10 miles that has a language. Both the mammut and the creature must be standing on the ground, on the same body of land.

***Skills:** Mammuts receive a +2 racial bonus to all Knowledge skills and Sense Motive checks, as well as a +8 racial bonus to Listen checks.

Mammut Lair

As nomads of the tundra, mammuts do not have many permanent homes, but return periodically to those they establish. Their incredible memories allow mammuts to remember every camp they have ever established, and even decades after last visiting one, a mammut can return unerringly to the site. Different tribes of mammuts sometimes share a dwelling, and because of the females'

telepathy two tribes never attempt to occupy a location simultaneously. The lair presented below represents one of these semi-permanent encampments. It can be placed in any tundra or arctic environment, and works best near a glacier or stone face. Any sheer cliff face will do, as the ice cave can be just as easily a cleft in a rock wall.

Mammut Ice Shelter

Pushed up against the side of a frigid basalt face, at the edge of a massive glacier, an area of large boulders marks the opening to a wide crack in the cliff face. The boulders form pockets of relatively protected areas around which the mammuts have erected walls made of animal hides supported by wooden poles. These walls hold back the snow that blows across the tundra, forming artificial drifts that help conceal the encampment and protect it from the wind. The mammuts carried the wooden poles for hundreds of miles to bring them to the encampment. As a practical race always looking for a survival advantage, they often carry extra poles and hides in order to establish camps such as these.

Map Key

1. Gathering Space

This open area in front of the cleft is the tribal meeting area. Most days, the tribe assembles in this area so the leader may hold council. In these meetings, the largest bulls stand near the outside of the gathering space, to offer a modicum of protection to those huddling closer in to the cliff face. The leader always stands nearest the cliff face, where she is most protected. If the wind is blowing hard, she uses her telepathic abilities to communicate with the tribe. Otherwise, she simply speaks loudly.

2. Tribal Sleeping Pocket

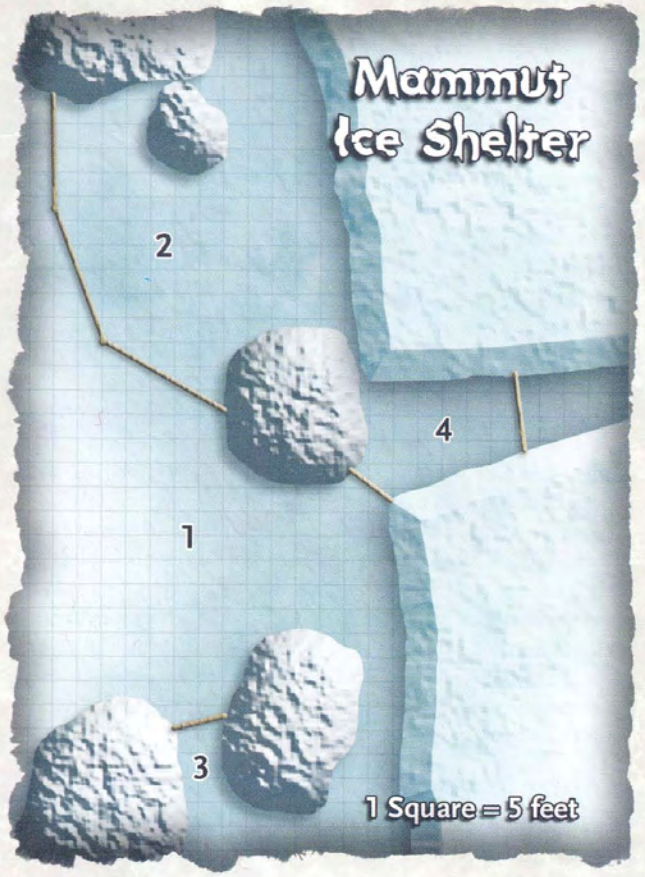
Most of the tribe sleeps within this boulder and hide-wall pocket. The hide walls are set up to face the prevailing winds, sheltering this area from the frigid wind. At night, with sentries in the narrow space between the boulders and the glacier wall, most of the tribe sleeps together here, huddled together for warmth.

3. Lookout

At all times, even during a tribal meeting, a warrior (male or female) stands in this location, watching the tundra and smelling the wind. The warrior can learn much from the scents carried on the prevailing wind.

4. Safe Cavern

The cleft in the high sheer cliff is covered with a hide covering that is kept clear of snow. It acts as a door, guarding the interior of the ice passage from the weather. Two or three sentries stand just outside and inside the hide covering. The tribe's matriarch always guards this area, standing outside if she has no children within and lying inside when she has a small child of her own. The safe cavern is a nursery and infirmary. Within the ice cave is a second hide wall. Between the entrance and the interior wall, the sick, wounded, and elderly receive care from healers and clerics. Beyond the interior wall, the small children are cared for by older children and their mothers. Adult males are rarely allowed into this innermost area. In case of attack, those in the outer chamber



do what they can to help defend the inner chamber, sacrificing themselves if necessary to protect their children. The outer area is never empty, even if the tribe lacks ill members, as it is always guarded. During meetings, the outer hide wall barrier is pulled aside so those within can hear the leader's speech.

Marauder

Huge Plant
Hit Dice: 14d8+57 (113 hp)
Initiative: +0
Speed: 15 ft. (3 squares)
Armor Class: 22 (–2 size, +14 natural), touch 8, flat-footed 22
Base Attack/Grapple: +10/+23
Attack: Slam +13 melee (1d8+5)
Full Attack: 2 slams +13 melee (1d8+5)
Space/Reach: 15 ft./10 ft. (20 ft. with vine)
Special Attacks: Poisonous gas
Special Qualities: Vunerable to cold, electricity immunity, illusory shape
Saves: Fort +12, Ref +4, Will +4
Abilities: Str 21, Dex 10, Con 17, Int 9, Wis 10, Cha 10
Skills: Hide +7, Listen +5, Spot +5
Feats: Toughness (x5)
Environment: Temperate and warm forest, marsh, and underground
Organization: Solitary
Challenge Rating: 8
Treasure: 10% coins; 40% goods; 50% items
Alignment: Always neutral
Advancement: 15–20 HD (huge); 21–30 HD (Gargantuan)

In their natural form, these carnivorous plants resemble huge heaps of rotting vegetation intermingled with thick yellow and green vines ranging from ten to twenty feet long. These form three to eight strong tentacle-like roots, which the marauders use to move about as well as ensnare potential victims. Although they look clumsy, marauders can be surprisingly quick, especially when they are hunting.

Marauders usually inhabit wetlands, swamps, and damp underground caverns. Marauders are vulnerable to cold and are never found in arctic climates or high mountains where snowfalls abound. In temperate environments they usually migrate in the direction of warmer weather conditions in autumn, where they stay for the duration of the winter months. A marauder's migration can take weeks, even months, as they do not travel quickly. Those that live in colder climes are constantly on the move throughout the autumn and spring.

Because they are big creatures and possess supernatural powers, marauders often blend in to their environments, using their illusory shape ability to look like grass, moss, trees, or any other form of vegetation that thrive in the environs. Once hidden, they wait patiently for food to come to them. Their primary diet consists of small animals or fish, but they sometimes consume large mammals or reptiles as well as the occasional humanoid foolish enough to fall into their trap.

Combat

Marauders are extraordinarily patient hunters. Because they can go for weeks without eating, they lie in wait for prey to fall into their grasp. When an appropriate victim comes along, a marauder uses poisonous gas to put it to sleep before entangling it in its tentacular arms. A target that resists the sleeping toxin faces the marauder's strong tentacles, which can ensnare the victim and then drag it toward the marauder's mouth. This mouth, which is almost undetectable, opens only when the marauder consumes food. The food is then digested and assimilated into the body of the marauder over an extremely long period of time (over two months for a Medium creature).

Because they are so slow, marauders rarely retreat from combat. Even in situations where their opponents might get the better of them, these huge plants continue to fight until they either get a handle on the situation or they are destroyed themselves.

Marauders are especially dangerous in the weeks before they migrate, as they must consume great quantities of food in preparation for their journey. During this time, marauders are less patient in their hunting rituals, take more risks, and even attack humanoids directly.

Illusory Shape (Su): A marauder can assume the form of any fungus, shrub, grass, or tree found in the area in which it stands. It can also take on the shape of an amalgam of different vegetal elements — such as grasses, lichens, mushrooms, and shrubs — to blend its huge body into a particular terrain. By means of this ability, a marauder becomes almost indiscernible, but some divinatory magic can reveal its presence. A marauder hunts by using illusory shape, lying in wait until prey falls into its grasp. It can use this ability at will, but creatures witnessing the change can locate the marauder easily, as it can identify the vegetation that was not there before. A marauder gains a +8 racial bonus to Hide, due to their illusory shape supernatural ability.

Poisonous Gas (Ex): A marauder has the ability to release a cloud of poisonous gas once every 1d6 rounds. The misty green cloud covers a 50-ft. radius around the marauder and affects all living creatures.

Contact, Fortitude DC 20, initial damage 1d6 Charisma; secondary damage 1d6 Charisma/1 Constitution drain. The save DC is Constitution-based.

Spell-Like Abilities: 3/day—*pass without trace*; 1/day—*entangle*. The save DC is Charisma-based. Caster level 15th.

Markappal Basilysk

Small Magical Beast
Hit Dice: 1d10+4 (9 hp)
Initiative: +3
Speed: 20 ft. (4 squares), fly 60 ft.
Armor Class: 19 (+1 size, +2 Dex, +5 natural), touch 14, flat-footed 16
Base Attack/Grapple: +1/–5
Attacks: Claw +5 melee (1d3–2)
Full Attack: 2 claws +5 melee (1d3–2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Petrifying gaze
Special Qualities: Fire resistance 5, spell-like abilities
Saves: Fort +6, Ref +5, Will +1
Abilities: Str 7, Dex 16, Con 19, Int 1, Wis 12, Cha 6
Skills: Hide +9*, Listen +4, Spot +4
Feats: Alertness, Weapon Finesse[B]
Environment: Any warm or temperate land
Organization: Solitary or flock (5–8)
Challenge Rating: 1
Treasure: Standard
Alignment: Always neutral
Advancement: 2–8 HD (Small); 9–10 HD (Medium)
Level Adjustment: —

A Markappal basilysk is a small dog-sized creature, usually orange-brown in color, that moves swiftly across dry ground — and can even run across short stretches of calm water due its webbed feet. They are found in nearly every climate, but prefer to live outdoors, where they can sun on warm rocks and catch flies and bugs like any normal lizard. Their eyes are greenish, and their bodies slender and light. Markappal basilysks move incredibly swiftly, and can run up an adventurer's body and over his shoulder before he can react.

An adult Markappal basilysk grows to be approximately 4 feet long and weigh no more than ten pounds. They are four-legged, and have a long, almost prehensile tail. The Markappal basilysk derives its name from its most common territory — the swamps of Markappal. They are not restricted to swamps, and can be found almost everywhere throughout the Lands of the Accord.

Markappal basilysks are dangerous, but do not seek out conflict. They allow animals to pass very near them without moving or opening an eye. The only time a Markappal basilysk is threatening is during mating season, when it is eager to prove its prowess to other basilysks. They make interesting pets and effective guardians, so long as they are tamed and proper precautions are taken.

An aggressive Markappal basilysk can turn an opponent's flesh to stone. This transformation lasts only a few days, but during that time the individual will almost certainly die of suffocation and starvation, as the body processes continue despite the outer shell of stone. The basilysk knows this, and returns to eat the flesh of those it has transformed after the stone shell has melted away.

A young basilysk hatches about four weeks after its egg is laid; the shell hardens in a day or two. Someone who wants to domesticate the basilysk must be with the egg during its hatching and keep constant contact with the creature for the next week. Young basilysks often have difficulty controlling their petrifying gaze, so raising one is tricky. However, basilysk eggs often sell for as much as 2,000 gp each on the open market — when one can find a buyer. Often a high price is realized not from a would-be trainer, but from a gourmet; basilysk eggs are a prized delicacy.

Combat

Markappal basilysks are only dangerous in mating season, or when threatened. When they are prepared to fight, a crest of flesh and spines raises on their back and around their head, making them appear larger than their true size. Their eyes flash, and anyone who has the misfortune to meet their gaze must save or be turned temporarily to stone. They are quick creatures, relying on motion and swiftness to protect them against attack. This, coupled with their flesh-to-stone ability, makes them formidable opponents when they are angered.

Markappal basilysks rarely pursue a fight, even in mating season, but they stand their ground so long as they believe the fight is going well. They have only an animal's intelligence, but are able to tell when they are going to lose a fight. In such cases, they use their quickness and ability to 'walk' across water in order to shed their enemies.

Petrifying Gaze (Su): Turn to stone 1d4 weeks, range 30 ft.; Fortitude DC 8 negates. The save DC is Charisma-based.

Unlike normal petrification, the creature's body continues to operate within the stone shell created from their own bodies. Inside this 'shell,' the opponent may very well starve before the effects of the gaze wear off. Each day, the victim is allowed a DC 13 Fortitude save, gaining a +1 circumstance bonus for each day spent trapped inside the shell.

A *remove curse, break enchantment,* or similar spell restores the creature, as does *stone to flesh*. *Stone shape* has a 25% chance of turning the creature back to normal; otherwise it reduces the duration of the petrification by 1 day.

Spell-Like Abilities: 1/day—*jump, magic fang, obscuring mist.* Caster level 5th.

Skills: *The Markappal basilysk's natural coloration allows it a +8 racial bonus to Hide Checks in outdoor settings.

Markappal Basilysk Lair

This innocuous but deadly creature dwells alone in a burrow or small cave. Occasionally several basilysks, usually an extended family group, come together to form a flock. Flocks often take over a larger cave or another animal warren. The Markappal basilysk has little to fear from other animals or predators.

Events and Encounters, Part 1: Reaching the Lair

It is unlikely but possible that a party of adventurers might stumble across a basilysk's lair by accident. Probably the PCs would search out such a lair, at the request of local villagers plagued by the creatures, or in search of basilysk eggs to sell or raise. Other possible reasons to seek out such a lair would be to rescue a missing relative or friend, or to obtain spell components for themselves or a patron.

The lair itself is located in a cave complex in the swamp near a slow-moving river. The two entrances lie partially submerged and could be easy to miss unless the party is actively tracking one of the creatures or is directed by one of the locals.

Map Key

Area 1: Cave Entrance

The only obvious entrances to the cave this flock is using both lead to this area. The entrances are partially submerged, but not hidden. Casual observers notice one or both of them with simple Spot checks (DC 10) and anyone who is actively looking for the entrance will spot it easily. The basilysks have little reason to hide. After all, any creature that comes voluntarily into the cave is one less they have to hunt for. There is virtually no way to enter the complex without wading or swimming through the stagnant water of the swamp. The water in this area is approximately 1 ft. deep.

Area 2: Skeleton

Against the right-hand wall lies a partially submerged skeleton. A party without lights must make a Spot check (DC15) to notice it as they pass through. The skeleton's clothing and equipment are water soaked and shredded, but a masterwork broadsword lies beneath it and it wears a silver ring worth 10 gp on its right hand. Any noise above a whisper here or a search of the skeleton likely attracts the attention of the basilysk in area 3 farther down the corridor. The corridor here slopes upward and the whole area after the right hand bend is above water and fairly dry. Extreme caution must be taken in order to not awaken the basilysk.

Area 3: Nest

This small nest of dried leaves and bits of fur is occupied by a small female basilysk. Any noise in the party makes in area 2 alerts her. If she has not gone to investigate, she will be here, probably still asleep.

Area 4: Grotto

This large open area is dry and slopes gradually upwards to the north. The two large columns throw shadows from any light source, as do the many smaller stalagmites and stalactites in this area, so it is difficult to tell if small creatures might be moving through the room (+5 DC to Spot checks). The ground is broken, and walking through this area is difficult. Anyone moving quickly or fighting in this area must make a Balance check (DC 10) each round or fall to the ground.

Area 5: Nest

A pair of basilysks nests here, a mother and her almost grown son. They have dragged the carcass of a fox into the nest, and will finish it off when they get hungry again. A search of the nest and various corners of the room reveals 70 gp worth of coins and small pieces of jewelry, as well as a variety of shiny stones and bits of metal. The younger basilysk enjoys playing with these items. Some are easy to spot, while others are buried in the nest or under the debris around the edges of the room.

Area 6: Side Cave

The basilysks petrified and killed a huge bear in this room when they took over the complex. Its skeleton is prominent in the center of the room. The bones of many other smaller animals have been pushed into this area since then, making it quite cluttered. A complete search of the room would take some time, and would surely alert any living basilysks in the complex. The only items of value that are to be found here are a silver dagger without a sheath and a pouch containing 3 vials of alchemist's fire.

Area 7: Nest and back door

This is another nest area. Currently there are no basilysks here, but the nest has seen recent use. In the alcove at the back of this room is a narrow tunnel leading 15 to 20 yards through to the other side of the hill. It's too small for anything bigger than a basilysk to fit through.

Area 8: Nest
This room contains two large females and the alpha male of the flock, a 2 HD brute as large as a good-sized dog. They have just finished a good meal, as is made obvious by the fresh remains in the area. The male and one female attack as soon as they spot intruders. The other female hangs back near the nest, attempting to use her gaze power. If someone approaches the nest, she attacks furiously (+1 to hit and damage). The nest she is defending has 5 unhatched eggs, which will fetch high prices if they aren't destroyed in the fight.

Markappal Spikan

Medium Monstrous Humanoid
Hit Dice: 2d8 (8 hp)
Initiative: +1
Speed: 30 ft. (6 squares), swim 20 ft.
Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple: +2/+4
Attack: Claw +4 melee (1d4+2),
or spike +3 ranged (1d6+1 plus 2d4 acid)
Full Attack: 2 claws +4 melee (1d4+2),
or spike +3 ranged (1d6+1 plus 2d4 acid)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, spikes
Special Qualities: Acid immunity, acidic blood, fast healing 1, low-light vision
Saves: Fort +0, Ref +4, Will +6
Abilities: Str 15, Dex 13, Con 11, Int 10, Wis 16, Cha 11
Skills: Hide +4*, Move Silently +4*, Spot +5, Survival +5
Feats: Track
Environment: Any swamp and jungle
Organization: Solitary, pair, or patrol (5–25 and 5–10 young and non-combatants)
Challenge Rating: 1
Treasure: ½ standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +1

Markappal spikans rule the swamps in which they live, driving out or killing intruders with their acid.

Spikans have scaly green skin, large bulbous eyes, and powerful, muscular bodies. Their four-fingered hands end in sharp claws, and their wide webbed feet distribute their weight over a large surface area. When other creatures are slowed due to the soft nature of swampy ground, spikans move about easily. Male spikans stand around 6 feet tall, with females being only slightly shorter.

Spikans speak their own language, as well as the languages of humanoids that dwell near their swamps (often Giant, Orcish, and occasionally Common). They are a primitive people, and rarely possess anything considered valuable by other cultures of the Accordlands.

Spikans live in small tribes of no more than twenty-five members. Males and females have equitable roles in the tribe, and a leader can be either. Patrols usually have an equal number of both sexes represented. Markappal spikans are strictly carnivorous.

Tribes closer to civilized lands sometimes emulate the humanoids they see outside their swamps, crafting crude clothing and spears. Such tribes carry weapons such as clubs, axes, and spears, but still rely on their natural ranged attacks if at all possible.

Spikan religion revolves around an animistic philosophy, and spikan spiritual leaders are invariably druids. They are considered the wisest of their race, and no lesser spikan ever questions these honored individuals.

Markappal spikans live in yurts dug into the solid areas of their swamps. The yurt domes are formed with the bent limbs of cypress trees and covered with the treated pelts of their largest prey or the large leaves of various swamp plants. These yurts are always gathered closely together, with the exception of a spikan adept, who generally keeps to herself. Occasionally, if a hill or other structure rises up out of the swamp, spikans build their village on the high ground, burrowing down through the dry earth to link their yurts together with tunnels.

Combat

Markappal spikans try to avoid melee combat. They usually use their affinity with the swamp to their advantage, setting up ambushes near oft-traveled paths. Spikans begin ambushes with several volleys of back spikes near the edge of their range. If the intruders do not turn and flee, the spikans wait for their opponents to come within range of their acidic breath. Spikans know that their blood harms most creatures. They often focus their attention on creatures with bludgeoning weapons or spellcasters first, letting opponents with slashing weapons cover themselves in spikan blood.

Acidic Blood (Ex): The body chemistry of a Markappal spikan is dangerously acidic. An attacker using a piercing or slashing weapon has a chance of being splashed with blood from the spikan. On a successful hit, the attacker must succeed at a Reflex save (DC 5 + damage dealt) or suffer 1d4 points of acid damage.

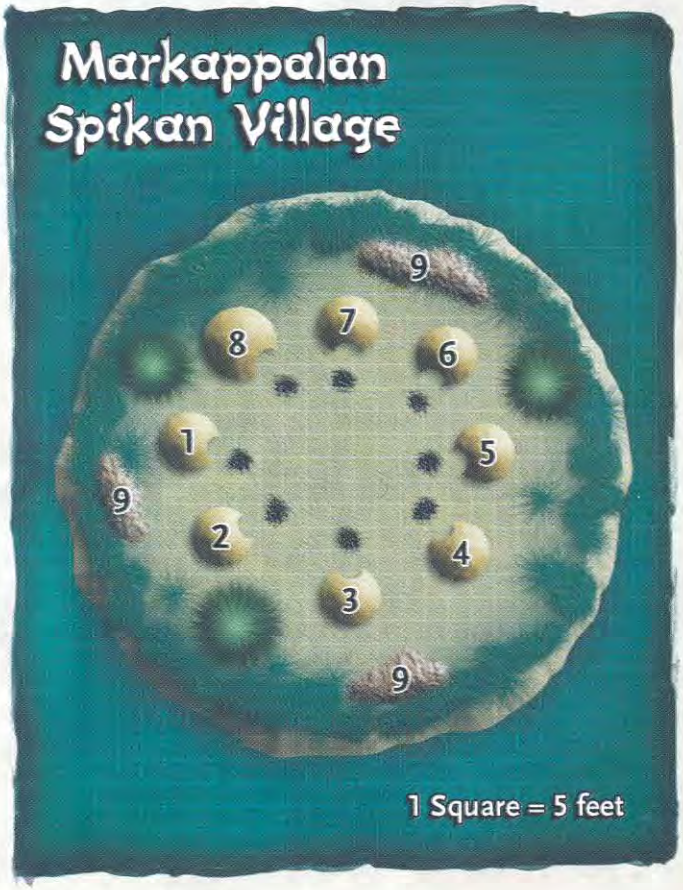
Breath Weapon (Ex): 20-ft. line, every round, 3d4 acid, Reflex DC 11 half damage. The save DC is Constitution-based.

Spikes (Ex): A markappal spikan can fire up to 1d4 spikes per day and can never fire more than one per round. These spikes are filled with acidic fumes and burn on contact with the skin.

Skills: Markappal spikans receive a +8 racial bonus to Hide and Move Silently checks in swamps.

Markappal Spikan Lair

Markappal spikans (often just called "spikans") live in and protect the swamps. While amphibious, spikans prefer to make their homes in the drier parts of the swamp, above the water level. They live and hunt within the water, and often use it to their advantage, but for sleeping and general living, they like to stay dry.



Most spikan lairs are at least semi-permanent, despite their role as predators. The hunters roam areas of nearly 400 square miles, traveling as far as 20 miles from the camp to keep from depleting prey stocks. Though they are not particularly inclined to do so, spikans will eat the flesh of other humanoids that enter their beloved swamps without permission.

The lair presented here is fairly typical for spikans that live in large swamps with small hillocks and extended areas of dry land. It can be placed within any swamp, either near the edge or at the center, as needed. Keep in mind that unless the swamp is particularly large, no more than two tribes ever live within 10 miles of one another. Spikans willingly overlap hunting territories.

This ring of yurts on a flat-topped hill is typical of old spikan settlements that are rarely threatened. The yurts are permanent, with annually replaced pelt and foliage roofs. At the front door, a set of rough-hewn stairs leads down into the sunken yurt, leaving only the curved roof above ground. From more than 40 feet away, the hill looks abandoned and thickly overgrown with underbrush. To further aid in this illusion, the spikans maintain a hedge of ferns, stinkweed, and other swamp plants all around the hill.

At all times, at least three of the tribe members are off patrolling, watching for animals to hunt and invaders to drive off. Whenever strangers visit the swamp, the patrol quickly returns and spreads the news. One spikan then climbs into each of the three trees on the island to keep lookout. Approaching a spikan or the village with obvious peaceful intent prevents the spikans from immediately attacking, though they are always wary of outsiders.

The typical yurt contains one bed for each resident, as well as a leather-covered pit dug into the ground that holds the spikan's personal possessions. Weapons, if present, are always leaned against the wall near the entryway. A brightly colored cloth or painted piece of leather covers the entryway. Small torches stand near the middle of the yurt, and are lit whenever the fire outside is not.

Spikans cook their food, and for that purpose they make small fires 5 ft. in front of their front doors. There is a 50% chance that, day or night, a fire burns in any one of these pits.

1. Family Yurt: Two adults and one child live in this yurt. Within their personal storage pits are two weeks' worth of dried meat, brightly colored stones, and various worthless broken or rusted metal objects. A crude long spear leans against the wall.

2. Family Yurt: Three adults and two children live here. Their storage pits contain a week's worth of dried meat and assorted worthless trinkets. Two opals worth 75 gp each are also mixed in (Search check, DC 25).

3. Storage Yurt: Slabs of meat hang from wooden stakes in this yurt. Every stake has a piece of leather tied about it, painted with a symbol that marks who the dried meat belongs to. This jerky is meant to help families through lean times, and anyone caught stealing another's meat faces banishment or death.

4. Family Yurt: Four adults and five children live here. Mixed in with their worthless trinkets are several semi-precious and precious stones: 2 agates worth 15 gp each, 3 turquoises worth 50 gp each, an opal worth 75 gp, and a black pearl worth 80 gp. A Search check (DC 19) reveals the valuable stones.

Two of the four adults have 2 levels of barbarian in addition to the normal spikan stats.

5. Leader's Yurt: The leader and her mate live here. This yurt is by far the most elaborately decorated, with tanned hides covering every inch of the floor and several antler racks hanging off the low walls. Four short spears, three greataxes, two longspears, a club, and a masterwork heavy mace lean against the walls, spaced roughly equally. A Search check (DC 24) reveals the leader's cache: 7 agates worth 15 gp each, a rough ruby (Appraise check DC 15 to identify) worth 1,200 gp when cut, two masterwork daggers, a set of half-plate armor sized for a dwarf, a *+1 light crossbow*, and four potions (roll randomly for contents).

In addition to the regular stats of a Markappal spikan, the leader also has 2 levels of barbarian and 1 level of ranger.

6. Elders' Yurt: The leader's parents, elderly spikans with graying scales and dull eyes, live in this modest yurt. Once the leader of the tribe, the elder father now can barely move; his strength has left him (Str 7). His wife remains active in the tribe, bringing the old spikan news of the swamp with his meal. She herself trained the current druid, and has 2 levels of druid in addition to the usual stats for a spikan.

Though apparently poor even by spikan standards, the elders have buried a few inches under their dirt floor a long wooden box they once took from a merchant trying to traverse the swamp. A Search check (DC 30) is needed to find it. Within the box now lie the remains of a paladin who once befriended the former leader. When the paladin was killed in the swamp, the leader brought his body here and buried it under his own yurt, where it has remained safe for two decades. In addition to the bones of the paladin, the box contains his gear: a *+3 holy greatsword, +4 chainmail armor,* a *+2 ring of protection*, and a pouch containing 137 gp, 2 rubies worth 1,100 gp each, and a set of horseshoes of a pegasus. The elders have never revealed the existence of the paladin to anyone in the tribe.

7. Family Yurt: Two adults live in this yurt. Among the various worthless trinkets are four opals worth 75 gp each. A Search check (DC 21) reveals the valuable stones.

8. Druid's Yurt: Strangely pleasant smells waft from this yurt. Through a hole in the roof drifts a small column of smoke, all day and night. This is the druid's home (use the base stats for a Markappal spikan and add 4 levels of druid).

Herbs, flowers, and a variety of other plants hang from the roof, giving off the pleasant scents. A damaged but functional birdcage holds a yellow songbird that chirps whenever anyone enters. Piled against the wall are dozens of items of dubious value, such as shrunken heads and half-burned bones. Mixed in with these are items obviously created by more advanced beings, such as glass vials and forged metal objects.

A Search check and Knowledge (arcana) check (both at DC 20) reveals 1d4 uses of material components for every spell from the cleric and druid spell lists that cost less than 2 gp.

Searching through the druid's yurt also reveals the following, with a successful Search check (DC 24): 3 *feather tokens* (2 trees and 1 bird), 7 potions (roll for random contents), 2 scrolls (roll for random contents), a *+2 quarterstaff*, and a minor wondrous item (choose one appropriate to the campaign).

9. Middens: Each of these piles of refuse stand between 2 and 5 ft. high. Bones of various past meals, discarded internal organs from recent kills, poorly tanned leather, and other remains form the majority of the contents of these piles. Vermin infest the middens.

Meme

Medium Elemental
Hit Dice: 6d8 (24 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple: +4/+4
Attack: Dagger +4 melee (1d4)
Full Attack: Dagger +4 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blank, memory drain, overload, skill sap
Special Qualities: Gentle touch, immunities
Saves: Fort +2, Ref +2, Will +8
Abilities: Str 10, Dex 15, Con 10, Int 15, Wis 14, Cha 14
Skills: Bluff +6, Diplomacy +6, Disguise +6, Gather Information +6, Hide +9, Intimidate +6, Listen +8, Move Silently +6, Spot +8.
Feats: Alertness, Improved Initiative, Skill Focus (hide)
Environment: Any land
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral evil
Advancement: By character class
Level Adjustment: +2

Memes are the ultimate obtainers of hidden knowledge. They are veritable memory thieves, with the ability to reach into a person's mind and pillage his most cherished secrets. Memes are all male in appearance with dirty blond hair and murky gray eyes. Their features are nondescript enough to allow them to blend into most crowds unnoticed. Being forgettable is not only their trade, but also their very nature. They alter their outer appearance to blend in, adopting the dress and mannerisms of whatever local region they are passing through. Memes are natives of the Bascaron Elemental Plane of Secrets, most often leaving that realm by disguising and replacing the hapless souls that they have either killed or trapped on that plane.

The one weakness of memes is the trail of lifeless or mindless bodies they leave in their wake. While their abilities do allow them to paralyze or even wipe the mind of an enemy, to steal a foe's memories permanently the meme must drain him to death. Young, foolish or careless memes just drain anyone they come across to amass as much knowledge as possible, reveling in all that they have gained, but older and wiser memes know better.

Most memes do not drain their targets' minds of life completely (or at least, they cover their tracks when they do). Hunted nearly to extinction by vengeful mobs and enterprising wizards out to raid their massive memory stores, memes have become discreet with their powers.

Memes expend considerable energy to erase the memory of their existence from the minds of foes and often from their employers. They take great pride in knowing that to most of the races of the Accordlands, they are little more than a bad memory. As the hunter, the meme is best as a hired gun brought in to either extract some information or put an end to the meddling of individuals who have become a nuisance. A meme's ability to fade from memory at will and use its opponent's best skills against him makes it a very dangerous foe. On the flip side, memes often hold valuable information drained from their prior victims.

Combat

Memes are master thieves and assassins. While altogether average when it comes to physical attributes, they possess a cunning intellect and are formidable enemies. Memes use their abilities to gain access to protected locations and from the shadows. They steal passwords, locate hidden passages, and scrounge for any other information they can turn to their advantage.

When forced to engage in battle, a meme first attempts to paralyze its opponent with its brain freeze ability, and then drain his memory at leisure. When it needs to kill, a meme drains its target to death and then slits the target's throat. Someone observing a corpse with a throat cut from ear to ear rarely attributes the death to memory loss.

Blank (Su): A meme has the ability to blank the mind of an opponent. By spending a full round looking into the eyes of his victim, the meme fills the target's mind with empty, pointless thoughts. The target must succeed at a DC 17 Will save or suffer the effects of *feeblemind*. The effects last for 1d6+6 minutes after the meme breaks eye contact with the target. Creatures lacking visual organs are immune to this effect.

Caster level 9th. The save DC is Intelligence-based.

Immunities (Su): Memes are immune to paralysis and *sleep* effects. In addition, they gain a +4 racial bonus against all mind-affecting spells and spell-like abilities. This bonus increases to +8 if the source of the magic has previously been memory drained by the meme.

Gentle Touch (Ex): Meme are graceful, to an extent. When making a touch attack, a meme may add its Dexterity modifier to the attack roll.

Memory Drain (Su): A meme has the ability to drain and absorb a target's memories with a successful touch attack. Each time the meme touches the target, the target must succeed at a DC 14 Will save or suffer 1d3 Intelligence drain. This drain is instantaneous. The GM should choose one fact per point of Intelligence drain that the victim has permanently forgotten (even if the Intelligence is stored). The meme in turn learns several facts from its opponent, making this a very useful trick to use against sleeping creatures or city guards.

The save DC is Constitution-based.

Overload (Ex): On a successful touch attack, the meme can cause a target's brain to fill with all his memories at once, causing him to fall catatonic. The target must make a DC 14 Will save or be paralyzed for 1d4 minutes.

The save DC is Wisdom-based.

Skill Sap (Su): Another of the meme's powers is its ability to drain skills from its foes. With a successful touch attack, a meme can drain up to its Wisdom score in skill points from its opponent and add them to its own. The total ranks gained can come from several skills. A meme already possessing the skill adds the new ranks to its own. Treat the new ranks as if the meme always possessed them. There is no save against this ability. The effect lasts for 1d8+8 rounds.

Mephit

Tiny Outsider (Evil)
Hit Dice: ½d8 (2 hp)
Initiative: +7
Speed: 15 ft. (3 squares), fly 45 ft. (average)
Armor Class: 18 (+2 size, +3 Dex, +3 natural), touch 15, flat-footed 15
Base Attack/Grapple: +1/–8
Attack: Claw +2 melee (1d2–1) or bite +2 (1d3–1)
Full Attack: 2 claws +2 melee (1d2–1) or bite +2 (1d3–1)
Space/Reach: 2½ ft./0 ft.
Special Attacks: Breath weapon, poison, spell-like abilities,
Special Qualities: Immunities, fast healing 3, spell resistance 19, summon mephit
Saves: Fort +3, Ref +5, Will +2
Abilities: Str 8, Dex 17, Con 13, Int 11, Wis 14, Cha 14
Skills: Bluff +6, Disable Device +7, Escape Artist +7, Hide +15, Listen +6, Open Locks +7, Spellcraft +4, Spot +6
Feats: Improved Initiative
Environment: Any land and underground
Organization: Solitary, cluster (2–5), or swarm (5–20)
Challenge Rating: 1
Treasure: None
Alignment: Always evil (equal chance chaotic, lawful, or neutral)
Advancement: 1–3 HD (Tiny); 4–6 HD (Small)
Level Adjustment: —

Some sages call the Accordlnads mephits manifestations of cruelty and horror. These tiny elf-like beings travel across the Accordlands, inflicting senseless evil on everyone they meet. Though they do not truly have a society as humanoids would understand it, mephits do sometimes work together. They are all thoroughly evil, and rightfully distrustful of one another.

Chaotic evil mephits are malicious loners, seeking to spread suffering and death one victim at a time. They delight in torture, crafting ways to kill victims as slowly and painfully as possible. They become ecstatic if their victim awakens before it dies. Many buildings have burned down to amuse a chaotic evil mephit.

Their neutral evil kin cluster together to harass villages and small towns. They are most likely to bestow curses and make their victims blind or deaf. Neutral evil mephits do not go out of their way to cause suffering, and are most likely to randomly afflict a passerby.

Lawful evil mephits occasionally band together in large groups. These fearsome conclaves of remorseless evil move like a plague across the land, inflicting pain and suffering. They move in ordered ranks like soldiers flying across the sky. They use *bane* and *doom* most frequently, weakening opponents before moving in to maim. Knowing that most good creatures look after one another, lawful evil mephits prefer to cause permanent, debilitating damage to their victims, rather than grant the painlessness of death.

Mephits stand roughly a foot tall, and have blue skin and green eyes. Their long, dextrous fingers are ideal for undoing locks. Mephits occasionally acquiesce to becoming a familiar for a high-level wizard, but they do not cease their destructive ways and often become more trouble than they are worth. Mephits speak their own language, Abyssal, and Common.

Combat

In combat, a mephit always tries to stay out of melee range of its opponents. A mephit's alignment modifies how it approaches combat. Lawful mephits enjoy the use of tactics and numerical advantage to confound and distract their unwary opponents. They are most likely to summon in more Accords mephits. Neutral ones afflict their foes with harmful spells, and may or may not kill them outright. The chaotic mephits attempt to incapacitate their foes as quickly as possible, killing them later at their leisure. They are least likely to summon in others.

Breath Weapon (Su): 20-ft. cloud, once every 1d4 rounds, poison. The cloud of poison gas is invisible, and cannot be detected except by walking into it, or with *detect poison*.

Fast Healing (Ex): Every round that a mephit is alive, it heals 3 points of damage. It need not have positive hit points. If reduced to negative hit points, the mephit automatically stabilizes that round. It begins healing the next round.

Immunities: Mephits are immune to mind-affecting spells and glamers. Mephits are immune to their own poison.

Poison (Ex): Bite, Fortitude DC 11, initial damage paralysis (2d4 rounds), secondary damage paralysis (1d4 minutes). The save DC is Constitution-based.

Spell-like Abilities: At will—*mage hand, open/close, prestidigitation, protection from good;* 3/day—*bane, blindness/deafness, burning hands, doom, invisibility, knock, teleport;* 1/day—*bestow curse, magic circle against good, plane shift.* Caster level 9th. The save DC is 12 + spell level and Charisma-based.

Summon Mephit (Sp): Once per day, a mephit can attempt to summon another mephit, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%: On a failure, no mephit answers the summons that day. A mephit that has just been summoned cannot use its own summon ability for 2d20 minutes. This ability is the equivalent of a 2nd-level spell.

Misearean Griffon

Large Magical Beast
Hit Dice: 7d10+21 (56 hp)
Initiative: +4
Speed: 30 ft. (6 squares), fly 100 ft. (average)
Armor Class: 19 (–1 size, +4 Dex, +6 natural), touch 13, flat-footed 15
Base Attack/Grapple: +7/+15
Attack: Claw +10 melee (1d6+4)
Full Attack: 2 claws +10 melee (1d6+4), bite +5 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Aerial charge, pounce, rake 1d6+4
Special Qualities: Aerial roll, loyal mount, natural tracker, scent
Saves: Fort +8, Ref +9, Will +3
Abilities: Str 18, Dex 18, Con 16, Int 5, Wis 12, Cha 8
Skills: Jump +10, Listen +6, Spot +6*, Survival +3
Feats: Alertness, Flyby Attack, Hover, Track
Environment: Temperate and warm hills and mountains
Organization: Solitary, pair, or pride (6–10)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment: —

The griffons of Misear are majestic creatures with the characteristics of both a lion and an eagle. They are renowned for their loyalty to their riders and their ferocity in battle. They prey on all manner of beasts, but they favor horseflesh. The body of a griffon resembles that of a lion, and its head and front legs are those of an eagle. Large golden feathered wings, spanning 25 feet or more, emerge from its back. Neither males nor females are endowed with a mane.

Griffons make their homes in high places, swooping down on their prey with shrill cries. Although both aggressive and predatory, they are intelligent enough to avoid obviously powerful enemies. They frequently attack horses, and anyone who attempts to protect horses from a hungry griffon often ends up on the menu.

Many armies and mercenary companies train griffons as mounts for aerial combat. Trained griffons can control their predatory impulses as long as they are treated well by their riders.

Combat

Miserean griffons often attack caravans to get at the horses. They attempt to knock riders from steeds, or bite through the straps that attach dray horses to wagons. Once the griffon has secured its meal, it carries it away to dine elsewhere.

Griffons use the surroundings to their advantage, diving to attack directly out of the noonday sun, or swooping from behind cliffs and trees to gain a surprise attack.

Aerial Charge (Ex): A Misearean griffon may make a devastating aerial charge against a foe. In order to use this ability, the griffon must be between 150 ft. and 200 ft. away from its chosen opponent. The griffon then charges the entire distance between itself and the foe. The griffon (and its rider) gains a +8 circumstance bonus to attack and damage, but loses its Dexterity bonus to AC. If either rider or griffon miss the attack, a DC 20 Ride check is required to avoid falling off of the griffon.

This ability cannot be used in conjunction with the pounce ability.

Aerial Roll (Ex): A Misearean griffon gains a +4 competence bonus to Reflex saves made while flying.

Loyal Mount (Su): Misearean griffons will do anything to prevent their rider from being harmed. If the rider is rendered unconscious, the griffon immediately flees from combat, exerting every effort to bring the rider to safety.

Mount (Ex): A Misearean griffon can be ridden into battle. Any rider the creature carries must be at least one size category smaller. The creature can always fight while carrying a rider, but the rider must make a DC 10 Ride check to be able to attack as well. For every additional size category the mount is larger than its rider, the DC of this check rises by +5. For example, a human riding a Large griffon checks against a DC 10, while a Small creature checks against a DC 15.

Natural Tracker (Ex): Misearean griffons are natural trackers and can use the Survival skill to track their prey as if they had the Track feat. When tracking by scent, a griffon gains an additional +4 racial bonus to its Survival checks. In addition, it needs to check only once per day to track and must recheck only if a trail crosses water or shifts due to magic (*teleportation, fly*, etc.). Once a griffon has a scent, it can track almost indefinitely.

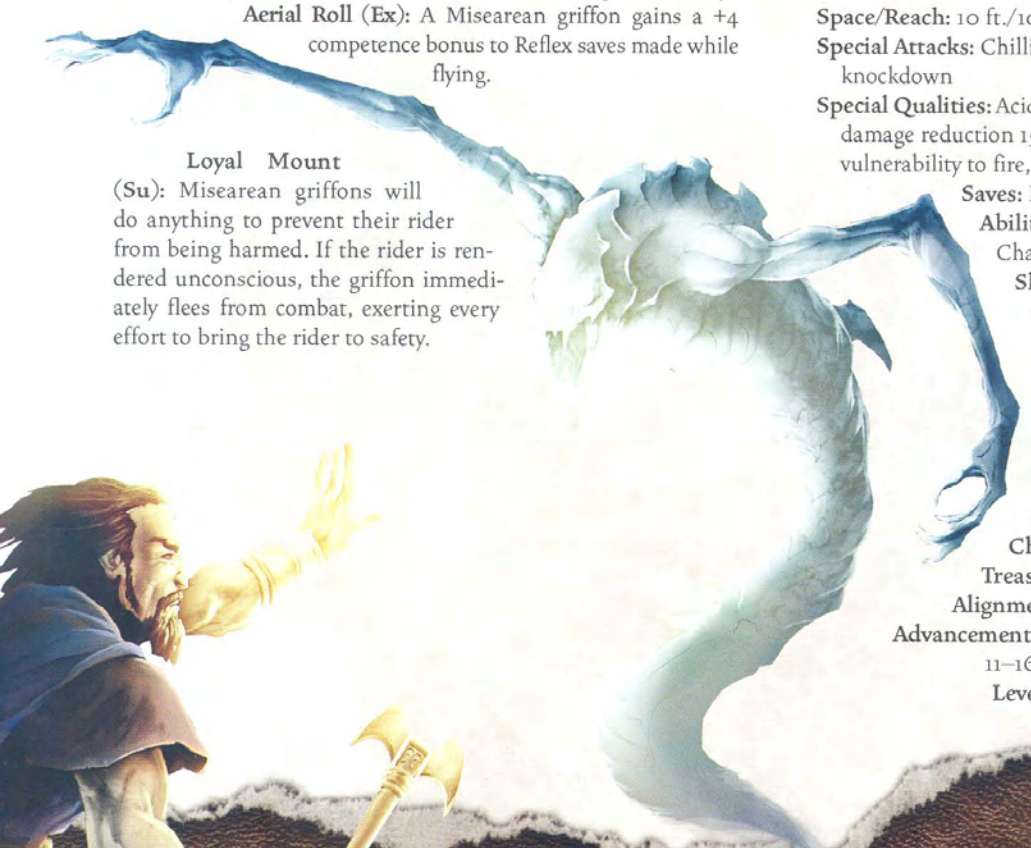
Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +10 melee, damage 1d6+4.

Skills: Misearean griffons receive a +4 racial bonus to Jump checks. *They also receive a +4 racial bonus to Spot checks in daylight.

Mist Render

Large Outsider (Air, Chaotic)
Hit Dice: 4d12+12 (36 hp)
Initiative: +8
Speed: 5 ft. (1 square), fly 40 ft. (perfect)
Armor Class: 15 (–1 size, +4 Dex, +2 natural), touch 13, flat-footed 11
Base Attack/Grapple: +4/+9
Attack: Claw +4 melee (1d6+1)
Full Attack: 2 claws +4 melee (1d6+1), bite -1 melee (1d8 plus drain), or tail slap +4 melee (1d8+1 plus knock down)
Space/Reach: 10 ft./10 ft.
Special Attacks: Chilling bite, create spawn, improved grab, knockdown
Special Qualities: Acid immunity, cold weakness, damage reduction 15/magic, darkvision 180 ft., vulnerability to fire, immunities, spell-like abilities
Saves: Fort +7, Ref +8, Will +4
Abilities: Str 13, Dex 18, Con 17, Int 13, Wis 11, Cha 8
Skills: Climb +8, Escape Artist +11, Hide +7*, Knowledge (the planes) +8, Listen +7, Move Silently +11*, Spot +7, Survival +7, Tumble +11
Feats: Dodge, Improved Initiative
Environment: Any land and underground
Organization: Solitary or pair
Challenge Rating: 4
Treasure: None
Alignment: Often chaotic neutral
Advancement: 5–10 HD (Large), 11–16 HD (Huge)
Level Adjustment: +2



Made of air supercondensed into a soft but solid form, a mist render floats across the Accordlands, ever hungry, eagerly seeking its next victim.

A mist render looks vaguely snakelike, but with a bony-looking ridge running along the back of its neck. Two long arms end in claws, and a tail trails into nothingness. Long, needle-like fangs resemble those of a venomous snake. No other teeth or bony protrusions exist in a mist render's mouth; the creatures lack even a tongue.

Coming from an unknown plane, mist renders hunt across the Accordlands, feeding off the energy and life of whatever creatures they come across. They are not choosy about their prey, and will just as happily feed off cattle as humans. Most of the creatures attacked by mist renders survive the attack, though they are in a great deal of pain for several days.

Mist renders usually travel alone, occasionally in pairs. Sages who track their movements note that once a pair forms, the two beings never stray far from one another's side. These sages speculate that the mist renders form life-long bonds with their mates, though immature mist renders have never been seen. Ever on the move, mist renders have no lairs and never need one.

Mist renders speak their own language and Auran.

Combat

Mist renders always initiate combat from an invisible state. They never willingly enter combat visible. Once they make their initial attack, they never waste a standard action to resume invisibility unless they are hard-pressed to escape. If surprised, they flee as quickly as possible, becoming invisible if that is practical given the circumstances. After being surprised and successfully fleeing, the mist render becomes invisible and returns to watch the creatures that surprised it. If it sees a sign of weakness, it attacks. Mist renders sometimes attack beings already in combat.

In the first few rounds of combat, a mist render spreads its attacks among as many opponents as possible, trying to discover the slowest and clumsiest of the bunch. Once a mist render guesses which of its foes has the lowest Dexterity score, it concentrates its attacks on that opponent. The mist render always tries to incapacitate one foe before moving on to another. If a spellcaster displays the ability to cast fire spells, the mist render immediately seeks to disable that spellcaster.

When mist renders move in pairs, they coordinate their attacks to keep their prey between them at all times until one is ready to begin feeding. That creature then moves in to its chosen target while the other circles around it to act as a guard. After the first creature is sated, the second chooses a target and is likewise protected while it feeds.

Chilling Bite (Su): A mist render's bite deals 1d3 Dexterity and 1d2 Constitution damage in addition to normal damage. Once a mist render has consumed 30 points of Constitution or Dexterity in one day, it ceases feeding. If fighting in a pair, it defends the other so it can feed.

Cold Weakness (Ex): Cold-based attacks cause the mist render to become *slow*, per the spell, in addition to dealing damage.

Immunities (Ex): A mist render is immune to all diseases and poisons (mundane and magical), including spells such as *death cloud*. In addition, a mist render is immune to critical hits, sneak attacks, and death from massive damage.

Improved Grab (Ex): To use this ability, the mist render must hit with a bite attack against a Small or smaller creature. 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 deals bite damage automatically.

Knockdown (Ex): Anyone struck by a mist render's powerful tail must succeed at a Reflex save (DC 10 + damage dealt) or be knocked prone. In addition, the creature's tail is considered magical and silver for the purposes of bypassing damage reduction or attacking incorporeal creatures.

Spell-Like Abilities (Su): At will — *blur, invisibility, see invisible*. Caster level 4th.

Skills: Mist renders receive a +8 racial bonus to Hide and Move Silently checks on the material plane.

Nekrast

Medium Undead
Hit Dice: 5d12 (30 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 22 (+1 Dex, +3 natural, +8 *death plate* armor), touch 11, flat-footed 21
Base Attack/Grapple: +2/+3
Attack: Slam +4 melee (1d6+1 plus energy drain)
Full Attack: Slam +4 melee (1d6+1 plus energy drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Energy drain
Special Qualities: Aura of fear, create spawn, damage reduction 10/good, *death plate*, fire immunity, spell-like abilities, spell resistance 16, undead traits
Saves: Fort +1, Ref +2, Will +6
Abilities: Str 12, Dex 13, Con —, Int 21, Wis 14, Cha 24
Skills: Concentration +8, Craft (alchemy) +10, Decipher Script +13, Diplomacy +12, Intimidate +13, Knowledge (arcana) +13, Knowledge (any two) +13, Spellcraft +13, Search +13
Feats: Dodge, Weapon Focus (slam)
Environment: Any land and underground
Organization: Solitary (always with 4–20 lesser undead or evil humanoids with 1–2 HD), or gathering (8–12)
Challenge Rating: 4
Treasure: Standard
Alignment: Often lawful evil
Advancement: By character class
Level Adjustment: —

Nekrasts are undead spellcasters specializing in fire magic.

A nekrast appears as a humanoid undead with a skull wreathed in white flame for its head. It radiates heat from its body, though not enough to cause harm or ignite fires. Nekrasts revel in the agonized screams of living creatures being burned to death. They are patient, and wait until the destruction they cause can maximize the pain and suffering inflicted.

Occasionally, an necromancer of insufficient power to become a lich spontaneously arises after death as a nekrast. Those with a penchant for fire magic have the best chance at returning as one of these creatures. Rumors say that books of lost lore can guide a necromancer along the path to becoming a nekrast; these have yet to be verified.

Despite being undead, nekrasts are social creatures. They surround themselves with lesser undead and evil humanoids. Nekrasts enjoy conversing with intelligent beings, and often come together in groups they call gatherings.

A nekrast gathering usually contains eight to twelve of the creatures, all of who regard one another as slightly inferior peers. No open hostility ever breaks out between nekrasts in a gathering, but rival gatherings are known to openly clash in spectacularly violent ways. Such clashes usually happen in crowded areas where the maximum amount of death and carnage can occur.

Gatherings come together either in abandoned buildings within a city, or in stone mansions that are resistant to the nekrasts' flames.

Combat

When in combat, nekrasts avoid melee combat whenever possible, despite their ability to drain energy. Because they are never alone, nekrasts stay behind their undead and humanoid servants, judging the strength of their foes. If a nekrast believes its offensive spells will be necessary, it begins casting defensive spells first. A favorite tactic of nekrasts is to let themselves become surrounded by foes, then center a *fireball* on themselves. In a gathering, nekrasts have no other creatures to hide behind than one another. Nekrasts in a gathering use their most powerful offensive spells first, to drive back their foes and buy time to flee or put up defensive spells.

Aura of Fear (Su): All living creatures within 30 ft. of the nekrast must succeed at a DC 21 Will save or be overcome with *fear*. A save is required each round a living creature spends within 30 ft. of the nekrast. Shaken creatures suffer a –4 on Bluff, Diplomacy, and Intimidate checks while interacting with the nekrast.

This effect is always active, and if it is somehow dispelled the nekrast can reactivate it as a free action. Caster level 18th. The save DC is Charisma-based.

Death Plate (Su): Nekrast wear a type of armor known as *death plate*. This armor is made from alchemically hardened humanoid flesh, bones, and tendons, with the bones and tendons facing out. The nekrast suffers no armor check penalty or arcane spell failure while wearing it. It is considered *unholy* and therefore deadly to good PCs.

Energy Drain (Su): Living creatures hit by a nekrast's slam attack gain one negative level. The DC is 19 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the nekrast gains 5 temporary hit points.

Spell-Like Abilities: At will—*burning hands* (DC 18), *continual flame, detect magic, faerie fire, mage hand, pyrotechnics, tongues;* 3/day—*change self, fireball* (DC 20), *flame arrow* (DC 20), *flaming sphere* (DC 19), *shield, wall of fire* (DC 21); 1/day—*fire shield* (heat only), *haste, improved invisibility, teleport without error.* Caster level 11th. The save DCs are Charisma-based.

Nekrast Lair

Because of their love of flames, nekrasts are forced to find locales that resist the destructive power of fire. They prefer stone fortresses, but will live in any stone or metal building. When a gathering of nekrasts meets, its chosen homes rarely last for long without vast modifications. The lair presented below should be placed either in a countryside setting away from the intrusions of neighbors, or in the middle of a small town where the local inhabitants live in fear. It is presented as a country manor house, but works just as well as the former home of a wealthy noble or merchant. Nine nekrasts reside here.

MAP KEY

This old manor house is made mostly of stone, brick, and mortar. Two wings flank a domed central entry. Where the windows once bore shutters and glass panes, they now open directly onto the outside world. In some openings, mostly on the second floor, shards still remain.

A warped porch, the final remnant of wood in the manor, fronts the house. Tall stone pillars jut through the ancient planks, holding aloft a slate overhang. Two massive stone doors, at least 15 ft. high, once guarded the main entry. One remains on its hinges, opening and closing with ease, while the other leans out against the nearby pillar.

Except for a few fast-growing weeds and grasses, no plant life exists within 20 ft. of the manor. Much of the ground around the building looks charred.

1. Entry Hall

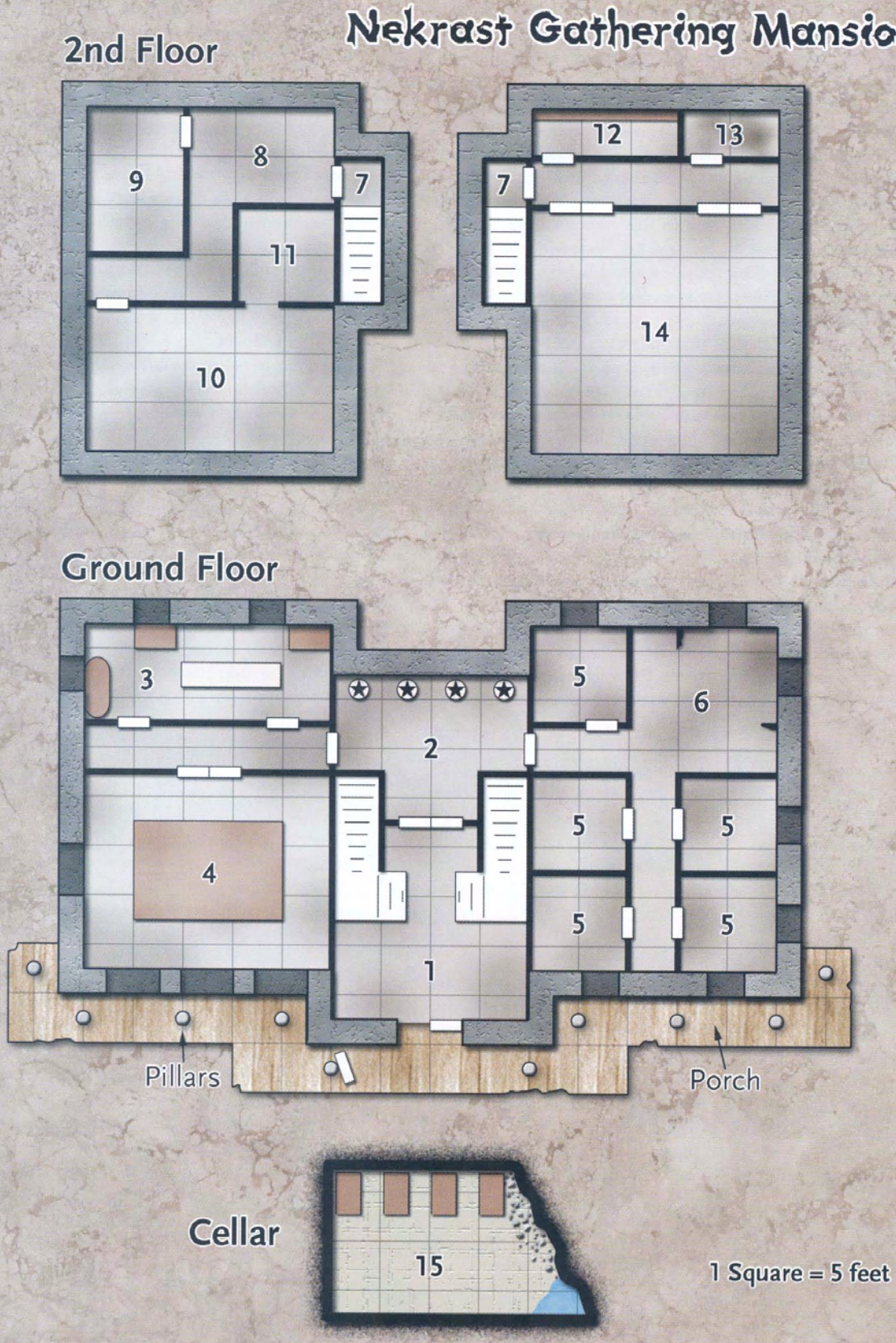
This once grand hallway shows the effects of frequent bursts of flame. The bare marble floor is cracked, and the ornate iron staircases are warped. Rising nearly 30 ft. above the floor is a massive domed marble roof, with a few scraps of paint — once a mural —-still clinging to it. Tapestry hangers line the walls of the entry hall, but their burdens have long since burned away.

At the far end of the room stand two iron-banded solid oak doors (hardness 5, hit points 20, break DC 23) that have somehow resisted the widespread destruction. The stairs are still functional, and lead up to small iron landings at the second floor.

2. Antechamber

Four headless statues stand here, two obviously male, one female, and the fourth somewhat ambiguous. In the place of their proper heads, each statue bears the skull of a humanoid creature, blackened with soot. From left to right the statues portray a male dwarf wearing plate mail and bearing a longsword and shield, a male of human build wearing studded leather armor and holding a bow, a female elf in a sensuous dress holding a quarterstaff, and an ambiguous looking humanoid wearing robes.

Nekrast Gathering Mansion



3. Kitchen
Three ovens lie dormant in this kitchen. Rows of knives and utensils, pots and pans are blackened. The doors to the room are barely more than splinters clinging stubbornly to their hinges.

4. Dining Hall
The massive double doors of this room remain intact, though only barely. A Strength check (DC 16) is necessary to push the doors open. Dominating this room is a massive, solid oak table. Scorch marks and soot bear silent witness to the pyroclastic destruction that has occurred in this room, though the table remains intact and mostly undamaged. Wide windows near the top of the 15-foot ceiling provide natural lighting, though several torchless sconces evenly spaced about the room glow with *continual flame* spells.

There is a 75% chance that 1d4+2 of the nekrasts in the building are within this room at any time. If the party makes no effort to hide its presence, the nekrasts are not surprised when the party pushes open the double doors. The nekrasts use their *improved invisibility* spells, climb on top of the table, and wait until all but one party member enters the room before one sets up a *wall of fire* to keep the lone character out of the room. At the same time, the remaining nekrasts all simultaneously drop *fireballs,* centered in the middle of the room, making sure to hit every possible location.

When only two nekrasts are left they *teleport without error* into the ball room (Room 14).

5. Guest Rooms
All of these rooms once held proper furnishings to keep a noble guest happy for several days. Now they are gutted and charred.

6. Ruined Room
This was once a guest room, but the nekrasts' spells blew out the walls. The ceiling from the second story sags down from above.

7. Stair Landings
These landings are at the top of the stairs beginning in the entry hall (Room 1). The iron doors are locked (hardness 10, hit points 60, break DC 28, Open Locks DC 20).

8. Master Entry
A guard once stood here at all times protecting the manor owner's private chambers from wandering guests.

There is a 25% chance that 1 nekrast is in meditation here. The party cannot open the door from the landing without alerting the nekrast. It casts *shield* on itself. If it takes the characters more than 1 round to get through the door, the nekrast follows with an *improved invisibility* spell. The lone nekrast follows much the same tactics as outlined above: wait until one party member has yet to enter the room before casting *wall of fire* and *fireball* spells.

9. Master Bath
A tiled bath fills the southern wall of this room. A chunk of bronze in the northwest corner marks where the chamber pot once sat. The bronze can be sold to a blacksmith for 1 gp.

10. Master Bedroom
Tapestry hangers on the walls hold nothing now but memories. The door leading into the walk-in closet is long gone, but a charred piece of wood still hangs off the bottom hinge.

There is a 40% chance that 1d2+1 nekrasts are in a deep conversation within this room. Careful and quiet characters can sneak up on these nekrasts. If surprised, the nekrasts cast *improved invisibility* in the first round of combat, and then *wall of fire* and *fireball* in the second round.

11. Walk-in Closet
This room is relatively undamaged. A Search check (DC 25) reveals a hollow section of wall. Within the hollow area are 2 potions of *cure light wounds.*

12. Women's Dressing Room
Two pieces of bronze slag are all that remain of the chamber pots in this room (worth 1 gp each to a blacksmith). The remains of a low wooden bench runs along the north wall, and two dozen iron hooks stick out from the south wall.

13. Men's Dressing Room
Most of the floor in this room sags down into the room beneath. Two chunks of bronze slag rest at the lowest point in the floor. Any character over 100 pounds stepping into the room collapses the floor and takes 2d6 points of falling damage (Ref save, DC 13, for half damage).

14. Ball Room
The elaborately decorated tile floor shows the inevitable signs of fire damage.

There is a 90% chance that 2d4+1 of the nekrasts are in this room, fully aware of and prepared for the party. There are only 9 total creatures in the building. If a die roll in this room indicates more nekrasts than are left from previous encounter, assume that the remainder of the nekrasts are here. They follow the tactics as outlined in Room 4 above.

15. Cellar
There is a 20% chance that 1d4–2 nekrasts are in this partially collapsed and flooded room (a result of 0 or less indicates that none are here). The nekrast(s) follows the tactics as outlined in Rooms 4 and 8 above.

The four intact wine casks along the north wall are all ¼ full of 200-year old wine. If bottled properly, the wine is worth 250 gp per bottle. A Profession (vintner) check (DC 10) reveals this fact, as well as how to properly ship the wine to fetch such a price. Between the four casks there is enough wine for 80 bottles.

The Nine Cats of Hell

Medium Magical Beast (Bascaron)
Hit Dice: 32d10+288 (448 hp)
Initiative: +8
Speed: 40 ft. (8 squares)
Armor Class: 42 (+4 Dex, +28 natural), touch 14, flat-footed 38
Base Attack/Grapple: +32/+48
Attack: Claw +48 melee (2d8+16/19–20)
Full Attack: Claw +48 melee (2d8+16/19–20), bite +43 melee (4d6+8/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Gaze, spell-like abilities
Special Qualities: Damage reduction 25/special, immunities, regenerate 10, spell resistance 28
Saves: Fort +27, Ref +22, Will +17
Abilities: Str 42, Dex 18, Con 29, Int 25, Wis 25, Cha 18
Skills: Hide +39, Knowledge (arcana) +42, Knowledge (the future) +42, Knowledge (any two) +42, Listen +42, Move Silently +39, Spot +42, Search +42
Feats: Cleave, Combat Reflexes, Crush, Follow Through, Great Cleave, Improved Critical (bite, claw), Improved Initiative, Improved Sunder, Power Attack, Sneak
Environment: Any land
Organization: Solitary, or 9
Challenge Rating: 20
Treasure: None
Alignment: Always evil
Advancement: 33–45 (Medium)
Level Adjustment: —

The Nine Cats of Hell are thought by some to be no more than a fable told to keep children off the moors at night. They are not figments of the imagination, though they have inspired nightmares for hundreds of years. They have existed since before the Great Storm, and it is said they will continue to exist even when Bascaron's gaze destroys the world. They are creatures of myth, physical manifestations of insanity, and they are cursed. Anyone who sees the Nine Cats of Hell is touched by their madness — a madness that will drive even the strongest mind to despair. It is claimed that death is a mercy, for those who touch the Cats' flesh feel the pain of the ultimate destruction of the Accordlands.

The Nine Cats of Hell are immortal creatures, and can only be destroyed through magical quests and legendary means. They are almost completely immune to non-magical damage, and have high resistance to magic. Such quests would require the gods' help, it is said, and they have no more ability to directly affect the Accordlands than the Cats themselves. Therefore, it is left to mortal man to one day deal with their threat. Other legends claim that anyone who kills one of the Cats will become that Cat's replacement, offering his flesh and soul to the pack in order to keep their numbers whole.

The Nine Cats are the harbingers of apocalypse. Each represents a plague that will curse the world during the final days before Bascaron annihilates all life, culminating in an apocalyptic vision to be shared by all those still fighting for their life in the Lands of the Accord. Until that day, they roam quietly, keeping to themselves and watching events shape the course of the future that they will claim. Even now, however, they nudge events onto the desired course. A powerful hero is struck down by a deadly contagion in Andover. A wizened mage is driven insane by his studies. Everywhere armies march across the lands of the Accord, intent on slaughter and destruction. The Cats' influence can be felt every day, in every life, yet they forever lurk in the distant corners of the world, aloof from the struggles of man, elf, dwarf, and Nothrog.

Although few willingly seek out the Nine Cats, finding them is a quest itself. They can journey thousands of miles in moments, appearing wherever a cataclysmically significant event is about to occur (a difficult thing to predict). Even should one be able to find them, trading for their knowledge is extremely difficult. There is very little that the Nine Cats seek, and their only goal is to bring about the destruction of the entire world. Yet, the Nine Cats cannot directly act to bring about this apocalypse, and must trust in intermediaries to keep the world on its course. If they ask a favor, it is certain that such an action will in some way hasten the destruction of all life — a goal most adventurers do not share. Unfortunately, the Cats can always find a patsy willing to ignore the destruction that will come in a century in exchange for riches and power today.

Each of the Nine Cats possesses godlike intellect and divine memory, particularly where its own 'concern' is involved. The Cat of Insanity can remember every madness ever visited upon the world, and who has suffered it. The Cat of Death can recite the date and cause of death for any corpse in history. Few things are kept secret from them, and fewer still escape their notice.

Combat

Damage Reduction (Su): The Cats are supernaturally resilient, and capable of sustaining tremendous damage without shedding a drop of blood. Each of the Cats is vulnerable only to one ancient, enchanted weapon. None know the nature or name of these mythical arms.

Gaze (Su): Each of the Nine Cats has a gaze attack unique to that Cat. These attacks are detailed in each Cat's entry. Though the effects differ, each of the gaze attacks can be resisted with a DC 27 Will save. The save DC is Wisdom-based.

Immunities (Su): Each of the Cats is immune to paralysis, *sleep*, fear effects, poison, and critical hits. They never age and are immune to all diseases, mundane and magical.

Spell-like Abilities (Sp): All of the Cats may *teleport without error* at will, though they are limited in their travels to locations which are important in the tapestry of fate.

The Nine

Blasphemy (Atheos)

Even the powers of faith will be stripped away from the world when the apocalypse comes. The Cat of Blasphemy is a large caracal cat, similar to a lynx, with long ear tufts and sharp red teeth. It is a small creature, unassuming but exceptionally dangerous. Each creature of the Accordlands holds the seed of doubt in his God, for faith is the precept of belief despite the lack of proof.

Gaze of Atheos (Su): Those who gaze upon Atheos must make a saving throw or commit the foulest act of blasphemy conceivable. This act may not occur immediately, but it will happen at the earliest opportunity — and this act will certainly anger the god involved. Gods have little patience for those who cannot control themselves, and the Cat of Blasphemy has power over all who hold even the slightest doubt toward their faith. In effect, this act of blasphemy is released from the depths of the victim's own desires. This can only be undone by a *miracle* or *wish* spell.

Death (Mors)

The Panther of Death is jet-black. Sleek and supple, the Panther's eyes are as obsidian as the rest of the beast, as if the Cat were made of nothing more than ephemeral night. Her claws and teeth are the dark ivory of bone, and through bright light, one can see the image of a skeleton rippling upon her fur, seeming to dance in time with the beast's silent steps. Legend holds that a great army once assembled to attack the beast, but when Mors beheld them, they withered, died, rotted, and fell to dust within the space of a heartbeat. Some say that Mors is the greatest of the Nine Cats, as she can end the suffering inflicted by the rest. It is doubtful she would choose to do so.

Gaze of Mors (Su): Those who view the Panther of Death must make a saving throw or be slain instantly by the beast's mere presence. Such a death is irrevocable, and the victim cannot be *raised* or *resurrected*. Even a *wish* has no effect, though *reincarnate* can restore the victim to life.

Destruction (Clades)

The Tiger of Destruction is one of the most popular icons of Accordlands myth, depicted with stripes of flame about a creature that stands as large as an elephant. The Tiger is indeed a massive beast, taller than any of its comrades with the exception of the Lion of War. Its fur moves with the flickering of flame, and where it treads, cities crumble. It has no compassion, no mercy, only a complete understanding that all things must fall to dust. It is a patient hunter as well as a feral beast, and those who gaze upon it find themselves ravaged by its terrible powers.

Gaze of Clades (Su): The gaze of Clades is the weight of ages. An opponent who fails his saving throw immediately ages the minimum number of years required to advance the character to venerable. Any character so affected must make a DC 30 Fortitude save or immediately die due to the ravages of rapid aging. Assuming the character's survival, he immediately suffers the –3 penalty to Strength, Constitution, and Dexterity, without accruing attendant bonuses to Intelligence, Wisdom, and Charisma. The save DC is Charisma-based.

Famine (Fames)

In some primitive countries, the Jaguar of Famine is considered a god. It is worshipped, prayed to, and often sacrificed to. These offerings are intended to keep famine away, so the Jaguar will hunt elsewhere. The Jaguar of Famine is a thin animal, its fur spotted and lank above skeletal ribs and flanks. Its skull-like head bears tremendous iron teeth, and its tail slashes in long curls above withered terrain.

Gaze of Fames (Su): Those who meet the Jaguar's gaze must make a DC 30 Fortitude save or their internal organs are twisted and torn asunder. Not only is this excruciatingly painful (the victim suffers 50 points of damage, with no save possible), but it renders the opponent unable to digest food. If not the damage is not restored within a week (either with a *miracle* or *wish*), the character starves to death.

INSANITY (ULNA)
The Leopard of Insanity's tan flesh is covered in flickering shadows of black and scarlet. Its hollow eyes bear within their depths all the madness of the world. Its wiry body is in constant motion. To stare too long into the patterns of its flesh is to gaze into the heart of the universe, and once one beholds the pattern, one's mind is irrevocably altered. The Cat's movements are supple, yet unsettling, as if it stalks across the edge of existence. This Cat rarely speaks, but constantly whispers the words of every madman in the Accordlands in an unholy chorus. As mortals fall victim to its gaze, they begin to echo its cacophony, until the Cat has incorporated their newly insane voices into the choir of the demented.

Gaze of Luna (Su): The opponent's mind is shattered unless he makes a DC 30 Fortitude save. Opponents so affected are immediately and permanently reduced to 0 Wisdom. Nothing short of a *wish* spell can restore the victim, and even then, his Wisdom is restored to only half its original score.

MAELSTROM (ASPER)
The Cat of the Maelstrom is a large sabertoothed beast whose presence causes onlookers to feel strangely fearful. Its powers foreshadow the day when all magic will run rampant across the lands, like the maelstroms that ravage the lower caverns of the dwarves. Lightning, ice, and fire play across its coat, and its great jaws spark with electricity. He is the bane of all who would bind magic to their own purposes, for he represents all that is primal and chaotic in magic.

Gaze of Asper (Su): Any character who gazes upon Asper and fails a DC 30 Fortitude save immediately loses all control of any prepared spells. All memorized or prepared spells are immediately cast at random targets, regardless of the consequences to the caster's companions, or even the caster himself. Any magical items carried by the opponent immediately lose all their charges (though they do not discharge). The character's spellcasting level is immediately reduced to 0 (though it increases normally as the character continues to gain the appropriate class levels). Lost caster levels can only be restored with a *miracle* or *wish* spell.

PLAGUE (LUES)
The Cat of Plague appears to have once been a small lynx, but now its flesh is covered in boils that leak foul pus. The animal moves as swiftly as its companions, but leaves a trace of rotted flesh and seeping blood wherever it goes. Hissing sounds reverberate from its misshapen skull, and its tail seems like a whip of bone.

Gaze of Lues (Su): Those who feel the gaze of Lues must make a DC 30 Fortitude save or catch a particularly virulent strain of plague. Those directly affected by the Plaguecat's sickness cannot be cured by any means, and pass the sickness to others; the first time another creature passes within 15 feet of the character, the exposed creature must make a DC 27 Fortitude save or contract the disease. These 'secondary victims' can be cured only by a *miracle* or *wish* cast within three days of infection. Infected characters must make a DC 27 Fort save each day or suffer 1d4 points of permanent Constitution damage. The character directly infected by Lues suffers only 1 point of permanent Constitution damage per failed save. The save DC is Charisma-based.

TREACHERY (PRODIT)
The Cougar of Treachery is a sleek animal whose movements are as silent as they are sure. Its eyes are large and wide, as if memorizing every detail of the world. Its fur is golden, the color of stolen wealth. Its movements make no sound and it has no roar, for treachery is always silent, but with each step it tears bloody holes in the earth upon which it treads. No oath, promise, or bond of honor is sacred in the presence of Prodit, for the beast's very presence feeds the darkest, unspoken desires of mortals.

Gaze of Prodit (Su): Those who gaze upon this Cat and fail the Will save DC 30 seem to suffer no adverse reaction, but their souls are irrevocably marked. Victims will be deeply betrayed by those they love the most, and their lives will end in misery. This betrayal occurs in a number of days equal to the victim's Hit Dice, and can be averted only by a *miracle* or *wish* spell.

WAR (BELLUM)
The Lion of War is the central figure in any depiction of the Nine Cats of Hell. He is titanic, with a mane of flame and a roar that wounds like a thousand war-clarions. He is the strongest fighter of the Cats, but rarely bothers to lift a paw — while he is present, all those around him erupt uncontrollably into fights. Legend places him on the battlefields near Andover, searching for a soldier whose death will foretell the beginning of a massive war. Some say Bellum has found his quarry, and that the war has already come.

Gaze of Bellum (Su): Those who gaze upon the Lion of War must make a Will save DC 30 or lose control of themselves, savagely attacking any nearby characters or creatures. The affected opponent continues in this fashion until either no living creatures remain in sight, or he is cured with a *miracle* or *wish* spell. The afflicted character always fights to the best of his abilities, using all feats, class abilities, spells, and equipment.

Nightslasher

Medium Monstrous Humanoid
Hit Dice: 5d8+5 (25 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 16 (+2 Dex, +4 natural) or 19 (+2 Dex, +4 natural, +3 studded leather armor) 12 touch, flat-footed 14 or 17
Base Attack/Grapple: +5/+8
Attack: Claw +9 melee (1d6+3) or longsword +8 melee (1d8+3),
Full Attack: Claw +9 melee (1d6+3) and bite +3 melee (1d4+1), or longsword +8 melee (1d8+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: –
Special Qualities: Darkvision 60 ft., natural camouflage, pounce, scent
Saves: Fort +2, Ref +6, Will +4
Abilities: Str 17, Dex 15, Con 13, Int 10, Wis 10, Cha 12
Skills: Balance +4 (+3), Climb +5 (+4), Hide +8 (+7), Jump +5 (+4), Listen +6, Move Silently +4 (+3), Search +2, Spot +6
Feats: Power Attack, Weapon Focus (Claws)
Environment: Any land or underground
Organization: Solitary, Pair or Pack (7-12)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +3

Nightslashers are a cunning race of predatory, mostly nocturnal humanoids that haunt the Broken Plains of Sakaria. They enjoy hunting and killing for the pleasure of it, as well as for sustenance. Mercenary captains frequently employ bands of nightslashers as scouts and raiders, and sometimes even as line troops despite the difficulty of controlling them while on the march.

Nightslashers are broad-shouldered and powerfully built, sinewy in the forearms and upper thighs. In short, they are well constructed for initiating close combat and winning at it. They have thick hides colored dark purple or charcoal gray, with spike-like nubs made of horn running from the top of the ahead, along the shoulders and down the arms (these function as a supplement to their natural armor). Their strong jaws are lined with a carnivore's sharp teeth, and they have small eyes with lustrous whites that shine in the dark, and pinpoint pupils.

In their natural element, nightslashers roam in hunting packs. They are always on the lookout for prey and loot. Packs generally organize themselves into tribes that stake out a territory as their own, with the strongest pack leader in the area asserting tribal leadership. However, nightslashers are also quite chaotic in their temperament, and they don't take well to strong leadership (that is to say, someone else telling them what to do and when to do it). Tribal leaders don't always last long in that position as a result.

In spite of their chaotic nature, mercenary captains recruit nightslasher packs to serve with them. When employed under the right circumstances, they are a fearsome foe. However, one also runs the risk that the nightslashers will exceed or wantonly disobey orders, that they will pillage along the line of march or pick fights with friendly troops in camp. Nightslasher units rarely desert their employer, but they will not hesitate to cause trouble if it suits their mood.

Nightslashers are nocturnal by instinct. Their darkvision and the color of their hide give them a distinct advantage against those who are not adapted to the darkness. However, they suffer no penalties when operating in daylight, and mercenary leaders who hire them have no compunction about employing them in daytime operations.

Nightslashers prefer to fight unarmored, but tribe leaders and sometimes pack leaders wear light or medium armor. For them, armor serves as a totem of rank, and the pride (as well as the political symbolism) of the thing outweighs whatever discomfort they might feel. Nightslasher leaders who serve in mercenary armies also feel, rightly or wrongly, that wearing armor makes them more presentable to their employers. Similarly, nightslashers prefer to use their claws in battle, but they can also use simple or martial weapons if they feel it necessary, for whatever reason.

Combat

Nightslashers have hunters' instincts. They prefer to stalk their foes, waiting for the moment at which they make themselves most vulnerable. Nightstalkers are most useful therefore as scouts and outriders, ambushing couriers, lightly guarded supply trains and small detachments of the enemy. In pitched battles, they hesitate when facing enemy soldiers head-on. Unless they can strike from the flank or behind, they will wait for someone else to soften up the enemy before they attack, and no prodding or browbeating will convince them otherwise. A wise commander therefore holds his nightslashers in reserve as exploitation troops. He waits until the enemy wavers or breaks, and then hurls them at the weak spot, counting on their natural ruthlessness to turn an advantage into a rout.

In less formal military situations, nightslashers prefer to imitate the conditions of the hunt as much as possible. They use cover, whether of physical obstacles or of darkness, to achieve surprise. They like to close with their enemy as quickly as they can, both for psychological effect and because they relish melee combat much more than ranged combat. They try to use their pounce ability whenever possible.

Natural Camouflage (Ex): Their natural coloration makes it hard to see nightslashers in the dark. Creatures without darkvision suffer a –4 penalty to Spot tests when trying to spot nightslashers in the dark.

Skills: Their familiarity with working in the dark heightens nightslashers' senses. They receive +4 bonuses to Hide, Listen and Spot tests.

Nothrog

Medium Humanoid
Hit Dice: 1d10+1 (6 hp)
Initiative: +0
Speed: 20 ft. (4 squares) in splint mail armor; base speed 30 ft.
Armor Class: 18 (+6 armor, +2 shield), touch 10, flat-footed 18
Base Attack/Grapple: +1/+2
Attack: Bastard sword +4 melee (1d10+3)
or Composite longbow +0 ranged (1d8)
Full Attack: Bastard sword +4 melee (1d10+3)
or Composite longbow +0 ranged (1d8)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Nothrog traits
Saves: Fort +3, Ref -1, Will +0
Abilities: Str 15, Dex 9, Con 12, Int 9, Wis 10, Cha 8
Skills: Climb -5, Jump -5
Feats: Exotic weapon (bastard sword)
Environment: Any land
Organization: Solitary, company (2–4), squad (11–20 plus 1 3rd-level sergeant and 1 albino Nothrog of 3rd level and 1 leader of 3rd–6th level, or band (30–100 plus 20% non combatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, 5 albino Nothrog, and a 7th-level captain)
Challenge Rating: 1
Treasure: Standard
Alignment: Often lawful evil
Advancement: By character class
Level Adjustment: +0

Nothrog, Albino

Medium Humanoid
Hit Dice: 1d4–1 (1 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 11 (+1 dex), touch 11, flat-footed 10
Base Attack/Grapple: +0/-1
Attack: Quarterstaff -1 melee (1d6-1),
sling bullet +1 ranged (1d4-1)
Full Attack: Quarterstaff -1 melee (1d6-1),
sling bullet +1 ranged (1d4-1)

Space/Reach: 5 ft./5 ft.
Special Attacks: Spells
Special Qualities: Albino Nothrog traits
Saves: Fort –1, Ref +1, Will +2
Abilities: Str 9, Dex 12, Con 9, Int 15, Wis 10, Cha 8
Skills: Concentration +3, Knowledge (arcana) +6, Knowledge (barbarian lore) +6, Survival +4
Feats: Combat Casting
Environment: Any land
Organization: Solitary or with 2–5 Nothrog
Challenge Rating: 1
Treasure: Standard
Alignment: Often lawful evil
Advancement: By character class
Level Adjustment: +0

Nothrog stand as short as 4 feet and as tall as 7 feet, commonly weighing 100 to 400 pounds. Albino Nothrog are usually thinner, due to their health problems. Green skin is common, though mottled gray is also seen. A few Nothrog, specially bred for spellcasting ability, are albino, and have no skin pigment. All Nothrog have solid red eyes, and four digits (three fingers and an opposable thumb) per hand. Other variations, such as warts, scales, horns, slight claws, or pointed ears are seen. Nothrog come of age at 12, and some have lived as long as 70 before dying of old age, though few survive to middle age due to their warlike lifestyle.

With rare exceptions, Nothrog attempt to embody the ideal soldier: disciplined, loyal, cunning, and precise. Though they love war and power as they love nothing else, they tend to be fair to conquered peoples. The Nothrog prejudices toward other races are not as harsh as most, and they do not find fault with others simply for not having the privilege of being Nothrog. What Nothrog lack in true malice, however, they more than make up for in ambition.

Nothrog, much like Deverenians, believe in personal merit over generalizations of a group's abilities, and few things embarrass a Nothrog more than being proven wrong in his assumptions. This, combined with the Nothrog desire to better their breed, has led the race to be unusually accepting of others, even halfbreeds. The only people Nothrog cannot stand, cowards, are found among all races.

With the exception of Nothrog-held Baraxton and Misearis, the Nothrog lands are a wide basin between three mountain ranges south of Deverenia. Though not infertile, these lands have suffered during the wars of their people. Some areas have seen so many battles that the blood has permanently stained the soil red, producing only foul-tasting or stunted crops. Jotunheim, the land close to the southern mountains, has fared little better, and its giants rely on Nothrog trade for food.

The Nothrog language is efficient, built on a simple sentence structure. Often, a Nothrog can convey a great deal of meaning with simple verb-noun pairings. These words are by far the most common in Nothrog, and the species occasionally has difficulty grasping more complex languages. However, it is considered important to both know one's enemy and rule him effectively, so most Nothrog study foreign tongues.

The Nothrog statistics are based on a standard fighter. The Albino Nothrog statistics are based on a standard shaman.

Combat

Nothrog are fierce warriors, bred for battle. They are powerful, intimidating, and trained. Their natural tendency is to fight as a unit, supporting nearby allies when necessary. That said, they are capable of handling themselves alone against even multiple foes.

Nothrog Traits (Ex): Nothrog benefit from a number of racial traits.

- **Darkvision (Ex):** Normal Nothrog can see in the dark up to 120 feet. Darkvision is black and white only, but is otherwise like normal sight, and Nothrog can function capably without any light at all.

- **Combat Prowess (Ex):** A normal Nothrog may not be flanked in combat unless there are more than twice as many opponents as allied Nothrog with this ability within the individual's threatened area. For instance, a Nothrog with one allied Nothrog standing next to him must have at least three enemies within his threatened area to be flanked. Assassins, rogues, and scouts may ignore this ability if they are at least four class levels higher than the Nothrog being flanked.

Albino Nothrog Traits (Ex): Albino Nothrog benefit from a number of racial traits. They gain these advantages instead of (not in addition to) the normal Nothrog racial traits.

- **Low-Light Vision (Ex):** Albino Nothrog can see twice as far as normal humans in starlight, moonlight, torchlight, and similar conditions with poor lighting. They retain the ability to distinguish color and detail under these conditions. Albino Nothrog do not have darkvision like their brethren.

Nothrog Raider Camp

With the rise of Nassiral Hate and his subsequent dominance over the legions, many Nothrog who chose not to serve him took to raiding caravans, slave trading, and mercenary work. In this troubled time, a party of PCs can save a small village from Nothrog bandits. If it's convenient for the story, these Nothrog could be fighting a guerilla war against the minions of Hate and be seeking the aid of a group of heroes.

EVENTS AND ENCOUNTER, PART 1: THE NOTHROG RAID

Whether the PCs are actively seeking the Nothrog camp or stumble upon it by chance while journeying to another destination, the party may have met its match with the raiders. A chance encounter with a plundered village's survivors or rumors of an attack should interest good-aligned PCs enough to track down the Nothrog and find their base camp.

Investigating PCs find a burnt village. The still-smoldering embers of the fire indicate that the raiders struck several hours ago. If the party consists of mostly humans (including Deverenians and halfblooded humans in disguise), the survivors hail them. The refugees detail the Nothrog savagery, and point out which way the bandits left. Several villagers ask the PCs to rescue their loved ones. The villagers themselves have little with which to reward the party, but promise them all the gold the Nothrog pillaged.

If the party has trouble in the village (likely if there are Nothrog party members), any PC with Track may make a Wilderness Lore check (DC 20) to find the Nothrog tracks and follow them back to the base camp.

MAP KEY

Area 1: The Hills

If the party approaches openly during daylight hours, or makes too much noise on approach at night (the Nothrog sentries have Listen and Spot skills with ranks equal to their level; if they succeed in their Listen checks, their low-light vision affords them automatic success in their Spot checks), the raiders are ready for them here. Otherwise, only one guard is on watch for every 3 PCs approaching. All Nothrog raiders' levels are equal to the average level of the PCs, and are a mix between fighters and scouts.

Area 2: The Raiders' Tents

There are 10 Nothrog raiders here. Currently two are on watch, four are asleep, two are eating by the fire and the remaining two are returning from their patrol (2d10 rounds until they return). The raiders store all of their belongings and loot here, except for weapons and armor. In the eleventh tent are three survivors from the raid on the village.

Area 3: The Shaman's Tent

The biggest tent is for the raiders' leader, a shaman one level higher than the party's highest-level member. He is wearing *bracers of armor +3*, and currently resting and regaining spells. During attacks on the camp, he joins battle and targets any enemy Nothrog first before continuing on to any obvious spellcasters. If the party defeats the raiders, they find the villagers' money (342 gp worth of silver and copper) in his tent, as well as 1d10 pieces of jewelry, and 1d6 magic items (GM's choice, as standard magical treasures for a creature of the shaman's Challenge Rating).

Pain Eater

Large Magical Beast
Hit Dice: 10d10+33 (80 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 17 (-1 size, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple: +10/+19
Attack: Slam +14 melee (1d6+5) or bite +9 melee (1d8+5)
Full Attack: 4 slams +14 melee (1d6+5), bite +9 melee (1d8+2)
Space/Reach: 10 ft./5ft.
Special Attacks: –
Special Qualities: Blindsight, darkvision 60 ft., pain absorption
Saves: Fort +10, Ref +7, Will +3
Abilities: Str 20, Dex 10, Con 17, Int 2, Wis 11, Cha 12
Skills: Climb +10, Listen +4, Spot +4
Feats: Alertness, Cleave, Power Attack, Toughness
Environment: Any land or underground
Organization: Solitary
Challenge Rating: 8
Treasure: Standard
Alignment: Always neutral
Advancement: 11-13 HD (Large)
Level Adjustment: –

Many strange things roam the Broken Plains of Sakaria, but pain eaters are certainly among the strangest. 10-foot tall monsters that resemble a giant mantis (but with more appendages and a harder exoskeleton), pain eaters get their name from their eerie ability to absorb the neural energy of their own pain impulses back into their body. They actually get stronger in some ways as they accumulate wounds in battle. The tougher the fight, the more powerful a pain eater becomes.

Pain eaters prey on smaller creatures, and they are not particularly fussy about what they eat. They hunt openly and attack without much discrimination. They don't worry much about stealth, even though the gray-brown color of their chitin plates help them blend in against rock surfaces. Instinct (reinforced by experience) teaches them that numbers matter little, as packs of smaller creatures will scatter at the sight of them, allowing them to pick off individuals at leisure. Pain eaters shelter in caves and crevices only to rest and digest.

Pain eaters are no more intelligent than most animals, but they are just tractable enough for military employment. Pain eaters are solitary creatures by nature. Their size would make a pack of them far too obvious, and they are used to hunting alone. In fact, they are territorial and tend to get upset if they find another pain eater invading their hunting area.

Combat

Pain eaters have six legs, and in combat they rear up and use the front four as weapons, smacking their foes with their forelegs (when simply manipulating objects, they only use the front two). Despite their size, they can coordinate their legs with great skill, striking with one after the other in rapid succession. At the same time, pain eaters look for a chance to bite their foe, snapping at it with their powerful jaws.

A pain eater's ability to recycle its own sensations of pain is without a doubt its most exceptional feature, however. Opponents expecting to weaken a pain eater by inflicting wounds come in for a nasty surprise once they realize that the creature's blows actually become more powerful and accurate the more it bleeds.

Pain Absorption (Ex): Whenever a pain eater suffers a significant amount of pain, it absorbs the neural energy of its own impulses and reprocesses it. Each time it does so, it gives itself a temporary, but nonetheless quite useful, surge of strength. In practice, this ability makes the pain eater a more lethal foe as it accumulates wounds in battle, becoming the most dangerous right when it is at the point of death.

Whenever a pain eater takes 5 or more points of damage from an attack of any kind, it gains 1d4 temporary Strength points. These temporary Strength points disappear after 12 hours, or once the pain eater is reduced to below 0 hit points. Healing a wounded pain eater does not remove these temporary Strength points.

The Quest Beast

Huge Magical Beast
Hit Dice: 16d10+112 (192 hp)
Initiative: +0
Speed: 50 ft. (10 squares), fly 100 ft.
Armor Class: 22 (–2 size, +14 natural), touch 8, flat-footed 22
Base Attack/ Grapple: +16/+32
Attack: Claw +22 melee (1d8+8)
Full Attack: 2 claws +22 melee (1d8+8), bite +17 melee (2d6+4 plus poison), 4 tails +17 melee (2d6+4 plus poison)
Space/Reach: 15 ft./10 ft.
Special Attacks: Poison, pounce, rake, spells
Special Qualities: Damage reduction 15/silver, immunities, spell resistance 17
Saves: Fort +17, Ref +10, Will +12
Abilities: Str 27, Dex 11, Con 25, Int 25, Wis 25, Cha 25
Skills: Hide +9, Knowledge (all skills) +24, Listen +16, Move Silently +9, Spot +16, Wilderness Lore +16
Feats: Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximize Spell, Quicken Spell, Silent Spell[B], Still Spell[B]
Environment: Temperate mountains
Organization: Unique
Challenge Rating: 19
Treasure: Triple standard
Alignment: Neutral
Advancement: —
Level Adjustment: —

The mythical being known as the Quest Beast is the only one of its type. It is a strange creature, with a skull-like bird head surrounded by a lion's mane of feathers. Within its mouth flickers a serpent's tongue, tasting the air, and its many sharp fangs recall those of a snake. The creature's body is thick, like that of a bull, but furred like a golden lion, and its clawed feet resemble those of a jackal or wolf. Two massive dragon wings sprout from the creature's back, allowing it to soar through the sky at great speed. Its tail is a thick mass of serpents, coiling and striking across the creature's flanks, each with an independent thought process and viperous abandon. Amazingly, each of the creature's parts and pieces functions in tandem with the others, granting the Quest Beast's awkward form remarkable agility for its size. The Quest Beast is a solitary creature, with no history nor explanation for its existence.

The Quest Beast is a creature of powerful magic, and an oracle whose ability surpasses that of any seer in history. Any who find and defeat it may ask of it any one question, which the Quest Beast answers truthfully and completely before leaving for parts unknown. Few who seek the Quest Beast return, however, and the Quest Beast never relates what has occurred, nor where its petitioners have gone.

The Quest Beast roams the mountains of Sarakia, preferring that land to all others. It rarely journeys near civilized lands, and never actually dwells within a day's ride of any city. It is devious and powerful, and both the hunt for the Quest Beast itself and the discovery of its answers have cost many adventurers their lives. Over the past year, seventy-nine Deverenian knights have departed to search for the Beast, hoping to gain fortune, glory, and fame. Thirty-nine have already fallen.

The Quest Beast has but one weakness, one certain way that any supplicant may defeat it. If another utters its true name in its presence, the Quest Beast is temporarily stripped of all its power, and must submit to questioning without the formality of combat.

Combat

The Quest Beast is a unique creature and as such, is extremely powerful. It possesses intellect and reason surpassing that of mortals, and can defend itself with powerful magic, raw strength, and will. If engaged in combat, it easily predicts what its opponents will do, and uses this information to gain the upper hand in any fight or contest. Most often, it simply hovers above them, raining down fire and spells and destroying them utterly for having presumed to attack it. If the Quest Beast is feeling particularly chaotic, it may simply *teleport* an offensive party to another plane or other hostile environment, such as the Shattered Lands. Should its true name be uttered, the Quest Beast immediately surrenders.

Immunities (Ex): The Quest Beast is immune to poison, *sleep*, paralysis, stunning, disease, death effects, and necromantic effects. Further, it ignores mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects). The Quest Beast is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. The Quest Beast need not make a Fortitude save to avoid death after suffering massive damage.

Poison (Ex): Bite, Fortitude DC 25, initial damage 1d6 Constitution, secondary damage 2d10+10. The save DC is Constitution-based.

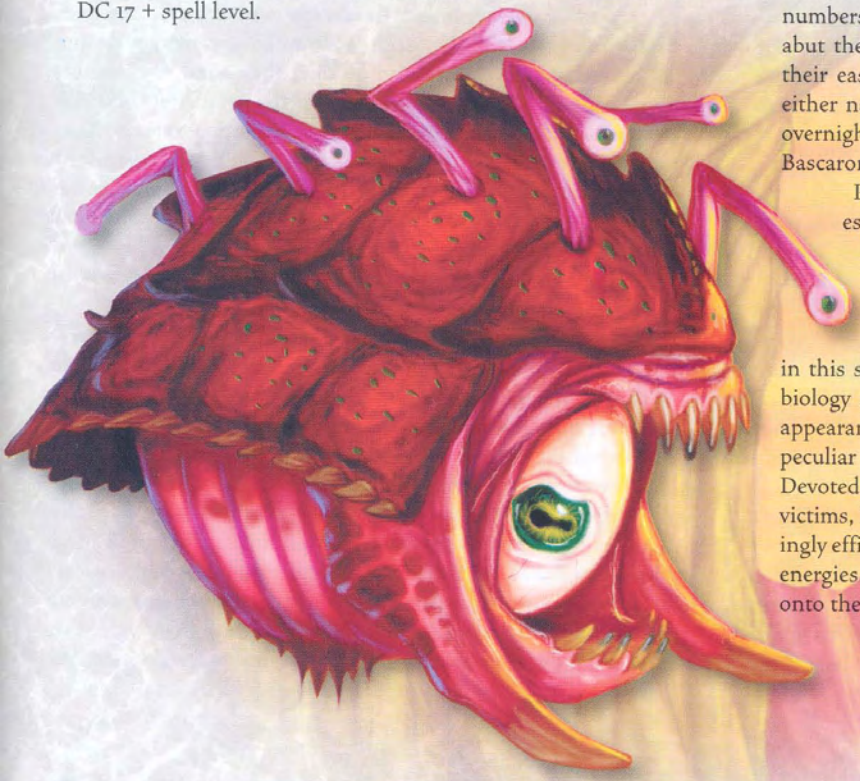
Tail, Fortitude DC 22, initial damage 1d4 Constitution, secondary damage 3d10. The save DC is Constitution-based.

Constitution loss from the bite or tail attacks may only be restored by *heal*, or by drinking the blood of the Quest Beast.

Pounce (Ex): If the Quest Beast dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +17 melee, damage 1d8+4.

Spells: The Quest Beast casts spells as an 18th-level wizard and a 12th-level cleric. The spell DC (both Cleric and Wizard) is DC 17 + spell level.



Reaver

Huge Aberration (Bascaron)
Hit Dice: 18d8+54 (126 hp)
Initiative: +5
Speed: 5 ft. (1 square), fly 30 ft. (good), swim 15 ft.
Armor Class: 37 (–2 size, +1 Dex, +28 natural), touch 9, flat-footed 36
Base Attack/Grapple: +13/+25
Attack: Tentacle +15 melee (1d8+4)
Full Attack: 4 tentacles +15 melee (1d8+4), bite +10 melee (2d6+2)
Space/Reach: 15 ft./10 ft. (20 ft. w/ tentacle)
Special Attacks: Devour, disgorge magic, maddening presence
Special Qualities: Blindsense, enhanced advancement, telepathy, tremorsense 120 ft.
Saves: Fort +9, Ref +7, Will +15
Abilities: Str 19, Dex 13, Con 17, Int 18, Wis 15, Cha 15
Skills: Knowledge (arcana) +25, Knowledge (any two) +25, Listen +23, Search +25, Spot +23
Feats: Cleave, Flyby Attack, Follow Through, Hover, Improved Initiative, Iron Will, Power Attack
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 14
Treasure: Double standard
Alignment: Usually chaotic evil
Advancement: 19–36 (Huge)
Level Adjustment: —

All of the Accordlands hate and fear the creatures of the Shattered Lands, those twisted creations of the Broken Moon, Bascaron. Most are mindless beasts, presenting no serious threat except in numbers. This has led the Nothrog and Deverenian states that abut the Shattered Lands to impose only a token watch along their eastern borders to forewarn of any large-scale assault. If either nation knew of the reavers, security would be shored up overnight. Reavers are not only some of the most powerful of Bascaron's children, they created the Shattered Lands.

Physically, reavers appear more an oddity than a threat, especially the young and the starving. An unfed reaver is a limp sack of flesh, unremarkable but for the handful of thin tendrils that whip about from behind the single eye. Though they have ferocious maws, reavers do not speak but to growl, and those who encounter them in this state find them more pathetic than threatening. Reaver biology allows them to quickly become true monsters, both in appearance and in ability. Their mouths are vestigial, as their peculiar evolution has led them to feed through their tendrils. Devoted carnivores, they enjoy dining on the organs of their victims, leaving only desiccated husks. Reaver digestion is amazingly efficient, dissolving flesh and bone and leaving only magical energies. Well-fed reavers pulse with power, which they disgorge onto their enemies.

Though reavers are devoted servants of Bascaron, and the original patrons of the fallen city of Mourn, they have wandered far from their Medusan homeland in search of knowledge. Like any Bascarites, they do not trust each other, even their kin, but have learned to set aside hostilities whenever a common threat arises. Reavers count as enemies the Yscarites, who oppose all of Bascaron's brood, but more often face the fellow survivors of their homeland, the hated Jackals of Mourn.

Combat

Reavers use their armies of servants, worshippers and slaves to great effect, exerting themselves only where needed to crush their enemy's resistance. Typically, a reaver allows its 'pets' to perform these tasks, but occasionally, the reaver indulges itself — with plenty of protection from its slaves.

Devour (Ex): Reavers are voracious, their fiendish appetites limited only by their narrow feeding tendrils. They can drain a body of its fluids and smaller organs with surprising ease (1 round for Fine creatures, 2 for Diminutive creatures, doubling again for each size category thereafter). Reavers may devour only helpless victims, but once finished, nothing short of a *wish* or *miracle* can raise their prey from the dead.

Disgorge Magic (Su): While reavers' efficient biologies digest most substances completely, inherent magical energies remain behind. Reavers may spew out these energies, duplicating any supernatural or spell-like ability of any creature they have eaten (including spellcasters' spells). Each time a reaver uses this ability, roll 1d20 and compare it to the reaver's HD. If the result is less than the reaver's HD, the reaver loses 1 HD and the ability to duplicate that specific ability until the reaver regains it through a feeding. Reavers may not be reduced below their base HD in this manner.

Enhanced Advancement (Su): Unlike most creatures, reavers' advancement is not limited to steady growth. By glutting themselves on magical power, reavers may rapidly grow in size and power. This is a painful process, but one reavers indulge in for the associated benefits. Whenever a reaver devours a creature with one or more supernatural or spell-like abilities (including spellcasters), it advances one HD.

Maddening Presence (Su): The reaver's most basic defense is its unsettling effect on lesser minds. Reavers are the very essence of Bascaron's corruption, and the taint of their species' creation lingers still. Any other creature that looks upon a reaver for the first time must make a Will save (DC equal to the reaver's HD) or become a slavering minion of that reaver. Creatures may attempt another save each day they are not in the reaver's presence. While enthralled, creatures believe the reaver to be something other than what it truly is, such as a Nothrog totem or a powerful stormborn.

Telepathy (Su): A reaver can initiate telepathy with any sentient being, allowing it to give orders to dominated servants without interrupting its spellcraft. The reaver must have the target individual in sight in order to initiate contact for the first time; once it 'knows the mind' of a target in this manner, the range on its telepathy is one mile. While a reaver has at least three of its servants nearby, it may not be flanked.

Reaver, Dark

Huge Aberration (Bascaron)
Hit Dice: 22d8+110 (198 hp)
Initiative: +5
Speed: 5 ft., fly 15 ft. (good)
Armor Class: 42 (–2 size, +1 Dex, +33 natural), touch 9, flat-footed 41
Base Attack: +16/+32
Attack: Tentacle +22 melee (1d8+8)
Full Attack: 1d4+4 tentacles +22 melee (1d8+8), bite +17 melee (2d8+4/19-20)
Space/Reach: 15 ft./10 ft. (15 ft. w/ tentacles)
Special Attacks: Devour, disgorge magic, frightful presence, maddening presence
Special Qualities: Damage resistance 10/magic, enhanced advancement, revel of Bascaron, telepathy
Saves: Fort +12, Ref +8, Will +19
Abilities: Str 27, Dex 13, Con 21, Int 20, Wis 18, Cha 18
Skills: Intimidate +29, Knowledge (arcana) +30, Knowledge (any two) +30, Listen +29, Search +30, Spot +29
Feats: Cleave, Flyby Attack, Follow Through, Great Cleave, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack,
Environment: Underground
Organization: Solitary
Challenge Rating: 21
Treasure: Triple standard
Alignment: Always chaotic evil
Advancement: 23–40 HD (Huge)
Level Adjustment: —

Dark reavers are legendary creatures even to other reavers. Though few yet live, they are the first of their species, powerful beyond mortal dreams and deadlier than most any creature short of the dragons themselves. Over the centuries, they have devoured many lesser creatures, including other reavers. They can call forth virtually any type of magic at will, without the risk of weakening themselves. Some dark reavers are so full of power that they can only eat with great difficulty, as their body has bloated to the point where their feeding tendrils are too far apart for more than one to reach the same creature. Dark reavers of such power simply take more care when dining.

Their younger kin distrust one another, but dark reavers truly loathe their own kind. The simple paranoia common to all Bascarites festers in these creatures, but the dark reavers' only rivals are other dark reavers. Fratricide is so common that even the few scholars who know of the dark reavers' existence believe that fewer than a dozen of these creatures survive. Dark reavers are so alien in mindset and nature that they have difficulty functioning in any society, even one of their own creation, and rarely have slaves. Instead, those who fall prey to the dark reavers' maddening presence are simple food stores. Unlike their weaker cousins, dark reavers wield such power that only great magic can further their advancement, and often devour magical items and

artifacts. While this grants the dark reavers the power they crave, they suffer whatever side-effects are endemic to the eaten artifacts. In the unlikely event of a dark reaver's death, the artifacts remain in its body, whole and undigested.

Dark reavers may dwell anywhere, but prefer the security of dungeons of their own design, far from uninvited guests. They venture out only to feed or to spawn other reavers, though creatures of their power cannot help but attract attention. In some cases, the dark reavers purposefully leave evidence of their passing, encouraging foolish adventurers to seek them. While a steady supply of food is a temptation, dark reavers must take care not to overreach themselves, lest truly powerful adventurers — or worse, jackals of Mourn or other dark reavers — find and slay them for their arrogance.

Combat

Dark reavers have the abilities of their lesser kin, though they have absorbed so much energy that they no longer risk losing Hit Dice when disgorging magic. Dark reavers who advance beyond 25 HD devour prey slowly, taking 10 times as long as a normal reaver, though still gaining the benefits. Dark reavers also have the following additional abilities:

Frightful Presence (Su): A dark reaver can unsettle foes with its presence, sending them into panicked flight as it approaches. This ability takes effect automatically the first time the dark reaver comes within range. Those within a radius of 30 ft. must make a Will save (DC 25) each round or be driven off by the unholy aura of the dark reaver. Opponents so affected flee in panic for 5d6 rounds. Further, any creature of good alignment must make a Fortitude save (DC 25) to approach within 10 feet of a dark reaver. If they fail this save, they take 2d8 of pain damage each round they remain within 10 feet, as well as suffering a –2 circumstance penalty to any saving throws against the dark reaver's abilities. This ability does not override the maddening presence ability. Creatures who fall victim to both are devoted to their master, but too frightened to approach. The save DC is Charisma-based.

Revel of Bascaron (Su): Though they no longer dwell in Mourn, or even have access to their mortal spellcasting abilities, no creature is so close to Bascaron's power as the dark reaver. Their very presence reeks of Bascaron's foul touch, and taints the land for miles around. For every month that a dark reaver is present, its energies seep into all nearby life for an additional mile in radius, up to a maximum of the dark reaver's HD. This area teems with unintelligent monsters of all kinds, the remains of the locale's natural life, now warped beyond recognition, all bearing the (Bascaron) subtype. Any intelligent creature foolish enough to remain here for a month, or to eat corrupted meat or plants, must make a Fortitude save (DC 14, +1 for each such save already passed) or have their type permanently shift to Aberration (Bascaron). Saves are repeated after each meal and after each continuous month spent in this land. Monsters created are not inherently servants of the dark reaver, but the land remains fouled even after the dark reaver's death or departure. Only a *wish* or *miracle* can reverse the effects of the Revel of Bascaron. Intelligent creatures who fall victim to this supernatural ability qualify for the Bascarite Ascendant prestige class.

Reaver Lair

This tunnel complex is home to a number of reavers in service to a powerful dark reaver. The Nightmare of Mourn once served as that city's Medusan high priest of Bascaron, though those days were long ago. Times have not been kind to the Nightmare, as the Cult of Bascaron shunted it aside to serve Angu Mournwater instead. The Nightmare has relocated here, and cultivated a number of other reavers to do its bidding.

Anywhere from three to a dozen other reavers serve it now, each with its own ambitions but unwilling to trust its fellows or face the Nightmare directly. Reavers typically choose not to name themselves, instead referring to one another by the region or people which the reaver most terrifies. As such, a reaver here may be of any original locale.

This complex is an abandoned mine on the outskirts of one of the Accordlands' larger nations, still bearing a rich vein of platinum. Together with its reaver pawns, the Nightmare of Mourn is gathering slaves to recover this resource. The Nightmare of Mourn has kept its ultimate plans to itself, not deigning to share its motives with those in its service. Its subordinate reavers distrust not only each other, but also their master. Invading parties may well find that one of these reavers is willing to enter into an alliance of convenience, though whether their 'ally' keeps its word is an entirely different concern.

Events and Encounter, Part 1: Reaching the Lair

The PCs might stumble onto one of the lair entrances by accident, or by following tracks leading to and from one of them, then investigate when it becomes clear the complex contains greater mysteries. The lair features two entrances:

- A tunnel exits into the surrounding terrain (area #1), which at first glance appears to be an abandoned animal warren. Upon closer inspection (e.g. with a successful Knowledge (nature) or Wilderness Lore check at DC 20), the PCs notice that this merely disguises infrequent adventurer foot traffic. All such traffic enters the tunnel — apparently no one exits.

- A pile of boulders stacked along the side of the dry river bottom hides a cavern entrance to the hive (area #10). Spotting this hidden entrance requires a successful Search or Spot check (DC 15) or a successful Track check (DC 20) to notice the formian and troll prints leading to the boulder pile.

Alternately, the PCs might intentionally seek out the lair in response to a disturbing rumor: in recent weeks, a pack of mountain trolls have been raiding both villages and monster lairs with ominous precision. Oddly, the attacks do not appear to be prompted by hunger; instead of killing and eating their prey on the spot, the trolls subdue as many as possible and drag them away, never to be seen again. (The trolls are dominated by the one of the subservient reavers, who remains hidden nearby. The prey are collected as slaves, and only become troll food once they've been worked to death.)

Events and Encounter, Part 2: The Reaver's Lair

Special Note: All secret doors throughout this lair are noticed with a successful Search or Spot check (DC 15).

Area 1: Entrance Tunnel

Disguised as an abandoned animal warren, this tunnel is rarely used by the hive's inhabitants, and then only by the reavers, who can ascend the steep carapace pit (area #2) and traverse the ceiling of this location safely. From the top of the gentle slope leading into the tunnel, the PCs can see only that the tunnel narrows into darkness some 40 ft. beyond the slope's end. If the PCs have the means to see 60 ft. away, they see the tunnel drop off into a dark pit 40 ft. after the slope's end.

If the party searches the tunnel for tracks, a successful Track check (DC 15) reveals that the tracks become frantic and broken at the slope's end, as if the last group to enter engaged in heavy combat immediately after it entered. Should the Track check beat a DC of 20, the characters notice a set of clawed tracks along the ceiling and walls, where one or more creatures have traveled out of the tunnel without touching the floor.

Should the PCs think to throw a rock into the darkness, knock a staff on one of the walls, or otherwise check the dimensions of the tunnel by sound, a successful Listen check (DC 15) reveals that the tunnel drops, continues, and drops off again.

Trap: Assuming the PCs are standing on the tunnel's floor when they reach the slope's end, the group feels the earth shift suddenly under their weight, tipping the entire corridor's floor forward. Everyone standing on the slope or deeper into the tunnel must immediately make a Reflex save (DC 20) or find themselves pitched forward, down the suddenly steep decline toward the pit at area #2 (*see next*). During their descent, each PC may make one Climb check to catch himself before plummeting into the pit (DC 30).

This trap has a CR of 10, is found with a successful Search check (DC 20), and is disabled with a successful Disable Device check (DC 25).

Area 2: Carapace Pit

This 75-foot-deep pit is lined with the shattered remains of the many reavers who have failed the Nightmare of Mourn. The remains have been embedded into the pit's walls, and their carapaces slice into unfortunate intruders who are pitched into this location by the tipping floor trap in area #1. Anyone who enters this location in an uncontrolled descent suffers 1d10 falling damage per 10 ft. rather than the normal 1d6. Each PC may make one Climb check during the fall to catch himself on the way down (DC 30 + 5 for each PC falling behind him).

Climbing down the tunnel intentionally is easy, what with so many hand- and footholds, and requires only one successful Climb check (DC 10) per full round of movement.

The bottom of the pit is a mire of blood and shattered armor and weapons, none of which is any use to the PCs. A tunnel leads north from the pit's floor toward area #3.

Area 3: Hive Pit

This tall, naturally arched cavern has exceptional acoustics. As the PCs enter, they automatically awaken half of the Nightmare's reaver servants dwelling here unless they succeed with an intentional Move Silently check (DC 20). Assuming that the PCs alert the reavers, the rest of the reavers awaken one round later. When awakened, the reavers crest the pit's edge and engage intruders with lethal force.

Creature: The last remnants of the reaver hive live here, within nests off the central pit. When the PCs enter this chamber, roll a d6: with a result of 1, a group of 1d4 reavers are entering or leaving the hive pit; otherwise, the reavers are out of sight at the moment (reroll every 10 minutes if the PCs watch the chamber). At least half of the reavers rest here, with the remainder away either on missions or patrolling the complex. The reavers may dislike each other, but they are not about to tempt the wrath of the Nightmare of Mourn. They fight together, picking the upper reaches of the cavern, flitting about the stalactites to confuse the party below. The reavers have at least 1/2 cover for most of the fight, and unless the party pays close attention, one or more could easily escape to warn the Nightmare of their advance.

Reaver Lair
1 Square = 5 feet
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Special: If the fight is going badly for the reavers, one might throw its lot in with the party and betray its fellows. In such an instance, the traitorous reaver makes a surprise attack on a loyal reaver before parleying with the party. This only happens if the traitor reaver is convinced of the party's success, as the Nightmare brutally punishes betrayal.

Area 4: The Nightmare's Stockpile

This area was once the foreman's office, and has an elderly map of the mine. Now it is the lair of the Nightmare of Mourn, which gazes from its perch across its reaver progeny, the mine itself, and the incredible wealth that it has gleaned from the mines and previous operations — enough wealth to outfit the army that will soon crush the lowly surrounding territories.

Creature: The dark reaver, the Nightmare of Mourn, rarely leaves this area, communicating through the other reavers or its dominated catspaws.

When the PCs enter this room, the Nightmare of Mourn spots them unless they succeed with Hide and Move Silently checks opposed by the dark reaver's Spot and Listen skills. Once the Nightmare notices the party, it performs the following actions in this order:

1. Telepathically orders the other reavers to its defense. The reavers begin arriving in 1d4+1 rounds, and the Nightmare advises each on when and how to strike. If the PCs do not announce that they are keeping watch over the entrances, the reavers catch them flat-footed with one or more disgorge magic attacks. Two reavers arrive at the same time; another 1d4 arrive each round thereafter until all surviving reavers are present (*see area #3*).

2. Disgorges the spell *black tentacles* on the area between it and the PCs. The tentacles erupt out of the treasure pile and attempt to drag the PCs under and through the amassed coins and items. In addition to suffering normal damage, successfully grappled PCs lose their Dex bonus to AC when defending against any attacks.

3. Disgorges the spell *animate objects,* animating 12 non-magical longswords in the treasure pile and directing them to attack the PCs, focusing on those who are grappled. Divide the *animated* swords evenly among the PCs, randomly awarding extra sword attacks to grappled party members.

Thereafter, the reaver keeps the PCs at bay long enough for its underlings to arrive, always striving to stay out of the range of their weapons and doing its best to remain shielded from their spells and ranged attacks.

The furniture provides the Nightmare with 1/2 cover while it remains in the office.

Treasure: The amassed horde consists primarily of slivers of platinum mined from area #5. If the PCs transport all the raw platinum (500 lbs.) to a town and sell it off, they receive 5,000 gp, modified by bartering results (the metal must be separated from the rock, a costly process). In addition, the pile contains 6 pearls (remains of a broken necklace) that can be bartered for 100 gp in total, a pair of aquamarine earrings in a gift case (worth 400 gp), and a potion case containing four unmarked vials (*alter self, blur, clairaudience/clairvoyance,* and *love*). The PCs can also take the 12 non-magical swords that the Nightmare animated. They might also be permitted to claim rights to the vein and mine facilities (unless the lair is on land already owned by someone), greatly expanding their wealth and possibly leading to more adventures.

Area 5: Hive Mines

This enormous cavern consists of a central mining pit that extends several hundred feet into the earth, flanked by six tunnels leading to slave cells (areas #6a-6f). The central mining pit's floor is 80 feet below this room, and is reached by six ladders propped against the pit's sides. A simple pulley system is rigged to haul baskets of platinum ore up from the mines.

At any time, half the slaves are working in the mines below (*see area #6 for details*). Additionally, all surviving reavers are here when the party arrives. If the party has already slain the Nightmare, then the surviving reavers are fighting among themselves for dominance. Otherwise, they order the slaves to attack intruders before engaging, as they do if the party interferes with inter-reaver combat.

Area 6: Slave Cells

Each of these cells contains half a dozen simple straw mattresses, though only a few are in use (the reavers regularly work their slaves to death, and simply starve them when the food stores run low). The cells contain the following occupants and additional items.

6a. A single adolescent hill giant, Olgresh, lives here (Medium, 8 HD, Str 21, Con 15, Climb +8, Jump +7, Spot +1). Unless under the influence of *dominate creature,* he can be reasoned with, and convinced to attack the lair's residents if promised freedom. This requires a Diplomacy check (DC 20). Even if Olgresh agrees to fight with the PCs, he flees the lair at his first opportunity.

6b. The last two survivors of a five-adventurer party lament their misfortune here. Two of their number have already been consumed by the reavers and trolls, and a third died two days ago. His body has yet to be removed: the reavers say that "it hasn't ripened yet." The living adventurers are in shock and unable to help the PCs, though they can be convinced to flee along a specified route with a successful Diplomacy check (DC 15). The adventurers wear only their undergarments and have no weapons or equipment.

6c. Three mountain trolls live here. The cell stinks of dung.

6d. Two forest trolls live here. The cell stinks of sweat and offal.

6e. This cell is currently empty.

6f. This cell is being used for storage. It contains 50 low-quality pick-axes, 25 baskets used to haul ore up from the mines, and enough food to feed everyone in the lair for a month.

Each cell's occupants are at work in the mines 50% of the time.

Area 7: Guard Post
This narrow tunnel has been widened to provide up to one-half cover and a discreet hiding place for posted guards (+5 to Hide checks).

Creature: One reaver keeps watch here at all times (*see area #3*). If the party does not yet have a reaver ally, this one might make the offer. These guards are supposed to be actively watching and listening for slaves who manage to slip away from area #5, but as no slaves have managed this in months, the guards have grown inattentive. PCs making Hide or Move Silently checks to pass this location unnoticed gain a +4 circumstance bonus.

Area 8: Second's Hive
This small chamber shows no signs of occupation, and contains nothing of value.

Creature: One reaver dwells here, the eldest and most trusted of the Nightmare's lieutenants. It is here 25% of the time. If confronted, the reaver always attempts to reach area #5 to summon assistance rather than take on intruders alone. It fights alone only if cornered.

Area 9: Third's Hive
This room belongs to the lesser of the Nightmare's lieutenants, which apparently has its own plans. The chamber has dozens of trophies. The Nightmare trusts this reaver less than its colleague, and is watching it carefully for signs of betrayal — signs it should soon uncover. The giant Olgresh's stolen bag is tucked neatly behind a stack of rocks at the southern end of the chamber.

Creature: Another reaver, stronger than the rest by at least 3 HD. Due to the Nightmare's suspicions, this reaver is present 50% of the time. Unlike the Nightmare's second, this reaver relishes personal combat and engages intruders alone until it reaches half its total hp, at which point it attempts to reach areas #5, #4, and #3 for support, in that order.

Treasure: The reaver's secret treasure trove consists of 400 gp, 9 blue quartz crystals (worth 80 gp total), 3 tourmaline gems (worth 200 gp total), a small pendant containing an engraved cameo of the dead adventurer in Area 6b (worth only 50 gp, but of great sentimental value to the living adventurers, granting a +8 circumstance bonus to all Diplomacy checks made when interacting with them), and a *ring of force shield*. The Nightmare knows of all this treasure except the ring, which the reaver has so far successfully hidden.

Area 10: Hive Entry
This chamber shows many tracks, though only those of the trolls are recognizable (the rest are other slaves). A formidable trap also guards the entrance.

Creature: One standard mountain troll is posted here at all times. He observes the riverbed through the cracks in the stacked boulders, automatically noticing anyone who does not actively try to sneak into the hive's entrance. PCs suffer a –2 circumstance penalty to all Hide and Move Silently checks due to the loose rocks. If the mountain troll notices anyone approaching, he sets the entrance trap (see below) and withdraws to inform the reavers of the intruders. The troll is thoroughly dominated by the dark reaver, but aids the party against the reavers if freed.

Traps: When activated (by twisting an irregularly shaped stone outcropping the size of a human fist one quarter turn clockwise), the majority of the area's ceiling support beams retract into the surrounding stone. Thereafter, anyone moving through the location must intentionally declare that he's moving carefully, voluntarily reducing his speed by half (rounding down), and make a successful Move Silently check (DC 25) to avoid collapsing the ceiling, burying the entire chamber and inflicting 8d6 damage on everyone within. Anyone within the room when the ceiling collapses may make one Reflex save (DC 20) to reduce this damage to one-half (rounding up). Characters who fail are pinned beneath the rocks.

This trap is as much as a failsafe against slaves making an escape as it is protection against invaders. The Nightmare and its reavers do not care if the room is collapsed — they can simply have the slaves clear it out, and they can come and go via area #1 in the meantime.

This trap has a CR of 7, is found with a successful DC 32 Search check, and disabled with a DC 35 Disable Device check.

Area 11: Scrap Heap
Low-grade ore is dumped here during times of high production (such as the current situation). Although the ore here has traces of platinum, it is not worth reducing them while higher-yield veins are being worked. Not wanting to forego even a whiff of precious metal, the Nightmare has decreed that low-yield rocks must be stored here until enough slaves can be spared to separate the platinum.

If the PCs enter this room through the secret door from the pit (Area 5), they must be careful not to dislodge the rock piles and alert the reavers. Characters who fail a Move Silently check (DC 20) lose their footing and cause a small landslide of low-grade ore. Two reavers appear to check out the disturbance in 1d6 rounds.

Sandmaw

Huge Aberration
Hit Dice: 12d8+60 (108 hp)
Initiative: +0
Speed: 5 ft. (1 square), burrow 5 ft.
Armor Class: 22 (–2 size, –4 Dex, +18 natural), touch 2, flat-footed 22
Base Attack/Grapple: +19/+25
Attack: Bite +15 melee (2d8+12 plus 4d4 acid)
Full Attack: Bite +15 melee (2d8+12 plus 4d4 acid)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab
Special Qualities: Damage reduction 5/—, immunities, spell resistance 23, tremorsense 60 ft.
Saves: Fort +9, Ref +0, Will +8
Abilities: Str 27, Dex 2, Con 20, Int 3, Wis 11, Cha 4
Skills: Hide +15
Feats: Follow Through, Improved Initiative, Improved Sunder, Improved Trip, Power Attack
Environment: Any desert, plains and swamp
Organization: Solitary
Challenge Rating: 11
Treasure: Double standard
Alignment: Usually neutral
Advancement: 13–22 HD (Huge); 23–35 HD (Gargantuan)
Level Adjustment: —

A sandmaw is a 15-foot diameter disk that looks like a fleshy bear trap. It lives just under the surface of the ground.

Despite its name, a sandmaw can be found lurking in swamps as well as anywhere with soft soil or other forms of natural concealment (such as swamp water). Sandmaws are not believed to be natural creatures, but rather some strange experiment of a long dead wizard. Whatever their origin, sandmaws continue to cause trouble for hasty adventurers.

Sandmaws bury themselves just under the surface and wait for unsuspecting prey to step onto them. Any creature weighing 30 pounds or more triggers a natural reflex in the sandmaw, causing it to snap shut. They are not intelligent enough to distinguish between a living creature and something falling into them.

After snapping shut on a meal, the sandmaw lies on its side until its strong digestive acids break down its prey completely. When nothing remains of its meal, the sandmaw flips open and uses its strong muscles to corkscrew itself into the ground. If an area proves to have little prey, a sandmaw can slowly undulate to a new location. They prefer to move wide open, in case something is foolish enough to step into them.

The soft fleshy mouth of a sandmaw ranges in colour from a light yellow to rust red. It is abrasive to the touch, due to the millions of tiny acid secretion holes scattered over it. Thousands of small teeth ring the edge of the sandmaw, and they can be partially retracted into its flesh like snake fangs. In contrast, the hard underside of a sandmaw is almost always a dull brown or drab black. Where the mouth side is soft and gives to pressure, the underside is hard as rock.

Combat

Sandmaws initiate combat. Their presence often goes undetected until they snap shut on a potential meal. The sandmaw is considered invisible during its initial bite attack, gaining a +2 bonus to attack and denying its victim its Dexterity bonus. If attacked while digesting a meal, the sandmaw flips back and forth on its hinged area in an attempt to smash its foes.

Creatures of size Huge or larger cannot fully fit into the sandmaw, but it will attempt to digest as much of the creature as possible. These creatures take the same bite and acid damage as lesser creatures, but the sandmaw lets go once they stop struggling. Some sandmaws remain near the large corpse and bury themselves, hoping to catch whatever comes to pick at the carcass. Others move away, not wanting to reveal their existence to potential future meals. Usually, however, sandmaws do not survive attacks on such massive creatures.

A creature held by a sandmaw can make an opposed Strength check every round to pry the sandmaw open. Creatures outside cannot assist unless they find a way to prevent the sandmaw slamming its body back and forth. Even when killed, the sandmaw does not release its victims, and its muscles lock into the closed position so that opposed Strength checks continue to be necessary.

Improved Grab (Ex): To use this ability, the sandmaw must attack with its bite attack against any Large or smaller creature. If it gets a hold, it automatically deals bite damage and immediately begins digesting the creature.

Immunities (Ex): Sandmaws are immune to sleep and paralysis effects, as well as acid and cold. They take half damage from fire and electricity.

Skills: Sandmaws receive a +12 racial bonus to Hide checks.

Sanguicorn

Large Magical Beast (Cold)
Hit Dice: 4d10+12 (32 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple: +4/+12
Attack: Hoof +7 melee (1d6+4)
Full Attack: 2 hooves +7 melee (1d6+4), bite +2 melee (1d8+2) or gore +7 melee (1d8+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Charge 4d8+8, control ghost, create spawn, spell-like abilities
Special Qualities: Fast healing 3, magic circle against good, mount, vunerability to fire
Saves: Fort +7, Ref +5, Will +2
Abilities: Str 19, Dex 13, Con 17, Int 6, Wis 12, Cha 12
Skills: Listen +3, Spot +3, Survival +4
Feats: Dodge, Run
Environment: Warm and temperate forest
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always evil
Advancement: 5–8 HD (Large)

Where the unicorn was a creature of hope, its cousins the sanguicorns are all that is foul. Sanguicorns are powerful equines with black coats and sharp, gleaming fangs. They have hairless, spiked serpentine tails, and their manes resemble green tentacles. Their eyes are almost human, betraying powerful intelligence, and their hooves are like daggers of bone. A long dark horn grows from the center of their foreheads; it glows golden but is always crusted with blood from the creature's kills. The hooves of the sanguicorn are cloven. A typical adult sanguicorn is larger than an ordinary horse, more powerfully built, and stands approximately 8 feet high at the shoulder.

Sanguicorns are evil, intelligent predators that kill for sport. Whether they are original to this plane or unicorns corrupted by foul elven magic is indeterminable. Their legends have existed for hundreds, if not thousands, of years. They roam the forests of the Accordlands, occasionally offering their services to an elven master as a war-steed so that they may have the chance to hunt good creatures.

Sanguicorns are meat-eaters, hunting their forests for food. Those destroyed by a sanguicorn have a high chance of rising as a ghost from the terrible assault. Those forests belonging to sanguicorns are generally haunted by the twisted spirits of dead animals, as well by as the occasional ghostly adventurer that wandered too far into the woods.

These beasts are creatures of winter, and a cold breeze follows them wherever they roam. Their lairs, usually black groves or dead trees that hold large openings within their twisted roots, are covered with frost and snow even in the warmest part of the year. Their hoof prints are crusted with a thin layer of ice, and where a Sanguicorn walks, the forest takes on a chill as if winter had come too soon.

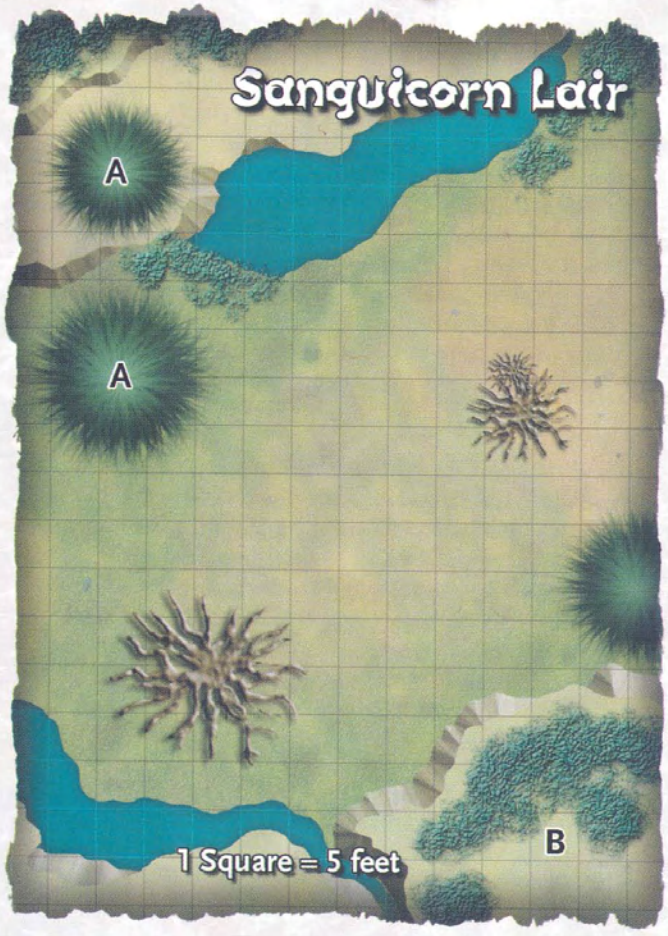
Combat

Sanguicorns attack whenever a creature of good enters their area. They actively hunt down such creatures, and are expert in killing them. If necessary, a sanguicorn will call upon its elven allies for assistance but the sanguicorn is not a pack creature, and prefers to kill alone. In combat, they strike with fore or rear hooves and bite with their vicious fangs. Further, they can charge and strike with their evil horns sharp as lances (inflicting double damage as normal), inflicting horrible damage to their opponents. The horn is considered a *+3 magic weapon* for the purposes of injuring creatures with damage resistance.

Control Ghost (Su): A sanguicorn can control any severed undead with fewer hit dice than it has, within 15 ft. If the spirit was originally killed by the sanguicorn, it has no choice and must obey. All other ghosts must make a DC 13 Will save to resist the creature's commands. The save DC is Charisma-based.

Create Spawn (Su): Any humanoid slain by a sanguicorn becomes a severed wraith in 1d4 days. Spawn are not automatically under the command of the sanguicorn, but cannot harm the sanguicorn in any way. Spawn do not possess any of the abilities they had in life.

Magic Circle against Good (Su): This ability continuously duplicates the effects of the spell. The sanguicorn cannot suppress this ability.



Spell-like Abilities: At will—*detect good;* 1/day—*inflict moderate wounds* (DC 13), *teleport without error*; 3/day—*inflict light wounds* (DC 15); 1/week—*horrid wilting* (DC 19). Caster level 7th. The DC is Charisma-based.

Immunities (Ex): Sanguicorns are immune to all poisons, cold-based, *charm* and *hold* spells or abilities.

Skills: A sanguicorn receives a +4 circumstance bonus to all Survival checks made in its home forest.

Vunerability to Fire: Sanguicorns are vunerable to fire-based attacks, and takes an additional 50% damage as normal from fire, regardless of whether or no a saving throw is allowed, or if the save is a success or failure.

Carrying Capacity: Light load for a Sanguicorn is 348 pounds; a medium load, 349-700 pounds; a heavy load, 701-1050 pounds.

Sanguicorn Grove

According to legend, the Desrivile Grove was once home to a cyclops — a goodly beast that befriended passersby and kept the nearby wild lands safe for travelers. Because the grove was not far from a merchant route, people near and far came to know and like the well-intentioned cyclops, hulking brute that he was.

Several years after the cyclops came to the area, a sanguicorn began to hunt the wild lands nearby. There was an immediate enmity between the cyclops and the sanguicorn. The twisted beast attacked travelers on the road only to be driven off as the cyclops rushed to their defense.

Eventually the sanguicorn ambushed the cyclops in his very home, killing and devouring its enemy with great delight. The foul equine took the grove for its own, reducing the lush, beautiful grove into a fell graveyard. Legend goes on to say that the ghost of the cyclops roams the wild lands nearby to warn travelers of the Sanguicorn and the Grove. Though these legends are nearly two hundred years old, most travelers have heard the stories and stay far away from the Desrivile Grove.

Though no one knows for sure if the Sanguicorn living in the grove is the one that killed the Cyclops, it is certain that a sanguicorn has been seen in the area on several occasions, and that travelers in the vicinity have disappeared without a trace.

Events and Encounters, Part 1: The Environs of the Grove

The wild lands through which the nearby road travels are generally barren but spotted with areas of lush greenery. A few streams crisscross the area, the majority of which are seasonal.

Finding the Grove is largely a task for a talented tracker, finding the most recent sanguicorn tracks and following them to the Grove.

Adventurers are sure to run into at least one severed wraith, possibly several but usually singly or in pairs.

While searching the area, there is a 1 in 6 chance each day that the group will run into the wraith of the cyclops, who wails dire warnings of the sanguicorn danger. In addition, there is a 1 in 6 chance per day that the group will encounter the sanguicorn itself.

Events and Encounters, Part 2: The Desrivile Grove

To get to the Desrivile Grove, one must travel along one of two paths, both narrow canyons, with walls rising high on either side. At first the landscape is lush and green, but as the party advances farther down the canyon, the plants become darker and twisted.

As the pass opens up into a canyon, the party sees what was once a lovely grove. There are several trees, a pool to the north side of the grove, a small creek along the southern wall, and many examples of other forms of vegetation. Every plant is deformed in some appalling way. The trees, many hundreds of years old, have black, thorny bark and their huge boughs twist in upon themselves grotesquely. The shrubs and brush are barren of leaves, their tender branches bleeding a thick brown pitch. The ground in the grove sports about a foot of a coarse brown grass; the entire area is rimed with frost.

The air in the grove is heavy with droning clouds of mosquitoes, which hover over the characters and seem to move with them. Waving hands at the incessant pests only seems to increase the pitch of the insects' buzzing.

Only the narrow creek along the canyon's south wall seems to be unaffected by the unnatural force that has warped the grove, as it babbles innocently across the canyon and into a crack in the canyon wall.

Encounter A: Severed Wraiths

They cannot be seen by the party, but near each of the large trees are two severed wraiths (four total). These wraiths are the tormented souls of the Sanguicorn's former victims. Because they are so close to the Sanguicorn, whose range of control is extended while in this corrupt glade, they cannot be turned by a cleric, but can be destroyed if the cleric has that level of success in the attempt.

As the party approaches within 20 ft. of a tree, the wraiths near that tree attack. If, while dealing with one pair of wraiths, a party member gets within 20 ft. of the other tree, those wraiths attack also.

Encounter B: Sanguicorn

Across the canyon, on the other side of the frosted pool, a small plateau rises about 4 feet above the level of the grove. It is apparent that the plateau is well trafficked, as a path leads to the rear and there is a trodden-down section in the thick brown grass. The canyon wall juts out above the plateau, and the shelf casts heavy shadows over a large portion of the raised area.

If the party followed recent tracks into the grove, there is a 90% that the Sanguicorn is present; otherwise there is only a 40% that they find the beast at home. If it is here, the Sanguicorn is watching the group from the deep shadows of the overhanging canyon wall.

If the party attempts to rest after fighting the wraiths, or retreats after dealing with the wraiths, the Sanguicorn considers it a sign of weakness and attacks immediately.

As the party attempts to scrabble up the wall, and are temporarily off balance, the Sanguicorn charges, attempting to impale one of the fiercer-looking opponents (probably whoever has the most armor — note that Dexterity and shield bonuses are lost while climbing the short wall). The height advantage of the sanguicorn atop the 4 foot wall gives it a +1 attack bonus as well.

After the fight, surviving members of the party find a pile of belongings hidden at the back of the sheltered area of the plateau. It does not appear to be well cared for (the sanguicorn had no use for any of it). There is 2,400 gp worth of treasure in coinage and other forms of valuables (gems, jewelry, etc.), plus two magic items (not to exceed another 5,000 gp in worth).

Once the sanguicorn is dead, notifying local religious orders yields an experience bonus of 100 xp per character, 250 xp for notifying a druidic order. In particular, druids will be interested because the grove was once a holy area. They make every effort to cleanse the grove and return it to its natural beauty and power.

Sarakian Bloodknight

Medium Humanoid
Hit Dice: 6d8+12 (36 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 16 (+6 banded mail), touch 10, flat-footed 16
Base Attack/Grapple: +4/+8
Attack: Bastard sword +8 melee (1d10+4), or heavy crossbow +4 ranged (1d8)
Full Attack: Bastard sword +8 melee (1d10+4), or heavy cross bow +4 ranged (1d8)
Space/Reach: 5 ft./5ft.
Special Attacks: Fear
Special Qualities: Dissolution, strength of will
Saves: Fort +7, Ref +2, Will +5
Abilities: Str 18, Dex 10, Con 15, Int 10, Wis 10, Cha 13
Skills: Climb +2, Intimidate +4, Jump +3, Listen +2, Ride +2, Spot +2
Feats: Cleave, Exotic Weapon Proficiency (Bastard Sword), Power Attack

Environment: Any land
Organization: Troop (2-9), squad (10-15) or platoon (21-30)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually lawful evil
Advancement: 7-10 HD (Medium)
Level Adjustment: +1

"The money's not important. You let them kill, and they're yours for life." So said the notorious mercenary captain Lady Bhaine, who knew Sarakian bloodknights as well as anyone, and was not entirely pleased by the experience. Renowned and dreaded throughout the Accordlands, Sarakian bloodknights fight relentlessly for their employers, driven more by bloodlust than anything else. In spite of their widespread notoriety, their origins remain mysterious. Only the bloodknights themselves know, and they never tell outsiders anything.

No one has ever seen a Sarakian bloodknight outside of its armor. They are vaguely human in shape, although slightly taller and broader in the shoulders than the average human. As far as outsiders know, they always dress for battle, wearing banded or plate armor that covers them from neck to foot, gauntlets, and steel helms that encase the entire head except for eye and nose slits. They rarely speak, and when they do their helms and the echo of their own breathing muffle their voices.

Bands of Sarakian bloodknights roam the Accordlands in search of employment, but they all refer to the Broken Plains of Sarakia as home, and it is there that they can be found in the greatest number. Their reputation ranges far and wide, as does speculation about their origins and true nature. A significant body of thought holds that they are simply humans who have found that an air of mystery makes it easier to sell their services. Others believe that they are descendants of human renegades sent into exile in the Sarakian wastes, who interbred with other races. Yet others argue that they were created long ago by dark magicians experimenting on human captives.

But whatever the truth, it is universally agreed that Sarakian bloodknights have earned their reputation as elite mercenary soldiers who serve their employers with absolute ferocity and loyalty.

Combat

Sarakian bloodknights favor the bastard sword, which they are strong enough to wield one-handed. They rarely take advantage of that fact by using shields, however. They prefer melee to ranged combat, but they usually carry heavy crossbows just in case. They attack their foes with fearlessness and abandon, but when outnumbered, they pull into a box-shaped or triangular defensive formation to ensure that none of them can be flanked or struck from behind.

The belief persists that Sarakian bloodknights constitute a military order made up (at least mostly) of humans who never reveal themselves to outsiders. Those who believe this argue that the aura of mystery that surrounds them is a ploy, created to impress enemies and employers alike. This, however, ignores the fact that all Sarakian bloodknights possess two superhuman abilities — they inspire fear in their opponents at will, and their bodies literally dissolve into nothing when they are slain. Those who argue that these beings are human can explain the first by mundane means, but have much more trouble with the latter.

Sarakian Manticore

Large Magical Beast
Hit Dice: 8d10+32 (72 hp)
Initiative: +6
Speed: 30 ft. (6 squares), fly 50 ft. (poor)
Armor Class: 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple: +8/+16
Attack: Claw +11 melee (1d8+4) or 8 spikes +10 ranged (1d8/19-20)
Full Attack: 2 claws +11 melee (1d8+4) and bite +6 melee (1d6+2), or 8 spikes +10 ranged (1d8/19-20)
Space/Reach: 10 ft./5 ft.
Special Attacks: Spikes
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +10, Ref +8, Will +3
Abilities: Str 18, Dex 14, Con 18, Int 16, Wis 12, Cha 11
Skills: Climb +11, Gather Information +6, Intimidate +7, Jump +11, Knowledge (local) +10, Listen +8, Search +10, Spot +8
Feats: Flyby Attack, Improved Initiative, Weapon Focus (spikes)
Environment: Hills or mountains
Organization: Solitary, or band (2-5)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 9-12 HD (Large)
Level Adjustment: +2

Fear (Sp): There are those who argue that Sarakian bloodknights' ability to strike fear in their opponents is an expression of their unusual charisma on the battlefield rather than a semi-magical ability. Whether these folk are right or wrong, this particular talent works like a spell-like ability, and may be treated as such.

3 times/day, a Sarakian bloodknight may affect foes as if casting *fear* as a 6th level sorcerer. It may do this as a partial action.

Dissolution (Su): Sarakian bloodknights' strangest ability is the one most responsible for keeping their identities a mystery for so long. When they die, their bodies literally dissolve into nothing, leaving only their armor behind. This means, of course, that they cannot be returned to life after they have been killed. It also means that no one can divine their true identity by removing the armor from their corpses. Skeptics hold that Sarakian bloodknights have simply developed a very efficient method (exactly what it is they cannot say) for spiriting their dead from the battlefield, but there are too many existing eyewitness accounts from those who have seen one of their corpses literally disintegrate before their eyes.

Sarakian bloodknights die immediately when they are reduced to 0 hit points or less. Spells meant to animate or resurrect the dead, such as *animate dead* or *resurrect,* have no effect on Sarakian bloodknights, as there is nothing left with which these spells can work.

Strength of Will (Ex): Sarakian bloodknights have exceptional military discipline and *esprit de corps.* They watch each other's backs as a matter of second nature, and it is very difficult to break their cohesion, even by magical means. They receive a +4 bonus to saves against all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects).

All who know the wilderness of Sarakia have heard tales of its notorious manticores. The fortunate ones have *only* heard the tales. The less fortunate have actually met them, while the least fortunate of all have been targeted by them as victims. Sarakian manticores are rare and reclusive, living alone or in small groups in eyries that offer them excellent views of the surrounding terrain. They emerge mainly to hunt (for loot and for sport, as well as for food), but they occasionally accept employment as mercenaries.

Sarakian manticores look like monstrous assemblages of other forms of life. They have the lean, muscular body of a lion and crests of heavy fur like a black mane. But they also have wings like a dragon and humanoid faces, although squat-nosed and fixed in a baleful leer that remind many of a Nothrog foot soldier. They also have long tails that end in a cluster of detachable spikes that they can fling at their opponents (see below).

Sarakian manticores make their homes in hilly, rugged areas where they can find elevated and concealed places. From these eyries, they spot and track potential victims, looking for an unguarded moment in which to attack. They enjoy hunting and killing, and their unfortunate victims should expect no mercy from them.

Relentless predators though they are, Sarakian manticores are also very intelligent. They understand military tactics, at least at the small unit level, and they have demonstrated the ability to grasp strategy and the nuances of handling an army as well. Mercenary warlords value their services as scouts, not only because of their ability to fly (and they are agile, considering their size) and defend themselves with ranged attacks if necessary, but because their assessments are usually trustworthy. They also find that the manticores are smart enough to negotiate a hefty price for their services.

Combat

Sarakian manticores prefer to attack from above. They like to close quickly, diving onto their opponents and raking with their razor-like foreclaws. If they have time during their approach to the target, they volley with the detachable spikes on their tail. They also volley first if they sense that their foe needs to be softened up with a powerful ranged attack — for instance, if they are outnumbered by smaller beings, and a barrage of spikes would whittle down their numbers. If their opponents have ranged weapons, however, manticores close for melee rather than stand off and trade shots.

Spikes (Ex): The spikes on a Sakarian manticore's tail are attached only by loose strands of connective tissue. As a standard action, it may snap its tail and fire up to 8 spikes. This attack has a range of 150 ft. and no range increment. Roll for each spike as a separate ranged weapon attack.

The manticore may target a single creature with all of the spikes that it fires, or it may use its volley as an area effect weapon, striking at anyone who might be gathered in a particular space, rather than an individual. In the latter case, it may target an area of up to 400 square feet (that is, 20x20 ft., or 16 squares). Each spike targets a randomly determined individual creature within that area.

Skills: *Sakarian manticores receive a +4 racial bonus to Spot checks and a +2 racial bonus to Listen checks.*

Serod

Small Magical Beast (Earth)
Hit Dice: 2d10+4 (14 hp)
Initiative: +3
Speed: 50 ft. (10 squares)
Armor Class: 18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15
Base Attack/Grapple: +2/–2
Attack: Bite +3 melee (1d6 plus petrifaction)
Full Attack: Bite +3 melee (1d6 plus petrifaction)
Space/Reach: 5 ft./5 ft.
Special Attacks: Petrification, trip
Special Qualities: Darkvision 60 ft., fall to ashes, pyrophobia, scent
Saves: Fort +5, Ref +6, Will +0
Abilities: Str 11, Dex 16, Con 15, Int 6, Wis 10, Cha 8
Skills: Hide +7, Listen +6, Move Silently +8, Spot +6
Feats: Alertness
Environment: Cold plains
Organization: Solitary, pair, band (3–5), or pack (6–10)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3–8 HD (Medium)
Level Adjustment: —

Serods look like sleek greyhounds with short white and gray fur. Their pupilless eyes glow faintly red. At a distance, a perfectly motionless serod may appear to be carved from marble, though perceptive viewers may notice their strange eyes. The creature's head is long and it has small ears and sharp teeth. A serod is about 4 ft. long, 3 ft. high, and weighs about 100 lbs. The largest of these creatures can grow to as much as 6 ft. long, with proportionate increases in height and weight.

Serods live in cold climates, preferring to inhabit ruins. They shun civilization, but eat the flesh of civilized creatures if they can kill them. Serod have few morals; this is not out of a predilection for evil, but simple ignorance. They can be bargained with, and are usually trustworthy. They speak only their own tongue, though they can learn Common given an opportunity. Serod live in packs, and the alpha male drives off younger males when they begin to show an interest in breeding. These packs usually consist of 5–10 grown serods, with as many as 3 pups remaining in the serod pack's den. Such dens are often littered with the stoned corpses of predators who drew too near the creatures' young, and suffered for their error. During summer and autumn, groups of 2 or 3 independent serods (males driven from their packs) may be found hunting independently, searching for packs of their own.

It is difficult to capture a young serod, and pups grow to be fiercely independent within only a few weeks of their birth. newborn pups are worth upwards of 1,000 gp on the open market. Because it is so difficult to train a serod, few bounty hunters or animal trainers attempt to capture or raise them. Those few who are successfully socialized make fiercely loyal protectors and guard dogs, and can occasionally even be broken of their fear of fire.

Combat

A serod's main attack is biting its enemy. Though they do possess opposable thumbs, they rarely use their hands in combat, preferring to rip and rend with their teeth. Serod packs do not like to turn their prey into statues when they are hungry for meat. They use this attack only when they find themselves in a desperate situation or when defending their young.

Fall to Ashes (Su): When a serod is killed it turns into a solid statue of stone, crumbling into dust in a single evening. The remnants of a serod are extremely useful to wizards and other students of alchemy, being composed of pure earthen matter. This matter is exceptional for casting earth-based spells, nature spells, or creating earth-based potions or items, and if used properly, grants an additional +2 to all rolls (attack, damage, creation, etc) involved with these spells.

Petrification (Ex): A serod's bite causes the victim to instantly turn into stone unless he succeeds at a DC 12 Fort save. The save DC is Constitution-based.

Pyrophobia (Su): Serods fear flames, though they have no particular vulnerability to them. A serod must make a DC 12 Will save or become shaken at the sight of flame. A serod that suffers fire damage must make a DC 15 Will save or become frightened. A serod that catches fire must make a DC 18 Will save or become panicked.

Trip (Ex): A serod that hits with a bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the serod.

Skills: Serods receive a +4 racial bonus to all Listen and Spot skill checks.

Shade Gremlin

Small Humanoid
Hit Dice: 2d8 (8 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13
Base Attack/Grapple: +1/-3
Attack: Shortsword +5 melee (1d6), or light crossbow +5 ranged (1d6)
Full Attack: Shortsword +5 melee (1d6), or light crossbow +5 ranged (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison, sneak attack
Special Qualities: Darkvision 60 ft., SR 20
Saves: Fort +0, Ref +6, Will +1
Abilities: Str 10, Dex 16, Con 11, Int 13, Wis 12, Cha 6
Skills: Climb +2, Hide +11, Jump+2, Listen +5, Move Silently +7, Search +3, Sleight of Hand +5, Spot +4, Tumble +5
Feats: Weapon Finesse (shortsword)
Environment: Any land or underground
Organization: Solitary, gang (2-4) or band (5-12)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +1

Shade gremlins are vile little humanoids that would excite only contempt were it not for their extraordinary low cunning and a hardiness that defies their diminutive size. They are expert sneaks, and their skills bring them employment doing dark deeds for any faction that can stomach them.

Shade gremlins average 3 1/2 feet in height. Their bodies are slightly built and covered by thick, durable hide colored black-green or dark gray. They have reptilian eyes, with yellowed whites and narrow vertical slits for pupils; likewise, the skin on their face crinkles in a way that makes it look like scales from a distance. Despite these features, however, they are not reptilian humanoids.

In their natural state, shade gremlins roam the Accordlands alone or in small groups, scavenging and thieving. They live in greatest number in the Broken Plains of Sarakia. They do not gather in large groups, as they are treacherous by nature and know their own kind too well to trust each other very much for very long. So there are no shade gremlin villages anywhere.

Shade gremlins come into their own selling their services as mercenaries, and there is much demand for them as assassins and scouts. The same skills that allow them to live as bandits despite their size and lack of strength also make them useful in roles that require stealth and ruthlessness. And if anything, they seem to enjoy their work a little too much.

Unfortunately for their employers, certain hazards come with retaining the services of shade gremlins. As skilled as they are — and as much as they enjoy the work with which they are usually tasked — they are too chaotic in temperament to make good long-term employees. In the short term, they'll do your dirty work, but over the longer term, you shouldn't be surprised if they look for ways to steal from you, betray you to your enemies, or do even worse. Hence the wisdom of one who knew well how to deal with evil things, the Priest of Bascaron Balian: "Dismiss your imps before they get ideas."

Combat

Shade gremlins avoid a straight-up fight if they possibly can. They know that stealth and stratagems are their strong suits, and that there are few opponents with whom they can afford to trade blows. When working alone, they always try to ambush their opponents, attacking from concealment. In the face of a stronger foe, they plan on getting in one or two blows, hoping that poison or a critical hit will finish their work, and then escaping. When working in teams, they look for ways to flank their opponent or strike from behind. This usually involves setting out one shade gremlin to gain the foe's attention and lure it into a situation where the others can emerge from concealment and immediately attack with advantage. This tactic has a high rate of success, provided that the gremlins can agree on who will serve as bait.

Shade gremlins prefer not to wear armor because they feel that it hinders them, and their thick skin offers them as much protection as a suit of leather armor anyway. In close combat, they wield a shortsword of their own design; it has an angled blade that can be used for either stabbing or slashing. When attacking from a distance, they prefer light crossbows.

Poison (Ex): This is not a natural shade gremlin trait. But shade gremlins working alone, or on missions that specify assassination as their goal, like to use poison on their weapons. They favor a brew of their own concoction, a DC 10 injury poison that causes 1d6 Con initial damage and 1d4 Con secondary damage.

Skills: Shade gremlins receive +4 racial bonuses to both Hide and Move Silently checks, reflections of their inherent gift for stealth. They also receive a +2 to bonus to Listen checks.

Sneak Attack (Ex): Shade gremlins have a natural gift for slipping a blade into vulnerable places. A shade gremlin receives a sneak attack bonus as if it were a 3rd level rogue, adding 2d6 to damage inflicted.

Spell Resistance (Ex): For reasons that not even they understand, shade gremlins prove unusually resistant to the effects of magic. They have SR 20. Unfortunately for them, they also resist spells that would benefit them, even if cast by a friendly spellcaster. Whenever a shade gremlin is the target of a spell that would aid it, such as *bull's strength*, or even *cure light wounds*, treat the spell as hostile. That is, the caster must still overcome the shade gremlin's SR. And even if the caster is successful, the shade gremlin must then make a saving throw against the spell as if it were hostile. If the target shade gremlin fails, then the spell succeeds.

Shade Lion

Large Magical Beast
Hit Dice: 4d10+12 (32 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple: +4/+12
Attack: Claw +7 melee (1d6+4)
Full Attack: 2 claws +7 melee (1d6+4), bite +2 melee (1d8+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, pounce, rake 1d8+2
Special Qualities: Shadow blend, vulnerability
Saves: Fort +7, Ref +5, Will +3
Abilities: Str 19, Dex 13, Con 17, Int 8, Wis 14, Cha 14
Skills: Listen +4, Hide +2*, Move Silently +7*, Spot +4
Feats: Dodge, Mobility
Environment: Warm and temperate forest and underground
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Usually neutral
Advancement: 5–8 HD (Large); 9–16 (Huge)

Shade lions are large black panthers formed as much of smoke and mist as of flesh and bone. They hate sunlight and become weak when forced to spend time in the sun. Shade lions are cunning nocturnal predators and vicious hunters. By day, these creatures sleep in caves, deep forests, and ruins. Shade lions are carnivorous creatures, though they do not delight in inflicting pain or fear. They hunt to eat, and eat to live. Given the choice, a shade lion hunts simple animals rather than intelligent beasts, though they will resort to humanoid flesh if necessary. Despite their frightening presence and keen intelligence, shade lions are neither inherently good nor naturally evil; they have little invested in the affairs of the Accordlands, and covet solitude.

Their dark fur is the color of smoke, and appears as no more than a dark patch of mist clinging to a building or drifting across a dark landscape. Their claws and eyes are not reflective, capturing and absorbing any light that touches them. Their bodies are sleek and long like a panther's, but a fully mature male shade lion has a 'mane' of smoke and mist that swirls around his neck and upper shoulders.

Shade lions are as large as horses, measuring as high as 6 ft. at the shoulder when fully grown. Nothrog often use shade lions as steeds, fitting them with rudimentary gear to guide their charge. A trained shade lion can be as adaptable and trustworthy a steed as most horses, though they are far more dangerous to break to the saddle. A properly-trained shade lion can extend its abilities to its rider, offering protection and stealth, but even a trained shade lion rarely feels loyalty toward its master. It would just as soon return to the wild. This makes the creatures difficult to control, and only the most skilled rider can keep a shade lion under rein.

Shade lions easily blend with any night landscape, from city or field to vast wilderness. Their natural ability to fade into the background is extremely useful to a group of riders wishing to invade an enemy stealthily. Shade lions do not mate for life, and have as many as 4 cubs at a time. These cubs can be sold for as much a 1,000 gp each to an experienced trainer, and are quite popular within Nothrog lands.

Combat

Shade lions are nocturnal hunters that prefer to attack when it is dark. When attacking creatures who are using a light source they dart in and out of the light, attacking from different angles to unbalance their prey. If overwhelmed, the shade lions break off their attack, instead tracking their foes and waiting for an opportune moment to attack.

Mount (Ex): Any rider the shade lion carries must be at least one size category smaller. The shade lion can always fight while carrying a rider, but the rider must make a DC 10 Ride check to attack as well. For every size category the mount is larger than its rider, the DC of this check rises by +5. For example, a human riding a normal shade lion (Large) checks against a DC 15, while a Small creature riding a Huge shade lion checks against a DC 25.

Pounce (Ex): If a shade lion leaps upon or charges a foe, it can make a full attack, including two rake attacks. Attack bonus +7 melee, damage 1d8+2.

Rake (Ex): Attack bonus +7 melee, damage 1d8+2.

Shadow Blend (Su): During any conditions other than full daylight, a shade lion can disappear into the shadows, giving it total concealment. Artificial illumination (*daylight, continual flame*, etc.) does not negate this ability. This ability extends to anyone riding the shade lion, although a shade lion can carry only one rider at a time into the shadows.

Sunlight Vulnerability: Shade lions are weakened by natural sunlight (not merely a *daylight* spell) and flee from it. Every hour spent in sunlight, a shade lion suffers 1 point of Strength and Constitution damage. A shade lion reduced to 0 Strength or Constitution by this damage simply evaporates.

Skills: Shade lions receive a +4 racial bonus to all Hide and Move Silently checks. Further, when using the shadow blend ability, the shade lion receives and additional +8 circumstance modifier to these checks.

Carrying Capacity: Light load for a Shade Lion is 174 pounds; a medium load, 175-350 pounds; a heavy load, 351-525 pounds.

Signon's Disciples

Medium Outsider (Stormborn)
Hit Dice: 9d12+18 (72 hp)
Initiative: +5
Speed: 30 ft. (6 squares), fly 30 ft. (average)
Armor Class: 21 (+1 Dex, +8 full plate, +2 large steel shield), touch 11, flat-footed 20
Base Attack/Grapple: +9/+12
Attack: Longsword +12 melee (1d8+3/19–20)
Full Attack: Longsword +12/+7 melee (1d8+3/19–20)
Space/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Spell-like abilities, summon storm crow
Special Qualities: Astral, fast healing 2 (6), immunities
Saves: Fort +8, Ref +7, Will +10
Abilities: Str 17, Dex 12, Con 15, Int 12, Wis 14, Cha 12
Skills: Balance +13, Knowledge (the planes) +13, Listen +14, Ride +13, Search +13, Sense Motive +14, Spellcraft +13, Spot +14, Survival +14
Feats: Improved Initiative, Iron Will, Mounted Combat, Trample
Environment: Any land
Organization: Solitary or squadron (2–5)
Challenge Rating: 12
Treasure: Standard
Alignment: Always lawful evil
Advancement: 10–20 HD (Medium)
Level Adjustment: +9

The ancient hero Signon united the empire of Deverenia, driving back the old gods in the name of his powerful new patron, the Storm.

The Storm, a spiritual force of unfathomable power, is said to have offered Signon immortality in exchange for reforming Deverenia to worship the Storm itself. Signon used his newfound powers to unite a fractured people. He revitalized the government, and instituted a powerful church that would see to all the new empire's religious needs. The Church of the Storm is still powerful, centuries after Signon's time. Untold thousands of followers await the day when the Storm will return. They genuinely believe that the Storm is benevolent, a protector and a guide that has chosen them for supremacy. When the Storm comes, Deverenia will welcome it home.

But there are those who followed Signon even deeper into his religious doctrine and myth. They ride Storm verdatha, dragon-horses remade in the crucible of the Storm. In their fervor, they have sacrificed their will to the Storm. These are the Ghed, the living saints of the Deverenian religion, and the blessed and eternal servants of the Storm.

The Storm adopted the worthiest of those who came, granting them eternal life. Now these undying knights follow the Storm, defending it against any who would approach without its consent, and they obey commands that are given to them by the heart of the Storm itself. Occasionally, one of Signon's Disciples rides out from the Storm toward the Empire, carrying news and prophecy from the heart of the great maelstrom..

Signon's Disciples now dwell in the Storm, their souls and flesh united. None can say how many exist, as the Storm's infinite recesses could conceal whole armies. Any of the truly devoted who enter the Storm may emerge as one of Signon's Disciples, so long as they are worthy inheritors of its power. Those who are wanting are less than beasts, and emerge as mere storm crows.

Signon's disciples are no longer human in appearance, and many are truly monstrous. Some have sunken features and withered skin, with eyes that glow like heat lightning. Others have leathery flesh and great wings stretched taut over thickened bone and muscle. They move strangely, and almost never dismount from their terrible steeds. Their gothic armor is ornately decorated in ancient Deverenian symbols and sigils.

Combat

Signon's Disciples rarely leave the Storm unless directly ordered to complete some quest or perform some task. When they are found outside of the Storm's control, they operate independently. When they are within the confines of the Eternal Storm, their every action seems coordinated, as if by some greater mind.

Astral (Ex): Signon's disciples are astral beings. They exist simultaneously both on the material plane and the inner reaches of the Storm itself. Any melee or ranged attack that targets a Disciple has a 50% miss chance, unless the attack is made with a +1 or better magical weapon (in the case of ranged attacks, only the projectile must bear the enchantment, not necessarily the weapon itself).

Fast Healing (Ex): Signon's Disciples have fast healing 2, or 6 within the confines of the Storm.

Spell-Like Abilities (Su): 3/day—*darkness, inflict light wounds* (DC 12), *obscuring fog, lightning bolt*(DC 14); 1/day—*ice storm*(DC 15), *inflict moderate wounds*(DC 13). Caster level 12th. The save DC is Wisdom-based.

Immunities (Ex): Signon's Disciples are immune to acid, cold, fire, and electricity. In addition, they heal faster inside the confines of a storm.

Summon Storm Crow (Sp): Signon's Disciples can summon and control a flock of storm crows (11–20 at a time). Once per day, the disciple calls a nearby flock of storm crows, who arrive within 3d6 rounds. These crows can only appear if the Disciple is outdoors, and is within sight of the Storm, or already in it. Storm crows immediately return whence they came after one hour, but during that time, they obey all commands of the Disciple, and understand completely the Disciple's needs and requests.

Skeletons

	Tiny Skeleton	Small Skeleton	Medium-Size Skeleton
	Tiny Undead	**Small Undead**	**Medium-Size Undead**
Hit Dice:	¼d12 (1 hp)	½d12 (3 hp)	1d12 (6 hp)
Initiative:	+5 (+1 Dex, +1 Improved Initiative)	+5 (+1 Dex, +4 Improved Initiative)	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft.	30 ft.	30 ft
AC:	13 (+1 Dex, +2 size)	13 (+1 Dex, +1 natural, +1 size)	13 (+1 Dex, +2 natural)
Attacks:	2 claws +0 melee	2 claws +0 melee	2 claws +0 melee
Damage:	Claw 1d2–2	Claw 1d3–1	Claw 1d4
Space/Reach:	2½ ft./0 ft.	5 ft./5 ft.	5 ft/5 ft.
Special Attacks:	–	–	–
Special Qualities:	Immunities, undead	Immunities, undead	Immunities, undead
Saves:	Fort +0, Ref +1, Will +2	Fort +0, ref +1, Will +2	Fort +0, Ref +1, Will +2
Abilities:	Str 6, Dex 12, Con –,	Str 8, Dex 12, Con –,	Str 10, Dex 12, Con –,
	Int -, Wis 10, Cha 11	Int –, Wis 10, Cha 11	Int -, Wis 10, Cha 11
Skills:	–	–	–
Feats:	Improved Initiative	Improved Initiative	Improved Initiative

	Large Skeleton	Huge Skeleton	Gargantuan Skeleton
	Large Undead	**Huge Undead**	**Gargantuan Undead**
Hit Dice:	2d12 (13 hp)	4d12 (26 hp)	16d12 (104 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)	+5 (+1 Dex, +4 Improved Initiative)	+5 (+1 Dex +4 Improved Initiative)
Speed:	40 ft.	40 ft.	40 ft.
AC:	13 (+1 Dex, +3 natural, –1 size)	13 (+1 Dex, +4 natural, –2 size)	13 (+1 Dex, +6 natural, –4 size)
Attacks:	2 claws +2 melee	2 claws +4 melee	2 claws +10 melee
Damage:	Claw 1d6+2	Claw 1d8+4	Claw 2d6+6
Space/Reach:	5 ft./10 ft.	10 ft./15 ft.	20 ft./20 ft.
Special Attacks:	–	–	–
Special Qualities:	Immunities, undead	Immunities, undead	Immunities, undead
Saves:	Fort +0, Ref +1, Will +3	Fort +1, Ref +2, Will +4	Fort +5, Ref +6, Will +10
Abilities:	Str 14, Dex 12, Con –,	Str 18, Dex 12, Con –,	Str 22, Dex 12, Con –,
	Int –, Wis 10, Cha 11	Int –, Wis 10, Cha 11	Int –, Wis 10, Cha 11
Skills:	–	–	–
Feats:	Improved Initiative	Improved Initiative	Improved Initiative

	Colossal Skeleton
Colossal Undead	
Hit Dice:	32d12 (208 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	13 (+1 Dex, +10 natural, –8 size)
Attacks:	2 claws +16 melee
Damage:	Claw 2d8+8
Space/Reach:	40 ft./25 ft.
Special Attacks:	–
Special Qualities:	Immunities, undead
Saves:	Fort +10, Ref +11, Will +18
Abilities:	Str 26, Dex 12, Con –, Int -, Wis 10, Cha 11
Skills:	–
Feats:	Improved Initiative

Snow Scarab

Tiny Magical Beast (Cold)
Hit Dice: ½d10 (2 hp)
Initiative: +4
Speed: 20 ft. (4 squares), 20 ft. flying (good)
Armor Class: 20 (+2 size, +4 Dex, +4 natural), touch 16, flat-footed 16
Base Attack/Grapple: +1/–11
Attack: Bite +7 melee (1d3–4 plus 1d3 cold)
Full Attack: Bite +7 melee (1d3–4 plus 1d3 cold)
Space/Reach: 2½ ft./0 ft.
Special Attacks: —
Special Qualities: —
Saves: Fort +2, Ref +6, Will +0
Abilities: Str 3, Dex 18, Con 11, Int 2, Wis 10, Cha 8
Skills: Listen +1*, Move Silently +6*, Spot +1*
Feats: Weapon Finesse
Environment: Cold plains
Organization: Brood (11–20) or Swarm (2–40)
Challenge Rating: ½
Treasure: Standard
Alignment: Always neutral
Advancement: 1–2 HD (Tiny), 3–4 HD (Small)
Level Adjustment: —

A snow scarab is a smallish creature, only a little over a foot across in each direction, and resembles a crystalline beetle made of pure ice. It is a deep blue, with prismatic flares within the body of the creature as the sun or other light strikes its shimmering surface. Groups of snow scarabs can be quite brilliant in the winter sun, reflecting rainbows all around them. They are creatures of the snow and ice, and their bitterly cold nature absorbs much of the heat from the surrounding air, instantly freezing liquids and creating a zone of deadly chill. Their icy carapaces are created from living crystalline rock, and they make grinding noises whenever they move. They are not silent creatures, but use their carapaces to chirp and drone, calling to each other as they range across the plains of snow and ice.

Snow scarabs are never found in warm climates, and cannot exist in areas where ice would melt. They prefer any location with large bodies of frozen water, although they prefer crevasses within deep glaciers. In particularly cold winters, they may migrate from the colder areas and into suddenly chilled warmer climates for as long as the cold and ice lasts, retreating back to their glaciers at the first sign of true spring.

These ice elementals are normally non-aggressive beings. They seem to glean whatever nutrition they need from pockets of minerals and gases caught within glacial flows. These minerals form a beautiful rare crystal in the heart of a snow scarab that can be harvested from its corpse. These crystals sparkle mysteriously in a rainbow of colors. The beautiful crystal is quite fragile and rare, bringing 500 gp from a reputable gem dealer; they pay even more for live specimens. Sadly, transporting the corpses of dead snow scarabs is difficult, and working with their crystals is a task for a master jeweler.

Snow scarabs are often hunted by ice-dwelling predators, and are easy to find. Both the rainbows that glitter on their carapaces and the constant noises they make when moving make them fairly easy prey. They are herd animals, and tend to be reclusive except on exceptionally cold, sunny days, when they rise to the surface of their glaciers in order to sun themselves and sing crystalline songs in the winter air. A group of 15–20 of them may live in the same place, hibernating deep within a frigid cavern in order to sleep through warmer seasons and awaken when the winter has returned.

The eggs of a snow scarab resemble beautiful blue crystal gems cold enough to instantly cause frostbite. They are laid in clutches of 10–20 fist-sized eggs within their caverns. The snow scarab prefers to lay its eggs in a slow-moving stream of water, which hardens into a protective icy shell that keeps the snow scarab eggs cold and safe while they gestate (a process that takes as long as three years). The hatchlings chew their way through the ice, and few predators willingly search through icy water to find the pocket of ice beneath the surface.

Combat

Snow scarabs attack by biting their opponent, causing additional cold damage as their bite drains natural body heat from the target. Their carapaces are exceptionally tough, and can damage weapons that strike them. If the fight goes against them, they sink their bodies into the nearest large volume of ice and tunnel their way to safety.

Skills: *Snow scarabs suffer a –4 racial penalty to Listen and Move Silently checks while flying and a +4 racial bonus to Spot checks when still.

Spiritwing

Large Magical Beast
Hit Dice: 3d10+9 (24 hp)
Initiative: +1
Speed: Fly 60 ft. (12 squares) (average)
Armor Class: 16 (–1 size, +1 Dex, +6 natural), touch 10, flat-footed 15
Base Attack/Grapple: +3/+11
Attack: Bite +6 melee (1d6+6 plus poison)
Full Attack: Bite +6 melee (1d6+6 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Frightful presence, improved grab, poison

Special Qualities: Scent
Saves: Fort +6, Ref +4, Will +3
Abilities: Str 18, Dex 13, Con 16, Int 2, Wis 10, Cha 10
Skills: Listen +3, Spot +3
Feats: Flyby Attack, Iron Will
Environment: Temperate and warm forest, hill, mountain, and plains
Organization: Brace (2), pack (3–9), or brood (11–20)
Challenge Rating: 3
Treasure: Standard
Alignment: Always neutral
Advancement: 4 HD (Large); 5–8 HD (Huge)
Level Adjustment: —

Spiritwings are aggressive predators that haunt mountains, plains, and brushlands. They hunt in uninhabited areas, preferring to feed on wild game rather than risk entering civilized territories. Spiritwings tend to hunt an area until its food source is nearly exhausted, then move on to greener pastures. Such occasions are when they most meet civilized cultures, as they sometimes resort to preying on domesticated animals (though only rarely do they attack a humanoid). Generally, the creatures poison prey with their bite, then coil their bodies around the carcass and carry it back to the den to feed. An adult spiritwing can eat several times its own body weight in one meal, and digest the food over the course of the following week. During the digestion period, a spiritwing rests in a state of hibernation, completely unaware of its surroundings.

A fully grown spiritwing is as large as a calf, with rows of long, twisted horns like those of a gazelle on its head. They are horrible to look upon, and inspire paralyzing fear in onlookers. Red eyes glow faintly above a gaping serpent's fangs, and a beard like a tiger's hangs from the lower jaw, but a spiritwing's expressive face can contort into expressions much like that of a human. Its long, serpent-like body is covered with scales, and its tail is so long that it winds all around the body, ending in a fish's flared fins. A sepentwing's stunted forelegs can still lift small objects and rend large ones. Their bodies and scales shine in green, red and black, changing colors with the seasons. Their wings are batlike, also covered in fine scales, and have a wingspan of 10 feet. A mature spiritwing may be up to 15 feet long.

Because of their appearance, some primitive societies believe the spiritwings to be a distant relative of dragons. This could not be farther from the truth. Spiritwings were formed by wizard experiments gone awry — twisted mutations of snakes and lizards given the power of flight. Some escaped many years ago, and have since hidden in the mountains with animal cunning. Spiritwings are social creatures and live in packs that nest within high caves and beneath overhanging rocks. A pack's hunting territory is generally small, covering only about a mile around the pack's den. Spiritwings lay clutches of 4–5 eggs, which gestate over a period of two months. Once hatched, young spiritwings mature incredibly quickly, reaching full size in a little less than 3 months' time.

Spiritwings speak no known languages. They do not appear to be sentient, nor to have any comprehension of civilized tongues. Survivors of their attacks claim that they emit a loud hiss just before they attack, which can give watchful prey knowledge of their attack. While they lack true intelligence, they have several apparently inherent magical abilities, as well as the cunning to utilize these abilities to best effect.

It is incredibly difficult to hatch a spiritwing egg, and young which are already hatched cannot be trained. An intact, ready-to-hatch spiritwing egg is worth upwards of 10,000 gp on the open market, but only one in fifty eggs that are taken from the nest can be hatched. Because it is so difficult, and few know the secret of keeping the eggs safe during travel from the nest, few bounty hunters or animal trainers attempt to capture or raise spiritwings.

Combat

Spiritwings attack for food, and will attack any group that appears to be weaker than the spiritwing pack. They make excellent use of their spell-like abilities when hunting, and are intelligent enough to retreat if they are being beaten. If for some reason escape is impossible, they sometimes resort to entangling their foes with their serpentine bodies, rendering their opponents helpless as the spiritwings strike again and again with their venomous bites.

Frightful Presence (Ex): Opponents who hear the spiritwing's cry (often uttered before entering combat) must make a DC 11 Will save or become shaken for 2d6 rounds. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a spiritwing must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Poison (Ex): Bite—Fortitude DC 14, initial damage 1d6 Strength, secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-like Abilities: 1/hour — *magic missile*; 3/day — *minor illusion*; 1/day — *dimension door*. Caster level 4th. The save DC is Charisma-based.

Ss-eleer

Medium Monstrous Humanoid
Hit Dice: 2d8 (8 hp)
Initiative: +14
Speed: 60 ft. (12 squares)
Armor Class: 22 (+10 Dex, +2 natural), touch 20, flat-footed 12
Base Attack/Grapple: +2/+3
Attack: Slam +12 melee (1d4+1)
Full Attack: 2 slams +12 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Qualities: Burst of speed, improved evasion, scent
Saves: Fort +0, Ref +13, Will +2
Abilities: Str 12, Dex 31, Con 11, Int 17, Wis 8, Cha 12
Skills: Hide +14, Listen +3, Move Silently +14, Search +5, Spot +3, Tumble +13, Survival +3
Feats: Dodge[B], Improved Initiative, Weapon Finesse[B]
Environment: Any plains
Organization: Solitary, family (2–5), or colony (5–20)
Challenge Rating: 3
Treasure: ½ standard
Alignment: Often chaotic neutral
Advancement: By character class
Level Adjustment: +3

Ss-eleers are quick moving reptilian creatures that sport natural arm spikes and extraordinary speed.

A ss-eleer looks much like a sutek, save for the rows of spikes protruding from its lower legs, its elbows, and down its back as a mane. The elbow spikes are instrumental to the ss-eleer's success in combat and hunting. Most ss-eleer are green, ranging from a light moss to the dark hues of an ancient forest. Others range from tans and browns to reds and oranges. They stand roughly 6 feet tall, with females being only slightly shorter than males.

Speed defines the ss-eleer society. They eat, breed, speak, and make decisions as quickly as possible. While they possess a natural intelligence far greater than most other humanoids, ss-eleer are impatient. They make decisions based on the information immediately available to them, and do not pause to consider an action or to research options.

When dealing with the "slower races" (as they call all other intelligent beings), ss-eleer quickly become impatient and short-tempered. They see no reason to discuss hypothetical situations, instead demanding (on their limited knowledge) that a resolution be reached. Ss-eleer are distrustful of other humanoids, after centuries of having their impetuous natures turned against them.

Ss-eleer take great insult at being mistaken for sutek, which the ss-eleer consider an inferior species. Ss-eleer bully and mock their lesser cousins, especially if other races are present. Deverenia's demagogues are well practiced in manipulating the two races against each other, leading to inevitable violence that spills over onto the Deverenians' true targets.

Ss-eleer live in underground warrens dug into the soft earth and protected by guards at every entrance. Most warrens have at least four entrances, with larger ones having as many as a dozen entry tunnels. The warrens contain three or four nuclear families (parents and children). Each male in a pair is related by blood, usually with a mixture of brothers and cousins. Warrens are always clean and sparse; ss-eleer do not acquire many material goods, which they believe slow them down.

Female ss-eleer lay a single egg every year. The egg remains protected within the family's warren, and is guarded not only by its parents, but also by its aunts, uncles, and cousins. After two weeks, the egg hatches. A ss-eleer reaches adulthood at age 8 and dies of old age around 25 years.

A ss-eleer's favored class is rogue; ss-eleer leaders are typically rogues or ranger/rogues. Ss-eleer clerics worship the element of wind as a god, and have access to the Air and Travel domains. Despite their high native intelligences, ss-eleer rarely become wizards, as they lack the patience required to study.

Ss-eleer speak their own language, full of throaty grunts and long hisses, as well as Draconic and Common.

Combat

Ss-eleer make great use of their incredible speed. They use hit and run tactics, avoiding pitched melee battles whenever possible. In an ambush, the ss-eleer use their burst of speed ability and run into and through their enemy's ranks. Whenever possible, ss-eleer make use of their Spring Attack feat, and do their best not to end their turn adjacent to an enemy.

Burst of Speed (Ex): As a move action, a ss-eleer can increase its metabolism, giving it the benefits of *haste* for 1d4 rounds. There is no limit to how many times a ss-eleer can use this ability, but it becomes fatigued for 2d6 rounds after each use. Fatigue effects do not stack, so a ss-eleer can continue to use this ability again and again, extending the duration of the *haste* and the fatigue.

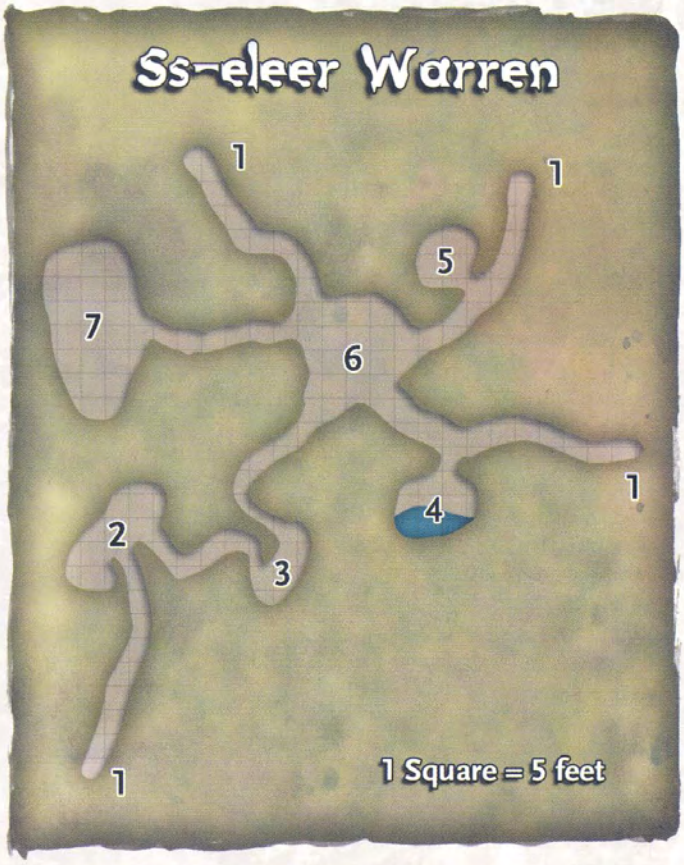
In addition to the *haste*, the ss-eleer increases its speed by 10 ft. and gains the benefit of the Mobility feat.

Improved Evasion (Ex): The reactions of a ss-eleer are so fine that it can respond to danger even before it becomes consciously aware of it. Whenever a ss-eleer is required to make a Reflex save, its finely honed natural reactions protect it from whatever danger requires the save. For effects that can be avoided by a Reflex save, the ss-eleer is considered automatically successful (no roll necessary). Damaging effects (such as from a fireball) do half damage to the ss-eleer if it fails its save and no damage if it succeeds.

Ss-eleer Lair

Ss-eleers make their homes on the plains, where trees, rocks, and other obstacles cannot hinder their lightning-fast movements. They dig their homes into the soft soil, chiseling chambers with many interconnecting tunnels. Every exit tunnel slopes such that a ss-eleer can quickly scramble out and into the open. Ss-eleer are territorial, claiming hunting lands up to 30 miles from their warrens — a day's travel for a hunter.

The ss-eleer warren presented below can be included in any open grassland, steppe, prairie, or plain that is appropriate. It is typical of successful dens, with various chambers set up for defense as well as essential living requirements. It assumes four clusters of ss-eleer, forming an extended family of 17 members of varying ages. All the adult males within the extended family (and the head of each nuclear family) are brothers.



Ss-eleer Warren

Stones add texture to the otherwise plain earthen walls, floors, and ceilings within this warren. All ceilings are roughly 6 ft. high, and tiny holes allow light and ventilation into the rooms below. Roughly ten feet of hard-packed dirt separates the warren from the plains above.

Area 1: Entrance Tunnels

All four of these entrance tunnels are angled such that a ss-eleer may race out of them at full speed. The multiple tunnels also allow for multiple escape routes for those rare times that a ss-eleer warren faces attack, either by other ss-eleer or (most likely) other humanoid creatures. The ss-eleer cover at least one of these entrance tunnels with underbrush, so it is not immediately evident to the casual passerby. There is a 20% chance that a single ss-eleer is standing within 20 feet of the main entrance, lying in wait for potential intruders or prey.

Area 2: Guard Room

A chamber accommodating 3-4 ss-eleer stands at the main entrance. The ss-eleers here act as front-line guards in the event of attack on the warren. One of the four clusters always sleeps here, away from the rest of the family. Each cluster takes its turn in the guard room, with a typical shift lasting a month.

Area 3: Hunt Leader's Sleeping Area

Little more than a widening of the main tunnel, this area is where the best hunter in the extended family resides. He is the hunt leader, and it is his job to alert the family to attack. However, hunt leaders remain apart, even when sleeping, so they do not slow down a fellow ss-eleer who is in a hurry (and ss-eleer are always in a hurry).

Area 4: Water Storage Room

Opposite the door is a cistern that collects water that drips down from a small hole bored into the earthen roof above it. The cistern is large enough that it can support the entire extended family for four months.

Area 5: Food Storage Room

This room is always about half full of dried berries and fruits, shelled nuts, grain seeds, and strips of salted meat. An animal hide door keeps the inviting scents within the room. The hunt leader's mate is in charge of keeping animals and vermin out of the food storage room.

Area 6: Family Gathering Room

The extended family gathers here to talk, eat, play, and clean kills.

Area 7: Family Sleeping Room

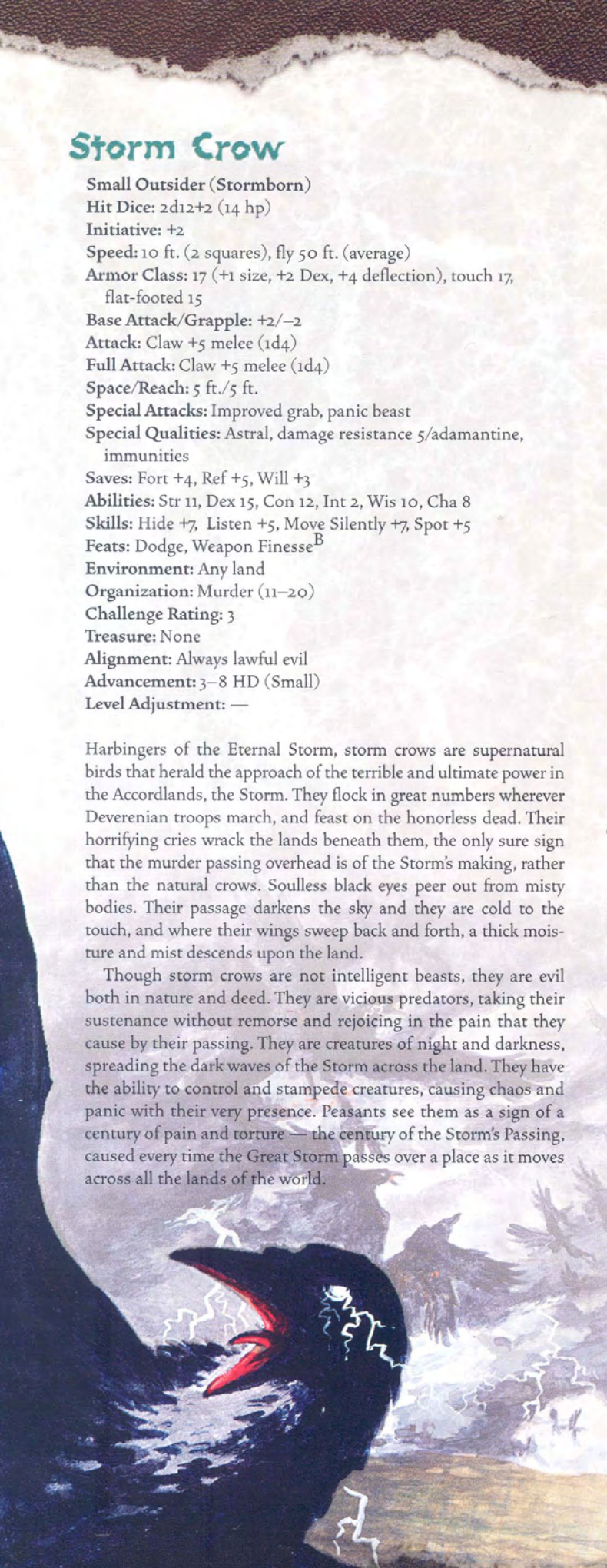
This is where most of the family sleeps, excepting only the hunt leader and the guard family. Adults sleep near the doorway, with the children clustered as far from the entrance as possible. Mated pairs always lie side by side, with several feet separating each pair from the others. One night a week, the hunt leader joins his mate and sleeps in this room, with others.

Storm Crow

Small Outsider (Stormborn)
Hit Dice: 2d12+2 (14 hp)
Initiative: +2
Speed: 10 ft. (2 squares), fly 50 ft. (average)
Armor Class: 17 (+1 size, +2 Dex, +4 deflection), touch 17, flat-footed 15
Base Attack/Grapple: +2/–2
Attack: Claw +5 melee (1d4)
Full Attack: Claw +5 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, panic beast
Special Qualities: Astral, damage resistance 5/adamantine, immunities
Saves: Fort +4, Ref +5, Will +3
Abilities: Str 11, Dex 15, Con 12, Int 2, Wis 10, Cha 8
Skills: Hide +7, Listen +5, Move Silently +7, Spot +5
Feats: Dodge, Weapon Finesse[B]
Environment: Any land
Organization: Murder (11–20)
Challenge Rating: 3
Treasure: None
Alignment: Always lawful evil
Advancement: 3–8 HD (Small)
Level Adjustment: —

Harbingers of the Eternal Storm, storm crows are supernatural birds that herald the approach of the terrible and ultimate power in the Accordlands, the Storm. They flock in great numbers wherever Deverenian troops march, and feast on the honorless dead. Their horrifying cries wrack the lands beneath them, the only sure sign that the murder passing overhead is of the Storm's making, rather than the natural crows. Soulless black eyes peer out from misty bodies. Their passage darkens the sky and they are cold to the touch, and where their wings sweep back and forth, a thick moisture and mist descends upon the land.

Though storm crows are not intelligent beasts, they are evil both in nature and deed. They are vicious predators, taking their sustenance without remorse and rejoicing in the pain that they cause by their passing. They are creatures of night and darkness, spreading the dark waves of the Storm across the land. They have the ability to control and stampede creatures, causing chaos and panic with their very presence. Peasants see them as a sign of a century of pain and torture — the century of the Storm's Passing, caused every time the Great Storm passes over a place as it moves across all the lands of the world.



Storm crows are usually found within the confines of the Storm, venturing out beyond its borders only to prey on fear and to find meat to satisfy their appetites. They are created when the Storm destroys a soul. The spirits of those who were unworthy of the Storm become its mindless servants, the vile creatures that fly around its edges — the storm crows. These creatures are immortal until killed: a prison of weaknesses, birthed by the terrible anger and hatred of the Storm for all unworthy things.

Storm crows are bestial, unintelligent, and ravenous, and neither speak nor understand any language. They are subservient to the greater wills of other Stormborn, usually Signon's disciples. They never appear alone, manifesting in murders alongside their brethren, and show no signs of the personality that was twisted into the form of the beast. Whatever they once were, storm crows are fully of the Storm, now and forever. To all magic and scholars, and to the gods themselves, the lost soul is gone forever; all that remains is the storm crow.

These creatures are often found in the company of the Disciples of Signon. Indeed, these storm knights have the ability to summon a murder of storm crows at a whim. For the disciples, these creatures serve as scouts, soldiers, and messengers. Though they heed the wishes of no living creature, they follow the orders of Signon's Disciples as if the commands emanated from within the storm itself.

Storm crows are countless in number, as the storm continually creates more of these fearful creatures. No hero or hunter could possibly hope to stem the tide of their creation, only slay them as they emerge from the Storm. Such is the implacable nature of the Storm.

Combat

Storm crows attack in murders, swooping from the air with mocking caws as they rake their enemies with their talons and stab with their beaks. They use flight to their advantage, and are swift and merciless in combat. Another favored tactic is to lift their enemies into the air and then drop them, watching them crash to the ground from high above.

Astral (Ex): Storm crows are astral creatures. They exist simultaneously both on the prime material plane and the inner reaches of the Storm itself. Any melee or ranged attack that targets a storm crow has a 50% miss chance, unless the attack is made with a +1 or better magical weapon (in the case of ranged attacks, only the projectile must bear the enchantment, not necessarily the weapon itself).

Immunities: Storm crows are immune to poison, *sleep*, paralysis and death magic. They are also immune to electricity and take half damage from cold.

Improved Grab (Ex): When at least 10 storm crows hit with their claw attacks, they seize their opponent. Once a murder grapples its opponent, it may carry it into the sky — though its fly speed is reduced to 20 ft. (poor). Once it reaches sufficient height, it drops its opponent, inflicting 1d6 damage for every 10 ft. fallen. Storm crows drop any opponent that is reduced to less than 2 hp, and may not carry any creature larger than Medium.

Panic Beast (Su): Storm crows naturally cause panic among animals and other beings of similar intelligence. Any creature with 1 or 2 Intelligence within 60 ft. of a storm crow must make a DC 11 Will save or be panicked for 5d6 rounds. The save DC is Charisma-based.

Storm Shadow

Medium Outsider (Incorporeal, Stormborn)
Hit Dice: 7d12 (42 hp)
Initiative: +6
Speed: 30 ft. (6 squares), fly 60 ft. (good)
Armor Class: 15 (+2 Dex, +3 deflection), touch 15, flat-footed 13
Base Attack/Grapple: +7/+10
Attack: *Stormspike* +12 melee (1d10+5 plus 1d6 electricity plus drain)
Full Attack: *Stormspike* +12/+7 melee (1d10+5 plus 1d6 electricity plus drain)
Space/Reach: 5 ft./5 ft. (10 ft. w/*stormspike*)
Special Attacks: Drain, lightning strike, stormpike
Special Qualities: Astral, create spawn, electricity immunity, ride upon the Storm, spell resistance 16, Storm sustenance
Saves: Fort +5, Ref +7, Will +5
Abilities: Str 16, Dex 14, Con 10, Int 15, Wis 11, Cha 16
Skills: Bluff +13, Diplomacy +13, Hide +20, Intimidate +13, Knowledge (any one) +12, Listen +10, Move Silently +12, Search +12, Sense Motive +10, Spot +10
Feats: Cleave, Improved Initiative, Power Attack
Environment: Any land
Organization: Solitary or pair
Challenge Rating: 6
Treasure: None
Alignment: Always lawful evil
Advancement: 8–16 HD (Medium)
Level Adjustment: +5

Storm shadows are servants of the Storm, its assassins and recruiters. They seek only to serve its will by swelling their numbers with their draining touch. They move like shadows, hiding in plain sight to do their hideous work.

They appear as gaunt, skeletal humanoid creatures dressed in tattered robes and armor in shades of blue and yellow. Their skin is pale white, tinged with blue. Storm shadows wield pikes, extensions of the Storm's raw will manifested for the shadows' missions.

Storm shadows are aggressive and predatory. They are ruthless and quick to attack, and normally make remarkably short work of opponents.

Combat

Storm shadows reside in the Storm, but can dwell in any natural storm.

Astral (Ex): Storm shadows are astral creatures. They exist simultaneously both on the prime material plane and the inner reaches of the Storm itself. Any melee or ranged attack that targets a storm shadow has a 50% miss chance, unless the attack is made with a +1 or better magical weapon (in the case of ranged attacks, only the projectile must bear the enchantment, not necessarily the weapon itself).

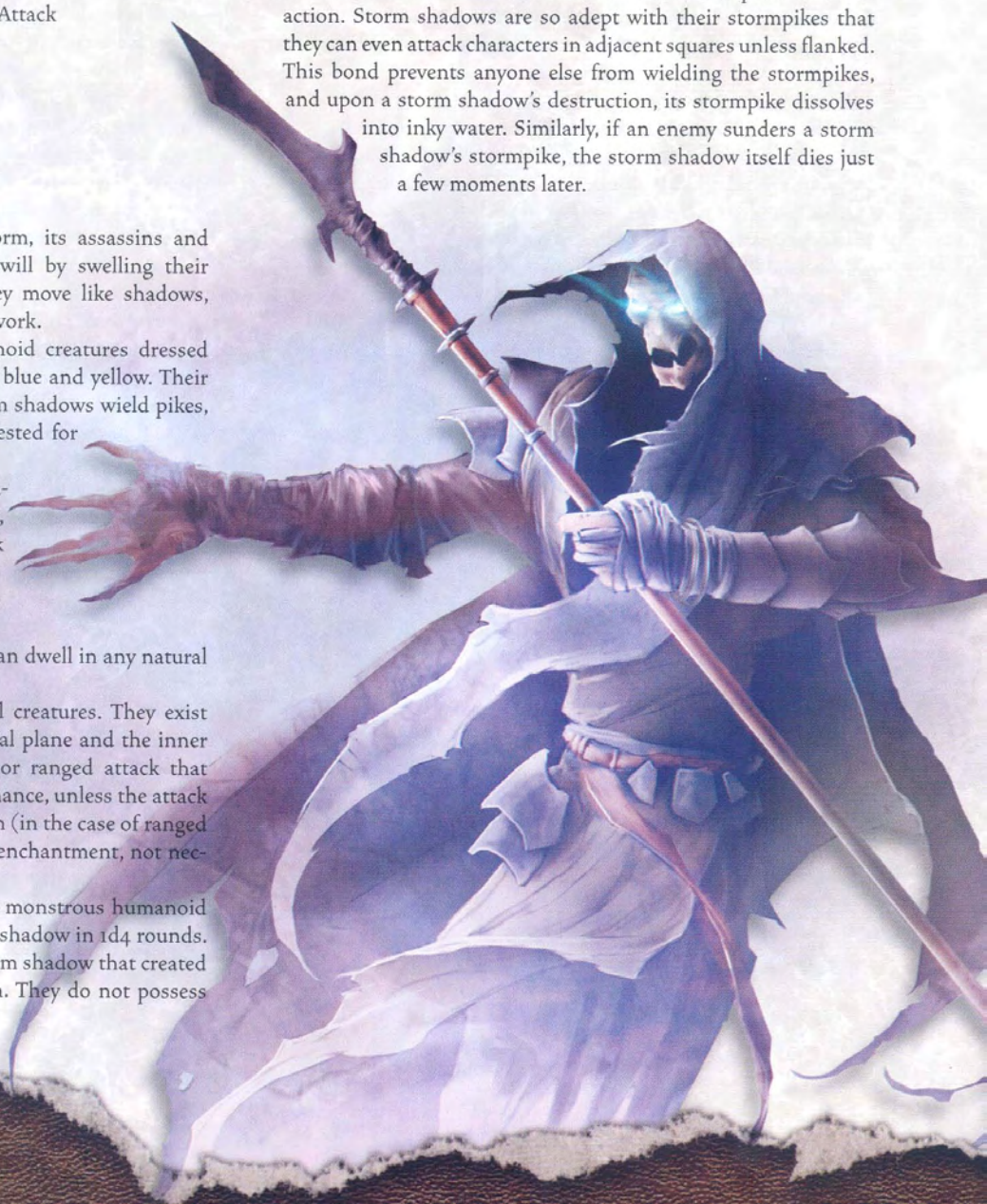
Create Spawn (Su): Any humanoid or monstrous humanoid slain by a storm shadow becomes a storm shadow in 1d4 rounds. Spawn are under the command of the storm shadow that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Drain (Su): Living creatures hit by a storm shadow's *stormspike* suffer 1d4 Strength and 1d4 Dexterity damage. The DCs are 16 for the Fortitude save to negate this drain. The save DC is Charisma-based. For each such point of Strength drained, the storm shadow gains 5 temporary hit points.

Lightning Strike (Sp): 3/day—*lightning bolt* (DC 16); 1/day—*chain lightning* (DC 19), *shadow lightning bolt* (DC 21). The storm shadow gains a +4 competence bonus to defeat spell resistance when casting *shadow lightning bolt*. Caster level 15th. The save DC is Charisma-based.

Ride Upon the Storm (Su): Storm shadows can completely meld into any sort of bad weather, even a slight drizzle. After they meld with such weather, they can travel to any other area currently affected by "bad" weather. This allows the stormshadow to cast *teleport without error* twice per day, but the destination must be inside this storm or a similar one. In addition, while inside a storm, the storm shadow gains *nondetection*.

Stormpike (Su): All storm shadows wield a *stormpike*, a manifestation of the Storm's power. *Stormpikes* are weapons unique to the storm shadows, and behave like *+2 shocking burst wounding glaives*. Additionally, storm shadows have bonded with their *stormpikes*. While they have no special immunity to disarm attacks, storm shadows can summon their stormpikes as a free action. Storm shadows are so adept with their stormpikes that they can even attack characters in adjacent squares unless flanked. This bond prevents anyone else from wielding the stormpikes, and upon a storm shadow's destruction, its stormpike dissolves into inky water. Similarly, if an enemy sunders a storm shadow's stormpike, the storm shadow itself dies just a few moments later.



Storm Sustenance (Su): Any lightning or electrical attacks (magical or non-magical) that pass within 50 ft. of a storm shadow are absorbed into the storm shadow's body, healing him for 1 hit point per die of damage dealt. Any such attacks that are targeted at the storm shadow or include the storm shadow in their area of effect are also absorbed and heal the storm shadow for as much damage as they would normally deal (a 10d6 *lightning bolt* would heal the storm shadow for 10d6 points). An effect absorbed in this fashion is completely canceled.

Unrelenting (Su): Once a storm shadow has wounded a target with its *stormpike*, the storm shadow harries its foe without end. The storm shadow always knows where the target is, and recognizes this enemy on sight, despite disguises or magic.

Skills: Storm shadows are masters of stealth. They receive a +8 racial bonus to Hide checks.

Sutek

Medium Monstrous Humanoid
Hit Dice: 1d12+1 (7 hp)
Initiative: +2
Speed: 20 ft. (4 squares) in scale mail armor; base speed 30 ft., swim 60 ft.
Armor Class: 18 (+1 Dex, +4 armor, +2 natural), touch 12, flat-footed 16
Base Attack/Grapple: +1/+2
Attack: Trident +3 melee (1d8+1), claw +2 melee (1d4+1), or javelin +3 ranged (1d6+1)
Full Attack: Trident +3 melee (1d8+1), 2 claws +2 melee (1d4+1), or javelin +3 ranged (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Barbarian rage, Low Light vision, Sutek traits
Saves: Fort +3, Ref +2, Will +0
Abilities: Str 13, Dex 14, Con 13, Int 9, Wis 10, Cha 4
Skills: Jump +0, Survival +2, Swim +3
Feats: Weapon Focus (trident)
Environment: Temperate and warm marsh
Organization: Solitary, hunting party (2–4), warband (11–20 sutek plus one leader of 3rd to 5th level), or tribe (101–200 sutek plus 20% noncombatants plus 2 3rd-level sergeants per 10 adults, 5 5th-level lieutenants,and 3 7th-level captains).
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +0

Sutek are amphibious humanoids of approximately human size and shape. They usually weigh between 120 and 140 pounds, and their limbs are thin and ropy with corded muscle. Most sutek sport greenish scales, ranging from a dull grassy tone to brilliant emerald hues, though a few sutek are more blue than green. Brilliant stripes and patterns mark a few of these creatures, ranging from crimson to deep, velvet purple. The heads of all sutek are vaguely draconic in appearance, featuring a tapered muzzle and a mouthful of razor teeth.

Sutek are carnivorous creatures, and exist solely on meat. This is not to say they are rapacious hunters that feast on the flesh of civilized creatures. Rather, they hunt close to home, and their diet consists largely of swamp creatures. A sutek tribe driven to starvation will not hesitate to capture and eat a passing band of travelers, simply out of necessity. The sutek mindset allows for only two groups: the tribe and everything else. This means that they consider the needs — or even the survival — of other cultures as secondary to their personal prosperity.

All of these creatures speak their own tongue, Sutra. Few speak Common, mostly because they lack opportunity to learn it. The sutek have as much capacity as any creature to learn the languages of others, just as they do to speak such tongues (despite the unusual structure of their mouths).

Sutek are tribal creatures, and place incredible importance on honor. This is not the honor of a knight or hero, but the honor of a small part of the whole of the sutek tribe. A sutek tribesman places the tribe before all other concerns, even his own health and well-being.

The statistics given are based on a standard Sutek barbarian.

Combat

Sutek tend to fight as a tribe, rather than as individuals. This behavior springs largely from their racial concept of self, which includes not only an individual sutek but his entire tribe. Therefore, each sutek is more than willing to sacrifice himself to further his tribe's cause. These creatures are not particularly vicious or bloodthirsty (despite appearances), and usually would just as soon pass peacefully as come to blows.

Sutek are merciless fighters even when disarmed, ripping into opponents' flesh with their sharp claws. When enemies approach a sutek village, the tribe often lies low in shallow water, then emerges to attack, poison-dart blow guns in hand.

Sutek Traits (Ex): Sutek benefit from a number of racial traits.

- **Claws:** Sutek are never unarmed, as their four-fingered hands sport vicious claws. A sutek deals 1d4 unarmed damage (adjusted by Strength modifier normally). Further, a sutek does not provoke an attack of opportunity when he attacks an armed opponent while unarmed himself. Neither does the sutek get an attack of opportunity against unarmed creatures that attack him (unless the sutek is carrying a weapon).

- **Low-Light Vision:** Sutek possess low-light vision, and can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

- **Water Breathing:** Ancient sutek were amphibious creatures, and their modern descendants retain a pair of gills running lengthwise down their backs, parallel to their spine. Sutek may breathe water freely, though they suffer the effects of gas and other methods of suffocation normally.

- **Skills:** +8 racial bonus to Swim checks. A sutek may always choose to take 10 on a Swim check, even if rushed or threatened when swimming. Sutek can use the run action when swimming, provided they can swim in a straight line.

Teller

Medium Outsider
Hit Dice: 2d12+2 (14 hp)
Initiative: +6
Speed: 30 ft. (6 squares), fly 20 ft. (good)*
Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple: +2/+2
Attack: Longsword +2 melee (1d8)
Full Attack: Longsword +2 melee (1d8)
Space/Reach: 5 ft./5 ft.
Special Qualities: Insubstantial, linguist, darkvision 60 ft., true seeing
Saves: Fort +4, Ref +5, Will +8
Abilities: Str 10, Dex 15, Con 12, Int 15, Wis 21, Cha 11
Skills: Gather Information +5, Hide +23, Move Silently +8, Knowledge (any four) +7, Listen +10, Search +7, Spot +10
Feats: Improved Initiative
Environment: Any land and underground
Organization: Solitary, pair, or patrol (5–20)
Challenge Rating: 1
Treasure: ½ standard
Alignment: Always neutral
Advancement: By character class
Level Adjustment: +1

Tellers appear as sets of clothing that move as if being worn by an invisible creature. A teller always consists of at least a pair of gloves.

Most tellers prefer to wear hooded body cloaks and thin gloves in an attempt to pass themselves off as humanoids. Others revel in the mystery surrounding their race, wearing as little as possible while still suggesting a humanoid form. This causes most humanoids some discomfort, and more than one teller has been stripped and destroyed because of this.

A teller is made up only of the clothing it wears, which always includes a set of thin gloves. Wherever a teller wears clothing or armor, it exists. Uncovered parts of a teller do not exist. For example, a teller wearing a hat would have enough of a head to support the hat, but no more. It would have no face or neck or any part of a head below the hatband. A sword could pass through where the teller's face should be without harming it, but the same sword cutting down through the hat would damage the teller.

Tellers always wear clothing in the proper locations, assuming a humanoid form. Their height depends on their clothing; clothes meant for a VoTaurr would make a teller the size of a VoTaurr. Most are Medium, however, since most humanoids are that size. A teller weighs only as much as the clothing and gear it wears.

The Accordlands know little of tellers, and still less of their society. Tellers typically remain silent observers, not wishing to risk drawing attention to themselves. They enjoy a loose alliance with the centaurs and with the Isadrans, those human scholars who live south of Narawat.

Tellers keep secret underground libraries, where they store the accumulated history of the surrounding area. They try to be as inclusive as possible, recording not only the great actions and declarations of kings, but also of the simple events of a peasant farmer's life. While tellers recognize that declaring a war is more important to world events than getting a good deal on a cow, they also know that nations rise and fall over time, and that the lives of lesser men and women continue on relatively unchanged.

From these outlying libraries, groups of tellers bring books to a massive central library hidden in an undisclosed location somewhere outside of the Accordlands. It is said that all of the world's history is contained within the main library, and that the birth and death of every intelligent being is recorded within. Tellers guard the location of this library with their lives, and rumors persist that avatars of gods guard the actual library. Tellers are known to occasionally join adventuring parties, acting as a bard and recording the events of the party.

Combat

Tellers always attempt to talk their way out of combat. They are not cowards, but their duty in the Accordlands is to record events that have occurred, not to make events occur. When a teller cannot escape a fight, it sheds as much clothing as it can before drawing a weapon. All tellers are proficient with simple weapons.

Insubstantial (Ex): Tellers do not exist where they are not wearing clothing. This makes it difficult to harm them in combat, especially if they shed most of their clothes before a fight. The GM must determine how much of a teller exists for a battle, affecting the miss percentage chance for attackers. A successful attack roll that misses due to the percentage miss chance is considered to have passed through one of the places on the teller that has no clothing.

A teller made only of a pair of gloves (the minimum) has only a 5% chance of being hit (a 95% miss chance). Clothing adds 5% per pound to the chance of being hit (most sets of clothing weigh 4–6 pounds). Armor provides a 10% hit chance per point of armor bonus (up to 80% for full plate).

Tellers are immune to critical hits and do not need to make Fortitude saves due to massive damage.

Damaging their clothes does not harm tellers. The only way to kill them is to forcibly remove every piece of clothing, including the teller's gloves. In order to remove a piece of clothing from a teller, an attacker must succeed at a grapple check. The teller gets its attack of opportunity (if it wields a weapon) and the attacker suffers the miss chance depending on how much the teller wears. If the grapple attempt is successful, the attacker and teller must make opposed Strength checks. The teller receives a +4 racial bonus to this Strength check to resist being destroyed. If the attacker succeeds, a piece of clothing is ripped off the teller. When both gloves are removed, the teller is destroyed.

Without its gloves, a teller cannot put on new clothing, nor can it manipulate anything. It can be healed by someone else (including another teller) holding up a pair of gloves for it to incorporate into its being.

Linguist (Su): A teller can speak every language. If this ability is dispelled, the teller can reactivate it the next round as a free action.

Limited Flight: *Tellers can only hover, no higher than 5 feet off the ground.

True Seeing (Su): Tellers continually have *true seeing*, as the spell. If this ability is dispelled the teller can reactivate it the next round as a free action.

Skills: ** Tellers receive a +16 racial bonus to Hide checks.

Teller Lair

Tellers maintain hidden libraries all across the Accordlands. Many of these libraries are near population centers, where the tellers keep a close eye on the largest concentrations of people. Diligently and tirelessly, the tellers watch and listen to people moving about the city, most of whom are completely unaware of the tellers' presence. The lair presented here is typical of a hidden teller library. It can be placed under any town of at least 1,000 people.

Teller libraries are never easy to find or enter. Since tellers can exist as no more than a pair of hands, many entrances are large enough only for a Tiny creature. Most libraries exist underground, beneath the sewers or within the dungeons and caverns so common under cities.

Sewer Entrances
For cities with underground sewers, grates covering storm drains make ideal entryways for teller libraries. Once through the grate, a short tunnel leading down to the sewers has a secret door no larger than the grate. This secret door leads to a tunnel that opens into the teller library. Tiny (and smaller) creatures can pass through the grate and secret door without trouble. Small and Medium creatures must make an Escape Artist check (DC 25 for Small, DC 35 for Medium) to fit through. Creatures larger than Medium cannot fit through.

Dungeon Entrances: In dungeon or caverns under a city, tellers create a secret door in a seldom-used passage. The secret door is typically concealed behind a large rock. It is never more than 6 inches in its largest dimension, making it easy for Tiny and smaller creatures to get through. As with a sewer grate entrance, passing through this secret door requires an Escape Artist check (DC 28 for Small creatures, DC 40 for Medium).

The tellers are more open about their activities in Isadran, as the Isadrans consider scholarly duties among the most sacred of callings. While the tellers and the Isadrans are not friendly, the Isadrans consider tellers their honored guests, and treat (and protect) the tellers accordingly.

The Hidden Library

The following is one of the accessible lairs, probably found within an Isadran city. This kind of open library is the easiest for players to visit though it is the rarest. To convert it to a more common, difficult-to-enter library, replace the outer door with a small grate or similar opening. The walls are stone except where noted. All the doors are unlocked and untrapped unless otherwise noted.

Area 1. Entry Hall
This entry hall has a number of plain, unlocked wooden doors flanking it. Each door is marked in an obscure language, usually one uncommon in the library's region. The doors are typically marked with the following: Women/Peasant, Women/Working, Women/Wealthy, Men/Peasant, Men/Working, Men/Wealthy, Overclothes, and Clergy. Behind each door is a walk-in closet containing a variety of clothing appropriate to the listed type. Tellers use these clothes to disguise themselves among the local inhabitants. The clothes are always a few years behind the current fashion in a city.

The walls separating the closets are made of wood.

A fully dressed teller is always in this area, usually resting in a corner. If a non-teller enters the hall, the guard stands up and asks the intruders their business. Polite and respectful, or apologetic, visitors are greeted more warmly. Those wishing to see the library of the tellers are given a password.

Area 2. Guardrooms
These guardrooms always have at least two tellers wearing trousers and belts. Each wears a simple weapon on its belt. The guards wait behind 4-foot high stone counters that divide the rooms. If a non-teller enters the room, the guards issue a challenge. A visitor with the correct password, as given by the teller in Area 1, is escorted behind the counter and into the room beyond. This teller remains at the visitor's side at all times. For groups, more tellers appear within a few rounds of the correct password being spoken, until every visitor has a teller guide.

In times of trouble, such as a visitor trying to force his way past the counter, the tellers can close the opening in the counter with a 4-foot high metal door. Behind their counters, tellers have 50% cover, but so do the creatures on the other side. Small bell cords in each guardroom set off an alarm if pulled. The alarm sounds in all rooms, instantly sending the remaining tellers in the library into a state of readiness.

These guards sometimes (40% of the time) have 1 level of fighter.

Area 3. Support Halls
Hidden behind secret doors in each main library room are these corridors that link one to another. At the halfway point of each corridor is a wide area lined with weapon racks and suits of full plate armor. When the alarms go off from the guardrooms, tellers waiting in these halls move into the suits of armor, instantly arming themselves. Most of the tellers given this duty have at least one level in fighter, in order to have the weapon and armor proficiencies necessary for melee combat. They take whatever weapons they are trained in, preferring large weapons that deal a great amount of damage.

These heavily armed and armored tellers then march into the book room that is threatened. Teller guards from other rooms also move toward the room in which the alarm originated. The doors to the book rooms are locked, as are the secret doors linking them.

The secret doors to these halls are always located on the same level as the entry door, allowing the tellers easy access to the other halls in the library.

There are always at least 4 tellers in these halls. Use the base stats for tellers, but add at least 1 level of fighter for each. They use greatswords and greataxes whenever possible.

Areas 4–6. Book Rooms
These are the book rooms, by far the largest rooms in the complex. Despite their different sizes and subject matters, all the book rooms have certain similarities. The entry doors open onto a catwalk near the top that encircles the room. Below it, several other catwalks cling to the walls. Shelves fill the room, lining every wall and standing in towers in the middle of the room. These towers are secured at the floor and ceiling, for both support and stability. Narrow bridges connect the catwalks and allow access to the middle shelves. Circular stairs at every corner allow ground-bound creatures to move up and down within the room.

Tens of thousands of books are in each room, and while most of them have no label, tellers seem to know exactly where any book they need can be found. Dozens of tellers can always be found in these rooms, shelving and retrieving books at all hours of the day. On the floor level, down below the entry door, a score of small booths hold stacks of books with tellers writing feverishly within them. Tellers insist that they have a method of cataloguing and storing their books, but no visitor has ever figured out their system.

At least two teller wizards specializing in water magic roam each book room at all hours. These tellers have the base stats with 4–6 levels of wizard added in. In addition to helping defend the rooms, these tellers are also always on the lookout for fires. They are careful with their application of their expertise, knowing that water can damage manuscripts almost as easily as fire. These wizards also provide illumination for the rooms with hundreds of *continual flame* spells, and they frown on anyone bringing lit torches, candles, or lanterns into the rooms.

Area 4. Room of Mighty Deeds
The deeds of kings, high priests, and gods are recorded in this room. Below the entry level, the room sinks 50 feet, and it has four levels of catwalks. Half the shelves of the room are empty, though tellers are always busy adding new books. The oldest deeds of powerful people are held in the books at the floor level. Newer records go upward from there, until the top catwalk is swarming with tellers pulling down books to jot notes in.

A Search check (DC 25) will turn up any bit of knowledge concerning local politics and events of a grand scope. If the Search check is successful, the character may make any Knowledge (history), Knowledge (nobility & royalty) or Knowledge (religion) check with a +4 circumstance bonus. While the tellers working on the catwalks are too busy to help a visitor, the guards assigned to escort the character can help to locate a particular piece of information. This gives a +4 circumstance bonus to the Search check.

Area 5. Room of Commonality
This largest of book rooms records the lives of normal men and women. Below the entry level catwalk, the room sinks almost 100 feet into the ground, with a total of nine catwalk levels and the floor. The accounts contained within this room detail the births, marriages, and deaths of peasants and slaves, beggars and thieves. Anyone of lowly birth who does not climb the social ladder can be found herein. Every person ever born in or visiting the city where the library is located occupies at least a couple of pages somewhere in this room.

Like the room of powerful beings, the newest information in this room is nearer the top. A little over a quarter of all the shelves in this room are empty.

Anyone wishing to locate specific information within this room must make a Search check (DC 30) to find a book on the person or event sought. The teller escorting the character can grant a +4 circumstance bonus to the roll as long as it is treated well. The information that can be found in this room grants a +4 circumstance bonus to Gather Information and Knowledge (Local) checks.

Area 6. The Forbidden Room
Guarded by three separate guard rooms, and containing the most tellers of any book room, this room of secrets and forbidden lore remains under tight security. No visitor is ever allowed to enter this room, no matter the alleged purpose. At any time, no fewer than six tellers dressed in full-plate armor and bearing weapons roam about the catwalks of this room. Below the entry catwalk, only two other levels of suspended walks hang over the floor level.

Within this room are records of forgotten rites, nefarious deeds, and infamous people. Books herein contain written histories of every evil that one intelligent creature can inflict upon another. Though tellers are dispassionate about the events they record, they are not foolish enough to allow the histories of foul events to be seen by any mortal. They fear that those who seek to know such things wish to emulate the acts, or even to surpass them.

Area 7. Binding Rooms
Behind a secret door on the ground floor level in each book room sit rooms full of tireless tellers. Within these rooms, blank books are put together for tellers outside the library to fill up. Every aspect of book production is handled in these rooms: making the paper from worn linen and wood pulp, crafting the covers with light wood or hardened leather, and binding the covers and blank pages together with strong glue and wax-coated thread. Finished books are taken out to the upper level shelves, where tellers passing through can pick up the blank books after returning with full, or mostly full, journals.

The raw materials for the printing rooms are brought in through the front door, carried by tellers returning the library to deposit their filled journals. When the clothing tellers use wears out, they take any linen or cotton garments and boil them into a thick pulp for use in book creation.

Doors: The doors leading into the entryway walk-in closets are simple wooden doors (hardness 5, hit points 10, break DC 13). Outer guardroom doors are strong wood (hardness 5, hit points 15, break DC 23). The doors leading directly from guardrooms into the book rooms are made of 2-inch thick iron (hardness 10, hi points 60, break DC 28). Secret doors leading from the book rooms to the support halls require a Search check (DC 24) to find. The secret doors leading into the binding rooms have a Search check DC of 30, and are also strong wooden doors.

Teratorn

Huge Magical Beast
Hit Dice: 4d10+20 (40 hp)
Initiative: +1
Speed: 10 ft. (2 squares), fly 40 ft. (poor)
Armor Class: 15 (–2 size, +1 Dex, +6 natural), touch 9, flat-footed 14
Base Attack/Grapple: +4/+20
Attack: Claw +10 melee (1d8+8)
Full Attack: 2 claws +10 melee (1d8+8)
Space/Reach: 15 ft./10 ft.
Special Attacks: Swoop
Special Qualities: Mount
Saves: Fort +9, Ref +5, Will +1
Abilities: Str 26, Dex 13, Con 20, Int 2, Wis 10, Cha 10
Skills: Listen +3, Spot +4
Feats: Flyby Attack, Hover
Environment: Temperate and desert, plains, and mountains
Organization: Brood (3–5)
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral
Advancement: 5–12 HD (Huge)

Similar in appearance to a giant condor, the teratorn boasts a wingspan between 20 and 25 feet. Their bodies are bulkier than most birds', and their bones are not fully hollow — allowing for more strength, but less airspeed and flight potential. Teratorns are bluish black in color, with long necks and red beaks and

eyes. They are scavengers, but not averse to fighting and killing a sick or abandoned creature if they discover one. When attacking such creatures, the teratorn dives from a great height, gathering tremendous speed before striking. Once its attack is made, it glides past the victim, forestalling any retaliation the doomed creature might otherwise attempt.

Teratorns usually make their aeries high in the mountains, and range widely while seeking a meal. Should the need arise, they can remain aloft for a day without rest; their magnificent wingspans allow them to glide great distances. They are not graceful fliers, however, and their landings are characteristically uneven. If moving only a short way, the teratorn traverses the distance with ungainly hops.

Teratorns generally nest in groups of 3 to 5. This provides a communal defense system, allowing the female parent of young teratorns to remain in the nests with the hatchlings while the rest of the brood hunts for meals. Teratorn mothers usually lay eggs in clutches of seven to twelve, though only one or two hatch live young. A young teratorn requires approximately six months of growth before it can fly, and another eighteen months before it reaches full maturity.

Teratorns are large enough to carry humanoids on their back, if properly trained. They can lift no more than 300 pounds in addition to their own weight, so larger creatures and groups could not ride one. Teratorns live in desert and plains areas, but prefer locations with high crags where they can build their nests. A teratorn nest may have as many as five young birds, but is almost completely inaccessible through any means other than flight. The young often go for as much as 4000 gp, though thanks to the fact that only a few eggs in each clutch hatch, there is no market for the creature's eggs. Andover has named the teratorn a protected beast, and those found killing one or disturbing a nest face strict penalties, fines, and a possible prison sentence. Elsewhere, however, these creatures are often considered a nuisance to livestock farmers, and sought out in their nests and destroyed.

Combat

Teratorns are scavengers, but when they attack, they dive from high altitudes and rake opponents with their sharp claws. If facing more than one foe, a teratorn flees unless it is protecting its nest. If it cannot flee, or must defend its nest, the teratorn will fight to the death.

Teratorn mounts are fiercely loyal to their masters as long as they are treated well. Teratorns are notoriously difficult to ride, so even the most experienced warriors occasionally fall from the saddle. A well-trained teratorn immediately lands near its fallen rider, and if the unfortunate soldier is unconscious, will defend him to the death.

Mount (Ex): Any rider the teratorn carries must be Medium or smaller. This is an exception to the usual size allowance for mounts, due largely to the teratorn's poor flight capabilities. The creature can always fight while carrying a rider, but the rider must make a Ride check (DC 10) to be able to attack as well. For every size category less than Medium the rider is, the DC of any Ride checks required are increased by +5. Further, the teratorn's clumsy landings require the rider to make a Ride check (at the usual DC) or be thrown from the saddle, suffering 2d6 falling damage (which may be reduced as normal by a Tumble check).

Swoop (Ex): As a full action, the teratorn can plummet from the air in a powerful controlled dive. While in this dive it can reach up to x4 its normal speed. The teratorn can attack an opponent at any point in the dive, then continue flying its remaining move distance. This does not provoke an attack of opportunity. Any rider must make a Ride check at the usual DC or be thrown from the saddle. Fallen riders suffer 2d6 damage, +1d6 for every 40 ft. faster than its usual movement the teratorn is moving (rounded up) in addition to the distance of the fall.

Terr Org

Small Magical Beast
Hit Dice: 1d10 (5 hp)
Initiative: +3
Speed: 20 ft. (4 squares), fly 40 ft. (poor)
Armor Class: 16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13
Base Attack/Grapple: +1/–5
Attack: Slam +0 melee (1d3–2), or rock +5 ranged (1d4–2)
Full Attack: 2 slams +0 melee (1d3–2), or rock +5 ranged (1d4–2)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: —
Saves: Fort +2, Ref +5, Will +0
Abilities: Str 7, Dex 16, Con 10, Int 2, Wis 10, Cha 10
Skills: Listen +8, Spot +8
Feats: Alertness
Environment: Temperate and warm forest
Organization: Flock (21–50)
Challenge Rating: ½
Treasure: None
Alignment: Always neutral
Advancement: 2–6 HD (Medium)
Level Adjustment: +0

Dark furred creatures about the size of a small monkey, the winged terr org are forest dwellers.

Their facial features are ape-like, with deep brown eyes, long ears, a flat nose, and a pointed jaw. Their bodies are thick, and resemble a silver-backed ape. Their forearms are longer than their rear legs, lending them a low, shambling gait on the ground. Terr org are covered with short fur, ranging from brown through charcoal grays to black. Larger and older males gradually get whitish stripes around their eyes, similar to those of a wolverine. These stripes are the mark of male maturity. On a terr org's back are two batlike wings, carefully folded against the fur of their bodies, and almost indistinguishable while they are drawn back and not in use.

Families of terr org can be extensive with as many as 50 animals. They travel by flight, organizing themselves much like geese in the air. Males lead and females follow, carrying young that are too small to migrate with the herd. If the herd is forced to migrate before the young can be carried from the area, the mother remains behind with the young until they can be safely carried away. This separation is difficult, as the mother must fend for herself while guarding and feeding her 3–4 children.

Terr org are non-predatory creatures. Herbivores and peaceful herd animals, they do not wish to fight, and will not defend territory unless it has their children. They are nomadic, and simply move on if they feel threatened. This, of course, means they move into new territories, and often their problems begin once more.

Terr org are not graceful creatures on the ground. They shuffle like apes, hunched and bounding in great strides. Their gait is slow and waddling, and they hunch over their young to protect them from the elements. Once they take wing, however, they are agile flyers and can swoop and scramble through the heaviest growth. Terr org are not good at taking off, and need a jumping platform to properly lift into the air. Because of this, their favored habitat is at the edge of a plain, beneath trees large enough to provide lift and updraft, or near cliffs where they can lunge over the edge.

Terr org are intensely curious, and investigate any unusual sounds or shiny objects. Like apes, they may make fearsome barking noises to intimidate predators, but they rarely choose to fight when they can simply fly away. Terr org are fascinated by shiny things, and sometimes sneak into a caravan in order to steal something shiny that drew their attention. This occasionally gets them in trouble, or even hunted by merchants who have lost one item too many to the terr org's curiosity.

Mercenaries have been known to domesticate terr org by capturing the young and crippling their wings before they learn to fly. These pathetic specimens lurk around mercenary camps, diving for scraps after a meal like hunting dogs at a king's table. They are more ferocious than their wild cousins, having been beaten and mistreated until they acquired a foul temper. Although terr orgs are not useful in combat, tame terr org can track their wild cousins, and are often used as hunting-dogs in such endeavors. Terr org young sell for as much as 300 gp on the open market.

Combat

Terr orgs are rarely roused to combat. Once enraged, they are less dangerous than they are annoying. Rather than attack in melee combat, they tend to fling small rocks and twigs, inflicting only minor damage. If trapped in an area where flight is impossible, however, they fight back with their bare paws.

Skills: Terr orgs receive a +4 racial modifier to Listen and Spot checks.

Thunic Doppelganger

Medium Monstrous Humanoid (Shapechanger)
Hit Dice: 4d8+12 (28 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple: +4/+9
Attack: Claw +9 melee (1d4+5)
Full Attack: 2 claws +9 melee (1d4+5)
Space/Reach: 5 ft./5 ft.
Special Attacks: Exchange aspect
Special Qualities: Acid and sonic resistance 15, alternate form, evasion, immunities
Saves: Fort +4, Ref +6, Will +4
Abilities: Str 21, Dex 10, Con 17, Int 10, Wis 11, Cha 10
Skills: Intimidate +15, Tumble +15
Feats: Lightning Reflexes, Improved Initiative
Environment: Any land and underground
Organization: Solitary, company (2-5), or squad (5-20)
Challenge Rating: 5
Treasure: None
Alignment: Usually neutral
Advancement: 5–8 HD (Large); 9–16 HD (Huge)
Level Adjustment: —

Powerful and surprisingly agile, Thunic doppelgangers strike fear into the hearts of anyone who recognizes them on the battlefield. Doppelgangers are tall humanoids with grey skin and subdued faces. Their faces do not register emotion, remaining ever expressionless. Their cold, merciless demeanor naturally intimidates foes.

They may lack subtlety, but doppelgangers excel at quick, powerful strikes. Their ability to temporarily steal away part of a being's soul is legendary. A crew of mercenary doppelgangers appearing on a battlefield can cause foes to surrender before a single blow is landed.

Doppelgangers enter combat with one of two goals in mind: intimidation or ambush. When attempting to intimidate their opponents into submission, doppelgangers move into a battle en masse, using their natural tumble abilities to put themselves into the center of their enemy's ranks before demanding surrender. Ambushes make use of the doppelganger's liquid form, allowing several to rise up near a surprised group and move quickly into combat.

Combat

When in a group or acting as mercenaries in an army, doppelgangers almost always offer opponents the chance to surrender, rather than being slaughtered. As individuals, they only offer surrender terms after making a show of their abilities to their opponents.

Alternate Form (Su): At will, as a move-equivalent action that does not provoke an attack of opportunity, a doppelganger may change into a dull grey liquid. The liquid looks and acts in many ways like mercury, though the doppelganger has full control of itself in this form. While in liquid form, the doppelganger is only tangentially aware of its surroundings, and cannot make Listen, Search, or Spot checks. However, in this form the doppelganger can flow anywhere a liquid may go, though it may not climb against the direction of gravity (i.e. the doppelganger can flow along a level surface or a decline, but it cannot climb walls). When in liquid form, the doppelganger gains the following protections: +10 natural armor; immunity to piercing and slashing attacks; immunity to any effect that requires a Fortitude or Will save, unless those effects can also affect objects. While in liquid form, its Strength becomes 3; it retains all other aspects, including those it has exchanged.

Evasion (Ex): Despite its size, the doppelganger is remarkably agile. If a doppelganger makes a successful Reflex save against an attack that normally deals half damage on a successful save, it takes no damage instead.

Exchange Aspect (Su): Whenever the doppelganger makes a successful melee attack, it may choose to steal one of the aspects of the creature struck. It chooses one of the following: one of the creature's ability scores, its base attack bonus, its class (if any), its current hit points, its natural armor, one of its saving throws, or ranks in a single skill. The doppelganger exchanges its own aspect with that of the creature. The creature can make a Fortitude save (DC 15) to resist the effect. On a failed save, the chosen aspect of the creature is traded for that of the doppelganger. For example, a doppelganger striking a wizard may choose to exchange its Intelligence score for the wizard's, making it harder for the wizard to cast spells. As another example, a doppelganger that is about to die can exchange its current hit point total with another creature, thereby healing itself while harming its opponent. The save DC is Constitution-based.

This change lasts for 24 hours or the doppelganger exchanges the same aspect from a different creature. If a character class is copied, the doppelganger becomes a 1st-level member of that class. The doppelganger's ability scores modify skill ranks it copies, as normal. The doppelganger may only have one copied class or skill at a time. The doppelganger may exchange hit points greater than its usual maximum; these are treated as temporary hit points that disappear after 24 hours.

After 24 hours, the targeted creature's original aspect returns.

Immunities (Ex): Doppelgangers are immune to polymorph, sleep and charm effects.

Skills: Doppelgangers gain a +8 racial bonus to Intimidate and Tumble checks.

Doppelganger Lair

Doppelgangers prefer to lair in and around civilization, so as to surround themselves with potential victims. The lair presented here can easily fit into any major town or city, or a wealthy village along a major road.

Green Tens

Sited prominently on the main boulevard that runs through town, the large and expensive inn known as Green Tens offers most patrons a warm room, cold alcohol, and friendly company. An unfortunate few, however, find deceit and death. New management took over the Green Tens three months ago, though even the most loyal regulars don't know about it.

A crowded common room (area 1) dominates the ground floor of the building, with twelve rooms on the upstairs level. The bar serves every kind of alcohol known in the surface world, and a few available only here. Behind the bar, with two doors leading and connecting it to the common room, is the kitchen. Though not renowned for its menu, the kitchen makes a small but steady profit.

Next door, connected by a walkway of the second floor, are the increasingly famous Green Tens stables. The stables hold only five horses, and while the waiting lists to stable a horse can expand to several weeks in length, the horses receive treatment many claim is the best in the Accordlands. Above the stables live the head groom and his wife and children. Behind the stables, a locked corral holds the mounts of owners unable to pay or wait for an opening.

The family Copenpence held the tavern for hundreds of years. Five months ago, a group of disguised doppelgangers appeared within the common room. Over the two months that followed, they made themselves regulars within the tavern, staying for several weeks at a time between "adventures." After announcing that they would be leaving for a dangerous excursion, the doppelgangers made a public show of leaving town. Once safely out of view, they snuck back to the Green Tens, killed the Copenpence family, and took up the lives of semi-wealthy tavern owners.

The doppelganger leader took on the life of Tharl Copenpence, the old and congenial patron of the family and the barkeep. He sleeps through the day in a small house behind the tavern, and tends bar from nightfall to daybreak. Four other doppelgangers portray the Copenpence family: Marla, the head cook and Tharl's third wife; Theo, Tharl's eldest son, from his first marriage; Danielle, a vivacious and precocious adolescent girl and Tharl's only daughter; and Morl, Tharl's moping and reclusive middle son. Only the youngest child, a boy named Pyel, escaped the fate of his family. He lives on, blissfully unaware that his parents and siblings are buried under the small house behind the tavern.

MAP KEY

Area 1. Common Room

This brightly lit square room holds six booths (1a), three large round tables (1b), and a well known bar (1c). At any hour of the day, customers are in the common room. The hours from dusk to dawn are always busiest, with mid-afternoon generally having only one or two patrons. Two large fireplaces on the north wall and one on the south wall keep the room warm. Torches and candles provide ample light. Danielle flits and flirts her way through the common room in the early evening hours, serving food and drink. Her tips sometimes rival the profits made from the bar.

Area 2. Kitchen

During the busiest hours, Marla and Morl work as cooks in this large and well-stocked kitchen (2a). Two fireplaces seldom see use, thanks to the heat shed by four separate stoves. Utensils, pots, and pans of all kinds can be found here. A pantry (2b) and a walk-in icebox (2c) provide ample food storage. The icebox remains frigid year-round, thanks to a favor from a very pleased wizard several decades ago.

Area 3. Stables

Five large, well-stocked stalls have a well-deserved reputation as the most luxurious for hundreds of miles. The Theddelford family works as grooms for the stables and caretakers for the tavern. Marriages between the Theddelfords and Copenpence families have kept them close for generations. Only Abby Theddelford has noticed odd behavior from the Copenpence family.

A high door, wide enough for two horses to walk through side by side, opens into each individual stall. Thick locks and rumored magical warding prevent theft. Each stall contains a ladder up to the second-floor balcony, as well as enough food for three horses. The walls between stalls only reach up to four feet high, allowing most horses to look over and socialize with one another. If a patron brings in an exotic beast that might frighten normal horses, temporary walls that reach nearly to the ceiling can be erected.

Area 4. Small Rooms

For 5 sp a night, a guest can have one of the small rooms along the outer walls of the second floor. These rooms fill quickly, and unless reservations are made with Tharl, latecomers find themselves either paying the higher costs for one of the larger rooms or taking what space they can find in the common room or atop the stables.

All the rooms (except 4h) have a small window looking out. Thick shutters protect the rooms from inclement weather or unwelcome light and noise. The rooms across the northern wall (4a–4e) look over the small cottage that houses the Copenpence family. On the western wall (4f and 4g), the view is of a small flower garden with a stone path leading back from the road to the cottage. The lone southern room (4i) looks over the street. Unlike the other small rooms, the interior 4h remains relatively warm in the winter and cool in the summer, but lacks a window.

All the small rooms have the same furniture: a small bed only 5 feet long with the thinnest of padding, an armoire for hanging clothes, a small chest full of relatively clean blankets and sheets, and a chamber pot. Upon request, a guest can have a bathful of hot water, soap, and a towel brought up, at a price of 1 sp.

Area 5. Large rooms

For 2 gp a night, the large interior rooms offer comfort, warmth and security the smaller rooms lack. Typically, these rooms remain empty until all the smaller rooms are full. Whenever a wealthy traveler or adventurer stays in the inn, Tharl pushes them to stay in one of these rooms.

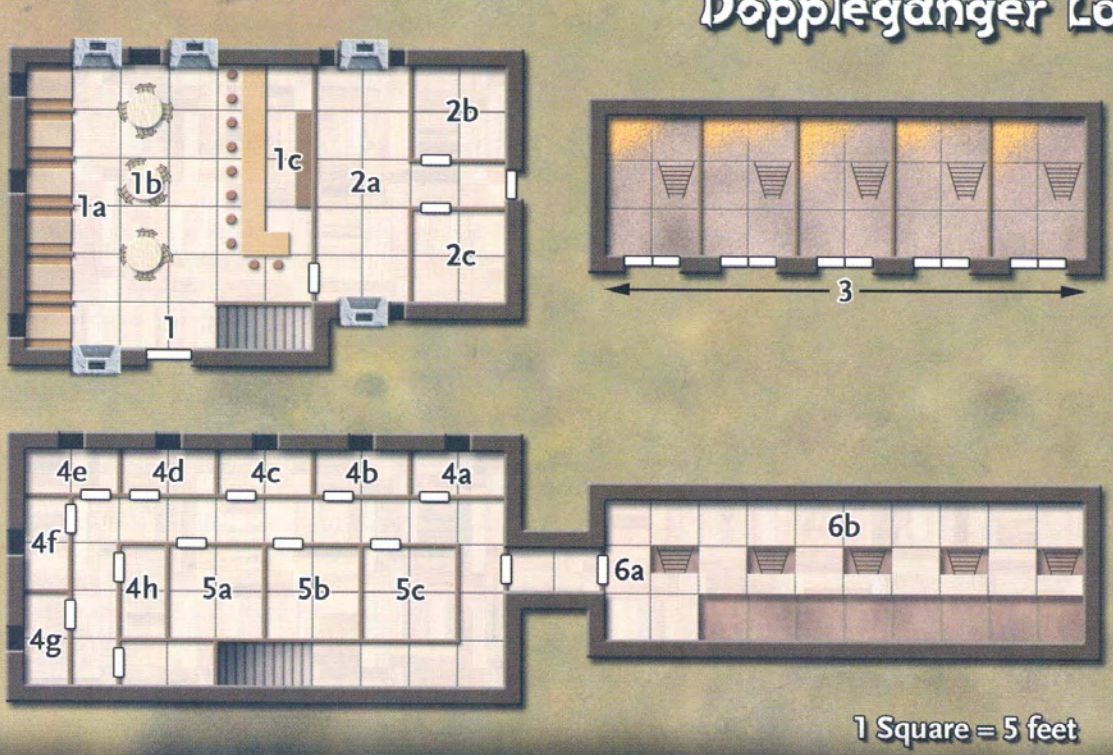
Because they have all interior walls and thick rugs, the rooms maintain a fairly comfortable temperature year-round. All three have similar furniture: a large four-poster bed with thick mattress, a lockable armoire and chest (key made available by Tharl when the room is rented), a small writing desk and chair, a bath, and a chamber pot. Each room has its own character. The walls of the western room (5a) are covered with tapestries from all over the Accordlands, showing valiant deeds of long-dead heroes. The center room (5b) contains several mirrors and portraits of previous generations of Copenpences. The eastern room (5c) holds a number of highly polished brass accessories, from brass handles on the armoire to elaborate brass candelabras. Guests staying in that room have their bags inspected upon check out.

Area 6. Loft

Above the stables, and connected by an enclosed walkway with locking doors to the main inn, is the loft where the Theddelford family works and sleeps. Abby Theddelford maintains a modest but painstakingly clean sleeping area above the western stall (6a). Three bunk beds, one each against the north, east, and south walls, provide the large family its sleeping area. Five small, double-locked trunks hold the family's personal effects. A thick tapestry separates this area from the rest of the loft above the remaining stalls (6b). The smell and sounds of horses are strong in both areas.

The Theddelford family consists of Davon and Abby Theddelford and their sons Derik, Mat, and Lanson. Mat and Lanson typically work down in the inn, running errands for Tharl or cleaning the rooms after guests check out. Derik works with his father to groom the horses and clean the stables. Davon and Abby share the top bunk on the south wall, with their youngest son, Lanson, occupying the lower one. Derik and Mat fill the bunks on the eastern wall. The one to the north remains empty, in order to provide for guests.

When the tavern overfills, trusted regulars are sometimes asked to take a turn sleeping in the loft above the stables. On those nights, Davon keeps his family's short sword close by his side. Rarely, a guest who has befriended Davon will sleep in the open bunk on the north wall.



Off the Map

A small round cottage, roughly 20 feet in diameter, sits a dozen paces behind the inn to the north. Five beds, a number of chests and trunks, and an assortment of trinkets and decorations from around the Accordlands fill the cottage. The Copenpence family members retire here when their shifts end. Tharl and Marla spend what little free time they have here, sitting peacefully, sleeping, or chatting. Their children only return to the cottage to sleep, bathe, and change clothes. Meals are always taken in the kitchen of the inn. Behind the stables and extending back behind the cottage is a large vegetable garden. Marla and Abby maintain the garden for the kitchen's use, though the carrots often become horse treats.

Thunic Hydra

Huge Magical Beast
Hit Dice: 10d10+50 (100 hp)
Initiative: +1
Speed: 20 ft. (4 squares), swim 10 ft. (2 squares)
Armor Class: 24 (–2 size, +1 Dex, +15 natural), touch 9, flat-footed 23
Base Attack/Grapple: +10/+26
Attack: Bite +16 melee (2d6+8)
Full Attack: 7 bites +16 melee (2d6+8)
Space/Reach: 15 ft./10 ft.
Special Attacks: Breath weapon
Special Qualities: Fast healing 16
Saves: Fort +12, Ref +8, Will +1
Abilities: Str 26, Dex 13, Con 20, Int 6, Wis 6, Cha 10
Skills: Listen +4, Spot +5
Feats: Cleave, Great Cleave, Improved Sunder, Power Attack
Environment: Temperate marsh
Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Usually chaotic evil
Advancement: 11–20 (Huge)
Level Adjustment: —

Travelers' tales of a terrible monster menacing the land of Thun are unfortunately accurate. Many horrors walk the lands of Thun, but none are worse than the Thunic hydra.

Thunic hydras are magical beasts with seven heads, four large and three small. All are dangerous, due to their ability to spout breath weapons.

Hydras actually stalk their prey, using their Hide skill before springing on the unsuspecting target. They are not above playing with a foe by pretending to be normal beasts. Once a hydra has lulled its attackers, it lashes out with its breath weapons, reveling in its prey's terror.

Combat

A Thunic hydra lives for destruction. It can attack with any of its heads once every round at no penalty even if it moves. It can also mix up its attacks, using a breath weapon or bite. It is immune to the effects of its own breath weapons, but has no such immunity to similar attacks from other sources (e.g. magical attacks).

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player must declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the attacker has the Improved Sunder feat. An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's heads whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him. Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut, preventing further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

A Thunic hydra's body can be slain just like any other creature's, but hydras possess fast healing and are difficult to defeat in this fashion. Any attack that is not an attempt to sunder a head affects the body.

Targeted magical effects cannot sever a hydra's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Breath Weapon (Su): Each head has a unique breath weapon.

Black Head: 30-ft. line, gout of caustic flame, free action once every 1d4+1 rounds; 4d8 acid and 4d8 fire, Reflex DC 20 half. The save DC is Constitution-based.

Blue Head: 60-ft. line, bolt of lightning, free action once every 1d4+1 rounds; 6d8 electricity, Reflex DC 20 half. The save DC is Constitution-based.

Green Head: 10-ft. cloud of poisonous gas, free action once every 1d4+1 rounds; initial damage 1d4 Strength, secondary damage 1d4 Dexterity, Foritude DC 20 negates. The save DC is Constitution-based.

Horned Head: 60-ft. cone, gout of flame, free action once every 1d6+1 rounds; 12d8 fire, Reflex DC 20 half. The save DC is Constitution-based.

Purple Head: 30-ft. cone, cone of misdirection, free action once every 1d4+1 rounds; *confusion*, Will DC 20 negates. Caster level 12th. The save DC is Constitution-based.

Red Head: 60-ft. line, line of acid, free action once every 1d4+1 rounds; 6d8 acid, Reflex DC 20 half. The save DC is Constitution-based.

Yellow Head: 30-ft. line, line of decay, free action once every 4d4+4 rounds; *horrid wilting*. Caster level 12th. The save DC is Constitution-based.

Thunic Hydra Lair
1 Square = 20 feet
6
7
5
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1

Thunic Hydra Lair

Tales abound of the wondrous treasures and long-lost artifacts to be found in a Thunic hydra's lair. Most adventurers would pay a good deal of money to learn where to find this creature's den. Unfortunately, the Accordlands remain ignorant as to where they live — and those who find out do not survive to tell the story.

Unwary adventurers heading toward a Thunic hydra's lair might find themselves in dire peril, as a Thunic hydra rarely hesitates to attack living prey. Bold heroes who actively seek out the creature's home might find it by following the hydra's tracks.

The creature's draconic breath weapons scorches trees and boulders around its home, and no game is found there. There are two ways of entering the Thunic hydra's den. The easiest route is to find the cave's mouth leading to the underground complex, but this place is hard to spot and the PCs must climb a steep cliff to reach it. The other alternative is to swim against the current of the river passing through the lair. The creature uses both these entrances and it may be tracked to either the cave mouth or the river (the tracks stop at the riverbank, as the Thunic hydra swims the rest of the way).

MAP KEY

Area 1. Cave Mouth

The most practical entranceway leading to the lair is extremely well hidden by a natural rock formation. PCs following the hydra's tracks eventually find the grotto's entrance, but adventurers simply walking by must succeed at a Spot check (DC 25) in order to notice it. The only unusual thing about the entrance is that part of the mountain surrounding it was either scorched by lighting or damaged by corrosive acid. This clue may also lead the PCs towards the mouth of the cave.

Area 2. Entrance Hall

This large grotto is almost one hundred feet square. The 60-ft. ceiling is filled with hanging stalactites reminiscent of the upper jaw of a shark. Of the four different corridors opening into this room, three lead to the maze-like complex of area 4. The other opens into a small side cave where the hydra piles the bones of its fallen victims (*see area 3*).

Creature: Hidden on the dark roof is a colony of large spiders. These creatures feed mostly on insects, but also on the occasional remains of the hydra's victims in area 3. A successful Spot check (DC 25, or DC 15 if the ceiling is illuminated) reveals strands of spidery webs covering the ceiling between the descending stalactites. The spiders drop on the PCs when the party reaches the middle of the cave.

Area 3. Side Cave

The hydra collects the bones of its most formidable victims in this small chamber. The floor of this room, which is roughly 30 ft. wide by 20 ft. long, is covered with broken bones, which have all been thoroughly cleaned by the spiders from area 2. PCs searching this chamber find remnants of soiled clothing, bits of metal tools and weapons, dented shields, ruined suits of armors, and helmets with holes in them. With a successful Search check (DC 20), they also find a *+1 dagger* in a leather scabbard that has seen better days, as well as a handful of gold coins that escaped the hydra's attention.

Area 4. Maze

To any dwarf, the rough walls of these maze-like corridors were obviously hewn from rock by an unknown creature, hundreds of years ago. To anyone else, the walls appear to be part of the natural cavern complex. A successful Knowledge (stonecraft) or Knowledge (engineering) check (DC 18) reveals that these corridors were carved long ago and are not part of a natural formation. A dwarven PC is automatically aware of this fact.

5. Underground Lake / Refuse

If the PCs followed the underground river, they enter the lair through this wide chamber; otherwise, they arrive via the maze.

The 30-ft. ceiling of this grotto is lined with thin stalactites dripping with water that falls either onto the rocky, uneven cavern floor or into the lake covering most of the area. In the eastern corner of the room is a large pile of refuse made up of discarded items. The bones of small animals and humanoids, rotting wood, broken rocks, ruined clothes, dirt, rusted weapons and armor, and long strands of vines are dying among the debris.

Creature: What appears to be a rotting plant in the pile of refuse is actually a shambling mound that recently found its way into the hydra's lair. This creature feeds on river fish and has thus far been smart enough to avoid the hydra, which is not yet aware of its presence. It attacks the PCs as soon as they get within reach.

Treasure: At the bottom of the lake, upon the hands of a Medium humanoid skeleton, is a pair of *gauntlets of dexterity*.

Area 6. Storage / Prison

The hydra preserves meat in this small, dry cave, which contains remains of unidentifiable large animals. The stench is so foul it can be detected from area 5 and the corridor leading to area 7. Occasionally, the hydra keeps a living prisoner here. In those instances, the fiend makes sure its prisoner remains heavily wounded and too weak to escape. Creatures brought here rarely survive for long.

Area 7. Sleeping Chamber

The largest chamber in this underground complex is where the hydra is most likely to be found. Massive pillars support the 60-ft. roof of this natural grotto. The creature's nest of stone rubble and evergreen branches is along the eastern wall.

Creature: This is where the hydra sleeps. If the creature is here when the PCs reach this area, it attacks furiously until it kills them all or is heavily wounded. If forced to retreat, the hydra makes its way through the corridor leading to area 6 and moves to area 5, where it throws itself into the lake.

Area 8. Treasure Den

The treasure den is accessed through a short corridor where the hydra piled stone debris. The corridor is not completely blocked: there is a 3-ft.-high space between the debris covering the floor and the cave's ceiling. In order to reach the treasure chamber, adventurers must crawl over the rubble or clear a path through it.

Treasure: This small chamber is filled with rocks of all shapes and sizes. Among them, adventurers may find, with a successful Search check (DC 20): 14 sapphires, 2 perfect white pearls, the

ivory tusk of a large mammal, a beautifully crafted *rod of splendor* encrusted with shiny jewels, a *+3 mace of spell storing* decorated with fiery rubies, and many gold, silver, and copper coins.

Thunic Roc

Gargantuan Magical Beast
Hit Dice: 20d10+140 (240 hp)
Initiative: +4
Speed: 20 ft., fly 80 ft. (Average)
Armor Class: 22 (−4 size, +2 Dex, +16 natural), touch 6, flat-footed 22
Base Attack/Grapple: +20/+44
Attack: Claw +28 melee (2d6+12)
Full Attack: 2 claws +28 melee (2d6+12), bite +23 melee (2d8+6)
Space/Reach: 20 ft./15 ft.
Special Attacks: Snatch, swoop
Special Qualities: Low-light vision
Saves: Fort +19, Ref +12, Will +7
Abilities: Str 35, Dex 11, Con 25, Int 6, Wis 13, Cha 12
Skills: Listen +13, Spot +16
Feats: Alertness, Flyby Attack, Hover, Improved Initiative, Power Attack, Snatch, Wingover
Environment: Temperate mountains
Organization: Nest (6–8)
Challenge Rating: 12
Treasure: None
Alignment: Always neutral
Advancement: 21–32 HD (Gargantuan); 33–54 (Colossal)
Level Adjustment: —

Thun is infamous for monsters, second in number only to the Shattered Lands' horrors. The mountains of Thun are home to the Thunic rocs. These amazing avians are so large that they block out the sun when an entire nest flies together. The birds measure 60 feet from beak to tail with a wingspan of at least 120 feet.

Thunic rocs are a much, much larger version of a hunting bird. They most closely resemble falcons with dark brown feathers. Their beaks are a blend of sky blue touched with golden yellow.

They live in nests of 3 or 4 couples. The largest, dominant pair is slightly more aggressive than the others. When hunting, the rocs range up to 30 miles from their nests. The Thunic rocs jealously guard the borders of this region. Some say they are just protecting their hunting grounds.

Anyone climbing in or flying above the mountains of Thun should be wary if it abruptly grows dark. Thunic rocs are not picky about what they eat. They have been known to pick a knight off the back of his horse, dropping him from the sky to crack open his armor while others in the nest devour the horse.

Thunic rocs aren't usually aggressive unless their nests are threatened or they are interrupted when eating. The last issue could be a problem if the roc has decided to eat a character's mount, or the character himself. Should a Thunic roc menace the characters, the party should keep an eye out for its mate, as they hunt in pairs. They may be able to drive it off before it attacks, but unless they have a means of following it, any character snatched by a roc will likely perish before making it back to the roc's aerie.

Rocs are more intelligent than most beasts. They do not take well to people trying to domesticate them.

Combat

Thunic rocs are highly protective of their aeries, fighting to the death to protect their offspring. The entire nest flies in formation (triangle for 6 rocs, diamond for 8) as one wing, with the dominant pair in the lead. They circle their prey before swooping down on it from above, using their snatch ability to pick up smaller targets or the stoop ability to drop down, attacking their prey unexpectedly.

Snatch (Ex): To use this ability, the roc must attack with both claws against any Large or smaller creature. If both attacks hit, it picks up the creature and may deliver claw damage every round while it maintains a hold.

Swoop (Ex): A Thunic roc can plummet from the air in a powerful, yet controlled, dive. While in this dive it can reach up to x4 its normal flying movement. At the end of the dive, the roc pulls out to attack a target without provoking an attack of opportunity, doing double damage for that round. The roc must be at least twice its movement in distance above its target before it can perform this action. The roc may move the remainder of its modified speed after making this attack.

Skills: Thunic rocs receive a +4 racial bonus to Spot checks during daylight hours.

When a winged form flashes across the full moon on a cloudless night, most people run from it in terror. But in Thun, they know that a winged form in the night sky can only mean that a Thunic wyvern is on the hunt.

The Thunic wyvern is a dark smoke gray, 30-ft.-long reptilian beast with a long tail culminating in a sinister, poisonous stinger. It has huge bat-like wings and a maw brimming with needle teeth. Its eyes are a blaze of luminescent yellow malevolence.

It is easily as smart as most humans and smarter than most other beasts. Even more unnerving is the wyvern's ability to speak not only Draconic, but also Common. In battle it growls like a beast, but when giving orders to its followers, it speaks either in the harsh guttural tones of Draconic or a soft raspy Common that drips with as much venom as its stinger.

Being creatures of great cunning, Thunic wyverns put their skills to use by scouting through the land of Thun, learning of its denizens. While traveling, it uses its mastery of the common tongue to lure unsuspecting individuals into its clutches.

While at first this worked exceptionally well for these creatures, people soon became wise to their ways, avoiding paths that took them near the wyverns' territory. Noticing that their prey was no longer falling into their traps, they decided that the best way to acquire victims was to attack them in their homes where they felt safe.

Wyverns routinely recruit followers from the creatures of Thun, including monstrous humanoids of all sorts. Usually, these followers are of less-than-ordinary intelligence, and the wyvern uses its mighty stature to intimidate a band of followers into obedience. Occasionally, however, the creatures band together with other predators of equal intelligence — including other wyverns —and share the meat.

Wyverns constantly plot to expand their spheres of dominance in Thun, and are fiercely competitive both with one another and with other creatures that may compete for their hunting grounds. They attack competitors with same ferocity with which they descend upon their ordinary prey, and often make a meal of the foolish challengers afterward.

Wyverns generally do not attack very young or fragile settlements. They want the unsuspecting village to bring more people to the area before it swoops down for the kill. The wyvern knows that this will not only make its hunt that much easier, but also inspire more fear in those who travel in its domain.

Thunic Wyvern

Huge Dragon
Hit Dice: 9d12+18 (72 hp)
Initiative: +1
Speed: 20 ft. (4 squares), fly 60 ft. (poor)
Armor Class: 20 (–2 size, +1 Dex, +11 natural), touch 9, flat-footed 19
Base Attack/Grapple: +9/+21
Attack: Claw +11 melee (1d8+4)
Full Attack: 2 claws +11 melee (1d8+4), bite +6 melee (2d6+2), sting +6 melee (1d6+4 plus poison), or 2 wings +6 melee (1d8+6)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab, poison
Special Qualities: Scent
Saves: Fort +8, Ref +7, Will +8
Abilities: Str 18, Dex 13, Con 14, Int 21, Wis 14, Cha 13
Skills: Bluff +13, Decipher Script +17, Hide +5, Intimidate +13, Knowledge (nature) +17, Knowledge (any one) +17, Listen +14, Move Silently +13, Search +17, Spot +14*, Survival +14
Feats: Flyby Attack, Hover, Power Attack, Snatch
Environment: Temperate mountains
Organization: Solitary or pack (2–4)
Challenge Rating: 8
Treasure: Standard
Alignment: Always neutral evil
Advancement: 10–16 HD (Huge); 17–21 HD (Gargantuan)
Level Adjustment: —

Combat

The Thunic wyvern is not particularly aggressive. In combat it prefers to fly above its followers, directing their actions while maintaining a safe distance.

The wyvern relies on its intelligence to plan out an attack, catching its prey by surprise rather than charging right into battle. However, it can be angered to the point where it lashes out without thinking.

When it attacks, it dives from the air, snatching an opponent with its claws before stinging it to death if it feels that the opponent won't be much of a threat. It can slash with its claws only when making a flyby attack.

Improved Grab (Ex): To use this ability, a Thunic wyvern must hit with its claw 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 hit automatically with its sting attack.

Poison (Ex): Sting, Fortitude DC 16; initial and secondary damage 1d6 Constitution. The save DC is Constitution-based.

Skills: * The Thunic wyvern receives a +4 racial bonus to Spot checks when flying during daylight hours.

Thunic Wyvern Lair

Long feared for its ferocious and unpredictable attacks on the people near its mountain home, the Thunic wyvern known as Sophear is infamous for his sharp wits, but even more for his foul temper. Though much of this wyvern's hostility is focused locally, targeting inhabitants of the region around its Blue Crest Mountain lair, the ravages of this creature range as far as his travels, which are extensive.

Responsible for the destruction of several merchant caravans and even small outposts, folktales suggest that Sophear has a love of shiny objects and precious metals. The natural conclusion is that the wyvern's lair contains a king's ransom. Only the mightiest adventurers should even consider going after Sophear, but greed has been known to overwhelm intelligence.

Centuries old, this wyvern is an angry creature in constant pain. The source of its pain is partially old age and partially the wounds of long-ago battles. Inactivity exacerbates the pain, so the wyvern leaves its lair for at least a few hours every day, even during the worst storms. In good weather it often leaves for several days at a time, but is rarely gone longer than a week.

A nearby village of Nothrog barbarians helps Sophear in his local raids, doing the grunt work while Sophear flies above and directs the Nothrog forces. When the time is right, Sophear always joins in, but not until he's sure the tide of battle is going his way.

Sophear makes his home in a natural cavern, carved by centuries of runoff. There is no walking path to the cave, since Sophear flies and other creatures are smart enough to stay far away from the wyvern's home.

Events and Encounters, Part 1: Overcoming the Local Denizens

Despite the nearness to Sophear's home, the area around the lair is inhabited by some fierce predators and the Nothrog barbarian camp provides some chances of running into a Nothrog scout as well.

Encounter Table

Roll 2d6 each hour. If the total is 10 or higher, roll on the table below to determine the encounter.

Day	Night	Result
1–4	2–8	(2d4) shade harpies
5–8	1–4	11–20 (1d10+10) stirges
9–16	5–12	Nothrog barbarian scouts. Day: 1–2 scouts, levels 3–8 (1d6+2) Night: 1–3 scouts, levels 4–9 (1d6+3)
17–20	13–16	3–6 (1d4+2) jackals of Mourn
	17–20	1–2 barrowgrims

Finding Sophear's lair is quite a task, but a group of talented adventurers might have some success if they stake out the wyvern's territory and use the occasional sightings to zero in on the lair. There are no more than two sightings per day (when Sophear leaves and returns). If the weather is warm, there may be only a couple of sightings a week, as Sophear ranges farther afield and fails to return every day.

Once the adventurers narrow down the search area, they may see Sophear land on a ledge of rock high on a mountain side. The wyvern appears to vanish into the rocks.

Map Key

1. Entrance

After a dangerous climb up a rocky mountain face, the adventurers reach a ledge that slopes back toward the mountain wall. In the mountain wall is a cave entrance fully 20 ft. wide and 16 ft. high. The opening is hidden from below.

A narrow trickle of water flows down the mountain, along the wall, and down into the cave. An inspection of the cave entrance reveals that the cave descends at a moderate angle into the mountain.

2. Cave Tunnel
As the PCs clamber down into the cave tunnel, they smell a thick, musky odor mixed with the heavy scent of mold and mildew. The trickle of water continues down the tunnel, mostly along the right-hand side.

At two spots along the tunnel's descent, a thin layer of water covers the entire width of the path. This seems harmless enough and will only draw comment from a character if they make a Spot roll (DC 30) at the first occurrence or Spot roll (DC 20) at the second occurrence (party members who state that they are watching for such spots receive a +10 on the roll).

The two slick spots have been moist for so long that a slippery mass of mold has grown across them. They don't effect Sophear because the huge wyvern crawls on wings and claws — rarely does more than one of his limbs come in contact with the spots. If the slick areas are not noticed, the first party member to reach the spot must make a Reflex save (DC 30). If the party is in close formation, the next two characters also make Reflex saves (DC 25 and 20 respectively). Once the group sees the danger of the area, they can carefully cross along the edges, holding onto the wall — Reflex save (DC 15).

Anyone who fails the Reflex save falls to the ground and rolls 5d6 feet down the tunnel, taking 1d2 damage for the rough tumble. In addition to the damage, falling victims make a terrible racket, even if they aren't wearing metal armor, because their falling creates a series of small avalanches of rocks and gravel.

3. Pile of the Dead
This widening area of the cave assaults the olfactory nerves of the group, as the remnants of Sophear's past meals decay in a pile. A quick look at the pile tells the observer that the wyvern isn't particularly choosy in his culinary adventures. The pile of decomposing creatures includes elves, humans, Nothrog, all manner of beasts, even what looks like the remains of a huge fish.

Along the left side, the small stream of water continues around a corner.

4. The Nest
The major sight in this area is a huge mat of branches, easily 6 feet thick, that fills almost half of this cavern. If the adventurers chose a time that Sophear is in his lair, he will most likely be in this area (25% chance he's asleep). If he is here, and someone happened to have slipped in the mold on the steps, he will be alert and angry. If the adventurers waited until he left, congratulate them: they are smarter than the corpses in area 3.

If the party is unaware of Sophear's comings and goings, and they just entered without knowing if he was in the lair, there is a 70% chance he is home.

If Sophear was alerted to the party's arrival when someone slipped, he will surprise them. He attacks obvious spell casters first, if he can do so without exposing himself too much to warriors in the group. Once he feels that the spell casters are no longer a serious threat, he addresses warriors and rogues.

Should the party arrive without alerting Sophear, roll initiative normally. Sophear uses the tactics described above.

If the party finds Sophear asleep, they surprise him.

When Sophear is reduced below 75% of his hit points, he attempts to escape up the tunnel and fly away. He uses his massive size to try and brush aside those blocking his access to the tunnel.

A search of the wyvern's nest reveals nothing of interest or value.

5. The Pool
This pool of water is fed by the constant trickle from above. While it smells and tastes a bit brackish, it is safe to drink, which is one reason why Sophear chose this location for his lair. The stone edge of the pool is smooth, showing many years of constant use.

When someone looks into the pool, make a Spot check (DC 20) for that character. If someone goes into the pool, directs bright light at the pool, or sticks his head under the water, he discovers that the bottom of the pool is lined with reflective items. In the pool is treasure worth approximately 13,500 gp (in various coin), plus either three minor magic items or one relatively major magic item.

Titan

Colossal Outsider (Air, Earth, Fire, Water)
Hit Dice: 32d12+320 (512 hp)
Initiative: +1
Speed: 20 ft. (4 squares)
Armor Class: 29 (–8 size, –3 Dex, +30 natural), touch -1, flat-footed 29
Base Attack/Grapple: +32/+63
Attack: Slam +40 melee (2d6+15)
Full Attack: 2 slams +40 melee (2d6+15)
Space/Reach: 40 ft./30 ft.
Special Attacks: Elemental attacks, spells
Special Qualities: Damage reduction 10/—, elemental body, regeneration 10, soul of energy
Saves: Fort +30, Ref +15, Will +30
Abilities: Str 41, Dex 4, Con 31, Int 11, Wis 31, Cha 13
Skills: Climb +50, Concentration +45, Listen +45, Knowledge (arcana) +35, Knowledge (nature) +35, Spellcraft +35, Spot +45, Survival +45
Feats: Cleave, Find a Way, Follow Through, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Sunder, Weapon Focus (slam), Will to Survive
Environment: Any land and water
Organization: Solitary
Challenge Rating: 20
Treasure: Double standard
Alignment: Always neutral
Advancement: 33–50 (Colossal)
Level Adjustment: —

Remnants of the various forces that created the world, titans embody all of the energies of creation, good, bad, and indifferent. They are massive beings, some of the largest living things that roam the Accordlands. Most centuries pass without bearing witness to a stirred titan, however, as they are both extremely rare and highly isolationist.

A titan usually stands around 75 to 80 feet tall and weighs roughly 250 tons. It appears as an immense human made of damp stone. Water trickles and seeps from its joints, lending it a constant sheen. Its every movement creates small (non-damaging) whirlwinds, and despite its immense size, a titan's voice sounds soft and airy. Instead of hair, a titan's head is crowned with a constant inferno that whips about its face in the wind gusts that surround it.

Slow to react and slow to move, titans can spend eons slumbering peacefully. A sleeping titan appears to be a perpetually windswept small hill, often covered with moss and grass. The flame of its head dies down, creating an area of warmth on the hill favored by nesting animals. Titans are oblivious to the actions of single mortals, and only stir for cataclysmic events such as a massive nearby battle.

Titans sleep through even minor chipping of their bodies. Damage of less than 10 points per round does not awaken a titan. Any attempt to quarry the titan's body must still penetrate both its damage reduction and its hardness (this effect remains even after the titan is killed, making titan stone rare and valuable).

Combat

Titans wreak incredible destruction with their tremendous warhammers, and even from miles away, they skewer great beasts upon their javelins. Titans are quite agile, and can bring their incredible magical prowess to bear with even the scantest warning. Though they are basically good creatures, they enjoy the thrill of combat, and frequently do not wait for an opponent to strike first.

Elemental Body (Ex): Titans are immune to Air, Earth, Fire, and Water spells and effects.

Elemental Attacks (Su): As a standard action, a titan may employ one of the following special attacks (only one per round). A titan is always immune to its own attacks, though may in some cases be subject to damage from another titan's.

Dehydrate: By sharply inhaling, the titan can draw the moisture out of all living things within 200 feet of the titan's head (which is usually 80 feet in the air). Plants and animals of less than 4 hit dice die instantly (no save). Those of more than 5 hit dice suffer 40 hit points of subdual damage that cannot be healed except by drinking at least one gallon of water. Beings reduced to 0 hit points or less must make a Fortitude save (DC 36) or die of dehydration. Any body of water of less than 10 gallons (such as a waterskin) is instantly vaporized. The save DC is Constitution-based.

Earthquake: By stomping its foot, a titan creates an *earthquake* centered under its foot, as the spell cast by a 20th level cleric. The DC 19 save is Charisma-based.

Wall of Fire: With a simple flick of its wrist, the titan can create a *wall of fire*, as the spell cast by a 20th level wizard.

Whirlwind: The titan can create a whirlwind as an elder air elemental, except as noted here. The whirlwind is 5 feet wide at the base, 50 feet wide at the top, and rises up to 90 feet tall. Whirlwind damage is 4d6; save DC 41. The titan itself does not become a whirlwind, but instead creates one by rapidly spinning its arms. The save DC is Strength-based.

Soul of Energy (Ex): Titans take half damage from acid, cold, electricity, and sonic attacks. In addition, titans suffer double the effects of negative and positive energy effects. For example, a negative energy effect that drains Strength drains twice as much against a titan, while a positive energy healing spell heals twice as many hit points.

Spells: A titan can cast spells as a 20th level druid.

Tohek

Large Giant
Hit Dice: 3d8+6 (18 hp)
Initiative: –1
Speed: 30 ft.
Armor Class: 15 (–1 Size, –1 Dex, +4 natural, +3 hide armor), touch 8, flat-footed 15
Base Attack/Grapple: +2/+8
Attack: Greataxe +3 melee (3d6+3/x3)
Full Attack: Greataxe +3 melee (3d6+3/x3)
Space/Reach: 10 ft./10 ft.
Special Qualities: Darkvision 60 ft., damage reduction 4/—
Saves: Fort +5, Ref +0, Will +1
Abilities: Str 15, Dex 9, Con 14, Int 8, Wis 10, Cha 8
Skills: Intimidate +5
Feats: Cleave, Power Attack
Environment: Any land and underground
Organization: Solitary, crew (2–4), or squad (5–8)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +2

The tohek resemble less-hairy ogres; they aren't quite as strong, but are definitely smarter. The major difference between ogres and tohek is the latter's ability to shrug off massive amounts of damage except from an iron source.

As legend has it, the first tohek was sired by a fey a little too friendly with the wife of his king. Discovering his wife's dalliance, the king cast a spell on her lover, making him fall in love with the creature he next laid his eyes upon. Unfortunately for the fey Lothario, the next day he came upon an ogress in a nearby forest.

Falling madly in love with her, he used his abilities to change into the form of an ogre and wooed her (as much as ogres woo). The resulting offspring and subsequent generations were the tohek. While the tohek inherited their father's intelligence, they also gained his vulnerability to iron.

Luckily, tohek also inherited their mother's attributes, being incredibly large, strong, and ugly. This helped to temper the magic running through their veins and give them a resistance to all damage not coming from an iron source.

The vulnerability to iron is the tohek's greatest secret. Many generations lived without this knowledge being discovered by the outside world. The tohek prefer to keep it this way, as they enjoy propagating the myth that they are "unstoppable" warriors, even though their cousins the ogres are stronger.

A tohek owes allegiance to no one but himself. Most are highly skilled with bladed weapons such as axes and swords. They hire themselves out as mercenaries, becoming soldiers, bodyguards, or executioners in exchange for cold hard gold pieces.

Due to their weakness to iron, tohek wear little to no armor. If they wear any, it is made of the hides of animals they have killed. Some have overcome their aversion to iron enough to wear great horned helms that add to their terrifying appearance.

Tohek are the backbone of many a mercenary force. While not interested in leading, they provide the muscle for the leader to remain in power. This is especially true if the leader of the group knows of the tohek's vulnerability to iron. A wise individual could use this knowledge to keep this strong ally in line.

When not acting as mercenaries, tohek usually become bandits or robbers. Tohek naturally lean towards taking what they want from others. The characters may come across a group of tohek bullying a town into servitude and have to lend the poor townsfolk aid.

Some tohek have gotten legitimate work by using their martial prowess to their advantage. An enterprising man has a tohek named Brock who fights all comers in the town of Lakeville. He offers 500 gp to any person defeating the giant in an unarmed fight. Many have come to challenge him, but none have succeeded. The townspeople of Lakeville come out in droves to see the fight and enjoy the extra revenue it brings to their town from travelers coming just to see the spectacle.

Combat

Tohek revel in combat. They rush headlong into battle with gleeful abandon, chopping down their foes. Tohek have a strong sense of honor, and abhor ranged combat and those who practice it. They believe only a weakling attacks his foes from afar.

When going into battle, tohek search out and dispense with any of the "cowards" who wield such "puny" weapons as bows or crossbows. They also despise wizards, whom they consider the lowest form of combatants because they use their abilities to attack while staying safely behind "real" fighters. Wizards make archers look good by comparison.

Tohek are honorable. If one rushes a target using a bow and the opponent drops the ranged weapon to draw a melee weapon, the tohek will stop his attack long enough to allow the defender to ready his weapon properly. Striking down archers is one thing, but a foe courageous enough to engage a tohek face-to-face is worthy of an even fight.

A tohek facing a foe wielding an iron weapon will stand his ground until he loses half his hit points, then flees in order to heal. Given a chance, he will engage the same enemy again to prove that he is indeed the better fighter.

Trogid

Medium Magical Beast
Hit Dice: 2d10+2 (12 hp)
Initiative: +0
Speed: 30 ft.
Armor Class: 14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple: +2/+4
Attack: Claw +4 melee (1d4+2)
Full Attack: 2 claws +4 melee (1d4+2), bite –1 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Scent
Saves: Fort +4, Ref +3, Will +0
Abilities: Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8
Skills: Climb +14, Listen +3, Spot +2
Feats: Power Attack
Environment: Temperate forest and underground
Organization: Pair, band (3–5), or tribe (21–30)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: 3–8 HD (Medium)
Level Adjustment: —

Trogids are furry, dark, egg-shaped creatures. Their faces are canine and their jaws are filled with sharp teeth for tearing at flesh. Their arms and legs are short but muscular, and they skitter along the ground with a distinctive whispering, thumping noise. Trogids have no problems climbing, and move along walls or ceilings almost as easily as they race along the ground. They have large ears, beady red eyes, and a wide, drooling mouth and clawed fore and rear paws.

Trogids growl when approached and dart about with unusual speed. They speak no language, and do not try to communicate, but will choose to attack if they believe their opponents are afraid or weakened. They have an extremely acute sense of smell, and can track wounded individuals for miles both above and below ground. They are far more eager to attack weakened foes than strong ones, and follow such prey for miles.

Trogids are pack creatures, and never leave their lairs in a group of less than three. A typical lair of trogids consists of about 30 creatures, including as many as six 'hunting bands' of five or more. They band together tightly, using sub-harmonic sounds to stay in communication with one other without alerting their foes. Only elves, or animals with superb hearing, can detect these noises. If trogids sense fear in their foes they enter a hunting frenzy, attacking without regard for their own safety, ending their assault only when all of their prey is dead. Trogids only eat meat that they have killed, or seen killed. They are not true scavengers, though they will live off the scraps left behind by a larger predator, and often live near one in order to feed on its kills. Trogid scouts constantly follow the larger beast in order to mark where the prey falls so that the trogids can drag scraps back to their lair once the alpha predator is finished with its meal. Trogids enjoy finishing off weakened prey that has somehow escaped the more dangerous beast.

Trogids normally live in large packs deep within caverns. They are not solely cave-dwelling, and some packs have been known to live on the surface deep within forests, but they prefer the solidity of stone for their lairs. The leaders are usually the strongest and most intelligent members of the pack, and determine whether to attack a particular foe. Beneath them are the 'scouts,' or leaders of the small hunting packs. These are typically young males, one of whom may eventually lead his hunting band so far away from the original lair that they create a new pack of trogids and propagate the species elsewhere.

Trogids are dependent on the pack from birth, and if removed from the company of other trogids, attempt to join a group of some other type of animal. Usually, this is another pack animal, such as a dog or wolf, though occasionally a lone trogid imprints itself on a solitary creature and mimics its behavior. This association has a marked impact on the trogid's behavior, though basic instincts, such as the trogid's carnivorous nature, remain untouched.

Combat

Trogids attack with a powerful bite. They overwhelm smaller prey with numbers, biting and dragging the victim to the ground. This tactic is particularly useful in caverns, where they can force their prey into blind corridors and dead ends, then descend on them en masse. Trogids fight with claw and tooth, tearing chunks out of their victims as they attack.

Trogids use their ability to climb on rock and earth in order to completely surround their opponents or ambush them. When they are properly prepared, the trogids can take down creatures many times their size through simple cunning and overwhelming numbers.

Skills: Trogid receive a +12 racial bonus to Climb checks.

Troll, Forest

Large Giant
Hit Dice: 6d8+36 (60 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 18 (–1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple: +4/+14
Attack: Claw +9 melee (1d6+6)
Full Attack: 2 claws +9 melee (1d6+6), bite +4 melee (1d8+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rend 2d6+9
Special Qualities: Darkvision 90 ft., regeneration 5, scent
Saves: Fort +11, Ref +4, Will +3
Abilities: Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6
Skills: Listen +3, Spot +4
Feats: Alertness, Iron Will
Environment: Any forest and swamp
Organization: Solitary or gang (2–4)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +5

Trolls are merciless carnivores found in every clime, from the loftiest mountains to the lowliest swamps. Forest trolls can be found in any forested or marshy area. Most creatures wisely avoid these beasts, as fear is a foreign thing to them, and they attack unceasingly if hungry — and they are always hungry. Once they have caught their prey, they do not stand on ceremony. They simply tear it apart with their barbed claws, and consume it in great, bloody chunks. A hungry forest troll often does not even bother to peel an unfortunate humanoid out of its armor and clothing, and a forest troll's lair is often littered with the half-digested possessions of its victims.

Trolls are ravenous eaters, devouring anything from grubs to bears. They often lair at the edge of their forest domains, and make ranged attacks against passing caravans on nearby roads. Unlike their mountain brethren, they are solitary creatures, though they occasionally band together when threatened (such as when a party of heroes seeks to end their rapacious hunts).

A typical forest troll stands 9 feet tall and weighs about 500 pounds. Its rubbery hide is can be many shades of green, though it invariably appears mossy and sickly. A writhing mass of flesh grows out of its skull much like hair, and is usually green, gray, or black. The creature's arms and legs are misshapen and clumsy, and end in hands and feet with three digits each. The creature's paws sport terrible gangrenous claws. Trolls appear spindly and fragile, though their limbs sport incredibly dense, corded muscle. Male and female trolls look identical to non-trolls.

Trolls are bipeds, though they walk with a hunched and loping gate. Their arms generally dangle a couple of feet from the ground as they walk, and they tend to run on all fours. Despite their apparent clumsiness, forest trolls are quite agile.

Forest trolls hate their mountain brethren with the passion of ages, for forest trolls are outcasts. Long ago determined too vicious and violent to live alongside their (relatively) peaceful brethren, the first forest trolls were exiled from Kuraza on pain of death. Many forest trolls yet live that remember this affront, and they constantly seek to visit vengeance upon the mountain trolls. The first lesson a young forest troll learns is to kill mountain trolls on sight.

Forest trolls have no particular love for their own kind. The only common bond that allows forest trolls to co-exist (beyond simple self-preservation) is their hatred of the mountain trolls. There is not a forest troll alive who does not dream of some day returning to Kuraza and casting down the stone hovels of their hated brethren.

Combat

Trolls are fearless combatants, largely due to their ability to regenerate. They launch into combat without a hint of hesitation, lashing out with their powerful arms and vicious claws. Even when confronted with fire — one of the few means by which a troll can be killed — they attempt to bypass the flames and take down the obstreperous meal wielding them.

Regeneration (Ex): Fire and acid deal normal damage to a troll, while all other damage is converted to subdual damage. If a troll loses a limb or body part, the missing limb or chunk of flesh regenerates in 3d6 minutes. The creature can reattach the severed member instantly by holding it flush against the stump. If a troll's head is severed, its body continues to function for 4d4 rounds, during which time the troll desperately attempts to reattach its head in the above fashion. If it fails to do so in the allotted time, the troll dies.

The troll is vulnerable to attacks that do not deal hit point damage, such as most poisons and disintegration; similarly, it is affected normally by starvation, thirst, and suffocation. Further, a forest troll can be killed by massive damage normally; the massive trauma simply shuts down the troll's nervous system, preventing it from regenerating the damage.

Rend (Ex): If a troll hits with both claw attacks in a single turn, it latches onto its opponent's body and rends its flesh. This attack automatically deals an additional 2d6+9 points of damage.

Troll, Mountain

Large Giant
Hit Dice: 9d8+63 (99 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 21 (–1 size, +12 natural), touch 9, flat-footed 21
Base Attack/Grapple: +6/+18
Attack: Claw +13 melee (1d6+8)
Full Attack: 2 claws +13 melee (1d6+8), bite +8 melee (1d8+4)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rend 2d6+12
Special Qualities: Darkvision 90 ft., regeneration 5, scent
Saves: Fort +13, Ref +3, Will +6
Abilities: Str 26, Dex 11, Con 25, Int 8, Wis 12, Cha 8
Skills: Listen +9, Spot +9
Feats: Alertness, Iron Will
Environment: Any mountain and underground
Organization: Solitary, gang (2–4),or tribe (41–50 plus 10% noncombatants plus 1 13th-level elder)
Challenge Rating: 7
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +7

Mountain trolls are rarely seen outside of their lofty domains, though they are known occasionally to lair in caves and tunnels far from the mountains. Like forest trolls, mountain trolls are greenish in hue, though their flesh tends to sport darker coloring. They are burlier than their forest cousins, powerfully built for battle and stand nearly ten feet tall; they habitually walk upright, even when running. Spiky hair sprouts from their skulls, which is often decorated with assorted beads and other decorations. Their diets consist largely of meat (even that of civilized creatures), though their digestive systems can also process stone in lean times.

Mountain trolls are virtual pariahs among their kind, as they first exiled the other troll races from the legendary city of Kuraza, then watched helplessly as it fell to Deverenian invasion nearly two centuries later. The mountain trolls fought valiantly, but ultimately the Deverenians' numbers and skill overwhelmed them. To this day, mountain trolls nurture a seething hatred for Deverenians. Surprisingly, they bear no sympathy for their forest cousins; they

consider the repugnant creatures to have deserved nothing short of banishment, though neither race remembers what caused the initial friction between them. Regardless, mountain trolls are eager to oblige a band of forest trolls who are looking for a fight. Despite being long away from Kuraza, mountain trolls still tend to build small communities, though they are all too aware that these homes are only a pale shadow of Kuraza's splendor.

Many mountain trolls join Nothrog legions solely to wreak destruction. They revel in terror and bloodshed, and never miss an opportunity to torture and mutilate even the most insignificant creatures. When accompanying a Nothrog legion to battle, mountain trolls remain aloof. They have no particular loyalty to the Nothrog, and have been known to simply stand aside and watch as a unit of Nothrog is slaughtered, only to step in after their nominal allies have fallen.

Mountain trolls detest Deverenians for their crimes against Kuraza, and despise their own distant cousins, the forest trolls. Mountain trolls prefer to fight these two opponents whenever possible, sometimes even disobeying orders to the contrary (much to the Nothrogs' chagrin). They consider only the Nothrogs and other mountain trolls to be their equals, with all other races suitable only for slaughter or conquest.

Mountain trolls speak Common and Nothrog, and while they are capable of learning other languages, they rarely bother to communicate with their victims. When a mountain troll does speak, it is in short, declarative barks.

Combat

Mountain trolls are just as likely to rush blindly toward combat as their forest-dwelling relatives. Unlike forest trolls, mountain trolls tend to wield simple weapons, though they resort to claw and bite attacks if necessary.

Regeneration (Ex): Fire and acid deal normal damage to a troll, while all other damage is converted to subdual damage. If a troll loses a limb or body part, the missing limb or chunk of flesh regenerates in 3d6 minutes. The creature can reattach the severed member instantly by holding it flush against the stump. If a troll's head is severed, its body continues to function for 4d4 rounds, during which time the troll desperately attempts to reattach its head in the above fashion. If it fails to do so in the allotted time, the troll dies.

As usual, the troll is vulnerable to attacks that do not deal hit point damage, such as most poisons and disintegration; similarly, it is affected normally by starvation, thirst, and suffocation. A mountain troll can be killed by massive damage normally; the massive trauma simply shuts down the troll's nervous system, preventing it from regenerating the damage.

Rend (Ex): If a troll hits with both claw attacks in a single turn, it latches onto its opponent's body and rends its flesh. This attack automatically deals an additional 2d6+9 points of damage.

Mountain Troll Lair

Tracking an invading group of mountain trolls back to the foothills, the party sees one of their scouts disappear into a pile of rocks. If the PCs scout out the area, have them make a Spot check against DC 18 to notice an out-of-place rock, about 7 ft. in diameter. Lifting the rock requires a Strength check against DC 16. Moving it aside reveals a 5-ft.-diameter shaft that descends into darkness.

Area 1. Tunnel Below

A 5-ft.-wide tunnel descends here. Several claw-cut handholds let the trolls climb down into their lair. However, the damp air in here has encouraged the growth of fungus and mold. To climb down this wall, the PCs must make Climb checks at DC 15, or fall 80 ft. to the floor. If you want to make this difficult for barehanded climbers, have them make checks for every 10 ft. they climb down.

Area 2. Living Space

After descending 30 ft., the shaft opens up into a clawed out cavern, its rocky floor another 50 ft. down. Living in this area are 5 mountain trolls. The light that comes down the shaft will alert them to hide and wait for the intruders to come to them. They attack intruders stealthily if possible, sneaking up on them in the inky darkness of the cave. If the PCs come down on a rope that touches the floor, and multiple PCs are on that rope, the trolls rush it and try to pull it down to the floor, causing all involved to fall. If they are being badly beaten the remaining trolls climb the walls to retreat to area 3.

Area 3. Second Line of Defense
This natural cave is a quick climb for trolls seeking refuge from invaders who get the upper hand on them. They keep ten large rocks here to use as throwing weapons. They can easily target pursuing PCs. These rocks deal 3d6+8 damage.

Area 4. Skeleton Pit
This area is a 20-ft.-deep pit filled with animal and human bones. Mixed in with the bones, if the PCs decide to search the grisly site, are 1d6 skeletons equipped with the following: purse containing 100 gp, silver necklace (55 gp), *wand of melf's acid arrow* (25 charges), a *100 ft. long rope of climbing*, a *+1 battleaxe*, and gems in various amounts up to a total of 1,000 gp.

Unakhan

Large Monstrous Humanoid (Aquatic)
Hit Dice: 4d8+12 (28 hp)
Initiative: +1
Speed: 20 ft. (4 squares), swim 40 ft.
Armor Class: 18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple: +4/+12
Attack: Pincer +7 melee (1d8+4)
Full Attack: 2 pincers +7 melee (1d8+4), sting +2 melee (2d6+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved Grab, lure
Special Qualities: Darkvision 60 ft.
Saves: Fort +4, Ref +5, Will +4
Abilities: Str 19, Dex 13, Con 16, Int 7, Wis 10, Cha 13
Skills: Climb +5, Intimidate +3, Swim +8
Feats: Dodge, Mobility
Environment: Any aquatic
Organization: Solitary, hunting party (2-4 with a 5 HD leader), or nest (20–30 with 25% 1–3 HD noncombatants, 3–4 5 HD warriors and a 6 HD leader)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually Neutral
Advancement: 5–12 HD (Large)
Level Adjustment: +3

Unakhans are possibly the most dangerous race living beneath the waves of the Accordlands. Appearing mostly human from head to waist save for a slight reddish hue to their eyes and hair, the unakhans have gigantic crab bodies, including two large forearms ending in pincers, for lower halves. Unakhan bodies are very dense, allowing them to survive in the deepest trenches of the ocean floor and giving them tremendous strength.

Unakhan tribes are structured like military regiments. A single warrior, the most powerful in the tribe, is the unquestioned leader and is responsible for protecting the entire tribe and leading the hunting parties. Beneath the leader, the remaining warriors (both male and female) are broken up into smaller hunting parties, each with its own leader. The only members of the tribe that do not fight are children.

Unakhans prefer to prey on land-dwellers. They attack other aquatic races only when desperate; such races are not at a disadvantage underwater, and most of them are familiar with unakhan hunting techniques.

Unakhans hunt in packs. A single unakhan (a male for a female target, or a female for a male target) makes itself known to the target while keeping its lower half submerged or hidden (perhaps behind an outcropping). The exposed unakhan uses its lure ability, while the rest of the hunting party remains hidden. Once the prey is within range, the other unakhans spring forth, surrounding the target and killing it.

Unakhans on a hunt are bloodthirsty and vicious. They often tear into captured prey as soon as it perishes and begin devouring it immediately. Stronger unakhans get more food and the young that are left behind learn to fend for themselves quickly or go hungry. Unakhans take prisoners only if they are being rewarded or controlled (i.e. threatened) by a stronger leader.

Unakhans speak a guttural Common and Aquan.

Unakhans are the barbarians of the seas and oceans of the Accordlands. They have no allegiance except to their own kind. Regardless, tribes still war against each other for prime hunting grounds.

Player characters will most likely come across unakhans when a hunting party lures one of their members in. Unless the unakhans are acting on behalf of some other entity (possibly a powerful enemy of the PCs), they quickly dispose of anyone they get into their clutches. If, however, they were intent on capturing a foe, the other members of the hunting party fend off any would-be rescuers while their tribesman makes good his escape with the prisoner. Unakhans aren't the smartest creatures in the sea, so they just might drag an unsuspecting prisoner underwater while making an escape.

Combat

Unakhans attack first with their two pincers, attempting to grab and hold their target. Unless it is in the midst of combat (and sometimes even then), the unakhan tears its prey limb from limb and begins feasting on it while the others fight over the pieces it casts aside.

When pressed in battle, a unakhan strikes out at multiple foes with each of its limbs. If it grabs two different targets with its pincers, it will slam them into each other on its next attack.

Amphibious (Ex): Although unakhans are aquatic, they can survive indefinitely on land.

Improved Grab (Ex): To use this ability, the unakhan must hit with its pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Lure (Sp): A unakhan can chant a low tone that is similar to a harpy's captivating song. All creatures (other than unakhan) within a 120-ft. spread must succeed on a DC 13 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same unakhan's lure for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the unakhan, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 ft. of the unakhan stands there and offers no resistance to the monster's attacks. The effect continues for as long as the unkhan sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

This power even works underwater, but can only be maintained underwater for a number of rounds equal to 3 + the unakhan's Constitution modifier.

Any creature that fails a Will save and hears the song for 6 uninterrupted rounds suffers 1d3 Wisdom damage in addition to the effects listed above.

Unclean Spirit

Medium Undead (Incorporeal)
Hit Dice: 3d12 (18 hp)
Initiative: +7
Speed: 30 ft. (6 squares), fly 40 ft. (good)
Armor Class: 17 (+3 Dex, +4 deflection), touch 17, flat-footed 14
Base Attack/Grapple: +1/—
Attack: Incorporeal touch +5 melee (unclean fire plus 1d6 Wisdom)
Full Attack: Incorporeal touch +5 melee (unclean fire plus 1d6 Wisdom), or incorporeal bite +4 melee (unclean fire plus 1d6 Charisma)
Space/Reach: 5 ft./5 ft.
Special Attacks: Create spawn, unclean fire
Special Qualities: Aura of hate, hatred, incorporeal traits, soul theft, +2 turn resistance, undead traits
Saves: Fort +1, Ref +4, Will +4
Abilities: Str —, Dex 16, Con —, Int 10, Wis 12, Cha 13
Skills: Hide +9, Listen +7, Move Silently +9, Spot +7
Feats: Improved Initiative, Weapon Focus (touch attack)
Environment: Any land and underground
Organization: Solitary, pair, gang (2–5), swarm (6–20), or drove (21–40)
Challenge Rating: 8
Treasure: None
Alignment: Always evil
Advancement: 4–9 HD (Medium); 10 HD (Large)
Level Adjustment: —

Unclean spirits are the undead remnants of dead elves, fueled by intense hatred.

Unclean spirits appear to be skeletons that float a few inches above the ground. They resemble normal elven skeletons except for their elongated foreheads, large fangs, and skeletal tails. When they engage a foe in combat, their forms are surrounded by a glowing yellow-blue aura, and their eyes burn with a hellish red light. They in no way appear to be incorporeal.

Unclean spirits are natural enemies of all living creatures, save elves. They are aggressive and predatory, but have infinite patience. When ordered to attack by their living elven brothers, they strike with supernatural speed and agility. They frequently travel in groups and use their powerful draining attacks to make short work of their enemies.

Combat

Unclean spirits lurk in dark places, especially underground and in elven ruins. They frequently accompany necromancers and evil spellcasters. Unclean spirits vehemently defend elves of any sort, and elven settlements and encampments. Unless someone is controlling them, they never pass up a situation in which they can attack the ancient enemies of the elven people. Unclean spirits usually stay with elven armies, settlements, encampments, or spell casters. If they are ordered to do so, they gladly defend ruins or items that are important to the elven people or to elven interests.

Aura of Hate (Su): Unclean spirits radiate an aura of hate that causes all lawful or good living creatures within 30 ft. to become shaken. There is no save against this effect.

Hatred (Su): Unclean spirits are filled with and sustained by their eternal hatred for all living creatures other than elves. Whenever an unclean spirit sees a living non-elf, it must make a DC 15 Will save or fly into an insane rage. Enraged spirits can do nothing other than attack the offensive creature until the creature escapes or dies. Any being controlling an unclean spirit is allowed a Will save (DC 20) to maintain control over the spirit and prevent it from becoming enraged. As long as the spirit can see the living non-elf, it must make the Will save every round. Similarly, the controller must make a Will save every round to maintain control.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Soul Theft (Sp): As a full round action, an unclean spirit may target any creature it has dealt Wisdom damage to with a ranged touch attack. This attack causes the target to *rage* (per the spell), suffering 1 point of Wisdom drain each round he remains enraged. The target may attempt to resist this rage at the beginning of each round with a DC 12 Will save. Every point of Wisdom drained in this manner grants the unclean spirit 2d6 temporary hit points.

The save DC is Charisma-based.

Unclean Fire (Su): Living creatures hit by a unclean spirit's touch or bite attack suffer one negative level (Fortitude save to remove, DC 14). The save DC is Charisma-based. Non-elves who fail the Fortitude save also suffer 1 point of Wisdom drain. For each such negative level bestowed, the unclean spirit gains 5 temporary hit points.

Undshyr

Medium Magical Beast
Hit Dice: 2d10+2 (12 hp)
Initiative: +7
Speed: Fly 50 ft. (10 squares) (average)
Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple: +2/+3
Attack: Claw +3 melee (1d4+1 plus 2d6 electricity)
Full Attack: 2 claws +3 melee (1d4+1 plus 2d6 electricity), bite -2 melee (1d6 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison, shock
Special Qualities: Darkvision 60 ft., electricity immunity, low-light vision
Saves: Fort +4, Ref +6, Will +0
Abilities: Str 12, Dex 16, Con 13, Int 7, Wis 10, Cha 12
Skills: Survival +5
Feats: Improved Initiative
Environment: Any land
Organization: Solitary, brood (2–4), pack (5–20)
Challenge Rating: 2
Treasure: None
Alignment: Always chaotic
Advancement: 3–6 (Medium), 7–8 (Large)
Level Adjustment: —

Undshyr appear as spiny-backed, winged beasts with a black leathery hide. Undshyr mouths are a cruel mocking grin of sharp teeth. Their wings span about 5 feet, ending in hands with needle-like talons. Their bodies are normally about 6 feet long; an undshyr's small legs are suitable only for walking short distances, while it supports most of its weight on its balled hands.

Not only are the undshyr quick and agile fliers, they are very dangerous in battle. The undshyr's jaws drip with a virulent poison, but this is the least of an opponent's worries. Known for good reason as the "Heralds of Lightning," the undshyr can channel electricity through their bodies as if they were living lightning rods. This ability not only protects them from electrical damage, it also allows them to shock their opponents with a single swipe of their claws.

Undshyr are scavengers. They converge on storms, searching the destruction in their wakes. The creatures do not attack living beings except for those they deem helpless. A cow trapped under a felled tree is a perfect undshyr target. If the storm does not incapacitate living prey, the undshyr feed on carrion. They have no desire for treasure of any sort, picking up an odd shiny bauble or two if it catches their eye, only to drop it when distracted by the next storm.

Undshyr draw the lightning down to them, but it doesn't always connect, instead striking the lands below. Consider a storm inhabited by undshyr to have three times the normal amount of lightning bolts, with half of them striking the beasts.

Combat

Undshyr normally do not attack. They defend themselves and are protective of food they scavenge. Should an undshyr need to engage a foe, it will take to the air and swoop down, batting at its foe with its claws to stun it with its shock. If the target pins the beast's arms, it tries to bite Usually the undshyr bites incapacitated prey and lets its poison kill it, so the beast may feed uninterrupted.

Immunities: Undshyr are immune to electrical damage.

Poison (Ex): Bite, Fortitude DC 12, initial damage 1d3 Constitution, secondary damage 1d6 Constitution.

Shock (Su): On a successful melee strike, the undshyr inflicts 2d6 of electrical damage as per the spell *shocking grasp*.

Verdatha

Large Dragon
Hit Dice: 4d12+12 (36 hp)
Initiative: +5
Speed: 50 ft. (10 squares), fly 80 ft. (good)
Armor Class: 19 (–1 size, +1 Dex, +9 natural), touch 10, flat-footed 18
Base Attack/Grapple: +4/+12
Attack: Claw +7 melee (1d6+4)
Full Attack: 2 claws +7 melee (1d6+4), bite +2 melee (1d8+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Breath weapon, spell-like abilities
Special Qualities: Immunities, scent
Saves: Fort +7, Ref +5, Will +6
Abilities: Str 19, Dex 13, Con 17, Int 6, Wis 14, Cha 12
Skills: Intimidate +8, Listen +11, Spot +11, Survival +9
Feats: Alertness, Improved Initiative
Environment: Any land
Organization: Solitary or herd (6–11)
Challenge Rating: 3
Treasure: None
Alignment: Always lawful evil
Advancement: 5–8 HD (Large)
Level Adjustment: —

Verdatha are horse-like steeds, with scarlet eyes and tremendous bat-like wings upon their strong withers. They are larger than normal horses, standing as high as 20 hands (81 inches at the shoulder). Verdatha have hooves that strike fire from the ground when they walk on stone, and their manes and tails are black and silken. Their eyes burn with an orange flame, and they have a double stomach that allows them to breathe flame upon their opponents as they fight. They are carnivores, and eat meat rather than grass or oats. Their wingspan is typically about 22 feet from wingtip to wingtip, and the sails of their wings are a scarlet-red against their coal-black bodies. They weigh about 1,700 pounds when fully grown.

They are incredibly strong beasts, able to bear much more than a normal horse's burden, and they fly at extraordinary rates of speed. Verdatha age much like horses, and are ready for work or war by age three. Once a verdatha has chosen a rider, they are extremely faithful to that individual, risking their lives for their knight if necessary and obeying that rider's commands without question. Sometimes, others can ride a verdatha, but it will never 'bond' as well with another rider as it did with its first. Occasionally a verdatha's bond with its master is so strong that it will not allow another to mount it after the master's death, going so far as to attempt to bite any would-be rider.

Verdatha cannot talk or communicate in languages, though they are far more intelligent than animals. Though incapable of speech, they learn basic commands quickly — often in the space of only a few minutes. Once it has had time to assimilate a language (which usually takes about three months of constant exposure), a verdatha can understand the language as well as any native speaker, and follow more complex commands to the letter.

These creatures are most often found in Deverenia, where they are trained as mounts for Deverenian knights. As the verdatha's life span is almost as long as a human's, many of the more affluent Deverenian families, upon the birth of a child, teach the child to ride a verdatha colt almost as soon as he can walk. This forms an unbreakable bond between rider and steed, a desirable advantage for any Deverenian knight.

Combat

Verdatha are steeds, specially trained to enter into combat at the will of their masters. They are taught to charge, to sweep over their opponents and burn them with fire-breath, and serve as flying war-steeds for the Deverenian knights. Verdatha know no fear, and are exceptionally loyal.

Breath Weapon (Su): 25-foot cone, once every 1d4+2 rounds, damage 4d4 fire, Reflex DC 15 half. The save DC is Constitution-based.

Immunities (Ex): Verdatha are immune to poison, *sleep*, paralysis, fear and death magic. They are immune to electricity and take half-damage from fire.

Mount (Ex): The verdatha may carry Medium or smaller creatures into battle. The verdatha can always fight while carrying a rider, but the rider must make a DC 15 Ride check to be able to attack as well. For every size category less than Medium the rider is, the DC of this check rises by +5.

Spell-Like Abilities (Su): 3/day—*fear* (DC 15) and *obscuring mist*.

Skills: Verdatha receive a +4 racial bonus to Listen and Spot checks.

Carrying Capacity: A light load for a verdatha is up to 348 pounds; a medium load, 350–699 pounds; a heavy load, 700–1050 pounds. A verdatha can drag 5250 pounds. A verdatha may not fly with any load greater than light.

Verdatha, Storm

Large Dragon (Stormborn)
Hit Dice: 6d12+18 (54 hp)
Initiative: +0
Speed: 50 ft. (10 squares), fly 80 ft. (good)
Armor Class: 13 (–1 size, +4 deflection), touch 13, flat-footed 13
Base Attack/Grapple: +6/+15
Attack: Claw +10 melee (1d6+5)
Full Attack: 2 claws +10 melee (1d6+5), bite +5 melee (1d8+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Breath weapon, spell-like abilities
Special Qualities: Astral, darkvision 60 ft., immunities, regenerate 2, scent
Saves: Fort +8, Ref +5, Will +9
Abilities: Str 21, Dex 11, Con 17, Int 6, Wis 14, Cha 12
Skills: Intimidate +10, Listen +13, Spot +13, Survival +11
Feats: Alertness, Iron Will, Power Attack
Environment: Any land
Organization: Solitary or squadron (6–11)
Challenge Rating: 6
Treasure: None
Alignment: Always lawful evil
Advancement: 7–10 HD (Large)
Level Adjustment: —

Even more terrible than their ordinary counterparts are the storm verdatha, mounts bound in eternal service to the Disciples of Signon. Unlike the common verdatha, the storm verdatha does not serve its rider out of loyalty — emotion has long since fled the storm verdatha's lifeless heart — but at the Storm's command. This bond is even stronger than that of the living verdatha's loyalty, and is so powerful that when a storm verdatha's rider is killed, life flees from the creature's unholy form.

Though their bodies are skeletal, the storm verdatha are shrouded in spectral flesh that mirrors a standard verdatha's appearance. This false flesh is translucent, but otherwise matches the coloration of a living verdatha. When the steed and rider assume incorporeal form, even this illusion fades, leaving only the rider's form and the storm verdatha's translucent bone to betray their location.

While Signon's Disciples are sometimes encountered without their astral steeds, these creatures are never without their riders. Squadrons of these mounted warriors are dispatched to fulfill the Storm's commands, which often include aiding the armies of Deverenia on the field of battle. Many a mercenary band and Free Kingdoms regiment has fled before their terrible wrath, and even more have fallen beneath the otherworldly weapons of Signon's Disciples and the supernatural attacks of their steeds.

Combat

Storm verdatha fight much like their living compatriots. They have all of the abilities of a verdatha, as well as several additional advantages due to their astral state. They are never encountered unless ridden by a Signon's Disciple, in which case the storm verdatha obeys the Disciple's every thought without the need for a spoken command.

Astral (Ex): Storm verdatha are astral creatures. They exist simultaneously both on the prime material plane and the inner reaches of the Storm itself. Any melee or ranged attack that targets a storm verdatha has a 50% miss chance, unless the attack is made with a +1 or better magical weapon (in the case of ranged attacks, only the projectile must bear the enchantment, not necessarily the weapon itself).

Breath Weapon (Su): 50-foot line, once every 1d4+2 rounds, damage 6d4 electricity, Reflex DC 16 half. The save DC is Constitution-based.

Immunities (Ex): Storm verdatha are immune to poison, *sleep*, paralysis, fear and death magic. They are immune to cold and electricity and take half-damage from fire.

Mount (Ex): The storm verdatha may carry creatures of Medium size or smaller into battle. The verdatha can always fight while carrying a rider, but the rider must make a Ride check (DC 10) to be able to attack as well. For every size category the rider is smaller than Medium, the DC of this check rises by +5.

Spell-like abilities: 3/day—*fear* (DC 15), *obscuring mist*.

Vulnerability: The storm verdatha are bound body and soul to their riders, so much so that when a Signon's Disciple is killed, his mount immediately dies.

Carrying Capacity: A light load for a storm verdatha is up to 459 pounds; a medium load, 460-918 pounds; a heavy load, 919-1380 pounds. A storm verdatha can drag 6,900 pounds. A storm verdatha may not fly with any load greater than light.

Volconic

Huge Dragon
Hit Dice: 22d12+110 (242 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 38 (–2 size, +30 natural), touch 8, flat-footed 38
Base Attack/Grapple: +22/+38
Attack: Claw +28 melee (1d8+8)
Full Attack: 2 claws +28 melee (1d8+8), bite +23 melee (2d6+4)
Space/Reach: 15 ft./15 ft.
Special Attacks: Breath weapon, burn, improved grab
Special Qualities: Damage reduction 15/—, darkvision 60 ft., fire immunity, immunities, improved grab, low-light vision
Saves: Fort +18, Ref +13, Will +16
Abilities: Str 27, Dex 11, Con 21, Int 14, Wis 13, Cha 14
Skills: Climb +33, Diplomacy +27, Hide +17, Intimidate +27, Knowledge (any one) +27, Listen +28, Spot +28, Survival +26
Feats: Alertness, Cleave, Diehard, Endurance, Follow Through, Iron Will, Improved Initiative, Power Attack
Environment: Warm Underground
Organization: Solitary
Challenge Rating: 13
Treasure: Standard
Alignment: Always chaotic neutral
Advancement: 23–35 (Huge)
Level Adjustment: —

It is unclear what connections volconics have to dragons other than similarities in their appearance; their origins remain unverifiable. A volconic is a gigantic monster with a scaly exterior, claws and head reminiscent of a red dragon. They do not have a tail, wings, or the shape-changing ability of their draconic brethren. Volconics also travel on two legs as opposed to the four-legged stride of dragons in their true form. Volconics do not use weapons nor wear clothing. Their skin hardens to a rocky black covering over sensitive areas while their remaining body glows with a vibrant red hue.

Barring outer comparisons, volconics possess a fiery breath weapon similar to that of a red dragon, but can also immolate targets they snatch in their giant clawed hands.

Volconics live in or around volcanoes, lava flows, and other plentiful sources of geothermal energy. They despise the cold and avoid it and water at all costs.

Volconics are notoriously territorial and live solitary lives. They attack trespassers without provocation, leaving the bones as a warning to others.

Volconics enjoy the element of surprise, and wait for a group of trespassers to come near a lava flow, volcano rim, or underground lava pool (anywhere it can submerge itself in the superheated rock) before bursting forth and attacking them while they are unaware.

Combat

Volconics are lazy fighters. They attack first with their breath weapon before even attempting to strike with their claws. Should the opponent survive the initial gout of flame, the volconic then uses its claws to slash its target or grab and immolate them. Very few volconics bite anything smaller than their own size, relying on their fire abilities to finish off targets instead.

Should a volconic be faced with an opponent of its own size, such as a giant, it employs its breath weapon initially as a diversionary tactic. While launching its fiery attack on the target, it closes in to get into hand-to-hand battle where it can grapple and burn or bite and claw its opponent.

Breath Weapon (Su): 60-foot cone, once every 1d4 rounds, damage 14d8 fire, Reflex DC 26 half. The save DC is Constitution-based.

Burn (Su): Volconics have the ability to channel their fiery nature through their hands as well as their mouths. With a successful grapple attack on a target, the volconic may inflict 6d6 fire damage.

Immunities (Ex): Volcanics are immune to heat, poison, *sleep*, paralysis, fear and death magic.

Improved Grab (Ex): To use this ability, the volcanic must hit with its claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

VoTaurr, Male

Large Monstrous Humanoid
Hit Dice: 1d8+1 (5 hp)
Initiative: –1
Speed: 30 ft. (6 squares)
Armor Class: 9 (–1 size, –1 Dex, +1 Wis), touch 9, flat-footed 9
Base Attack/Grapple: +1/+7
Attack: Unarmed +2 melee (1d8+2), Kama +3 melee (1d8+2), or Sling –1 ranged (1d6+2)
Full Attack: Unarmed +2 melee (1d8+2), Kama +3 melee (1d8+2), or Sling –1 ranged (1d6+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Gore
Special Qualities: Resistance to cold 5, VoTaurr traits
Saves: Fort +3, Ref , –1, Will +1
Abilities: Str 14, Dex 9, Con 12, Int 7, Wis 13, Cha 6
Skills: Balance +3, Jump +6
Feats: Dodge
Environment: Warm forest, hill, mountain, plains
Organization: Solitary, company (2–4), squad (11–20 plus 2 3rd level sergeants and 1 leader of 3rd to 6th level, or band (30–100 plus 20% noncombatants plus 1 3rd level sergeant per 10 adults, 5 5th level lieutenants, and a 7th level captain)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +0

VoTaurr, Female

Medium Humanoid
Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 20 ft. (4 squares) in splint mail armor; base speed 30 ft.
Armor Class: 18 (+6 armor, +2 shield), touch 10, flat-footed 18
Base Attack/Grapple: +0/+0
Attack: Morningstar +1 melee (1d8), or javelin +2 ranged (1d6)
Full Attack: Morningstar +1 melee (1d8), or javelin +2 ranged (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spells
Special Qualities: Resistance to cold 5, VoTaurr traits
Saves: Fort +3, Ref +0, Will +3
Abilities: Str 11, Dex 10, Con 12, Int 7, Wis 13, Cha 14
Skills: Concentration +3, Spellcraft +0
Feats: Weapon Focus (morningstar)
Environment: Warm forest, hill, mountain, plains
Organization: Solitary, company (2–4), squad (11–20 plus 2 3rd level sergeants and 1 leader of 3rd to 6th level, or band (30-100 plus 20% noncombatants plus 1 3rd level sergeant per 10 adults, 5 5th level lie tenants, and a 7th level captain)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +0

Male VoTaurr are large, powerfully muscled, and possess heads like that of a bull, complete with bovine features and horns (which grow larger as a VoTaurr ages). Their 7-foot forms are covered with dark, thick fur, which most VoTaurr keep neatly groomed. Excepting their unusual height — they are usually about 6½ feet tall — VoTaurr females more closely resemble humanoids. They have humanlike hair rather than the fur possessed by males; their locks are generally pale blond or white, and worn in plaited braids down their backs.

VoTaurr, despite their intimidating forms, are usually calm creatures, not prone to strong emotions. They have little contact with other races. Further, each VoTaurr herd is independent and autonomous, so they have no formal relations with any humanoid kingdoms. VoTaurr expect certain behaviors from males and females of any race, and provided such cultural mores are observed, they can make fast friends with any humanoid. Votaurr lands are far in the southern reaches of the Accordlands, where the Nothrog badland territories reach the edge of Narawat. They are well suited to such conditions, and have no desire to expand their domain nor conquer other races. Each VoTaurr herd is an independent entity.

VoTaurr speak Giant, but are quite capable of learning other languages, and many also speak Common. For more details about the VoTaurr, see Appendix 1: Unusual PC Races.

VoTaurr males are predominantly monks. VoTaurr females, the spiritual leaders of the VoTaurr people, tend to become clerics. The statistics given reflect a standard male monk and female cleric.

Combat

Though VoTaurr are slow to anger, they are terrifying in combat. Males are huge and intimidating, and use both of these traits to their best advantage. Usually, a VoTaurr force of any size is led by females of the race, even at the lowest levels of command (generally, a female leads any group of VoTaurr of at least 5). Their voices ring clarion clear through the din of battle, ordering and inspiring the males.

Gore (Ex): Male VoTaurr may make a single gore attack at the end of a charge move, rather than a normal attack. This action provokes an attack of opportunity from the target, during which the VoTaurr is considered flat-footed. The attack is made using the VoTaurr's highest attack bonus. If he hits, the VoTaurr inflicts 4d6 damage (modified by his Strength modifier as usual).

Weirdling

Medium Aberration
Hit Dice: 12d8+24 (72 hp)
Initiative: +8
Speed: 30 ft. (6 squares)
Armor Class: 22 (+4 Dex, +8 natural), touch 14, flat-footed 18
Base Attack/Grapple: +9/+10
Attack: Slam +10 melee (1d4+1)
Full Attack: 2 slams +10 melee (1d4+1), bite +5 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Chaotic metabolism
Special Qualities: Darkvision 60 ft., immunities, regenerative instability
Saves: Fort +6, Ref +8, Will +10
Abilities: Str 12, Dex 18, Con 14, Int 16, Wis 10, Cha 3
Skills: Concentration +17, Hide +19, Listen +15, Move Silently +19, Spot +15
Feats: Alertness, Blind-Fight, Endurance, Improved Initiative, Iron Will
Environment: Any land, aquatic, and underground
Organization: Solitary, gang (3–5)
Challenge Rating: 9
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 13–18 HD (Medium); 19–26 (Large)
Level Adjustment: —

These strange and deadly aberrations come in a variety of shapes and sizes, as no two weirdlings are alike. Most weirdlings look like great masses of melted flesh, torn muscles, and broken bones, but some take on vaguely animalistic, humanoid, or even electrical appearances. Others resemble great mounds of vegetation or strangely shaped boulder-like formations with hints of fleshy parts, bleeding , and exposed internal organs.

These creatures are the embodiment of all that is disorderly, confusing, and unpredictable. Few sages in the lands of the Kabal know their true origins, but the wisest among them understand that weirdlings hail from a plane of chaos. Their incursion into the Material Plane presents a danger that most druids and rangers are anxious to see resolved.

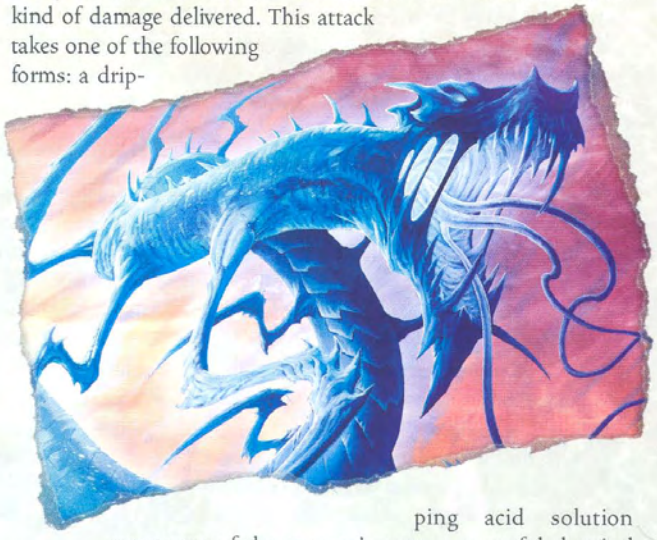
Combat

Weirdlings are extremely ferocious and unpredictable in battle. Because each individual weirdling has different special abilities, it is almost impossible for their opponent to assess the powers they possess. A weirdling's immunities and their special regenerative instability ability make them resilient foes to beat. With their chaotic metabolism, weirdlings often kill their victims with a single touch. They also possess a variety of spell-like abilities, and their illusionary magic confuses victims. Although they have no usual method of attack, weirdlings often hide in shadows from which they can ambush their targets.

A weirdling's metabolism can digest anything, from organic materials to inorganic substances. Although most weirdlings seem to have developed a taste for the flesh of livestock and humanoids, they have no preference when they hunt. Likewise, they seem to have no preferred targets in combat and do not shy from engaging anything that comes in their way.

A powerful spellcaster might attract a weirdling's attention, however, especially if he wields damaging magic against the aberration. In such instances, a weirdling is equally wont to either try to kill the caster or be fascinated by him, in which case it might try to study rather than destroy him.

Chaotic Metabolism: A weirdling can use its strange metabolism to increase the potency of its slam attacks. Upon a successful hit, the weirdling delivers an additional 6d6 points of damage from one of the following types: acid (1–25%), cold (26–50%), electricity (51–75%), or fire (76–100%). Roll d100 to determine the kind of damage delivered. This attack takes one of the following forms: a dripping acid solution comes out of the creature's pores; a powerful electrical discharge is released; the weirdling's touch becomes intensely cold; or its body suddenly emits extreme heat. The victim of this attack may attempt a Fortitude save (DC 18) to reduce the damage by half. The save DC is Constitution-based.



Immunities: Not all weirdlings are immune to the same thing, but all have an immunity of some kind. To determine which immunity a particular weirdling has, roll d100: 01–15% acid immunity; 16–30% cold immunity; 31–45% electricity immunity; 46–60% fire immunity; 61–75% sonic immunity; 76–85% immunity to poison; 86–89% immunity to bludgeoning weapons; 90–93% immunity to piercing weapons; 94–97% immunity to slashing weapons; 98–100% roll twice (ignoring a result of 98–100%). A weirdling immune to a particular type of weapon does not take any damage from mundane weapons of this particular type, but takes full damage from an enchanted weapon of the same type.

Regenerative Instability (Su): Instead of taking damage from the attack form to which it is immune, a weirdling gains temporary Constitution or temporary hit points every time it would take damage from such an attack form. A weirdling immune to acid, cold, electricity, fire, or sonic attacks hit by such an attack gains 1d4 points of temporary Constitution. A weirdling immune to poison or a specific type of weapon gains a number of temporary hit points equal to 50% of the damage that would have been otherwise delivered. The weirdling loses temporary Constitution points gained at a rate of 1 per hour, while 5 temporary hit points are lost every hour. The temporary hit points are subtracted first in combat, before the weirdling's regular hit points.

Spell-Like abilities: 3/day—*darkness, grease, magic missiles, protection from law,* and *spider climb*; 2/day—*displacement, gust of wind,* and *slow*; 1/day—*hallucinatory terrain* and *rainbow pattern*. Caster level 15th. The save DC is Charisma-based.

Woundwraith

Medium Undead (Incorporeal)
Hit Dice: 6d12 (36 hp)
Initiative: +7
Speed: Fly 50 ft. (good) (10 squares)
Armor Class: 16 (+3 Dex, +3 deflection), touch 16, flat-footed 13
Base Attack/Grapple: +3/+3
Attack: Incorporeal touch +6 melee (1d4+1d6 Wisdom drain)
Full Attack: Incorporeal touch +6 melee (1d4+1d6 Wisdom drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Incorporeal touch, Wisdom drain
Special Qualities: Darkvision 60 ft., elusiveness, incorporeal traits, +4 turn resistance, undead traits
Saves: Fort +2, Ref +5, Will +7
Abilities: Str –, Dex 17, Con –, Int 13, Wis 14, Cha 16
Skills: Hide +12, Intimidate +12, Listen +13, Search +10, Spot +13
Feats: Alertness, Blind-Fight, Improved Initiative
Environment: Any land or underground
Organization: Solitary, or pack (2-5)
Challenge Rating: 6
Treasure: None
Alignment: Usually chaotic evil
Advancement: 7-10 HD (Medium)
Level Adjustment: –

It may be taken for granted that the undead hate the living, but even by that standard, woundwraiths are particularly sadistic. Ethereal beings of pure malice, they delight in inflicting pain upon their foes and driving them mad with torment. Savoring the suffering of living things is, if anything, more important to woundwraiths than killing them.

Woundwraiths lack a physical body, but they assume a distinctly humanoid shape. They appear as ghostly creatures made of mist concentrated so that it looks like bloodless flesh, and wrapped in frayed gray robes and cloaks. This form is, in a sense, an illusion because all of it is incorporeal. But it tends to make them all the more frightening to their foes by giving them a vague familiarity, as if one fighting them must stare his own death in the face. Woundwraiths also emit a variety of groans, wails and shrieks and vary their volume and apparent placement, as if they had mastered the trick of throwing their voices.

Woundwraiths haunt hidden corners of the Accordlands. Popular belief (to the extent that anyone is willing to think at much length about woundwraiths) holds that they are the restless spirits of those lost to madness. Whether or not this is true, woundwraiths are certainly intelligent, and some have even been persuaded to enter into some form of military service. The Nothrog are particularly keen to employ them, and not only on the battlefield. The wizard Säli once noted that some Nothrog commanders liked to use them as prison guards, as they were particularly adept at torturing captives.

Combat

Woundwraiths' primary aim in combat is to cripple their foes by driving them mad. If they kill them in the process, that is all the better, but only as long as they have inflicted a satisfactory amount of torment first. They use their natural elusiveness to flit back and forth, striking on the move with their incorporeal touch attack, which afflicts the mind more than the body. In groups, they prefer to stay in constant motion in an attempt to distract and confuse their opponents. A lone opponent may find himself paralyzed by the conundrum of which woundwraith to attack, while a group may break formation to chase after them and open themselves up to flank attacks.

Elusiveness (Su): Although woundwraiths are incorporeal (and therefore exceptionally difficult to fight with physical weapons), mobility is also important to them in combat. For reasons that are not fully understood, the stuff of which they are made tends to concentrate when they stay still for more than a few seconds. This makes them easier to hit with those forms of attack to which they are already vulnerable. It does not, however, make them more vulnerable to weapons that cannot damage incorporeal beings.

Woundwraiths never provoke attacks of opportunity. However, they must also defend as if flat-footed if they did not move during their previous turn. A 5-foot step does not count as movement for this purpose.

Wisdom Drain (Su): Living creatures hit by a woundwraith's incorporeal touch attack must succeed on a DC 16 Will save or take 1d6 of Wisdom drain. On each such successful attack, the wraith gains 5 temporary hit points. The save is Charisma-based.

Wyvernsteed

Large Dragon
Hit Dice: 9d12+30 (84 hp)
Initiative: +4
Speed: 60 ft. (12 squares)
Armor Class: 15 (–1 size, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple: +9/+17
Attack: Hoof +12 melee (1d6+4)
Full Attack: 2 hooves +12 melee (1d6+4), bite +7 melee (1d8+2 plus poison); or gore +12 melee (1d8+6)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison, charge 3d8+6
Special Qualities: Darkvision 90 ft., immunities, mount, scent
Saves: Fort +9, Ref +6, Will +7
Abilities: Str 19, Dex 11, Con 16, Int 17, Wis 12, Cha 9
Skills: Intimidate +11, Knowledge (any three) +15, Listen +13, Search +15, Sense Motive +13, Spot +13, Survival +13
Feats: Cleave, Follow Through, Improved Initiative, Power Attack, Toughness[B]
Environment: Any swamp, plains, or forest
Organization: Solitary, pair, or herd (20–40)
Challenge Rating: 5
Treasure: None
Alignment: Usually neutral evil
Advancement: 10–15 HD (Large); 16–20 HD (Huge)

A wyvernsteed combines the haughty and often hateful temperament of a dragon with the usefulness of a mount. Looking like a reptilian horse with long, sharp horns projecting from its head, wyvernsteeds range in color from a bright green to a dull black. They have no affinity for regular dragons, despite their appearance. Wyvernsteeds speak Draconic and Common.

Wyvernsteeds are not trustworthy mounts. Even when raised from the egg to carry a rider, a wyrvernsteed must have its ego continually stroked or else it will turn on its rider. Most beings are cautious and overly flattering when approaching a wyvernsteed they are to ride. Even longtime riders comfortable with a particular wyvernsteed never assume the beast is in a proper mood to be ridden.

In the wild, wyvernsteeds run through swamps and forests and over plains in herds of up to 40 creatures. A single male acts as the herd leader, and is the only male in the herd allowed to breed. Other males are sons or brothers of the herd leader, and act as bodyguards for the herd, as well as rivals of the leader. Challenges against the leader to take control of the herd are always fought to the death. Herd leaders usually fight off three or four challenges in a year.

If a herd encounters a wyvernsteed working as a steed, it attempts to unseat and kill the rider. The freed wyvernsteed then joins the herd.

Wyvernsteeds lay clutches of 10–14 eggs, which holds the herd to a certain place for several weeks. Hatchlings are expected to keep up with the herd, and those that do not rarely survive to adulthood.

Training a wyvernsteed as an actual mount requires a Handle Animal check (DC 25 for a young creature; DC 32 for an adult) and also requires that the wyvernsteed is not violently opposed to such an idea. Finding a wyvernsteed that is actually willing is nearly impossible.

The eggs of a wyvernsteed are worth 2,800 gp on the black market. Hatchling wyvernsteeds are worth up to 4,500 gp each. Professional trainers charge 1,500 gp (and usually two or three guards) in order to rear and train a wyvernsteed.

Combat

Wyvernsteeds prefer to fight in melee, using their horns in a powerful charge before attacking with their poisonous bites. They spend as much time as possible in battle, but do not hesitate to flee if they are outmatched.

Even when bearing a rider, a wyvernsteed charges into battle and tries to use its bite. It makes its attacks despite its rider's wishes, clawing and biting anything smaller than itself. The wyvernsteed does not care if its rider makes attacks simultaneously, and is thankful for the help, but it will not stop fighting just to make its rider happy.

A rider that demands more from the wyvernsteed than it is willing to give may find himself at the wrong end of the wyvernsteed's claws. Sometimes a wyvernsteed develops a hatred of its rider, and waits for the proper opportunity to exact revenge. Such revenge usually entails bucking its rider high in the midst of battle. Other times, the wyvernsteed will not even allow a certain creature to mount it, and attacks as soon as the rider comes near.

Charge (Ex): If possible, a wyvernsteed begins combat with a charge, using its great mass and sharp horns to great advantage. In addition to the normal benefits and penalties of making a charge attack, this allows the wyvernsteed to make a single gore attack that deals 3d8+6 damage.

Immunities: Wyvernsteeds are immune to sleep and paralysis effects. In addition, they receive a +4 bonus to Will saves vs. mind-influencing effects.

Mount (Ex): The wyvernsteed can be ridden into battle. Any rider it carries must be at least one size category smaller than the wyvernsteed. The creature can always fight while carrying a rider, but the rider must make a Ride check (DC 5) to be able to attack as well. For every additional size category the mount is larger than its rider, the DC of this check rises by +5. For example, a Medium human riding a Large wyvernsteed checks against a DC 5.

Poison (Ex): Bite, Fortitude DC 17, initial damage 1d4 Constitution, secondary damage 1d4 Strength. The save DC is Constitution-based.

Carrying Capacity: Light load for a wyvernsteed is 350 pounds; a medium load, 351–700 pounds; a heavy load, 701–1050 pounds.

Yerg

Medium Aberration
Hit Dice: 5d8+20 (40 hp)
Initiative: +4
Speed: 15 ft. (3 squares)
Armor Class: 14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple: +3/+3
Attack: Slam +3 melee (1d4 plus 1d6 acid)
Full Attack: 2 slams +3 melee (1d4 plus 1d6 acid)
Space/Reach: 5 ft./5 ft.
Special Attacks: Constrict 1d4 plus 1d6 acid, improved grab
Special Qualities: Absorb weapon, cold susceptibility, daylight helplessness, fast healing 2, immunities, scent, tremorsense 60 ft.
Saves: Fort +5, Ref +1, Will +5
Abilities: Str 10, Dex 11, Con 18, Int 4, Wis 13, Cha 5
Skills: Hide +12, Move Silently +12
Feats: Dodge, Improved initiative
Environment: Any swamp and underground
Organization: Solitary, pair, or brood (2–5)
Challenge Rating: 9
Treasure: None
Alignment: Usually neutral evil
Advancement: 6–10 HD (Medium); 11–17 HD (Large)
Level Adjustment: —

Yerg are quiet predators, lurking near the edge of tar pits, swamps, and other noisome and fetid pools. They have dark brown, almost black bodies that blend in with darkness and the colors of swamps and stagnation. Where their head should be, a yerg has only a short neck stump with no discernable face. Their arms end in fingerless stumps, and a thin but tough membrane hangs down from the arms. This membrane connects to the Yerg's legs, looking much like wings.

Despite a diminished intelligence and ability to communicate, yerg often work together for the greater good of all in the group. Yerg never fight amongst themselves, and though their groups never had clear leadership, all the members of a group work in such a way that would suggest otherwise. They use pack tactics like wolves, but rather than attempting to bring down large, singular prey, yerg only attack groups with enough creatures in them so that each yerg in the brood has one to eat.

Yerg are not known to make any vocalizations, and attempts to communicate with them verbally and telepathically have always failed.

Combat

Yergs prefer to set ambushes, and seldom attack groups with twice as many members as their own. They move out of their dark hiding places and attempt to wrap their arms and membranes around a single creature. If reduced to half its starting hit points, a yerg almost always flees.

A yerg attacks by attempting to wrap its slimy membranes around its victim, crushing it and dissolving it with acid.

Absorb Weapon (Su): Whenever a yerg is struck with a melee weapon, the weapon's wielder must succeed at a Reflex save (DC 10 + damage dealt) or be disarmed. A weapon disarmed in this way is sucked into the yerg's body, where it takes 2d6 points of acid damage every round until it is destroyed. This damage ignores hardness, meaning that most mundane weapons are dissolved in 1 or 2 rounds. Magical weapons can make a Fortitude save (DC 15) every round to resist the damage.

If a weapon resists being dissolved for more than two rounds, the yerg drops it on the ground. That weapon has a coating of acid on it that lasts for 1d6 minutes or until washed off. Touching the acid coating deals 1d4 points of acid damage.

Cold Susceptibility (Ex): In addition to taking normal damage from cold, a yerg is *slowed*, as per the spell, for 1 round per 5 points of cold damage. A *haste* spell cast on the yerg undoes this effect, as normal.

Daylight Helplessness (Su): In natural sunlight a yerg becomes immobile and completely helpless. Because of this, most yerg live underground or find excellent hiding places if they have to be outdoors. The sunlight does not harm them beyond rendering them unable to defend themselves.

Constrict (Ex): A yerg deals automatic arm or tentacle damage with a successful grapple check.

Immunities (Ex): Yergs are immune to acid. As roughly humanoid globs of slime, they are immune to critical hit as well as ability score damage and death from massive damage. Finally, they are immune to sleep and paralysis effects, as well as mind-influencing effects.

Improved Grab (Ex): To use this ability, the yerg must hit with an arm or 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.

Skills: Yerg receive a +8 racial bonus to Hide and Move Silently checks

Yerg Lair

This small colony of yerg found their home in the depths of a dungeon. They cut away the stone with their acid and mad small passages from place to place. Since they are quiet, an ambush can take place nearly anywhere.

1. Sentry Chamber
The scarred remains of two adventurers who entered the wrong part of the dungeon lie against the west wall. One has half its face seared off and the other is missing its left arm at the elbow. Personal effects are melted or otherwise damaged beyond repair.

2. Trap
At the bend in the corridor several holes in the ground are readily evident (Spot check, DC 15). They look like smooth holes formed from acid. Before the adventurers can piece together the facts, two yergs drop from a secure place in the ceiling and attack.

3. Another Trap
Another yerg lies in wait here, ready to fall on an unsuspecting PC. It is 8 HD.

4. Depression
The corridor here is cut in two but a deep hole, baring passage to the south stretches over 15 feet descending to a tip 60 ft down. The highest edges are only 15 feet down and the hole is easiest to cross at this point. Jumping from one side to the other requires a Jump check exceeding 8 feet in distance. Failure means a Medium-size PC to the 40 foot depth, while a Small PC falls to 50 ft. Add +1 per damage die because of the uneven rocks.

Climbing back out of the depression is simple enough (Climb check, DC 15), but yerg like to make their homes in the cracks and crevices. Every round spent climbing, roll a 1d10. On a 1–3, a yerg attacks the climbing PC from a small hole in the depression.

5. Tunnel Entrance
The most obvious clue that something is amiss is that the earth beyond stonework is coming away from the wall. No dirt lies on the ground and no debris from chipped stone is evident. PCs can deduce that the tunnel was made from the constant secretion of acid and not from digging.

The tunnel is tall enough for a human and just wide enough for a dwarf. However it does get short and narrower as it goes, but it's not impossible for PCs to navigate. Because of the shape of the walls, area 7 can only be entered by Small creatures or smaller, or yerg.

6. More Remains
Two dead thieves clutch at a giant ruby while 5 yerg wait above to drop on unsuspecting PCs.

7. Yerg Nest
The remainder of the nest makes their home here, in this small ramshackle corridor. In all, there are 15 yerg throughout the complex. Any yerg that were not encountered in the areas above, are found here. The largest yerg is 10 HD, with 2 additional yerg being 7 HD.

8. Main Chamber
The smooth stone work looks as though its been recently cleaned. There is no dust on the floor and walls and with the exception of the rugged and makeshift tunnel bored into the stonework, this room is immaculate.

Zombies

	Tiny Zombie	Small Zombie	Medium Zombie
	Tiny Undead	**Small Undead**	**Medium Undead**
Hit Dice:	½d12+3 (6 hp)	1d12 +3 (9 hp)	2d12+3 (16 hp)
Initiative:	–1 (–1 Dex)	–1 (–1 Dex)	–1 (–1 Dex)
Speed:	20 ft.	30 ft.	30 ft.
Armor Class:	11 (–1 Dex, +2 size)	11 (–1 Dex, +1 natural, +1 size)	11 (–1 Dex, +2 natural)
Attacks:	Slam +2 melee	Slam +1 melee	Slam +2 melee
Damage:	Slam 1d3	Slam 1d4	Slam 1d6+1
Space/Reach:	2½ ft./0 ft.	5 ft./5 ft.	5 ft/5 ft.
Special Attacks:	–	–	–
Special Qualities:	Partial actions only, undead	Partial actions only, undead	Partial actions only, undead
Saves:	Fort +0, Ref –1, Will +2	Fort +0, Ref–1, Will +2	Fort +0, Ref –1, Will +3
Abilities:	Str 9, Dex 8, Con —, Int –, Wis 10, Cha 1	Str 11, Dex 8, Con —, Int -, Wis 10, Cha 1	Str 13, Dex 8, Con —, Int -, Wis 10, Cha 1
Skills:	–	–	–
Feats:	Toughness	Toughness	Toughness

	Large Zombie	Huge Zombie	Gargantuan Zombie
	Large Undead	**Huge Undead**	**Gargantuan Undead**
Hit Dice:	4d12+3 (29 hp)	8d12+3 (55 hp)	24d12+3 (159 hp)
Initiative:	–1 (–1 Dex)	–1 (–1 Dex)	–1 (–1 Dex)
Speed:	40 ft.	40 ft.	40 ft.
Armor Class:	11 (–1 Dex, +3 natural, –1 size)	11 (–1 Dex, +4 natural, –2 size)	11 (–1 Dex, +6 natural, –4 size)
Attacks:	Slam +4 melee	Slam +7 melee	Slam +15 melee
Damage:	Slam 1d8+4	Slam 2d6+7	Slam 2d8+10
Space/Reach:	5 ft./10 ft.	10 ft./15 ft.	20 ft./20 ft.
Special Attacks:	–	–	–
Special Qualities:	Partial actions only, undead	Partial actions only, undead	Partial actions only, undead
Saves:	Fort +1, Ref +0, Will +4	Fort +2, Ref +1, Will +6	Fort +8, Ref +7, Will +14
Abilities:	Str 17, Dex 8, Con —, Int -, Wis 10, Cha 1	Str 21, Dex 8, Con —, Int –, Wis 10, Cha 1	Str 25, Dex 8, Con —, Int –, Wis 10, Cha 1
Skills:	–	–	–
Feats:	Toughness	Toughness	Improved Critical (slam), Toughness

	Colossal Zombie
	Colossal Undead
Hit Dice:	48d12+3 (315 hp)
Initiative:	–2 (–2 Dex)
Speed:	40 ft.
Armor Class:	11 (–2 Dex, +11 natural, –8 size)
Attacks:	Slam +25 melee
Damage:	Slam 4d6+13
Space/Reach:	40 ft./25 ft.
Special Attacks:	–
Special Qualities:	Partial actions only, undead
Saves:	Fort +16, Ref +14, Will +26
Abilities:	Str 29, Dex 6, Con —, Int –, Wis 10, Cha 3
Skills:	–
Feats:	Improved Critical (slam), Toughness

Appendix A: Monsters as PCs

Not all heroes and villains are men, dwarves, elves, or Nothrog. The mysterious centaurs, reptilian sutek, furtive ketek, and others each play their part in the dramas that shape the Accordlands. Such creatures are often remarked upon, especially when they travel in the company of more mundane adventurers, and are without doubt remembered. However, the Accordlands can ill afford to refuse even the most unusual of heroes the chance to stand up and make a difference.

Of course, such heroes are not easily incorporated into every campaign. Their very presence in a party can cause incredible inconvenience for both the party and the GM. As such, the following races are only available as player characters with the GM's explicit permission.

Batouri

Batouri are ciphers, a mysterious and ancient people. While they once built a powerful nation, its remnants have long since fallen to dust. Now, they wander the Accordlands as travelers, explorers, and seekers of curiosity.

Personality: Some believe the batouri are hedonists, for they constantly pursue new experiences, new pleasures, and new riches. In truth, they are simply possessed of an insatiable curiosity and an irrepressible love of life. They don't live long, and so squeeze all the life they can into what little time they have. To a batouri, the only unforgivable sin is a life unlived. They are always ready with a witty quip and a smile. Academically, batouri understand that they are mortal, but they rarely allow themselves to consider this frailty. "Life," they say, "is too short to end." They tend to take incredible — sometimes fatal — risks, and do so with an infectious smile.

Physical Description: Batouri are lithe, graceful, feline creatures. Adult males stand just shy of six feet tall and usually weigh close to 140 pounds, while females stand about five and a half feet, and weigh in at roughly 100 pounds. They move with silken, almost impossible grace. Their facial features are dominated by a feline-like muzzle. Depending on the bloodline of a specific batouri, they may closely resemble almost any of the great hunting cats. Their bodies are covered in short, stiff fur, which grows longer from the top of their heads, in a fashion similar to human hair. Often, this hair is braided or otherwise arranged such that it doesn't distract the batouri. Though their feet are similar to a feline's hind paws, their hands are like a man's, featuring four digits and an opposable thumb. Though these hands are clawed, the claws are not much stronger than human fingernails, and so are rarely used as weapons. Batouri often clothe themselves in the finest silks and jewelry, as they appreciate the finer things in life.

Relations: The batouri do not maintain relations with other cultures as a species, simply because they have no civilization of their own. Batouri legend speaks of an ancient nation far to the south of Narawat, the cradle of their kind, but none have found this city and returned to tell the tale. Given their insatiable curiosity, it is a wonder more batouri do not disappear in this fashion. Regardless, batouri can be found in almost any city in the Accordlands, though their presence is generally frowned upon outside of the Free Kingdoms. Batouri get along famously with anyone who can appreciate life's little rewards. Generally, this is truest of humans; the batouri consider Deverenians, elves and dwarves dour and depressing. Though they do not understand these traits in elves or in the Deverenians at all, they are more forgiving of dwarves. After all, anyone who spends his entire life underground should be expected to mope a bit. Batouri simply do not understand Nothrog, whom they consider brutish, boorish, and violent. Life is short enough without some Nothrog trying to make it even shorter.

Alignment: Batouri are basically good creatures. That said, they are also extremely independent and have little care for law and the status quo. Most batouri tend toward neutral and chaotic alignments, and it is a rare batouri indeed who is lawful good.

Batouri Lands: Any lands the batouri may once have held have long since slipped from their grasp, as has any sign of their presence. Most other races believe the tales of their ancient civilization to be nothing more than wishful thinking. Perhaps this is so. Regardless, batouri can be found throughout the Accordlands, though they are most commonly known in the southern areas of the Free Kingdoms, particularly Misearis. They are comfortable in warmer climes, and hate the cold.

Religion: The batouri worship a tremendous array of gods. At times, it seems that each individual batouri has a personal deity, who is largely ignored by other batouri. This is not far from the truth. In fact, batouri have household gods. A household god is known by the bloodline's name, and is an amalgam of the spirit of every batouri ancestor who has passed from this world. Most batouri worship is intensely personal, involving only a single batouri, its mate, and their children. It is also quite brief —some would say irreverently so. The batouri would rather honor life than the dead.

Language: The batouri language is carried as much in pitch and tone as it is in pronunciation. It is very musical, and quite beautiful to the ear. In order to learn the batouri language, a character must have at least 4 ranks in Perform (ballad, chant, melody, or ode). Batouri pick up other languages quite easily. Even when speaking a foreign tongue, their speech tends to be flavored with the lilting tones of their birth speech.

Names: No batouri is allowed to have a given name once possessed by his ancestor, for such names are sacred and not to be spoken outside batouri religious rites. As such batouri parents tend to give their children unusual names, with little or no etymological, mythological, or historical connotations. IThe usual batouri focus on pitch and tone applies to naming conventions, and two names that may sound alike to human ears are probably quite different. Batouri surnames, however, are distinctive even to foreign ears. Male names always end in consonants (often n's), while female names usually end in vowels (though this is not always the case).

Male Names: Aralon, Bahrek, Jolleln, Lussan, Nessenin, Rathenn, Sissus, Sorin, Theeran, and Zhaled.

Female Names: Belinna, Clariste, Jollana, Lessari, Lossina, Mowla, Noelshi, Nualla, Preda, and Zhalena.

Adventurers: Batouri are natural adventurers. They grow tired of people and places, and are always curious to find what lies around the next bend. Almost every batouri has traveled extensively in his life, so batouri often define an adventurer as one who has courted death too closely, and for whom she waits.

Batouri Racial Traits

- +4 Dex, –2 Str, –2 Con, –2 Wis, +2 Cha: Batouri are agile and flexible creatures, but they lack raw power and endurance. Batouri are fun-loving and spontaneous, and this attitude is infections, yet are careless and a bit short on common sense.
- Racial Hit Dice: A batouri begins with one level of monstrous humanoid, which provide 1d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +2, and Will +2.
- Racial Skills: An batouri's monstrous humanoid levels give it skill points equal to 4 x (2 + Int modifier, minimum 1). Its class skills are Balance, Hide, and Move Silently.
- Racial Feats: A batouri's monstrous humanoid levels give it one feat.
- +0 level adjustment (ie: a 1st level Batouri Scout has 1 racial hit dice, 1 class hit dice, and +0 level adjustment, which would be the equivalent of a 2nd level character.)
- Medium: As Medium creatures, batouri have no special bonuses or penalties due to their size.
- Batouri base speed is 30 ft.
- Low-light Vision: Batouri can see twice as far as a human in poorly illuminated conditions. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Balance, Hide, and Move Silently checks. Batouri are preternaturally stealthy creatures, which is fortunate, as their curiosity often drives them to intrude where they are not welcome.
- Automatic Languages: Common and batouri. Bonus languages: any. Batouri are always eager to explore new experiences, and this includes learning unfamiliar languages.
- Favored Class: Scout. When determining whether a multiclass batouri suffers an experience penalty, his highest class level does not count.

Ketek

Ketek usually live in the shadows and refuse of other cultures. Most frequently, ketek colonies are found in the ruins of human cities, or in the sewers beneath still thriving metropolises. They are considered filthy thieves by most civilized cultures, but despite this, a few ketek live among the surface dwellers. The few compliments paid these creatures almost always extol their loyalty and cleverness (but none praise their intelligence).

Personality: Ketek are cowards. They flee from confrontation, preferring instead to fight a different day — preferably a day that is several years yet to come. That said, they are almost impossibly loyal, and a ketek will stand by (or at least behind) his comrades against even the most intimidating odds. They are insatiably curious about anything and everything, though shiny baubles and complex gadgets fascinate them in special ways.

Physical Description: Ketek resemble nothing so much as tremendous bipedal rats. Adult ketek usually stand 3½ to 4 feet tall. They are lithe and slender creatures, with long limbs and a dexterous, prehensile tail. Their furry heads taper to a rat-like muzzle, and their beady black eyes dart to and fro in an effort to absorb all of their surroundings. Their fur is short, coarse, and covers their bodies, except for their long, naked tails. Ketek who make their homes in the sewers are usually filthy creatures, though they are quick to pick up the habit of grooming themselves once they emerge from their warrens for long periods. Ketek coloring ranges from black to shades of brown and sometimes gray. Albino ketek are extremely rare, but have been known to exist. In fact, such creatures exist in higher proportion among surface-dwelling ketek, for they are almost invariably cast out of their tribes at a young age for their unusual coloration.

Relations: As a species, ketek have little contact with others, so other races have had little opportunity to form any prejudice — either for or against — the diminutive creatures. As a rule, ketek generally get along quite well with humans, particularly entertaining sorts like bards and other performers. Warriors are also a favorite, frequently carrying all manner of shiny objects that hold a ketek's attention, and provided they allow the creature its entertainment (sometimes to the human's embarrassment), the ketek can form an incredibly close bond. The standoffish dwarves intimidate these shy creatures, and Nothrog are downright frightening. That said, if a member of either of these races that shows the ketek kindness, it can overcome the ketek's natural shyness. Elves and ketek have little in common, so true friendship between these two races is extremely rare.

Alignment: As a race, ketek tend toward neutral; they have little regard for upworlders' problems, and prefer to keep to themselves. However, ketek are naturally gentle creatures, and when push comes to shove (as it often does in the Accordlands), they side with right, not might.

Ketek Lands: The ketek have no land to call their own. Ketek clans often live deep beneath the streets of larger cities, while individual ketek living above ground tend to keep to slums and poor districts.

Religion: Ketek religion worships no deities, nor does it do honor to concepts as the Elves do. Instead, it is an animist faith in which each rock, tree, fish, and worm is inhabited by a spirit, and all such spirits are bound together in what is an unknowable pattern.

Language: The ketek language has no name, and consists of a series of chitters, squeaks, and yips. Their stories and histories —what little is preserved from generation to generation — are passed down solely through oral tradition. Ketek have difficulty with the language of the various upworld cultures, thanks largely to their rat-like muzzles. That said, they can manage foreign speech, albeit with a thick accent. Other races have similar difficulties with the ketek tongue.

Names: A ketek receives no name until he matures to adulthood. Often, this means a ketek who was banished or left his tribe at a young age has no ketek name. Instead, he often assumes the first name he is called in his new life is his, which often leaves a ketek with an embarrassing or derogatory appellation such as Squeaker, Grimy, or Rotten Little Thief. Ironically, ketek names are similarly descriptive, though they tend to emphasize a ketek's achievements or qualities. Most ketek, once they are familiar with another tongue, are only too happy to adopt a translated version of their own name. Some examples include Sharptooth, Brighteye, Whisperstep, and Dogslayer. The same naming conventions apply to male and female ketek.

Adventurers: Ketek adventurers are often motivated by nothing more than simple — and quite unquenchable — curiosity. This trait is even more pronounced in traveling ketek than their subterranean brethren. It takes a lot of curiosity to overcome the ketek's naturally timid nature.

Ketek Racial Traits

- +2 Dex, –2 Int, –2 Cha: Ketek are naturally nimble (if not graceful). However, the primitive creatures lack the reasoning capacity and memory bank of other races, and their social graces are an embarrassment.
- Racial Hit Dice: A ketek begins with one level of monstrous humanoid, which provide 1d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +2, and Will +2.
- Racial Skills: An sutek's monstrous humanoid levels give it skill points equal to 4 x (2 + Int modifier, minimum 1). Its class skills are Hide, Listen, Move Silently, and Spot.
- Racial Feats: A ketek's monstrous humanoid levels give it one feat.
- +0 level adjustment (ie: a 1st level Ketek Rogue has 1 racial hit dice, 1 class hit dice, and +0 level adjustment, which would be the equivalent of a 2nd level character.)
- Small: As small creatures, ketek gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. However, they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium characters.
- Ketek base speed is 20 ft.
- +2 racial bonus on Hide, Listen, and Move Silently checks. Ketek are naturally stealthy, and their keen ears rarely miss a sound.

- Darkvision: Thanks to their subterranean heritage, ketek have darkvision up to 60 feet.

- Prehensile Tail: The ketek tail is prehensile and fairly strong, allowing the creature to manipulate objects with a high degree of dexterity. A ketek can carry and use most items normally with its tail. Further, ketek can wield a second (or third) weapon also with their tails. A ketek may wield only a light weapon in this fashion. A ketek wielding a second weapon in its tail suffers the same two-weapon fighting penalties as any other character, while a ketek wielding a third weapon in this fashion suffers increases all two-weapon fighting penalties by –2 (so a ketek wielding three weapons suffers a –8 to the primary attack roll, –12 to the secondary, and –12 to the tertiary). Feats (such as Multiattack) reduce these penalties as normal.

- +4 racial bonus to saving throws against disease. The ketek have a high resistance to disease, due largely to their rather disgusting ancestral homes.

- +2 dodge bonus against creatures of Medium or greater: Ketek, thanks to their natural cowardice and perpetual thievery, are quite adept at evading attacks.

- –4 racial penalty to Ride checks. A ketek's legs are more like a rat's than a man's, making riding awkward.

- Automatic Languages: Common and Ketek. Bonus Languages: none.

- Favored Class: Rogue. A multiclass ketek's rogue class does not count when determining whether he suffers and XP penalty for multiclassing.

Nothrog Pure Breeds

Many Nothrog bear the traits of a pure-breed forebear, whether bugbear, orc, goblin, or another type of goblinoid. The vast majority of Nothrog hail from mixed stock, and players must seek the GM's permission before creating a pure breed character.

Nothrog pure breeds are considered part of Nothrog society, though they are treated with even less respect than half breeds. Many pure breeds flee Nothrog society altogether rather than face continuous scorn. Despite this, they are Nothrog all the same, and therefore tend to display similar attitudes and prejudices as ordinary Nothrog, including alignment tendencies.

Bugbear

Barring ogres, bugbears are the largest and strongest of Nothrog purebreds. They stand roughly 7 feet tall, and their forms are packed with dense muscle. Their hides vary in color from light yellow to brown, and they are covered with coarse hair that ranges in color from brown to brick red. Their eyes are a milky green color with red pupils, and their ears are pointed, much like a wolf's. Massive fangs protrude from their pugnacious jaws, and their nose closely resembles that of a bear (thus the name).

- +2 Str, +2 Con, –2 Int, –2 Cha: Bugbears are powerful creatures, but are neither particularly smart nor skilled in social graces.

- +1 level adjustment (ie: a 1st level Bugbear Scout has 3 racial hit dice, 1 class hit dice, and +1 level adjustment, which would be the equivalent of a 5th level character.)

- Medium: As Medium creatures, bugbears have no special bonuses or penalties due to their size.

- Bugbear base speed is 30 feet.

- Darkvision: Bugbears have darkvision with a range of 60 feet.

- +4 racial bonus on Move Silently checks. Bugbears are naturally stealthy creatures, and prefer to attack from ambush whenever possible.

- Automatic Languages: Common and Nothrog. Bonus Languages: Deverenian, Elf, and Giant.

- Favored Class: Scout. A multiclass bugbear's scout class does not count when determining whether he suffers an experience penalty for multiclassing.

Goblin

Goblins are small creatures — generally no more than four feet in height — with flat faces, broad noses, pointed ears, wide mouths, and small, sharp fangs. A goblin's sloping forehead ends at a beetled brow, beneath which glazed red or yellow eyes are set deep in their sockets. Goblin skin color is generally a familial trait, and may be anywhere from yellow through to any shade of orange, sometimes even approaching a deep, angry red. Though they walk upright, their knuckles generally dangle around their shins.

- –2 Str, +2 Dex, +2 Wis, –2 Cha: Goblins are small and quick. They are possessed of a certain wisdom, but their poor manners make them difficult for other races to relate to.
- Small: As small creatures, goblins gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. However, they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium characters.
- Goblin base speed is 20 feet.
- Darkvision: Goblins have darkvision with a range of 60 feet.
- +4 racial bonus on Move Silently checks. Goblins are small and nimble, and can easily move through even the most difficult footing without a sound.
- Automatic Languages: Common and Nothrog. Bonus Languages: Deverenian, Elf, and Giant.
- Favored Class: Rogue. A multiclass goblin's rogue class does not count when determining whether he suffers an experience penalty for multiclassing.

Hobgoblin

Larger cousins of goblins, hobgoblins share much of their appearance with the smaller Nothrog. Hobgoblins stand up to 6½ feet tall. Their hides are generally the same color as a goblin's, but covered in short fur, which ranges in coloration from reddish brown to dark gray. Otherwise, they appear physically similar to goblins.

- +2 Con, –2 Int: Hobgoblins are a hearty breed, though none too bright.
- +1 level adjustment (ie: a 1st level Hobgoblin Fighter has 1 class hit dice, and +1 level adjustment, which would be the equivalent of a 2nd level character.)
- Medium: As Medium creatures, hobgoblins have no special bonuses or penalties due to their size.
- Hobgoblin base speed is 30 feet.
- Darkvision: Hobgoblins have darkvision with a range of 60 feet.
- +4 racial bonus on Move Silently checks. Like many Nothrog pure breeds, hobgoblins are naturally stealthy creatures.
- Automatic Languages: Common and Nothrog. Bonus Languages: Deverenian, Elf, and Giant.
- Favored Class: Fighter. A multiclass hobgoblin's fighter class does not count when determining whether he suffers an experience penalty for multiclassing.

Ogre

By far the largest of the Nothrog pure breeds, adult ogres stand between 9 and 10 feet tall and weigh upwards of 300 pounds. In fact, ogres appear more like hill giants than most Nothrog, though their skin color ranges from dull yellow to dark brown. Their hides are riddled with dark, wartish bumps, and their long hair is usually unkempt and greasy.

- +4 Str, –2 Dex, +2 Con, –4 Int, –2 Cha: Ogres are incredibly powerful creatures, but their tremendous bulk means they are also quite slow. They do not excel in mental and social arenas.
- +2 level adjustment (ie: a 1st level Ogre Barbarian has 4 racial hit dice, 1 class hit dice, and +2 level adjustment, which would be the equivalent of a 7th level character.)
- Large: As Large creatures, ogres suffer a –1 size penalty to Armor Class, a –1 size bonus to attack rolls, and a –4 size penalty on Hide checks. However, they are able to use weapons larger than those humans can use, and their lifting and carrying limits are twice those of a Medium creature.
- Ogre base speed is 30 ft.
- Ogres have darkvision with a range of 60 feet.
- Ogres, by dint of their imposing stature, gain a +4 racial bonus to Intimidate checks.
- Automatic Languages: Common and Nothrog. Bonus Languages: Deverenian, Elf, and Giant.
- Favored Class: Barbarian. A multiclass ogre's barbarian class does not count when determining whether he suffers an experience penalty for multiclassing.

Orc

Orcs vaguely resemble primitive humans in appearance, with gray skin, coarse hair, stooped postures, low foreheads, and porcine faces with prominent lower canines. They have lupine ears and yellowed eyes are dominated by blood red pupils.

- +2 Str, +2 Con, –2 Int, –2 Wis: Much like their larger cousins, orcs are powerful creatures, though not particularly smart.
- Medium: As Medium creatures, orcs have no special bonuses or penalties due to their size.
- Orc base speed is 30 feet.
- Orcs have darkvision with a range of 60 feet.
- Light Sensitivity: Orcs suffer a –1 circumstance penalty to all attack rolls while in direct sunlight, or while within radius of a *light* spell. This penalty also applies to any skill checks made for skills that use Wisdom as the key ability.
- Automatic Languages: Common and Nothrog. Bonus Languages: Deverenian, Elf, and Giant.
- Favored Class: Barbarian. A multiclass orc's barbarian class does not count when determining whether he suffers an experience penalty for multiclassing.

Sutek

Sutek are reptilian humanoids that generally make their homes deep in the swamps and bogs of the Accordlands. They are tribal creatures, and place incredible value on honor (though it is a different sort of honor than that known among men). Though primitive, they are fierce warriors, relying as much on their sheer ferocity as on their training and combat expertise. Most intelligent creatures assume these reptilian folk possess little intelligence, but this is not the case. What they lack in education, they make up for in raw reasoning capability.

Personality: Sutek possess a mindset alien to that of men, Nothrog, dwarves, and elves. This frequently leads to misunderstandings, and occasionally to bloodshed. Sutek do not place much value on individual lives, instead considering the welfare of the whole above their personal welfare. It is not uncommon for a hero to sacrifice himself for his fellow warriors, and in this Sutek are no different. However, if a sutek believes the party can be best served by sacrificing one of his fellows, he will do so without hesitation or remorse. This is not born of disloyalty, but pragmatism. The Sutek also have no concept of property, freely borrowing equipment and provisions from their fellows. More than one sutek has butchered a warrior's mount in order to feed the party, or sold a shiny bauble (quite possibly an artifact of some power) in exchange for ready cash. That said, the sutek considers his own property similarly communal, and does not think ill of a companion making free with his own equipment.

Physical Description: Sutek are generally humanoid in form though they are extremely reptilian. They are covered from head to toe in scales that range from dark brown to light green, with specific coloration and markings that vary among individuals. They usually wear little in the way of clothing. This is partially due to an utter lack of modesty, and partially out of the need to keep their dorsal gills uncovered should they need to submerge without advance warning. Any clothing a sutek wears is strictly utilitarian. They are generally between five and six feet tall, and their limbs and torsos are lithe, nearly serpentine. A heavy tail, approximately half as long as the sutek's body, projects from the base of its spine. This tail sways involuntarily to aid the sutek in maintaining balance. A long neck supports the sutek's draconian skull. Depending on each individual sutek's bloodline, the top of its skull may sport a crest of hardened bone. Both the sutek's hands and feet are clawed.

Relations: In a sutek's world view, there are only two entities: "us" and "them." Sutek tribes have little desire for contact with the outside world, and generally remain hidden in their swampy homes. Individual sutek who travel the Accordlands soon redefine these terms. A sutek who joins an adventuring party or mercenary band, for example, quickly comes to think of his new companions as part of "us," while the rest of the world — usually including the sutek's own tribe — becomes "them." Once this happens, it matters not at all whether an ally is man, dwarf, elf, or Nothrog; he is part of "us."

Other races find the suteks' appearance vaguely unsettling, probably due to their similarity to snakes and dragons. None of the civilized races are quick to trust a sutek, though Nothrog, perhaps thanks to their own all too common physical irregularities, associate relatively easily with them.

Alignment: Considering how much importance the sutek place on groups rather over individuals, it is not surprising that most sutek are lawful creatures.

Sutek Lands: Sutek can be found throughout the Accordlands,

though they make their homes only in the deepest marshes and jungles. A sutek village does not claim dominion over the surrounding lands, nor do the sutek have any understanding of borders and principalities. There is simply home or the ground on which they hunt.

Religion: The sutek believe in their sensory perception: the things they can feel, hear, see, taste or touch. As such, there is little room in their mindset for abstract concepts such as faith. They are true atheists: without religion, but neither for it nor against it.

Language: Sutek speak Sutra, which has no written form. Instead, sutek writing consists of pictograms. The entire catalog of symbols covers only 97 words, each an important concept such as "food," "hunt," or "danger." Sutek can learn languages easily enough, though their speech is always marked with an exaggerated sibilance. Likewise, most other humanoids can learn Sutra with little difficulty.

Names: A sutek's name usually consists of two parts: the name of his tribe (or equivalent unit), followed by his own name. When transliterated in Common, these two names are usually separated by a hyphen. Male names usually end in an aspirated "a" sound, while female names tend to terminate in a hard "k." Clan names are a single syllable, usually containing a sibilant.

Male Names: Azh-Rassa, Iss-Kala, Res-issa, Ses-treka, Ss-saurth, Su-tatra.

Female Names: Azh-Lisik, Iss-Jhek, Res-Xiak, Ses-leeshik, Ss-elek, Su-sanik

Adventurers: Most sutek adventurers have been accidentally separated from their tribe in some fashion, either because it was destroyed, or the sutek was captured or became lost. They enter the world seeking a new tribe, and if they stumble across a group of adventurers, they are quick to accept the party's desires as their own.

Sutek Racial Traits

- +2 Dex, +2 Con, –4 Cha: Sutek are both graceful and resilient, but their alien mindset makes it difficult for them to relate to other civilized creatures.
- Racial Hit Dice: A sutek begins with one level of monstrous humanoid, which provide 1d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +2, and Will +2.
- Racial Skills: An sutek's monstrous humanoid levels give it skill points equal to 4 x (2 + Int modifier, minimum 1). Its class skills are Hide, Move Silently, Survival, and Swim.
- Racial Feats: A sutek's monstrous humanoid levels give it one feat.
- +0 level adjustment (ie: a 1st level Sutek Barbarian has 1 racial hit dice, 1 class hit dice, and +0 level adjustment, which would be the equivalent of a 2nd level character.)
- Medium: As Medium creatures, sutek have no special bonuses or penalties due to their size.
- Sutek base speed is 30 ft. In addition, they may swim 60 ft. per round.
- Low-Light Vision: Sutek possess low-light vision, and can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- Water breathing: Ancient sutek were amphibious creatures, and their modern descendants retain gills that run lengthwise down their backs, parallel to their spine. Sutek may breathe water freely, though they suffer the effects of gas and other methods of suffocation normally.
- Claws: Sutek are never unarmed, as their four-fingered hands sport vicious claws. A sutek deals 1d4 unarmed damage (adjusted by Strength modifier normally). Further, a sutek does not provoke an attack of opportunity when he attacks an armed opponent while unarmed himself.
- +8 racial bonus to Swim checks. A sutek may always choose to take 10 on a Swim check, even if rushed or threatened when swimming. Sutek can use the run action when swimming, provided they can swim in a straight line.
- +2 natural bonus to Armor Class. Sutek are covered in a layer of tough scales.
- Automatic Languages: Common and Sutra. Bonus languages: none.
- Favored Class: Barbarian. A multiclass sutek's barbarian class does not count when determining whether he suffers an experience penalty for multiclassing.

VoTaurr

VoTaurr are a culture of contradictions. Though powerful and skilled in battle, they are a peaceful people, and a herd of VoTaurr enters battle only to defend its home. VoTaurr society is matriarchal, to the extent that most battlefield commanders are invariably female, and despite the fact that VoTaurr females are less physically powerful than males, they are just as competent in the field. VoTaurr are an insular people, and, as a race, care little for the troubles that currently rock the Accordlands.

Personality: VoTaurr, despite their intimidating forms, are usually calm creatures, not prone to strong emotions. They do not easily relate to outsiders, so they don't share much common ground, culturally speaking. VoTaurr males are deferential, even chivalrous, to females of any race; similarly, VoTaurr females expect obedience and deference from all males. VoTaurr have little use for the impracticalities of wealth.

Physical Description: Male VoTaurr are large, powerfully muscled, and possess heads like that of a bull, complete with bovine features and horns (which grow larger as a VoTaurr ages). Their 7-foot forms are covered with dark, thick fur, which most VoTaurr keep neatly groomed. Excepting their unusual height — they are usually about 6½ feet tall — VoTaurr females more closely resemble humanoids. They have humanlike hair rather than the fur possessed by males; their locks are generally pale blond or white, and worn in plaited braids down their backs.

Relations: VoTaurr have little contact with other races outside of the Nothrog, so it is impossible to judge their relations as a people. VoTaurr culture lacks a centralized government (each VoTaurr herd is independent and autonomous), so they have no formal relations with any humanoid kingdoms. VoTaurr expect certain behaviors from males and females of any race, and provided such cultural mores are observed, they can make friends with any humanoid. As a rule, they disapprove of the Nothrog fetish for conquest even though the VoTaurr consider them allies, and similarly look down on the elven fascination with necromancy.

Alignment: VoTaurr society observes a rigid structure, so most VoTaurr are lawful neutral.

Votuarr Lands: VoTaurr lands are far in the southern reaches of the Accordlands, near the Nothrog borders with Narawat lands. They are well suited to the savannah, and have no desire to expand their domain nor to conquer other races. Each VoTaurr herd is an independent entity, and answers to no central VoTaurr government. That said, these herds enjoy peaceful relations, and VoTaurr trade caravans often criss-cross the savannah carrying goods for trade with another herd.

Religion: VoTaurr religion is animistic, worshipping the spirits of nature. Thanks to their rather fertile homeland, such spirits are abundant. VoTaurr observe a feast day once every week, during which they consume great quantities of food, and set aside an equal amount for the spirits. This offering is ritually burned by VoTaurr priestesses as they beseech nature to foster the herd's prosperity for another week. Individual VoTaurr often carry spirit totems, such as fragments of antelope horn, bits of preserved bark, and shards of rock. The VoTaurr do not believe that such symbols hold any inherent power, though they do remind the spirits that the VoTaurr do them honor, and so the VoTaurr hope the spirits will be merciful.

Language: VoTaurr speak Giant. They have no written language, though they occasionally use pictograms to communicate simple ideas. VoTaurr are quite capable of learning other languages, assuming they are exposed to them, and many also speak Common despite their removal from the largest part of the Accordlands.

Names: VoTaurr follow two different naming conventions, one for males and one for females. In the former case, the VoTaurr adopts the last syllable of his mother's name as the first syllable of his own. The remainder of his name is given by his father, and is usually only one syllable. Firstborn female VoTaurr are named for their mother. When a VoTaurr mother bears a second or subsequent daughter, the new child also takes her mother's name, but with a slight modification to differentiate her from her sister. VoTaurr names are two syllables, though occasionally females who are not first-born alter their names to include more syllables (though never more than three).

Male Names: FenKan, GiYarr, KoTaahl, KoVarth, KunDroag, TroKraag, VoKeht

Female Names: AeLena, JaLevo, LeEntro, MaelDen, RaFen, ShiLara, SeLeana

Adventurers: VoTaurr adventurers are motivated by a variety of reasons, rarely curiosity or an explorer's spirit. Usually, they set out from their village following a sign or an omen interpreted by a VoTaurr priestess.

VoTaurr Racial Traits (Male)

- +2 Str, –2 Dex, +2 Con, –2 Int, –2 Cha: Male VoTaurr are large and powerful, yet often ungainly. They are slow to assimilate new ideas and customs.
- Racial Hit Dice: A VoTaurr begins with one level of monstrous humanoid, which provide 1d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +2, and Will +2.
- Racial Skills: An VoTaurr's monstrous humanoid levels give it skill points equal to 4 x (2 + Int modifier, minimum 1). Its class skill is (Male: Survival; Female: Knowledge).
- Racial Feats: A VoTaurr's monstrous humanoid levels give it one feat.
- +0 level adjustment (ie: a 1st level Male VoTaurr Monk has 1 racial hit dice, 1 class hit dice, and +0 level adjustment, which would be the equivalent of a 2nd level character.)
- Large: As Large creatures, VoTaurr suffer a –1 size penalty to Armor Class, a –1 size bonus to attack rolls, and a –4 size penalty on Hide checks. They gain a +4 bonus on grapple checks. However, they are able to use weapons larger than those humans can use, and their lifting and carrying limits are twice those of a Medium creature.
- VoTaurr base speed is 30 feet.
- Gore Attack: Male VoTaurr may make a single gore attack at the end of a charge move, rather than a normal attack. This action provokes an attack of opportunity from the target, during which time the VoTaurr is considered flat-footed. The attack is made using the VoTaurr's highest attack bonus. If he hits, the VoTaurr inflicts 4d6 damage (modified by his Strength modifier as usual).
- Automatic Languages: VoTaurr speak Common and Giant. Additional Languages: Deverenian, Elf, and Nothrog.
- Favored Class: Monk. A multiclass VoTaurr's monk class does not count when determining whether he suffers an experience penalty for multiclassing.

VoTaurr Racial Traits (Female)

- +2 Cha, +2 Dex, –2 Int: Female VoTaurr are less powerfully built than males, though far more agile.
- Racial Hit Dice: A VoTaurr begins with one level of monstrous humanoid, which provide 1d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +2, and Will +2.
- Racial Skills: An VoTaurr's monstrous humanoid levels give it skill points equal to 4 x (2 + Int modifier, minimum 1). Its class skill is (Male: Survival; Female: Knowledge).
- Racial Feats: A VoTaurr's monstrous humanoid levels give it one feat.
- +0 level adjustment (ie: a 1st level Male VoTaurr Barbarian has 1 racial hit dice, 1 class hit dice, and +0 level adjustment, which would be the equivalent of a 2nd level character.)
- Medium: As Medium creatures, VoTaurr females have no special bonuses or penalties due to their size.
- VoTaurr base speed is 30 feet.
- VoTaurr females receive the Leadership feat free at character creation. The VoTaurr need not meet any prerequisites for this feat, but she does not benefit from the feat until 6th level.
- Automatic Languages: VoTaurr speak Common and Giant. Additional Languages: Deverenian, Elf, and Nothrog.
- Favored Class: Cleric. A multiclass VoTaurr's cleric class does not count when determining whether she suffers an experience penalty for multiclassing.

Other Creatures as PCs

There are many creatures in the Accordlands, and each entry includes enough information for a player to assume a character of any of these races. However, not all of the creatures presented in this volume are intended for such use. Only those listed above were designed with this in mind. Obviously, it is far more difficult to incorporate an ehnt PC than a sutek.

As with the unusual PC races presented above, playing a monster character is subject to the GM's approval. Creatures with an Intelligence score of 2 or less, an inability to communicate with other PCs, or who are so different from the other PCs that they may disrupt the campaign should be ruled out immediately. Provided you're feeling adventurous, any creature with an Advancement entry of "By character class" should be okay, provided its goals and motivations are reasonably similar to the other PCs.

Several creatures that advance by character class are far more powerful than a starting PC; centaurs and giants are excellent examples. In such cases, the GM should consider the level average PC level among the rest of the group before allowing the monstrous PC. As a rule of thumb, a monster's effective character level is equal to its challenge rating plus four. A monster with a challenge rating of 2, therefore, would be roughly equivalent to a level 6 human, while a monster with a challenge rating of 8 would be as powerful as a 12th-level human.

If a monster has a challenge rating of less than 1 (and only 1 Hit Die), it may begin play as a 1st level character with a class chosen from the normal selection, just as any standard PC race.

The GM should only allow such characters to be created when other players are creating characters of the appropriate level, lest the monstrous PC prove far more effective than his companions. At character creation, a monstrous PC has only one class: monster. Its class level is equal to the monster type's Hit Dice. As the monster gains levels, it must select a character class to advance in, at which point it gains benefits per the class selected. A monstrous PC's favored class is always "monster." Unfortunately, due to the way challenge ratings are assigned, this formula is not always reliably balanced, so the GM must exercise discretion.

Example: A new player is joining a group, and wishes to create a centaur character. The GM considers the centaur's challenge rating (3), and adds four to that number for a total character level equivalent of 7. Since this is equal to the rest of the characters' average character level of 7, the GM decides a centaur character is acceptable. As the centaur is a 4 Hit Die monster, the PC's character level begins at 4.

Monster Character Creation

When creating a monstrous character, the player rolls hit points normally, using the creature's Hit Dice. Further, each ability score must be assigned a racial modifier, based on the monster's typical ability scores as described in this book. These modifiers are determined as follows.

For each of the creature's ability scores of 10 or higher, the character receives a positive racial ability score modifier in that ability. To determine the exact modifier, subtract 10 (if the ability score is even) or 11 (if the ability score is odd) from the typical ability score for that monster. The difference is the creature's racial ability modifier.

Example: A typical centaur has a Strength score of 18. Since the number is even, the GM subtracts 10. The difference (+8) is the centaur's racial modifier to Strength. Similarly, a typical centaur has a Constitution of 15. Since the score is odd in this case, the GM subtracts 11 for a difference of 4. Centaurs have a +4 racial modifier to Constitution.

For ability scores below 10, the procedure is different. First, roll the ability score (using a method determined by the GM), then consult table 4–1: Monster PCs' Ability Scores (if the score in question is Intelligence, consult table 4–2: Monster PCs' Intelligence Ability Scores).

Example: The player rolls a 12 for his centaur's Intelligence score. Since the centaur has an Intelligence of 8 — less than 10 — he consults Table 2–6 for his final Intelligence score. He finds his roll along the left hand side, then cross references that result with a typical centaur's Intelligence of 8. The table indicates the centaur has a 9 Intelligence, which is the score noted on the character sheet.

Table 4-1 : Monster PCs' Ability Scores

	———Monster Ability Score———				
Die Roll	Str	Dex	Con	Wis	Cha
	1	2–3	4–5	6–7	8–9
18	1	4	8	12	16
17	1	4	8	11	15
16	1	4	8	10	14
15	1	4	7	9	13
14	1	4	6	8	12
13	1	3	5	7	11
12	1	3	5	7	10
11	1	3	5	7	9
10	1	2	4	6	8
9	1	2	4	6	7
8	1	2	4	6	6
7	1	1	3	5	5
6	1	1	2	4	4
5	1	1	1	3	3
4	1	1	1	2	2
3	1	1	1	1	1

Table 4-2: Monster PCs' Intelligence Ability Scores

	——Monster Intelligence——			
Die Roll	3	4–5	6–7	8–9
18	3	6	10	14
17	3	6	9	13
16	3	6	8	12
15	3	6	8	10
14	3	6	8	10
13	3	5	7	9
12	3	5	7	9
11	3	5	7	9
10	3	4	6	8
9	3	4	6	8
8	3	4	6	8
7	3	3	5	7
6	3	3	5	7
5	3	3	5	5
4	3	3	4	4
3	3	3	3	3

Other Statistics for Monstrous PCs

PCs who are built from monsters with 1 Hit Die or less have Hit Dice and features based on their chosen class, just as any of the standard PC races. Creatures with 2 or more Hit Dice have statistics based on these Hit Dice, plus those for class levels (if any).

Example: A centaur with no class levels has 4d8 Hit Dice, a base attack bonus of +4, 1 feat, and skill points equal to twice his Intelligence score. Just as with other starting characters, the first Hit Die is treated as maximum, giving the centaur 8 + 3d8 + Constitution modifier × 4 hit points.

A creature with no class levels has the standard gear for a creature of its kind. A creature with class levels has equipment worth an amount based on the total of those class levels.

Experience for Monsters

A creature with only class levels gains experience normally. A creature with class levels plus monster levels, such as a centaur druid, has a character level equal to his monster level plus his class levels. A character starts with the experience required to be of his level. When creatures gain levels, they add class levels, not monster levels, as per the normal multiclassing rules. A monstrous PC's favored class is always the monster type.

Example: A player creates a centaur to join a slightly more powerful group of characters, so the GM allows him to begin play as a 4th level centaur/1st level druid. The centaur is a level 7 character due to level adjustment of +2, and therefore begins play with 21,000 XP. Any further levels the character gains add class levels, not monster levels; the centaur could gain additional levels in druid — or a level in any other class — but may not gain more levels in centaur. The character's favored class is centaur.

All in all, monstrous PCs are a challenge both for the player and the GM. Only a few of the monsters in this book were designed with such play in mind, and each of them were fully detailed for use in this appendix. It is impossible to design a foolproof system to convert monsters into playable characters, so the method presented above is not an exact science. If the GM is not completely comfortable with a monstrous PC during any step of the process, the monster PC should probably not be played.

Appendix B: Monster Templates

Certain creatures have no 'type,' but are instead created by adding a template to an existing creature. The following rules describe how to build a templated creature, and the modifications that any given template will add to the original character.

Abyssal Servant

The simple title 'Abyssal servant' covers a number of possibilities. A creature may gain this template because it is half-Abyssal, or because its family line was created many generations ago in the depths of the Abyss, for all that it may seem 'normal' now. An abyssal servant may be someone who has wandered too close to the Abyss itself, or even feasted on the Great Dragon's remains — but not to the extent needed to join the ranks of the Abyssals. Servants may have had their minds and bodies twisted by Abyssal magics, or they may have been captured by an Abyssal and forcibly injected with Abyssal blood.

Abyssals enjoy creating mortal progeny, and they often use deception to spread their seed throughout the upperworld. Rarely, dwarves have discovered their comrades showing abyssal features, or even falling into the Abyssal hive mind as though they were themselves Abyssals.

No matter their form, the twisted creatures of the Abyss and their servants are always horrible to behold. For some years as a child, a half-Abyssal may be able to hide their true form from others, but it will always surface during the tribulations of puberty. A creature twisted by the Abyssals will also show signs of its new nature — horns, reddish skin, or other malformities that mark it as a servant of the deep. Such creatures are tainted by the touch of evil, a stain that can never be truly hidden.

Abyssal servants never truly fit into any society, even if their hearts are loyal to their mortal parent's race. If discovered, they are cast out or destroyed as demonic infiltrators. Those who survive and escape the persecution of other races find life to be lonely and hard. They must hide who they are, or they will be destroyed. If they choose, they may join the ranks of the Abyssals, where they will be treated as dogs for their half-mortal heritage. There is no place above or below where a half-Abyssal can rest.

Those who are made servants to the Abyss through torture or experiment are also treated as slaves and beasts by their Abyssal masters. Their only hope for freedom is escape or death — and death is not always a release from the powers of the Abyss.

Abyssal Servant Template

Abyssal servant is a template that can be added to any corporeal creature (referred hereafter as the 'base creature'). The original creature's type changes to 'Abyssal', and its natures and abilities are altered by their change. Sometimes, this change is brought on by the actions of others, as the Abyssals enjoy playing with those they capture, and sometimes it is brought about by the changes of puberty or extreme stress in one who did not realize his heritage. This template includes creatures that have only begun to twist into their Abyssal form after feeding on the Great Dragon's corpse. The new form uses all of the base creature's statistics and special abilities except as noted here.

HD: Same as the base creature or d8, whichever is higher. The number of Hit Dice remains the same.

Speed: There is a 25% chance that the Abyssal servant will grow wings in its transformation. If so, it also gains the ability to fly at the base creature's normal speed (average maneuverability). Otherwise, all movement is the same as the base creature.

Armor Class: Natural armor improves by +2.

Attacks: An Abyssal servant retains all the attacks of the base creature, and gains additional bite and claw attacks (if it does not already have such attacks).

Damage: Use the creature's natural attacks, as well as additional claw and bite attacks that do 1d4 for Small creatures, 1d6 for Medium, and 1d8 for Large creatures.

Special Attacks: An Abyssal servant retains all the special attacks of the base creature. Further, Abyssal servants gain the spell-like abilities indicated on table 5–3: Abyssal Abilities. Unless otherwise noted, these abilities are usable once per day.

TABLE 5–3: ABYSSAL SERVANT ABILITIES

Hit Dice	Abilities
1–3	*Produce flame*
4–6	*Darkness* 3/day
7–9	*Contagion*
10–12	*Polymorph self*
13–16	*Dispel good* 3/day
17+	*Blasphemy*

Burning Touch (Su): When an Abyssal servant is angry or its emotions are out of control, its body begins to heat with Abyssal fire. Its eyes glow red, and its skin takes on an angry scarlet tone. If it touches another being while in this state, its touch does an additional d3 damage. This internal heat can even ignite small fires in the Abyssal servant's footsteps.

Special Qualities: Abyssal servants have all the base qualities of the base creature, plus darkvision with a range of 30 feet. Abyssal servants are immune to poison, and have cold and fire resistance 20.

Obedience: Abyssal servants feel compelled to obey any command given by a stronger Abyssal. When commanded directly to perform some action, the Abyssal servant must make a Will save. If the commanding creature's power level is less than the level of the servant, the save is DC 9. If the level is equal, the save is DC 13. If the commanding presence is of greater power than the Abyssal servant, the save is made a DC 17.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Con +2, Cha -2.

Skills: An Abyssal servant has the normal skills allotted to the base creature.

Feats: Abyssal Servants retain the same feats as their base creature type.

Climate/Terrain: Underground.

Organization: Same as the base creature.

Challenge Rating: +1, unless the Abyssal servant's Hit Die increased, then +2.

Treasure: Same as the base creature.

Alignment: If base creature is evil, same as the base creature. If base creature is good or neutral, 95% chance chaotic evil (otherwise same as the base creature).

Advancement: Same as the base creature.

Sample Abyssal Servant

This example uses a gallows fiend as the base creature.

ABYSSAL SERVANT GALLOWS FIEND
Small Abyssal
Hit Dice: 1d8+2 (6 hp)
Initiative: +5
Speed: 20 ft. (4 squares), fly 20 ft. (average)
Amor Class: 24 (+1 size, +5 Dex, +8 natural), touch 16, flat-footed 19
Base Attack/Grapple: +1/+0
Attack: Claw +7 melee (1d4+3)
Full Attack: 2 claws +7 melee (1d4+3), bite +0 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Acid spew, burning touch, pain touch, spell-like ability
Special Qualities: Bone armor, dark presence, cold and fire resistance 20, darkvision 30 ft., immunities, obedience
Saves: Fort +2, Ref +7, Will +3
Abilities: Str 16, Dex 20, Con 14, Int 6, Wis 12, Cha 10
Skills: Hide +10, Listen +3, Move Silently +6, Spot +5
Feats: Weapon Finesse (claw)
Climate/Terrain: Underground
Organization: Solitary or Knot (11–20)
Challenge Rating: 2.
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class

COMBAT
Abyssal servant gallows fiends continue to delight in the torment of others, perhaps even more than their brethren who remain untouched by Abyssal taint. These creatures, like most Abyssals, revel in combat (unlike normal gallows fiends, who flee battle whenever possible).

Acid Spew (Ex): A gallows fiend can spew organic acid, blinding enemies. This is a ranged attack with a +4 attack bonus, a 5 foot range increment, and a maximum range of 25 feet. It inflicts 2d4 damage, and those struck must make a Fort save (DC 11) or be blinded for 1d4 rounds.

Bone Armor (Ex): A gallows fiend has sharp spikes of bone protruding from its spine. These bone spikes are so thick that any slashing weapon that strikes a gallows fiend has a 30% chance of shattering against the creature's bony hide. Masterwork weapons and magical weapons are not subject to this effect.

Burning Touch (Su): If an Abyssal servant gallows fiend touches a non-Abyssal being while in this state, the touch does an additional 1d3 damage (in addition to any normal damage, such as by a claw attack).

Obedience: Abyssal servants feel compelled to obey any command given by a stronger Abyssal. When commanded directly to perform some action, the Abyssal Servant must make a Will save. If the commanding creature's Hit Dice is less than the level of the Servant, the save is DC 10 the difference in Hit Dice. If the level is equal, the save is made at DC 10. If the commanding presence is of greater power than the Abyssal Servant, the save is made a DC 10 + the difference in levels.

Pain Touch (Su): The touch of a gallows fiend is excruciating, and they love to use this ability on the condemned. Those touched by the gallows fiend must make a Will save (DC 11) or suffer 1 point of temporary Constitution damage. This ability takes effect every time the gallows fiend strikes its opponent with one of its natural weapons, and any time an opponent strikes the creature with its natural weapons of its own (e.g. fists, claws, a bite). Any attempt to grapple the gallows fiend automatically fails due to the creature's painful touch, unless the attacker makes a Will save (DC 11) after the initial touch attack. Regardless of whether this save is successful, the grappling creature suffers the temporary Constitution damage noted above. Further, each round an opponent grapples with the gallows fiend (regardless of who initiates the grapple), the opponent suffers an additional point of temporary Constitution damage at the beginning of the round. The Save DC is Charisma-based.

Produce Flame: 1/day (DC 12)

Celestial Creature

Celestial creatures dwell in the upper planes, though they resemble their antecedents found in the Accordlands. They are regal and beautiful, far more so than their mundane cousins. Celestial creatures appear similar to the creature over which this template is applied, though they often have a metallic tone to their flesh, such as silver, gold, or platinum. They are easily mistaken for half-celestials, powerful creatures born when a celestial breeds with a creature of the Accordlands.

Creating a Celestial Creature

"Celestial" is a template that can be added to any corporeal creature of non-evil alignment (referred to hereafter as the "base creature"). Beasts or animals with this template become magical beasts, but otherwise the creature type remains unchanged. A celestial creature uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A celestial creature retains all the special attacks of the base creature. Further, the celestial creature gains the following.

Smite Evil (Su): Once per day the creature can make a normal attack to deal additional damage equal to its Hit Die total (maximum +20) against an evil foe. If the celestial mistakenly smites a foe that is not evil, the smite has no effect, but it counts as the celestial's use of smite evil for the day.

Special Qualities: A celestial creature retains all the special qualities of the base creature. Further, the celestial creature gains the following.

- Darkvision with a range of 60 feet.
- Acid, cold, and electricity resistance, at a magnitude determined by table 5–1: Celestial Qualities, below.
- Damage reduction, as defined by table 5–1: Celestial Qualities.
- Spell Resistance equal to twice the creature's Hit Dice.

If the base creature already has one or more of the special qualities listed above, use the value most advantageous for the creature.

Table 5–1: Celestial Qualities

HD	Acid, Cold, Electricity Resistance	Damage Reduction
1–3	5	—
4–7	5	5/magic
8–11	10	5/magic
12+	10	10/magic

Saves: Same as the base creature.

Abilities: The celestial creature's Intelligence, if less than 3, is increased to 3. Otherwise, the celestial creature's abilities are the same as the base creature's.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground

Organization: Same as the base creature.

Challenge Rating: Up to 3 HD: as base creature; 4–7 HD: as base creature +1; 8 or more HD: as base creature +2.

Treasure: Same as the base creature.

Alignment: Always good (any)

Advancement: Same as the base creature.

Level Adjustment: +1

Sample Celestial Creature

Celestial Lion
Large Magical Beast
Hit Dice: 5d8+10 (hp 30)
Initiative: +3
Speed: 40 ft. (6 squares)
Armor Class: 15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple: +3/+12
Attack: Claw +7 melee (1d4+5)
Full Attack: 2 claws +7 melee (1d4+5), bite +2 melee (1d8+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, pounce, rake 1d4+2, smite evil
Special Qualities: Acid, cold, and electricity resistance +5, damage reduction 5/magic, darkvision 60 ft., scent, spell resistance 10
Saves: Fort +6, Ref +7, Will +2
Abilities: Str 21, Dex 17, Con 15, Int 3, Wis 12, Cha 6
Skills: Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5
Feats: Alertness, Run
Environment: Warm plains
Organization: Solitary, pair, or pride (6–10)
Challenge Rating: 4
Treasure: None
Alignment: Always Neutral Good
Advancement: 6–8 HD (Large)
Level Adjustment: —

Combat

Improved Grab (Ex): To use this ability, the celestial lion must hit 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 rake.

Pounce (Ex): If a celestial lion charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): A celestial lion that gets a hold can make two rake attacks (+7 melee) with its hind legs for 1d4+2 damage each. If the celestial lion pounces on an opponent, it can also rake.

Skills: Celestial lions receive a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

Children of Yscar

The Cult of Bascaron is perhaps the most hated religion in the Accordlands, even more so than Deverenia's Church of the Storm. The Cult of Bascaron is home to murderers, thieves, and blasphemers. It worships the terrible Blood Moon Bascaron, which warps men into monsters merely by casting its shadow upon the world. Even Athanaes, home to all the religions of the Accordlands, shuns the Bascarite rabble. Only in Mourn does the Cult of Bascaron worship openly and freely, under the mad rule of its high priest Angu Mournwater.

The most hated of the Bascarites, however, follow a different leader, and a different path. The Yscarite Heresy's crimes are so great, it is said, that even the other Bascarites loathe and fear these strange shapeshifters. According to legend, the Yscarites' vile practices have rendered them unable to produce children, so they must kidnap others' offspring to carry on their depraved religion. In all the Accordlands, no sign is as damning as Yscar's mark, a silver crescent scar.

The legends are wrong. While the Yscarites do indeed draw upon Bascaron for their power, they are the prophesied enemies of the Cult of Bascaron, the would-be saviors of the world. Through rigorous self-discipline, they learn to control Bascaron's touch upon their soul. The only truth to the tales about them is that they do indeed kidnap children, the better to carry on their war. Unfortunately, the tales are too popular, too widely accepted, for this plan to work as well as it might. Too often the Yscarites cannot reach their lost children, and while Yscar's mark wards against most of Bascaron's corruption, the wayward children cannot control their gift. Sadly, these lost souls are unlikely to seek the heretics' aid, as they themselves believe the stories of the Yscarite evil.

Children of Yscar are very much like normal humanoids, and appear in all races of the Accordlands. Because the brood of Yscar has the ability to change their form to that of any creature — even humanoids — they infiltrate and sire children within every race. Their children are raised by the races that birthed them, and are unaware of their abilities until another of the race comes for them. At that time, their 'scar' activates in a blinding flash of pain and fury, and the Yscarites send one of their own to collect the children.

Those whom the Yscarites can not find or convince are doomed to live short, fearful lives as outcasts. It is they who unwittingly lend credence to the legends of the Yscarite evils, and it is they who suffer the most for it. Even if the heresy does save them from death and madness, these lost children have spent too much time without self-control, and the curse of the scar becomes too great for even the Yscarites to help control. The Yscarites strip such lost children of their power to shapeshift, leaving them monsters in body (if not in mind) forever. Those who succumb totally to rage- or guilt-fueled madness face the arguably gentler fate of death. In any case, the greatest threat of all is discovery by the Cult of Bascaron. Angu has long sought out these children of Yscar, not to kill or expose, but to convert. Some of the strongest members of the Cult of Bascaron bear the mark of their direst enemy.

The Children of Yscar template represents a creature that bears and has tapped into Yscar's mark, but has either had no contact with the Yscarite Heresy, or has refused the Yscarites' offers of aid. In either case, the creature has no control whatsoever over the transformations. Anger or fear can trigger a change, as can further contact with Bascaron's shadow. The more often the creature changes, the more monstrous its 'normal' appearance becomes.

In combat, children of Yscar instinctively transform into either a combat-ready animal (such as a bear, wolf, or wolverine), or else an animal that can quickly flee or hide (such as a bird, an insect, or a chameleon). The child gives itself over totally to its new form, either attacking or fleeing until the danger has passed.

Creating a Child of Yscar

"Yscarite" is a template that can be added to any humanoid (referred to hereafter as "the base creature"). The base creature gains the subtype Bascaron, but otherwise the creature's type is unchanged. An Yscarite uses all of the base creature's statistics and special abilities except as noted here.

Size: Same as the base creature.

Hit Dice: Same as the base creature.

Speed: Same as the base creature.

Armor Class: Same as the base creature.

Attacks: Same as the base creature.

Damage: Same as the base creature.

Special Attacks: Same as the base creature.

Special Qualities: Yscarites retain all the special qualities of the base creature, and gain the following.

Alternate Form (Su): A sense of danger triggers the transforming power of Yscar's mark into the Yscarite's primary alternate form. Depending on the Yscarite's personality, this is either an aggressive, combat-ready animal, or one with high movement and/or high racial bonuses to Hide and Move Silently skill checks. Once chosen, this form cannot change, and any feeling of danger forces the transformation, completely replacing the Yscarite's statistics with the animal's own (including Intelligence). Until the danger has passed, the Yscarite remains and acts like the animal he has become, fighting to the death or fleeing blindly, depending on the animal. Only the mark of Yscar itself hints at the Yscarite's true nature. The Yscarite may make a Will save (DC 22) to resist for one round. Transformation takes a full round to complete. If the Yscarite has more Hit Dice than his alternate form when he uses this ability, the alternate form gains additional Hit Dice until the Yscarite has the same amount of Hit Dice in both forms. In this case, the Yscarite gains bonuses for extra Hit Dice as defined on page 290 of the *Monster Manual*. In many cases, the Yscarite's animal form may have more or less hit points than his true form. Damage is retained during the transformation, so if the Yscarite has suffered more damage in his animal form than he can sustain in his own shape, he may be rendered unconscious, dying, or even dead upon returning to his own form. If the animal form has fewer hit points, the same is true in reverse.

Becoming the Beast (Su): Transformations leave the Yscarite more bestial. Each time the Yscarite transforms, he suffers a permanent –2 ability loss of both Wisdom and Charisma.

Temporary Form (Su): In addition to the Yscarite's usual alternate form, he may assume the shape of one other creature of the animal type, of a nature opposite that of his alternate form (flight if the alternate form is fight-based, and vice versa). This change is almost purely voluntary. By concentrating for a full round, the Yscarite attempts to willfully

trigger this change (Concentration check, DC 25). If successful, the Yscarite takes another round to fully transform. The Yscarite has more control over this form, and may make the Concentration check again each round to control his actions for that round, but behaves like the animal on failures.

Saves: Same as the base creature.
Abilities: Same as the base creature.
Skills: Same as the base creature.
Feats: Same as the base creature.
Climate/Terrain: Same as the base creature.
Organization: Solitary or band (3–5) of Yscarites.
Challenge Rating: Same as the base creature.
Treasure: Same as the base creature.
Alignment: Same as the base creature.
Advancement: By character class.

Sample Yscarite Creature

This example uses a 5th-level rogue as the base creature.

Yscarite
Medium Humanoid (Bascaron)
Hit Dice: 5d6+5 (23 hp)
Initiative: +7
Speed: 30 ft. (6 squares)
Armor Class: 17 (+3 Dex, +3 masterwork studded leather, +1 buckler), touch 13, flat-footed 14
Base Attack/Grapple: +3/+4
Attack: Masterwork rapier +5 melee (1d6+1), or mighty [Str +1 bonus] masterwork composite shortbow +6 ranged (1d6+1)
Full Attack: Masterwork rapier +5 melee (1d6+1), or mighty [Str +1 bonus] masterwork composite shortbow +6 ranged (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sneak Attack +2d6
Special Qualities: Alternate form (lion), evasion, improved nightsight, regenerate 5, temporary form
Saves: Fort +3, Ref +8, Will +2
Abilities: Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8
Skills: Appraise +8, Disable Device +8, Hide +11, Listen +8, Move Silently +11, Open Lock +11, Search +8, Spot +8, Tumble +11, Use Magic Device +7
Feats: Improved Initiative, Shield Use

COMBAT

Alternate Form (Su): The Yscarite may, as a full round action, metamorphose into a lion, but loses control.

Becoming the Beast (Su): Permanent –2 Int and Cha with each transformation.

Temporary Form (Su): In addition to the Yscarite's usual alternate form, he may assume the shape of one other creature of the animal type, of a nature opposite that of his alternate form (flight if the alternate form is ground-based, and vice versa). This change, however, is almost purely voluntary. By concentrating for a full round, the Yscarite attempts to willfully trigger this change (Concentration check, DC 25). If successful, the Yscarite takes another round to fully transform. The Yscarite also has more control over this form, and may make the Concentration check again each round to control his actions for that round, but behaving as the animal on failures.

Half-Celestial

Celestials' magical nature allows them to crossbreed with virtually any creature. The offspring of these unions, half-celestials, are glorious and wonderful beings.

To carry out their responsibilities, celestials sometimes spend great amounts of time in mortal realms. Being devoted and kind, they occasionally fall in love with mortals. An object of a celestial's affection is never evil. A celestial never acts upon such feelings if they are not mutual, so mortal parents are never unwilling. Further, when the children is born, the mortal parent usually cares for the child, as the celestial returns to his duties.

No matter the form, half-celestials are always comely and delightful to the senses. They may have golden skin, sparkling eyes, angelic wings, or some other sign of their higher lineage. Though noble and compassionate, half-celestials are often dismayed at the evil among mortals, and take a stern — sometimes harsh — view of base instincts or malevolent actions. Half-celestials never truly fit into mortal society, so they are usually loners and wanderers who attempt to right wrongs and correct evils wherever and whenever possible.

Creating a Half-Celestial

"Half-Celestial" is a template that can be added to any creature with an Intelligence score of 4 or more and a good alignment (hereafter referred to as the "base creature"). The creature's type changes to "outsider." It uses all the base creature's statistics and special abilities, except as noted here.

Speed: A half-celestial has feathered wings and can fly at twice the base creature's base land speed (good maneuverability). If the base creature has a fly speed, use that instead.

Armor Class: Natural armor improves by +1.

Special Attacks: A half-celestial retains all the special attacks of the base creature and also gains the following special abilities.

Daylight (Su): Half-celestials can use a daylight effect (as the spell) at will.

Smite Evil (Su): Once per day a half-celestial can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Spell-Like Abilities: A half-celestial with an Intelligence or Wisdom score of 8 or higher has two or more spell-like abilities, depending on its Hit Dice, as indicated on the table below. The abilities are cumulative.

Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD, and the save DC is Charisma-based.

TABLE 5–2: HALF-CELESTIAL ABILITIES

Level	Abilities
1–2	*Protection from evil* 3/day, *bless*
3–4	*Aid, detect evil*
5–6	*Cure serious wounds, neutralize poison*
7–8	*Holy smite, remove disease*
9–10	*Dispel evil*
11–12	*Holy word*
13–14	*Holy aura* 3/day, *hallow*
15–16	*Mass charm monster*
17–18	*Summon monster IX* (celestials only)
19+	*Resurrection*

Special Qualities: A half-celestial has all the special qualities of the base creature, plus the following special qualities.

—Darkvision out to 60 feet.

—Resistance to acid 10, cold 10, and electricity 10.

—Damage reduction: 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).

—A half-celestial's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

—Spell resistance equal to creature's HD + 10 (maximum 35).

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +2, Wis +4, Cha +4.

Skills: A half-celestial has 8 skill points plus Intelligence modifier per Hit Die. Treat skills from the base creature's list as class skills and other skills as cross-class. If the creature has a class, it gains skills for class levels normally.

Feats: One base feat, plus one feat per 3 Hit Dice.

Climate/Terrain: Same as the base creature or any land and underground.

Organization: Same as the base creature.

Alignment: Always good (any)

Treasure: Same as the base creature.

Challenge Rating: HD 5 or less, as base creature +1; HD 6 to 10, as base creature +2; HD 11 or more, as base creature +3.

Advancement: Same as the base creature.

Level Adjustment: Same as base creature +4.

HALF-CELESTIAL CHARACTERS

Half-celestial humanoids often have a character class, favoring bards, clerics, fighters, and paladins. Nonhumanoids are also sometimes clerics or paladins. Half-celestial clerics draw their powers directly from the plane of good, so they are considered to have only the good domain.

Sample Half-Celestial Creature

This example uses a centaur as the base creature.

Half-Celestial/Half Centaur
Large Outsider (Good)
Hit Dice: 4d12+16 (40 hp)
Initiative: +3
Speed: 50 ft. (10 squares), fly 100 ft. (good)
Armor Class: 17 (–1 size, +3 Dex, +4 natural), touch 12, flat-footed 13
Base Attack/Grapple: +4/+14
Attack: Longsword +9 melee (2d6+9/19-20), or composite longbow (+4 Str bonus) +6 ranged (2d6+4/x3)
Full Attack: Longsword +9 melee (2d6+9/19-20) and 2 hooves +5 melee (1d6+3); or composite longbow (+4 Str bonus) +6 ranged (2d6+4/x3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Spell-like abilities, smite evil
Special Qualities: damage reduction 5/magic, Darkvision 60 ft., immunity to disease, resistance to acid 10, cold 10, and electricity 10, spell resistance 14
Saves: Fort +8, Ref +7, Will +7
Abilities: Str 22, Dex 16, Con 19, Int 10, Wis 17, Cha 15
Skills: Diplomacy +10, Knowledge (The Planes) +7, Knowledge (any one) +7, Listen +10, Move Silently +10, Sense Motive +10, Spot +10, Survival +10
Feats: Dodge, Weapon Focus (hoof)
Environment: Temperate forests
Organization: Solitary, company (5–8), troop (8–18 plus 1 leader of 2nd–5th level), or tribe (20–150 plus 30% non-combatants plus 10 3rd-level sergeants, 5 5th-level lieutenants, and 1 leader of 5th to 9th level).
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral good
Advancement: By character class
Level Adjustment: +6

Three out of four half-celestial centaurs have elegant feathered wings on their backs. They often lead groups of other centaurs or act as their champions and defenders.

Combat

Half-celestial/half-centaurs normally attack only when defending themselves or their forests. When they do so, they open battle with a mighty charge, striking with weapons and hooves.

Immunities: Half-celestial centaurs are immune to acid, cold, disease, and electricity.

Saves: Half-celestial/half centaurs gain a +4 racial modifier to all Fortitude saves against poison.

Spell-like Abilities: 1/day—*aid, bless, detect evil, pass without trace;* 3/day—*protection from evil.*

Purgatoire

Those who are bound to serve a king or great lord and who die in some grand quest or fundamental duty may rise as a purgatoire. Bodyguards who fail to protect their charges and questing knights who die in pursuit of their goal are the most common purgatoires. Purgatoires exist to complete their quests or be destroyed trying. They are at a crossroads in their afterlives; if they can fulfill their quest as undead, they will find final rest in paradise. To fail again means an eternity of punishment and pain. Because of that, purgatoires are relentlessly driven to fulfill their duties, and as undead they can tirelessly pursue their goal, day and night.

A purgatoire is an incorporeal representation of the living creature it once was, at the height of its strength, complete with gear and weapons. The actual equipment of a purgatoire remains with its corpse, and is unusable by the purgatoire. Once created, a purgatoire's form never changes, even if its equipment is looted.

Purgatoires cannot stop pursuing their quests. They never establish permanent homes, unless their duty was to protect a particular location. The GM determines when a purgatoire's quest has been successfully ended.

Creating a Purgatoire

"Purgatoire" is a template that can be added to any humanoid or monstrous humanoid creature (hereafter referred to as the "base creature"). The creature's type is changed to "undead" and it gains the "incorporeal" subtype. It uses all the base creature's statistics and special abilities except as noted below.

Hit Dice: Increase to d12.

Speed: Same as base creature, and gains fly 90 ft. (good).

Armor Class: Natural armor is the same as the base creature but only applies to ethereal encounters. The purgatoire gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attacks: A purgatoire gains an incorporeal touch. If the purgatoire used a weapon in life, an incorporeal version of its favorite weapon appears in its hand. Its incorporeal touch attack appears to come from that weapon. If the purgatoire has Weapon Focus in the weapon, it gains the feat's benefit for its incorporeal touch attack.

Damage: Purgatoires have incorporeal attacks that deal energy drain damage as well as normal damage. The amount of normal damage dealt is listed on the chart below. If the base creature had a natural attack (such as slam or claw attacks), it deals the listed damage or the damage or its old damage rating, whichever is better. Strength modifiers do not add to damage caused by Purgatories. Purgatoires that appear to be holding a weapon deal the damage listed below, despite the weapon's base damage.

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

Special Attacks: A purgatoire retains all its base creature's special attacks and also gains those listed below. Saves have a DC of 10 + ½ purgatoire's HD + the purgatoire's Charisma modifier.

Aura of Sadness (Su): Purgatoires are constantly tormented by their failure. Non-evil living creatures in a 30-foot radius that look at the purgatoire must succeed at a Will save or be unable to take any hostile action toward the purgatoire for a round. The save must be made every round a creature is within 30 feet of the purgatoire. Evil creatures must succeed at the same Will save or become shaken. Non-living creatures are unaffected by this ability.

Energy Drain (Su): Living creatures hit by the purgatoire's incorporeal attack sufer 1 negative level.

Special Qualities: A purgatoire retains all the special qualities of the base creature and those listed below, and also gains the undead and incorporeal traits.

Turn Resistance (Ex): A purgatoire has +4 turn resistance.

Fast Healing 5 (Ex): As long as the purgatoire has at least 1 hit point, it heals 5 points of damage every round. If reduced to 0 hit points, the purgatoire is destroyed, and can finally go on to its final rest.

Saves: Fortitude and Reflex saves as base creature; +4 Will save. The purgatoire is consumed with a narrow-minded desire to prove itself, making it difficult to sway from its quest.

Abilities: Increase from the base creature as follows : Dex +4, Wis +2, Cha +4. As undead, purgatoires have no Constitution scores and, as incorporeal, have no Strength scores.

Skills: Purgatoires receive a +8 racial bonus to Hide, Intuit Direction, Listen, and Sense Motive checks. As an incorporeal creature, it does not make noise unless it wishes, and is considered to pass all Move Silently checks. Otherwise same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground.

Organization: Solitary.

Challenge Rating: Same as base creature +2.

Treasure: None.

Alignment: Same as base creature.

Advancement: Same as base creature.

Sample Purgatoire

This example uses a 5th-level fighter as the base creature.

PURGATOIRE
Medium Undead (Incorporeal)
Hit Dice: 5d12 (36 hp)
Initiative: +3
Speed: 30 ft. (6 squares), fly 90 ft. (good)
Armor Class: 14 (+3 Dex, +1 deflection), touch 14, flat-footed 11
Base Attack/Grapple: +5/—
Attack: Incorporeal touch +8 melee (1d8 and energy drain)
Damage: Incorporeal touch +8 melee (1d8 and energy drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Aura of sadness, energy drain
Special Qualities: Undead, incorporeal, turn resistance +4, fast healing 5
Saves: Fort +4, Ref +4, Will +7
Abilities: Str —, Dex 17, Con —, Int 10, Wis 14, Cha 12
Skills: Hide +11, Intuit Direction +10, Listen +10, Sense Motive +10
Feats: Dodge, Improved Initiative, Mobility
Environment: any land and underground
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Any
Advancement: —
Level Adjustment: —

Severed

The Severed are undead elves who have willingly given their own lives in order to trade mortality for the everlasting youth of undeath. Elves prize their necromantic magic, and thus to become Severed is considered to be the epitome of their culture. It is for the strong and the wealthy, or for those masters who can break the secrets of death and be reborn on their own — a symbol of unending power and magical prestige.

Elves in the world of the Accordlands live short lives — precisely 30 years are given to them. At the end of that time, they die like flowers in the winter, unable to do anything to extend their natural span. Some elves, however, refuse to accept this swift extinguishing, and spend their short time searching for the immortality that they feel was denied them by nature — and they find it in magic and in vice. The Severed are undead, immortal, outside the realm of life and death. They live in what they call an 'eternal winter', where life will never cease nor slow, and where age cannot reach them.

The tradition of severing oneself from the natural world is an ancient one, dating back to the time of the arch magi council, the magical traditions that rules elven culture. A schism occurred within the council, and the necromancers drove out all other practitioners of magic, believing them to be weak. Their magic, the necromancers said, would lead to the death and annihilation of the elven race. Only by finding immortality — by removing themselves from the cycle of life — could the elven race be preserved. And so, those who could offer immortality became the elves' rulers, raising a High King to unite the Seven Houses. Those who wielded the most command over magic would become the immortal Severed, bearing many of the powers of the undead, but fewer of the weaknesses. Since this time, most Severed have chosen to remain isolated from elven society, lest upstart mortals forever hound them for the secrets to their condition.

To become Severed undead requires a great sacrifice to one of the Elements, the elven pseudo-gods, with each Element demanding a different type of sacrifice and offering a different form of immortality: Blood (ritual murder of a blood relation, to become a Severed vampire — this is the rarest form of Severed, as it is illegal for an elf to slay another elf), Bone (24 hour rite in which the would-be Severed's every bone is broken, to become a Severed revenant), Flesh (a simple mass slaughter of a dozen people to become a Severed ghoul), and Spirit (ritually removing and rebinding the would-be Severed's soul to his own body, to become a Severed wraith).

There are many forms of Severed, each with its own benefits. Few can muster the power to become Severed, and fewer still have the raw will necessary to grab hold of undeath on their own terms. Most elves who become undead aspire to be Severed, but settle instead for regular undeath. Because of the difference in rituals, the Severed are not all alike, nor can it be assumed that every elf who has stepped into immortality has the same power, abilities, or control over his immortality. Only a few elves have even heard of "dragon-souling," the process which created the Ten. Others create their own path, using alchemy or bargaining with outsiders to become immortal in entirely different ways. Those who do become Severed are the greatest heroes of the elven race, becoming undead without abandoning their lives in the process. The Severed guard their secrets jealously, unwilling to sacrifice their infamy with the same ease they once sacrificed their souls. To date, only elves and a few half-elves have ever completed these rituals.

The rituals to become Severed are perhaps the greatest secrets of the elven kingdoms, and fewer than a dozen High Kings or Queens have ever joined the Severed ranks. The rituals are beyond price. No tribute of gold or offer of knowledge is equal to the power of Severed immortality. Only those who show uncommon insight into the Elements may ever hope to be Severed. The most infamous and rarest of the Severed are the Severed vampires, those who feed on blood to remain eternally young. Severed vampires appear as beautiful as they did in life; sometimes even more so.

In contrast, the most respected of the Severed are the Severed wraiths, who display mastery over the most unfathomable of the Elements, that of Spirit. They are the wisest and purest of their kind, and almost invariably great clerics or seers. Severed wraiths remain material or incorporeal as they wish, and most consider themselves beyond the concerns of base flesh.

Severed of Bone are rare, as most who serve Bone are either warriors, or necromancers who prefer the power of a lich to the relative weakness of Severed revenants. Still, those who succeed are absolutely dedicated to their beliefs. The least of the Severed are the Severed of Flesh, half-ghoul monsters and cannibals. The ritual is not only comparatively easy, it is also most associated with the exiled and reviled House Tansiq, who worshipped Flesh

to the exclusion of the other Elements. Severed ghouls, for all their immortality, are both distrusted and —-behind their backs — disrespected.

Most of the Severed revel in their undead nature, though some curse themselves for being fools to have ever taken the steps that removed them from the cycle of life. For some, being Severed is a divine blessing, but for others it is a curse — a prison of flesh or spirit, an eternal house that they can never leave. One is never certain what kind of undead they will become once they have become Severed,and it is possible that they may find themselves without physical form, doomed forever to watch the world pass by — but never to touch, feel, or join it.

Severed Undead Templates

'Severed' is a template that can be added to any elven or half-elven creature (referred to hereafter as the 'base creature'). The creature's type changes to 'Undead,' and it gains the 'Severed' subtype. The Severed has all the base creature's statistics and special abilities except as noted here. There are several varieties of Severed, as noted in the text above. The four most common (vampire, revenant, wraith and ghoul) as well as the most powerful (liches) are covered here in detail. Like undead, they are no longer 'alive', but unlike most undead, they are fully sentient, aware, and cannot be controlled by magic that would usually dominate an undead's actions. Spells such as *animate dead* cannot animate or destroy them, and *raise dead* will not affect them. Spells such as *halt undead* and *control undead* have no effect on the Severed. The Severed gain an additional +4 to all turn resistance checks.

All Severed have darkvision with a range of 60 feet. Further, as undead creatures, Severed are therefore immune to poison, *sleep*, paralysis stunning, disease, death effects, and necromantic effects. They are not however mindless creatures, and may still be affected by mind-influencing effects unlike most undead. Severed are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are not at risk of death from massive damage, but when reduced to 0 hit points or less, they are immediately destroyed (except as noted below). They cannot be *raised* or *resurrected*.

Severed Ghoul

Severed ghouls are feral and animalistic, and often considered to be the lowest form of Severed undead. These are typically servants of a powerful nobleman, granted immortality by their master in order to be permanently at his disposal. Many of them are little more than beasts, with few thoughts of their own. Severed ghouls can be animals as well as sentient beings, and often a master will have his horses or hunting dogs ghouled in order to show off his wealth and power. Severed ghouls do not always retain their flesh, and many are little more than animate skeletons.

"Severed ghoul" is a template that can be added to any elf or half-elf (referred to hereafter as the "base creature"). The creature's type changes to "undead," and it gains the "Severed" subtype. It uses all of the base creature's statistics and special abilities, except as noted here.

HD: Increase to d12.

Speed: Same as the base creature.

Armor Class: Same as the base creature.

Attacks: A Severed ghoul retains all the attacks of the base creature. In addition, the Severed ghoul's normal unarmed attack is replaced by 2 claw attacks and a bite attack, which are made at the Severed ghoul's highest attack bonus (for the claws) and its second highest attack bonus (for the bite). These attack forms may not be used in conjunction with an armed attack.

Damage: Same as the base creature. The Severed ghoul's claw deals 1d4 damage (modified by Strength as normal), while its bite deals 1d6 damage (plus ½ the revenant's Strength bonus).

Special Attacks: A Severed ghoul retains all the special attacks of the base creature, and also gains those listed below.

Paralyzing Touch (Su): Those hit by a Severed ghoul's bite or claw attack must succeed at a Fortitude save (DC 10 + ½ the Severed ghoul's Hit Dice + the Severed ghoul's Constitution modifier) or be paralyzed for 1d2+2 minutes.

Track (Ex): Severed ghouls are in touch with the energies of the world around them, and can track creatures that disrupt those energies. They can 'sniff out' uses of magic and track them to their source. As such,

Severed ghouls receive a +4 racial bonus to all Search, Spot, and Wilderness Lore checks made to track a character with at least one spellcaster level.

Special Qualities: Same as base creature.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +4, Dex +4. Although Severed ghouls are technically undead creatures, they (like all Severed undead) retain their original Constitution score, and can be affected by effects that raise or drain Constitution. They also gain the undead type.

Skills: Severed ghouls receive a +4 racial bonus to Bluff, Balance, Climb, Jump, Listen, Move Silently, Search, and Spot Checks. Normal animals instinctively and violently hate them, so Severed ghouls lose all ranks in Animal Empathy and Handle Animal.

Ghoul Weaknesses: Severed ghouls cannot touch a person wearing a blessed piece of rowan wood.

Feats: Severed ghouls ga in the Alertness and Dodge feats.

Climate/Terrain: Any land and underground

Organization: Solitary or accompanying a company, squad, or band of elves.

Challenge Rating: Same as the base creature +1.

Treasure: Standard.

Alignment: Always evil.

Advancement: By character class.

Sample Severed Ghoul

This example uses a 5th-level fighter as the base creature.

Hit Dice: 5d12+5 (41 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 21 (+1 Dex, +8 full plate, +2 large metal shield), touch 11, flat-footed 20
Base Attack/Grapple: +5/+10
Attack: Long Sword +13 melee (1d8+8) or claw +10 melee (1d4+5 plus paralysis) or mighty [Str 16] composite longbow +8 (1d8+3)
Full Attack: Long Sword +13 melee (1d8+8) or 2 claws +10 melee (1d4+5 plus paralysis) and bite +5 melee (1d6+2 plus paralysis) or mighty [Str 16] composite longbow +8 (1d8+3)
Special Attacks: Paralyzing touch
Special Qualities: Track, ghoul weaknesses
Saves: Fort +6, Ref +6, Will +3
Abilities: Str 20, Dex 19, Con 12, Int 10, Wis 12, Cha 8
Skills: Bluff +3, Balance +7, Climb +9, Jump +9, Listen +9, Move Silently +0, Search +6*, Spot +9*, Survival +1*
Feats: Alertness[B], Dodge[B], Mobility, Power Attack, Spring Attack, Weapon Focus (bite)
Challenge Rating: 6
Alignment: usually Chaotic Evil

Severed Revenant

A Severed revenant has few physical differences from its original physical form. They may be somewhat paler, or have slightly longer fingernails, or be slightly gaunter, but the change from mortal to immortal being is, in most cases, minimal. Only as decades pass does their form begin to change, elongating and becoming as pale as a sheet of paper. They are not easily controlled by necromantic spells, and often live productive lives as members of elven society. 60% of those Severed become revenants, and it is considered the 'norm' for immortality among the elves.

"Severed revenant" is a template that can be added to any elf or half-elf (referred to hereafter as the "base creature"). The creature's type changes to "undead," and it gains the "Severed" subtype. It uses all of the base creature's statistics and special abilities, except as noted here.

HD: Increase to d12.

Speed: Same as the base creature.

Armor Class: The base creature's natural armor improves by +3.

Attacks: A Severed revenant retains all the attacks of the base creature. In addition, the Severed revenant's normal unarmed attack is replaced by 2 claw attacks and a bite attack, which are made at the Severed revenant's highest attack bonus (for the claws) and its second highest attack bonus (for the bite). These attack forms may not be used in conjunction with an armed attack.

Damage: Same as the base creature. The Severed revenant's claw deals 1d4 damage (modified by strength as normal), while its bite deals 1d6 damage (plus ½ the revenant's Strength bonus).

Special Attacks: A Severed revenant retains all the special attacks of the base creature, and also gains the one listed below.

Paralyzing Touch (Su): Those hit by a Severed revenant's bite or claw attacks must succeed at a Fortitude save (DC 10 + ½ the Severed revenant's Hit Dice + the Severed revenant's Constitution bonus) or be paralyzed for 1d2+2 minutes.

Special Qualities: A Severed revenant retains all of the special qualities of the base creature, and gains the following additional quality.

Twisted Joints (Ex): The body of a Severed revenant is twisted and elongated. A revenant can alter its form slightly with concentration, elongating its limbs further and allowing the muscle and flesh to draw taut against the bone. Because of this, it is difficult to grasp or hold one when it does not wish to be held, and Severed revenants gain a +2 circumstance bonus to any attempts to escape a grapple or move through narrow passages.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +2, Dex +2, Charisma –2. Although Severed revenants are technically undead creatures, they (like all Severed undead) retain their original Constitution scores, and can be affected by effects that raise or drain Constitution. They also gain the undead type.

Skills: Severed revenants receive a +4 racial bonus to Bluff, Escape Artist, Listen, Move Silently, Search, Sense Motive, and Spot Checks. Normal animals instinctively and violently hate them, so Severed revenants lose all ranks in Animal Empathy and Handle Animal.

Feats: A Severed revenant gains Combat Reflexes, Dodge, and Mobility. If the Severed revenant does not meet the prerequisites for these feats (after applying all bonuses granted for the Severed revenant template) he does not gain these feats.

Climate/Terrain: Any land and underground

Organization: Solitary or accompanying a company, squad, or band of elves.

Challenge Rating: Same as the base creature +1.

Treasure: Standard.

Alignment: Always evil.

Advancement: By character class.

REVENANT WEAKNESSES

Severed revenants cannot touch or make melee attacks against a person wearing a blessed piece of rowan wood, unless the Severed revenant first makes a Will save (DC 10 + the opponent's Hit Dice).

Sample Severed Revenant

This example uses a 5th-level fighter as the base creature.

SEVERED REVENANT
Medium Undead (Severed)
Hit Dice: 5d12+5 (41 hp)
Initiative: +3
Speed: 30 ft.
Armor Class: 25 (+1 Dex, +3 natural, +8 full plate, +2 large steel shield), touch 11, flat-footed 23
Base Attack/Grapple: +5/+9
Attack: Bastard sword +12 melee (1d10+7), or Mighty [Str 16] Composite longbow +9 ranged (1d8+3)
Full Attack: Bastard sword +12 melee (1d10+7) or 2 claws +9 melee (1d4+4 plus paralyzation) and bite +4 melee (1d6+2 plus paralyzation) or Mighty [Str 16] Composite longbow +9 ranged (1d8+3)
Space/Reach: 5 ft./10 ft.
Special Attacks: Paralyzing touch
Special Qualities: Revenant weaknesses, twisted joints
Saves: Fort +6, Ref +5, Will +3
Abilities: Str 18, Dex 17, Con 12, Int 10, Wis 12, Cha 6
Skills: Bluff +2, Climb +4, Escape Artist -1, Jump +4, Listen +7, Move Silently -1, Search +6, Sense Motive +5, Spot +7.
Feats: Combat Reflexes[B], Dodge[B], Exotic Weapon Proficiency (bastard sword), Mobility[B], Power Attack, Weapon Focus (bastard sword)
Challenge Rating: 6
Alignment: usually Chaotic Evil

Severed Vampire

"Severed Vampire" is a template that can be added to any elf or half-elf (referred to hereafter as the "base creature"). The creature's type changes to "undead."It uses all of the base creature's statistics and special abilities, except as noted here.

Hit Dice: Increase to d12.

Speed: Same as the base creature.

Armor Class: The base creature's natural armor improves by +6.

Attacks: A Severed vampire retains all the attacks of the base creature. It also gains a slam attack, which replaces the base creature's unarmed attack.

Damage: Severed vampires gain a slam attack. This attack replaces the base creature's normal unarmed attack, and deals 1d6 damage (modified for the base creature's Strength, as normal).

Special Attacks: A Severed vampire retains all the special attacks of the base creature, and also gains those listed below. Saves have a DC of 10 + ½ the Vampire's HD + vampire's Charisma modifier unless noted otherwise.

Blood Drain (Ex): A Severed vampire can drain blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained. On each successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Severed vampires command lesser creatures of the night, and once per day can call forth a pack of 1d6+1 dire rats, a swarm of 1d6+1 bats, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the Severed vampire for up to 1 hour.

Domination (Su): A Severed vampire can crush an opponent's will simply by looking into the opponent's eyes. This is similar to a gaze attack, except the Severed vampire must take a standard action, and those who merely look at the vampire are unaffected. Anyone the Severed vampire targets with this ability must succeed at a Will save or fall instantly under the Severed vampire's influence as though affected by a *dominate person* spell cast by a bard of the same character level as the Severed vampire. This ability has a range of 30 feet.

Special Qualities: A Severed vampire retains all the special qualities of the base creature, and gains those listed below. The Severed vampire also gains all the benefits normally awarded to the Severed (*see above*).

Damage Reduction (Su): A Severed vampire's undead body is supernaturally tough, granting the creature damage reduction 15/magic.

Exceptional Beauty (Su): When a Severed vampire wishes, it can become as beautiful and radiant as the sun upon water. Their beauty is exceptional, augmented by their magical nature. Once a day, a Severed vampire can add a +4 to its Charisma score for one hour. For the hour after this, it receives a −5 to both its Wisdom and Constitution scores, as the Severed vampire's body and mind are weary from the effort required to maintain the power.

Fast Healing (Ex): A Severed vampire heals 5 points of damage each round, so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a Severed vampire automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. It can travel up to nine miles in these two hours. Once at rest in its coffin, it rises to 1 hit point after one hour, then resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume *gaseous form* at will, as the spell cast by a 5th level bard. He can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistance (Ex): A Severed vampire has cold and electricity resistance 20.

Telepathy (Su): A Severed vampire may communicate telepathically with any other Severed vampire in line-of-sight. This telepathy is difficult, and requires concentration — the vampire may take only partial actions while using this ability. Elven nobles who become Severed vampires use this ability to communicate with their retainers and their advisors in court situations, and are often master politicians.

Turn Resistance (Ex): A Severed vampire has +4 turn resistance.

Walk Unseen (Su): Severed vampires have the ability to move through a room and remain completely unnoticed. This ability does not make them truly invisible, but rather adjusts others' minds to believe that the vampire is someone they know and trust, and they will not take notice of the vampire even if it is standing directly beside them. Those with weak minds will act toward the vampire as if they are someone friendly, someone that they have known for years. Without realizing who the vampire actually is, a weak-minded person might spill secrets, or be indiscreet in a variety of ways as their subconscious mind urges them to trust their phantom 'friend.' Eliciting such a confidence requires the Severed vampire to make a Diplomacy check, which is opposed by the target's Will save. This ability is extremely useful for a number of reasons — it can allow a Severed vampire to escape unnoticed, to spy on others, and to temporarily take on another persona. This ability lasts for a number of minutes equal to the Severed vampire's Charisma.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Int +2, Wis +2, Charisma +4. Although Severed Vampires are technically undead creatures, they (like all Severed undead) retain their original Constitution score, and can be affected by things that raise or drain Constitution.

Skills: Severed vampires receive a +8 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot Checks. Normal animals instinctively and violently hate them, so the Severed vampire loses all ranks in Animal Empathy and Handle Animal.

Feats: Provided the Severed vampire does not already have these feats, it gains Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes. If it does not meet the prerequisites for these feats (after gaining all other benefits from the Severed vampire template), it does not gain them. A Severed vampire retains all of the base creature's feats.

Climate/Terrain: Any land and underground.

Organization: Solitary, or accompanying a company, squad, or band of elves (*see page64*).

Challenge Rating: Same as the base creature +2.

Treasure: Double standard.

Alignment: Always evil.

Advancement: By character class.

Severed Vampire Weaknesses

For all their power, Severed vampires are not without vulnerabilities.

Severed vampires have no reflection, and often grow angry if presented with a mirror. They are not restrained by needing an invitation to enter a private domicile, but they cannot step over a hearth made of rowan wood, nor can they touch (or attack in melee combat) a person wearing a blessed piece of rowan wood.

Slaying a Severed Vampire

Simply reducing a Severed vampire's hit points to 0 or less does not slay it, though it does incapacitate the creature. That said, they are fatally vulnerable to certain attacks.

Exposing a Severed vampire to direct sunlight does not slay the creature, though it does disorient it. A Severed vampire under such conditions may take only partial actions. The only way to truly kill a Severed vampire is to drive a stake of rowan wood through its heart. This may only be done during a coup de grace attack during which the attacker has such a weapon prepared. Even then, the Severed vampire must be decapitated, lest it return to life when the stake is removed.

Severed Vampire Characters

Severed vampires are always evil, which causes characters of certain classes to lose their class abilities as noted in Chapter 3 of the *Rules Codex*. In addition, certain classes suffer additional penalties, as noted below.

Clerics: Severed vampire clerics do lose their ability to turn undead (though they may still rebuke undead). A Severed vampire cleric that loses such abilities gains the ability to rebuke instead. Severed vampire clerics lose access to any domains previously granted, and gain instead the domains of Chaos, Destruction, Evil and Trickery.

Wizards: A Severed vampire wizard loses its familiar unless it is a rat, bat, or undead creature. The link between the vampire and its familiar is broken, and the creature shuns its former companion. However, if a familiar is also made undead, the link is restored. Alternately, the wizard may summon a new familiar, though this new familiar must be a bat, rat, or undead creature.

Sample Severed Vampire

This example uses a 5th-level fighter as the base creature.

Severed Vampire
Medium Undead (Severed)
Hit Dice: 5d12+5 (41 hp)
Initiative: +8
Speed: 30 ft. (6 squares)
Armor Class: 27 (+1 Dex, +6 natural, +8 full plate, +2 large shield), touch 11, flat-footed 26
Base Attack/Grapple: +5/+11
Attacks: Bastard sword +14 melee (1d8+9),
or slam +11 melee (1d6+6),
or mighty [Str 16] composite longbow +10 ranged (1d8+6)
Full Attack: Bastard sword +14 melee (1d8+9),
or slam +11 melee (1d6+6),
or mighty [Str 16] composite longbow +10 ranged (1d8+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blood Drain, Children of the Night, Domination
Special Qualities: Damage reduction 15/+1, exceptional beauty, fast healing 5, gaseous form, resistance to cold 20 and electricity 20, severed traits, telepathy, turn resistance +4, vampire weaknesses, walk unseen
Saves: Fort +6, Ref +8, Will +4
Abilities: Str 22, Dex 19, Con 12, Int 12, Wis 14, Cha 12
Skills: Bluff +9, Climb +6, Hide +4, Jump +6, Listen +14, Move Silently +4, Search +11, Sense Motive +10, Spot +14
Feats: Alertness[B], Combat Reflexes[B], Dodge[B], Exotic Weapon Specialization (bastard sword), Improved Initiative[B], Lightning Reflexes[B], Power Attack, Weapon Focus (bastard sword)
Challenge Rating: 7
Alignment: usually Chaotic Evil

Severed Wraith

"Severed wraith" is a template that can be added to any elf or half-elf (referred to hereafter as the "base creature"). The creature's type changes to "undead," and it gains the subtype Severed. It uses all of the base creature's statistics and special abilities, except as noted here.

HD: Increase to d12.

Speed: Wraiths have a fly speed of 30 feet, with perfect maneuverability. This replaces the base creature's old move statistic.

Armor Class: Natural armor is the same as the base creature, but applies only to ethereal encounters. When a wraith chooses to manifest (a state which occurs whenever the wraith attempts to touch or interact with the physical world), its natural armor value is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attacks: A Severed wraith retains all the attacks of the base creature, and may now make them against incorporeal targets as well when using its wraithly equipment.

Damage: Same as the base creature, if the wraith is not incorporeal (see below). Against ethereal creatures, a wraith uses the base creature's damage value as normal. The wraith cannot ordinarily cause physical damage to non-ethereal creatures while himself incorporeal, except as noted below.

Special Attacks: A Severed wraith retains all the special attacks of the base creature, and despite the name, retains full corporeality, including the ability to touch and be touched by others, and also gains frozen flame, immaterialize, presence of frost, and wither. Further, the creature may select 1d3 additional special attacks from those listed below.

Corrupting Gaze (Su): The Severed wraith can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the Severed wraith's gaze must succeed at a Fortitude save or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain. This is a gaze attack.

Frightful Moan (Su): The Severed wraith may issue a frightful moan as a standard action. All living creatures within 30 feet of the Severed wraith must succeed at a Will save or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same Severed wraith's moan for one day.

Frozen Flame (Su): A Severed wraith may control fires in its area, putting them out and turning the very flame into shards of ice. It may destroy 5 cubic feet of normal flame, or one cubic foot of magical flame per round.

Horrific Gaze (Su): Any living creature within 60 ft. that meets the Severed wraith's angry stare must succeed at a Fortitude save or immediately suffer 1d4 points of permanent Str, Dex, and Con drain. A creature that successfully saves against this effect cannot be affected by the same Severed wraith's horrific gaze for one day. Severed wraiths may turn this ability on or off as a free action.

Immaterialize (Su): Though they are still material creatures, Severed wraiths may cross into the ethereal plane as a normal action, becoming incorporeal in the process. An immaterial Severed wraith cannot strike at material opponents with its touch attack, nor can material opponents strike at it while it is immaterial. Incorporeal creatures may attack an immaterial wraith normally. An immaterial Severed wraith's touch spells never work on incorporeal targets.

Presence of Frost (Su): Wherever a Severed wraith walks, its footprints turn the ground to frost. If they remain in one place for long, it turns icy and snow gathers on the ground. Wild and domesticated creatures will not approach the area where a Severed wraith dwells, as they can sense this unnatural cold. Any creature within (the Severed wraith's Hit Dice) feet of the wraith a must make a Fortitude save each time they attempt to move, or move at half normal speed.

Telekinesis (Su): The Severed wraith can use *telekinesis* once per round as a free action, as cast by a bard whose level is equal to the Severed wraith's Hit Dice.

Wither (Su): When a Severed wraith successfully makes a touch attack on an opponent, its touch draws the life out of the victim. The victim must succeed at a Fortitude save (DC 10 + ½ the Severed wraith's Hit Dice + the Severed wraith's Charisma modifier) or suffer 1d3 points of permanent Constitution drain. Further, if a Severed wraith maintains this contact for three uninterrupted rounds, it begins to siphon away his opponent's memories and replace them with the wraith's own memories. Large spans of memory can be 'rewritten,' forcing the target to remember life as if they were the wraith. This transfer of memory and emotion can alter a subject permanently, and even change their loyalties, personality, or alignment to match those of the wraith.

Special Qualities: A Severed wraith has all of the special qualities of the base creature, as well as those listed below. It further gains the undead type, in addition to the several qualities listed below.

Rejuvenation (Su): In most cases, it is difficult to destroy a Severed wraith through simple combat. The "destroyed" spirit often restores itself in 2d4 days. Even the most powerful spells are only temporary solutions. A Severed wraith that is reduced to 0 hit points returns to unlife with a successful level check (1d20 + wraith's level or Hit Dice) against a DC 20. A wraith that is restored in this fashion suffers 1 point of permanent ability damage to each ability, which may not be restored in any fashion.

Turn Resistance (Ex): A Severed wraith has +4 turn resistance

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Constitution +4 and Charisma +4. Although Severed wraiths are technically undead creatures, they (like all Severed undead) retain their original Constitution score (as modified above), and can be affected by effects that raise or drain Constitution.

Skills: Severed wraiths receive a +8 racial bonus to Hide, Listen, Search and Spot Checks. Normal animals instinctively and violently hate them, so the Severed wraith loses all ranks in Animal Empathy and Handle Animal.

Feats: Severed wraiths gain the Alertness feat.

Climate/Terrain: Any land and underground.

Organization: Solitary, or accompanying a company, squad, or band of elves.

Challenge Rating: Same as the base creature +2.

Treasure: None.

Alignment: Always evil.

Advancement: By character class.

Wraithly Equipment

When an elf becomes a Severed wraith, all equipment being carried permanently gains the *ghost touch* enchantment, with all the benefits and side-effects thereof. Unlike normal *ghost touch* equipment, only the Severed wraith may use the equipment's other enchantments, due to the undying connection between the Severed wraith and its goods. The Severed wraith may use its equipment as normal, attacking even while immaterial. Weapons with the *holy* enchantment act as though their wielder had the Improved Sunder feat when attempting to sunder a Severed wraith's wraithly equipment, and the wraithly equipment is subject to effects which hedge out spirits (e.g. a spear that is wraithly equipment may not pass through a *magic circle against evil*).

Sample Severed Wraith

This example uses a 5th-level fighter as the base creature.

Severed Wraith
Medium Undead (Incorporeal, Severed)
Hit Dice: 5d12+15 (51 hp)
Initiative: +2
Speed: Fly 30 ft. (6 squares) (perfect)
Armor Class: 24 (+1 Dex, +9 *Ghost Touch full plate +1*, +3 *Ghost Touch large shield +1*, +1 deflection), touch 12, flat-footed 23
Base Attack/Grapple: +5/—
Attack: *+1 Ghost Touch Bastard sword* +11 melee (1d10+7), or *+1 Mighty [Str 16] Ghost Touch Composite longbow* +8 ranged (1d8+3)
Full Attack: *+1 Ghost Touch Bastard sword* +11 melee (1d10+7), or *+1 Mighty [Str 16] Ghost Touch Composite longbow* +8 ranged (1d8+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Corrupting gaze, frightful moan, frozen flame, horrific gaze, immaterialize, presence of frost, wither
Special Qualities: Incorporeal traits, rejuvenation, +4 turn resistance
Saves: Fort +8, Ref +4, Will +3
Abilities: Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 12
Skills: Climb +3, Hide +2, Jump +3, Listen +13, Search +10, Spot +13
Feats: Alertness[B], Exotic Weapon (bastard sword), Power Attack, Weapon Focus (bastard sword)
Challenge Rating: 7
Alignment: usually Chaotic Evil

Shadow

Shadow creatures are those who have for too long been exposed to dark magic, or were changed into dark beings through a massive blast of magical energy. They abhor sunlight (though it does not injure them), and generally seek lairs deep underground or in shadowed ruins. Their twisted minds match their twisted bodies, and their motives are dark mirrors of their former thoughts.

Shadow creatures appear roughly similar in form to the original creature, but their flesh appears to be coated with an inky blackness. This darkness is actually a sort of living shadow, and cannot be removed from the creature by any means. When a shadow creature dies, it fades and disappears.

"Shadow" is a template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The creature gains the "shadow" subtype. It uses all of the base creature's statistics and abilities, except as noted here.

Hit Dice: Same as the base creature.

Speed: Same as the base creature.

Armor Class: The creature's natural bonus increases by +4. If the creature did not have a natural armor bonus, it gains a natural armor bonus of +6.

Attacks: Same as the base creature.

Damage: Same as the base creature.

Special Attacks: The shadow creature retains the special attacks of the base creature, and gains the following.

Energy Drain (Su): This attack saps a living opponent's vital energies. The shadow creature may use this ability upon striking an opponent with any of its natural attacks (though it may do so only once per round). Each such successful hit inflicts one negative level on the opponent. For each negative level inflicted on an opponent, the shadow creature gains 5 hit points (10 on a critical hit). If these bonus hit points increase the creature's hit point total above its maximum, the excess are temporary hit points. The bonus hit points remain for one hour.

Affected creatures suffer a –1 penalty to all skill and ability checks, attack rolls, and saving throws. Further, the opponent loses one effective level or Hit Die (whenever level or Hit Die is used in a die roll or calculation) for each negative level. A spellcaster loses one spell slot of the highest level he can cast and (if applicable) one prepared spell of that level (opponent's choice). These losses and penalties persist until the negative levels are restored.

Negative levels remain until 24 hours have passed or until removed with a spell such as *restoration.* At that time, the afflicted opponent must attempt a Fortitude save (DC 10 + ½ the shadow creature's Hit Dice + the shadow creature's Charisma modifier). On a success, the negative level fades with no harm to the opponent. On a failure, the negative level is lost, but the opponent's level is also reduced by 1. A separate save is required for each negative level.

Special Qualities: The shadow creature retains the special qualities of the base creature, and gains the following.

Damage Reduction (Su): The shadow creature gains damage reduction 15/cold. If the base creature already has the damage reduction quality, it retains its original damage reduction quality if it is superior.

Spell Resistance (Ex): A shadow creature gains spell resistance equal to its adjusted challenge rating + 10.

Saves: Same as the base creature.

Abilities: Same as the base creature, but add +4 Dexterity and +2 Charisma.

Skills: Same as the base creature, but the shadow creature gains a +8 racial bonus to Hide checks whenever it gains a circumstance bonus due to darkness.

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature plus underground.

Organization: Solitary.

Challenge Rating: Same as the base creature +2.

Treasure: Same as the base creature.

Alignment: Always evil.

Advancement: Same as the base creature.

Sample Shadow Creature

This example uses a brine fiend as the base creature.

SHADOW BRINE FIEND
Medium Monstrous Humanoid (shadow)
Hit Dice: 3d8+15 (27 hp)
Initiative: +4
Speed: Fly 30 ft. (6 squares)
Armor Class: 24 (+4 Dex, +10 natural), touch 14, flat-footed 20
Base Attack/Grapple: +3/+6
Attack: Claw +6 melee (1d4+3)
Full Attack: 2 claws +6 melee (1d4+3), bite +1 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Energy drain
Special Qualities: Damage reduction 15/cold, spell resistance 14
Saves: Fort +5, Ref +7, Will +3
Abilities: Str 16, Dex 18, Con 18, Int 8, Wis 10, Cha 10
Skills: Hide +4*, Listen +5, Spot +5
Feats: Alertness, Toughness
Environment: Temperate and warm marsh or underground
Organization: Solitary
Challenge Rating: 4
Treasure: No coins; 15% goods; 10% items
Alignment: Always Neutral evil
Advancement: 4-8 HD (Medium); 9-12 HD (Large)

COMBAT

Energy Drain (Su): Living creatures hit by a shadow brine fiend's energy claw or bite attack receive one negative level. The Fortitude save to remove the negative level has a DC of 11.

Andrew Getting

Stormwraith

Stormwraiths are the living saints of the Storm, those rare mortals whom the Storm has not only accepted into its embrace but allowed to retain a measure of free will. Such Stormwraiths are distinct from their more common brethren, such as Signon's disciples or the Storm shadows, by this self-determination. Like most Stormborn, Stormwraiths often appear as pale and emaciated corpses with baleful red eyes. A rare few who transform into Stormwraiths remain much as they were, with only a darkening of their skin and the reddening of their eyes betraying their new calling. They commonly wear blackiron armor and wield similar weapons, and often ride Stormborn verdatha. Despite their harrowing visages, Stormwraiths are not undead; indeed, they hate the unliving. Stormwraiths are truly immortal, their souls forever bound to their flesh.

Comprised almost solely of converted Deverenians, Stormwraiths serve as a kind of honor guard on the edge of the Storm's reaches, the first line of defense against profane incursions into the Storm itself. While the Stormwraiths are quite aware that the Storm rarely needs them in such duties, they are patient and faithful souls.

The Storm creates new Stormwraiths in much the same way it creates other Stormborn. Those who enter the Storm's inner reaches face a series of trials of body and soul. Most fail to survive this experience; their souls are blasted by the Storm's winds, and they become the infamous Storm crows. Only those dedicated to the Storm's faith (though not necessarily its Church's) have any hope of becoming intelligent Stormborn, and most of these fail the Storm's tests, becoming Storm shadows. Those who succeed may accept the Storm's gifts immediately, becoming Signon's Disciples, or else choose to earn the right to stand among the Stormwraiths, only gradually gaining power. A rare few, such as Modred of Carcius and Ghed Mnettaor, possess such wisdom that they gain Stormwraith status outright. *See the World Atlas, pages 33-34, for more details.*

Creating a Stormwraith

"Stormwraith" is an acquired template that can be added to any non-Outsider creature with no negative ability modifiers, nonexistent ability scores, nor the Abyssal, Bascaron, or Ethereal type modifiers (referred to hereafter as the base creature). The base creature must have a Wisdom modifier of at least +2, or else he becomes a Signon's disciple instead.

A Stormwraith uses all the base creature's statistics and special abilities except as noted here:

Size and Type: The creature's type changes to Outsider (Stormborn). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Special Qualities: A Stormwraith retains all special qualities of the base creature and, depending on his Wisdom ability bonus or the amount of time he has spent continuously inside the Storm, may gain one or more described below:

Stormwraith Immunities and Resistances (Ex): Stormwraiths are immune to electricity and lightning effects, and have cold and fire resistances of 30.

Astral (Su): Requires a Wisdom modifier of +3 or more, or for the Stormwraith to have spent at least 1/10th of his race's natural lifespan inside the Storm. The Stormwraith gains the Astral quality, and exists simultaneously both on the material plane and in the heart of the Storm. As such, any melee or ranged attack that targets him has a 50% miss chance unless the attack is made with a +1 or better magical weapon (in the case of ranged attacks, only the projectile must bear the enchantment, not necessarily the weapon itself).

Fast Healing (Ex): Requires a Wisdom modifier of +4 or more, or for the Stormwraith to have spent at least 1/5th of his race's natural lifespan inside the Storm. The Stormwraith gains the fast healing quality at 2, or at 6 when he is within the confines of the Storm.

Storm's Mind (Su): Those Stormwraiths who gain the fast healing quality through this template must make a Will save to avoid following the orders of any other Stormborn with more Hit Dice (DC equal to the superior's HD + 5).

Spell-Like Abilities (Sp): Requires a Wisdom modifier of +5 or more, or for the Stormwraith to have spent 1/3rd of his race's natural lifespan inside the Storm. The Stormwraith has access to the following spell-like abilities: cause light wounds 3/day, darkness 3/day, obscuring fog 3/day, lightning bolt 3/day, cause moderate wounds 1/day, and ice storm1/day. He may also detect living at will, as a free action. If the Stormwraith has spent more than 12 hours outside of the Storm, he loses access to these abilities until he spends 12 hours within its confines.

Summon Storm Crows (Su): Requires a Wisdom modifier of +6 or more, or for the Stormwraith to have spent 1/2 of his race's natural lifespan inside the Storm. Once per day, and only if outside and within a mile of the Storm, the Stormwraith may summon 1d10+10 Storm crows to do his bidding. These Storm crows follow his will precisely, and arrive within 3 rounds.

Storm Wounds (Su): Those Stormwraiths who gain the summon Storm crows quality through this template may no longer heal through magical means.

Environment: Any, usually the Storm.

Organization: Solitary, pair, squad (2–10), or mounted command troop (2–10 + like number of Storm verdatha).

Challenge Rating: Same as the base creature +2.

Treasure: Standard.

Alignment: Usually lawful evil. Never chaotic or good.

Advancement: By character class.

Level Adjustment: Same as the base creature +4.

Sample Stormwraith

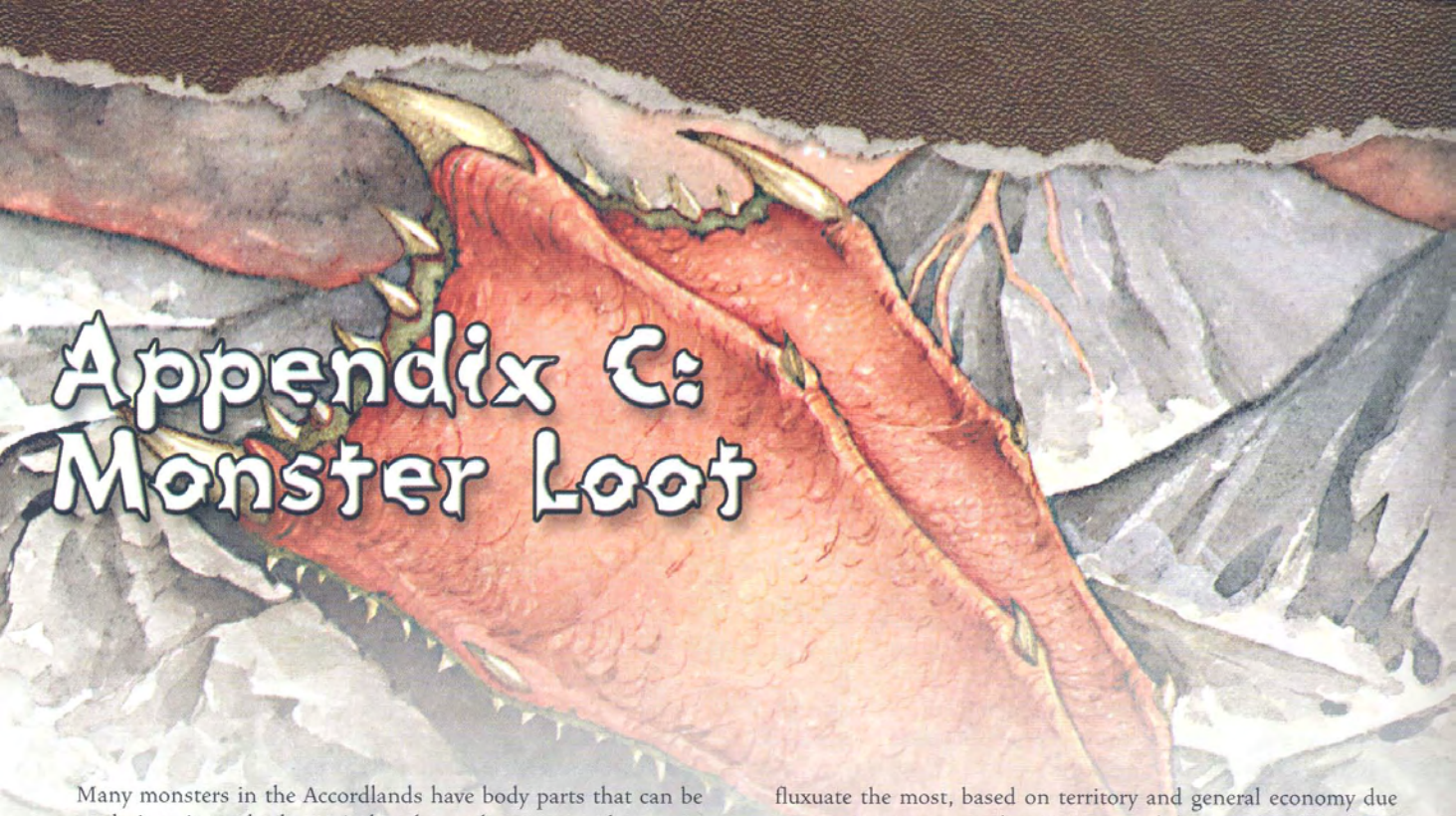
This example uses a 6th-level Deverenian fighter as the base creature. He has spent a continuous three decades in the Storm.

STORMWRAITH, 6TH-LEVEL DEVERENIAN FIGHTER
Medium Outsider (Astral, Stormborn, Augmented humanoid)
Hit Dice: 6d10+6 (43 hp)
Initiative: +4 (+1 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares)
Armor Class: 17 (+1 Dex, +6 banded mail)
Base Attack/Grapple: +6/+1
Attack: Heavy flail +10 (1d10+7/19–20)
Full Attack: Heavy flail +10/+5 (1d10+7/19–20)
Space/Reach: 5 ft./5 ft.
Special Qualities: Astral, Deverenian qualities, fast healing +2 (+6 in the Storm), Storm's Mind, Stormwraith immunities and resistances
Saves: Fort +3, Ref +6, Will +5
Abilities: Str 14, Dex 13, Con 13, Int 12, Wis 16, Cha 11
Skills: Handle Animal +9, Intimidate +9, Jump –1, Ride +12
Feats: Favored Weapons (heavy flail, lance), Improved Damage (heavy flail), Improved Initiative, Mounted Combat, Power Attack, Ride-by Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail)
Environment: The Storm
Organization: Mounted scout (+1 Storm verdatha mount)
Challenge Rating: 8
Treasure: Standard
Alignment: Lawful evil
Advancement: By character class
Level Adjustment: +4

COMBAT

The Stormwraiths' role in the Stormborn is to lead the others in battle, and as the greatest of their brethren, they lead well and viciously. They tend toward the traditional Deverenian tactics of choking the enemy on chaff such as the Storm crows, all the while gauging the enemy's strategies. When certain of their foes' weaknesses, the Stormwraiths unleash hordes of Signon's disciples or, more rarely, dispatch Storm Shadow assassins or even force personal confrontations with enemy leaders.

In personal combat, Stormwraiths fight as in their mortal lives, adapting their tactics to their new abilities. Most are Astral creatures, effectively immortal outside the Storm, and think nothing of the destruction of their material bodies, making them as thoroughly efficient in attrition warfare as any elven undead conscript. Even in the Storm's bounds, however, they do not hesitate to die true deaths if such would ensure their victory.



Appendix C: Monster Loot

Many monsters in the Accordlands have body parts that can be made into items both magical and mundane. Intrepid monster hunters can claim parts and return them to merchants for coin. Certain items are of more value in different areas, for example, a Free Kingdoms leatherworker might pay well for the skins of a Brine Fiend, while an Elf would barely offer a pittance. All prices below are based upon a neutral relationship with the race, prices can fluxuate based on racial attitudes. Free Kingdoms prices fluxuate the most, based on territory and general economy due to war. Some races, such as VoTaurr and the occasional Nothrog, may simply attempt to barter a like-priced item or items.

Some items also have a target difficulty to remove the item from the creature. Rangers of level 10 or greater have a +5 to rolls, but for any character if the roll fails, the item is ruined. The DC is Dex-based, but players with Knowledge (Monsters) may add that bonus to the roll.

Item	Removal DC	Deverenia	Dwarves	Elves	Free Kingdoms	Nothrog	Votaurr	Nimbic
Barrowgrim skin	DC 15	1sp	2sp	50cp	20sp	2sp	50cp	25cp
Black Moss	DC 5	15sp	0 (unknown)	25sp	15sp	5sp	2sp	25sp
Bloodsteed Hoof	DC 10	50sp	10sp	50sp	10sp	5sp	1sp	2sp
Bourdon Poison Sac	DC 20	5sp	10sp	10sp	10sp	5sp	3sp	10sp
Brine Fiend skin	DC 10	50cp	2sp	25cp	15sp	10sp	50cp	25cp
Draconic Eye	DC 25	50sp	4sp	55sp	20sp	10sp	5sp	30sp
Dragon Scale	DC 40	200gp	300gp	300gp	200gp	300gp	100gp	200gp
Dragon Tooth	DC 40	200gp	250gp	400gp	300gp	300gp	100gp	150gp
Harpy Teeth (20)	DC 15	10sp	10sp	5sp	3sp	6sp	15sp	13sp
Iceslayn Fur	DC 20	7sp	5sp	2sp	4sp	10sp	50cp	50cp
Kcarrn Fal Stinger	DC 15	25sp	65sp	75sp	70sp	30sp	25sp	75sp
Basilysk Eye	DC 20	30sp	20sp	30sp	25sp	10sp	10sp	20sp
Marauder Seeds	DC 40	20sp	5sp	15sp	25sp	5sp	3sp	25sp
Misearan Griffon Egg	—	1gp	50sp	50sp	2gp	1gp	50sp	50sp
Sanguicorn Horn	DC 25	20sp	5sp	25sp	15sp	5sp	5sp	10sp
Live Shade Lion Cub	—	100gp	50gp	500gp	750gp	1000gp	400gp	500gp
Spirit Wing Egg Undamaged	—	200gp	100gp	200gp	200gp	175gp	150gp	100gp
Ss-eleer Spikes (dozen)	DC 20	20sp	15sp	20sp	25sp	25sp	20sp	20sp
Teratorn Feathers (20)	DC 15	50cp	50cp	25cp	30cp	20cp	65cp	40cp
Doppelganger Heart	DC 40	40gp	25gp	50gp	30gp	25gp	20gp	20gp
Thunic Hydra Head	DC 30	75gp	50gp	90gp	50gp	35gp	30gp	30gp
Thunic Roc Claw	DC 40	70gp	60gp	65gp	80gp	40gp	75gp	40gp
Titan Skull	DC 40	100gp	30gp	300gp	50gp	50gp	55gp	30gp
Unakhan Carapace	DC 30	3gp	10gp	7gp	5gp	3gp	2gp	2gp
Verdatha Wing	DC 25	*	25gp	25gp	30gp	15gp	10gp	10gp

* Ownership in Deverenian lands is punishable by death.

Appendix D: Other Monsters

The Shattered Lands crawl with every sort of beast and monster, mutant and madman. Beasts in those lands are numerous and varied, some have yet to even be witnessed by travelers. Many creatures not detailed in this book await adventurers who test their fate in the Bascaron-cursed lands. Among those the adventurers could encounter are many monsters you can find in the D&D Monster Manual™ as well as other various sourcebooks:

AEG's Monster
Bugbear
Ettin
Gnoll
Kobold
Troglodyte
Cobra Ogres
Ferris
Grikkyn
Mongrel
Neslikaar
Ruoth
Screeching Green

AEG's Wilds
Nullhare
Sirine Willow
Mud Elemental
Pirahna, Dire (in pools)
Razor Bird
Bog Zombie
Fetid Boar
Jussiash
Tyrant Lizard
Lava Beast

D&D Monster Manual 3.5
Aboleth
Achaierai
Allip
Animated Object
Ankheg
Aranea
Arrowhawk
Assassin Vine
Athach
Avoral
Azer
Barghest
Behir
Belker
Bodak
Bralani
Bugbear
Bulette
Chaos Beast
Chimera
Choker
Chuul
Cloaker
Cockatrice
Couatl
Darkmantle
Delver
Derro
Destrachan
Devourer
Digester
Dinosaur
- Deinonychus
- Elasmosaurus
- Megaraptor
- Triceratops
- Tyrannosaurus

Dire Animal
- Dire Ape
- Dire Badger
- Dire Bat
- Dire Bear
- Dire Boar
- Dire Lion
- Dire Rat
- Dire Shark
- Dire Tiger
- Dire Weasel
- Dire Wolf
- Dire Wolverine

Ethereal Filcher
Ethereal Marauder
Ettercap
Fiendish Creature
Formian
Fungus
Ghaele
Girallon
Gorgon
Gray Render
Grick
Grimlock
Hell Hound
Hippogriff
Howler
Krenshar
Lamia
Lammasu
Leonal
Lillend
Locathah
Magmin
Mephit
- Air
- Dust
- Earth
- Fire
- Ice
- Magma
- Ooze
- Salt
- Steam
- Water

Mohrg
Mummy
Night Hag
Nightmare
Nightshade
- Nightcrawler
- Nightwalker
- Nightwing

Ooze
- Black Pudding
- Gelatinous Cube
- Gray Ooze
- Ochre Jelly

Otyugh
Owlbear
Phantom Fungus
Phase Spider
Phasm
Purple Worm
Rast
Ravid
Remorhaz
Roc
Roper
Rust Monster
Salamander
Shocker Lizard
Skum
Spectre
Spider Eater
Swarm
- Bat
- Centipede
- Hellwasp
- Locust
- Rat
- Spider

Tarrasque
Tendriculos
Thoqqua
Tojanida
Triton
Vargouille
Wight
Worg
Xill
Xorn
Yeth Hound
Yrthak

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THE MINE

QUEST

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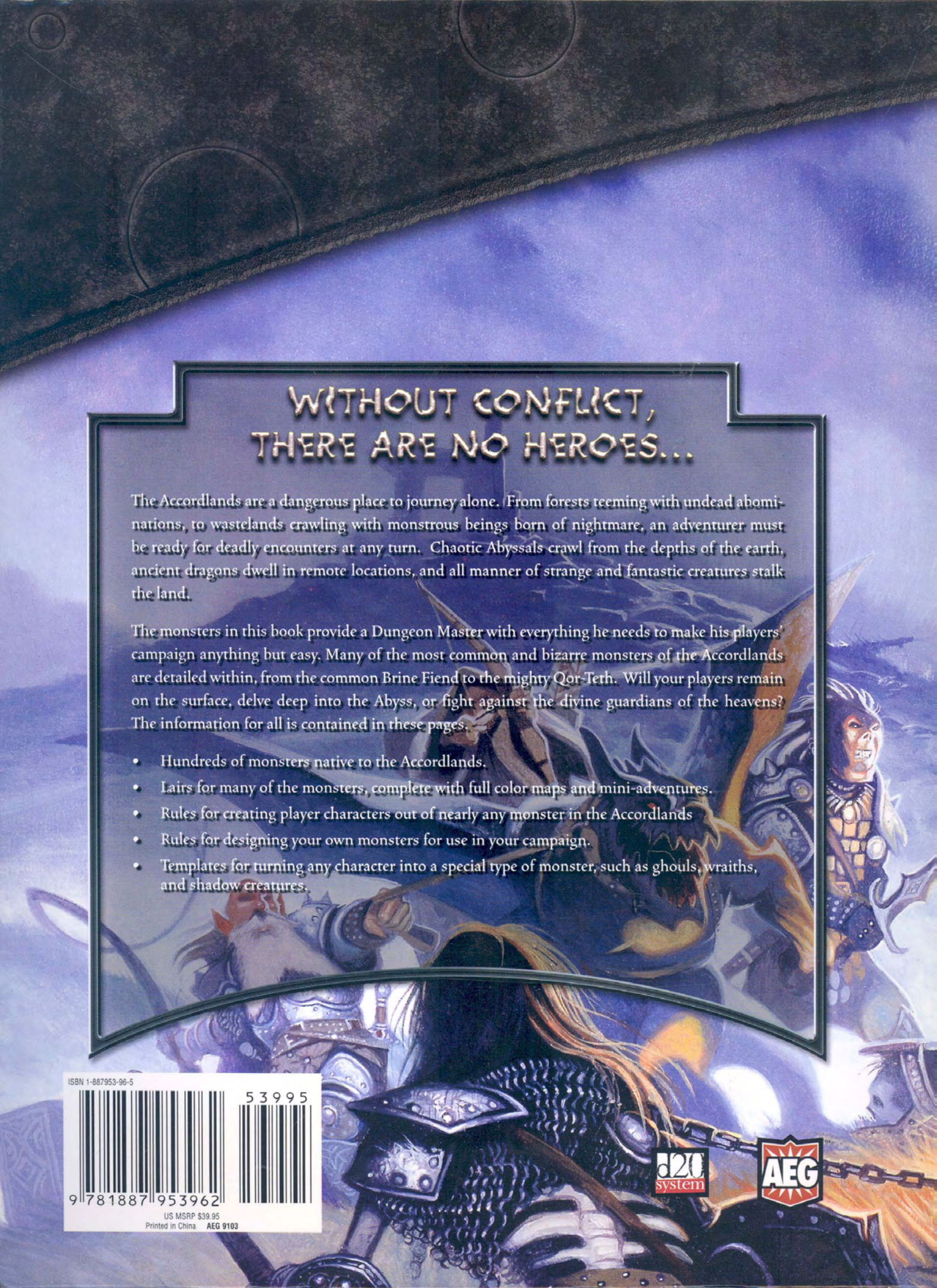

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