RADIANCE

MASTERS GUIDE

A Radiance Roleplaying Supplement

Dario Nardi

Radiance

Master's Guide

For use with
Radiance RPG
A D20/OGL
Role-Playing
Game

By Dario Nardi

Dear Gamemaster...

Thank you for investing in this book!

As you may know, Radiance RPG is a philanthropic project. The goal is to share a game that focuses on the joys of table-top gaming. Thinking back to my first adventure 30 years ago, I marvel at how the industry has grown. All the new ideas have been inspiration to make something great. Ideally, with Radiance RPG in hand, you and your players will enjoy more time roleplaying, with less of the clunky stuff, while retaining an incredible richness of options.

As a GM, your players may not realize how much preparation you put into crafting and running adventures. To help you, this book offers numerous traditional resources including maps, monsters, templates, and traps. Along with old favorites, there are fresh creatures and hazards. This book also introduces new resources like the 32 stories on page 8. Stories are a natural way to draw players into adventures and keep them excited, active, and on their toes.

As a GM, you likely introduce new games and supplements to your circle of players. Sadly, this isn't a book to share with them (though you can still wave it around!) Yet, there is a good chance you are bringing Radiance RPG to your table. That is inspiring and humbling for me to consider. Thank you for joining the mission to help make all that is old, new again, and all that is new, a future classic.

Questions? Ideas? While www.RadianceRPG.com is a place to get core materials, the daily hot spot is www.Facebook.com/RadianceRPG. Just "like" it to see artwork, new material, and more.

Journey On!

Credits

Written by Dario Nardi, copyright 2012 where not covered by the Open Game License summarized on page 212. Cover illustration by Joe Slucher. Cover design by Judah Ben Jehoshua. Interior design by Dario Nardi. Interior illustrations by Eric Lofgren, Mike Muffins, Dario Nardi, Chris Pritchard, Joe Slucher, Frank Walls, and Libby Schultz, who also contributed the kitsune creature on page 103. Edited by Libby Schultz. On the cover, an angel and a demon battle each other in the expanse of the Astral Realm.

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What's Inside

Here is a chapter-by-chapter outline of the book.

Chapter 1: Imagine—Introduces key concepts for GMs to consider. Also, covers how Radiance RPG differs from other d20 games and describes numerous rich story ideas.

Chapter 2: Mastery—Delves into gaming details, including campaign concepts, power tiers, narrative roles, and guidelines for creating your own races, classes, themes, and so forth.

Chapter 3: Hazards—Gads, a trap! And that trap is just a distraction from the real one. This chapter includes magical zones where every step is fraught with magical challenges.

Chapter 4: Creatures—Presents over 100 creatures of all types from aberrations such as aboleths to undead such as ghouls. Includes guidelines for reading monster statistics. Monsters come with variants that look the same but behave differently.

Chapter 5: Templates—Do you need an aquatic wolf, boss gnoll, zombie kraken or fiery golem? Easy. Apply any of over 50 templates to customize monsters to specific environments and roles.

Chapter 6: Places—Includes two-dozen locations such as an arcane marketplace, electrotech factory, and vampire crypt. Each location has a map, text description, and roster of typical inhabitants.

GM Cheat Sheets—Key references a GM needs, all on 3 pages. You can make a GM's screen out of them! Includes an empty form you can use to track crucial PC and monsters statistics.

Chapter 1
Imagine

This book is a supplement for use with the Radiance Players Guide. While the RPG offers everything you need to get started, this book provides game masters with resources, namely story ideas, traps, creatures, maps, and guidelines for creating new races, classes, and so forth. A GM uses resources like these as part of conducting adventures. Conducting is both a science and an art. There are rules to adjudicate. There is also the magic that emerges when a competent and creative GM promotes memorable moments, to go beyond what was first imagined.



The final scene erupted on the slippery roof of the city's newest train. Can the heroes halt the warlock and his demons' ravaging of their fair city?

Essentials

Here are some must-know items before you dive in.

What You Need

So you want to be a Radiance game master? To run adventures, you need the Radiance Players Guide, writing materials, folks to play with, a comfortable space, a regular time to game, and a few hours of free time every week to prepare. While preparation helps, the magic tends to occur when you successfully juggle all the key elements that go into orchestrating a wondrous shared experience.

Key Terms

If you are reading this, you likely have experience as a GM. Whatever your background, here are some terms you may wish to reflect on.

Players, PCs: You and your friends! Typically, each player has a character, called a player character (PC for short). Players are encouraged to bring energy, a proactive approach, and a creative mindset to the game.

GM: This may be you, and it might include another player who occasionally takes your seat. The game master is a player who crafts the world, devises adventures, and adjudicates the actions of PCs and NPCs.

Party: All of the PCs adventuring together, plus maybe NPCs. Unless two (or more) GMs are working together, it's usually best to keep PCs together as a single party so that everyone feels involved with something to say, see or do.

NPC: A non-player character or creature the PCs meet during their adventures. The RPG offers 100 pre-made townies to act as NPCs. Moreover, sentient monstrous creatures can also act as entertaining and informative NPCs rather than—or in addition to—acting as blood-letting combatants.

Setting: Also called a world or campaign setting, this includes the physical and social environment with its customs, institutions, and so forth. A GM's preparations for a setting might include a set of maps, an encyclopedia of places and personages, fictitious newspaper clippings, and a history lesson. That said, a GM can start small in a local town and expand to add details over time as the need arises. A setting is best based in an environment and culture.

Culture: The RPG describes 4 common cultures: Primal Tribal, Medieval Feudal, Enterprising Colonial, and Decadent Imperial. Each culture includes a people's mind-set, daily life, governance, and attitude to outsiders and heroic adventurers. The physical environment, its opportunities and limitations, drives that culture. A sparsely-populated, post-apocalyptic desert world filled with monsters and desperate warbands vying for water and the use of rusty electrotech weapons differences markedly from a densely-populated techno-religious utopia where PCs enjoy a life of freedom and luxury until they reach age 25, when a person must undergo a dangerous rite called "the transition", and little is known about those who fail to return from it.

Cultures are easy to manage. The GM names the culture's key values, such as "progress" and "propriety" in a Victorian age. Thereafter, for each encounter, the GM allows the people and institutions in the setting to respond in a way that fulfills those values.

Campaign: From a player's perspective, a campaign is a series of adventures. The best kind of campaign is an ongoing arc that occurs on a big canvas and acts as a counterpoint to the world's setting and culture. A placid world is invaded by aliens. A kingdom is rotting, but rumors abound of a dragon egg that might give birth to a godling savior. The introduction of a new magical practice promises to bring peace to a continent bloodied by endless war. There are many possibilities. A long campaign with numerous obstacles and layers reads like an epic series of novels as it takes PCs from 1st-level novices to 20th-level heroic paragons. In practice, many campaigns run 5 to 10 levels before the PCs retire or move to another campaign.

Adventure: A series of related encounters, typically with a beginning, middle, and end. Over numerous encounters, characters heed a call to action, overcome obstacles, gain allies and enemies, and earn rewards. Rewards might include legendary treasure, a ransomed princess, or the pelt of a fiendish red dragon.

An adventure might be more linear, more multi-path or a "sandbox" style where players are free to explore as they like. Some GMs and players enjoy executing a predefined series of encounters, while others prefer an open-ended approach, where situations emerge in reaction to PC's choices.

An adventure typically takes 4-12 hours to play out. Typically, an adventure is long enough—perhaps 8 hours, or a pair of 4 hour sessions—for PCs to progress to their next level.

Play Session: A single meeting to run through part of an adventure, though sometimes you can create one-off sessions that open and close a short adventure.

Story: A dramatic core around which an entire adventure turns and unfolds. The PCs enter the burning house to save a family. They quickly discover that the house is a foyer into an abyssal realm from which they cannot soon escape. This introduces the story's core: "the escape". The adventure flows from the core. Escape from what? The house is a prison. Who are the inmates? The family members are really demons, perhaps "remade" from former hapless adventurers. The basement stairs lead into a swampy morass. How is that possible? And "granny", a demonic matron, rocks back and forth in the attic. Is there a key to get out? If so, where, and how to use it? The bulk of the story is done when the PCs successfully escape, or yield all hope of doing so and become the newest demon inmates.

Hook: An early scene in an adventure that draws characters into the larger story. For example, the PCs are called to help a family escape a burning country house. Naturally, more is at stake than the hook. Ideally, the hook is nestled within 2 or 3 other events that relax the players and feed their excitement for action while lulling them into a sense of complacency about their competence and what's safe or dangerous.

Narrative Roles: These are the roles people play. Roles include hero, supporters, wise-person, villain, minions, trickster, and many more. The cast of an adventure is dramatized by the roles they play. Presumably, the PCs are heroes. Beyond that, the dragon they encounter might be a victim, villain, trickster, wise advisor or so forth. Narrative roles always support the story. If a creature lacks a role then why is it in the adventure except as a fun distraction, which is itself a role!

Level: A measure of challenge from 0 to 20. Every creature, adventure, trap, and other encounter has a level. Typically, the mix of levels in an adventure matches the PCs' level.

Encounter: One scene in the game, similar in length and scope to a film scene. An encounter resolves around the PCs understanding, surviving, and perhaps benefiting from a trap, monster or other obstacle. An encounter typically lasts 2 to 5 minutes of game time, played out in 20 to 50 minutes of real-world time. An encounter might focus on combat, social interaction or a mix thereof. Ideally, scenes alternate combat and noncombat to sustain an interesting pace. Some encounters may be mandatory, while others occur when certain conditions are met, and a few may be random.

Creature/Monster: A non-person. This book introduces over 100 creatures, from the quixotic aboleth to the iconic zombie. Each creature has a level from 0 to 20. Most are typically 4th to 10th level. Like a party of PCs, many creatures will also come as a group—be it a flock, gang, horde, school, squad, family or such. Also like PCs, creatures have livelihoods and goals and may or may not care to risk their lives. That said, many creatures are monsters, plain and simple, the result of curses, horrid experiments, or hell-spawned nurseries or alien evolution. If PCs are inviting a flock of harpies to a fine dinner, they better understand who may be served!

Faction/Faction Goal: Each player, as part of his faction, if any, is provided a goal, with commensurate XP reward. The goals of factions may conflict.

Locations/Maps: The spaces that host encounters. An adventure might involve PCs escaping a prison, exploring a ruined temple, or locating and rescuing a dying minotaur in a maze. More complex adventures involve 2 or 3 locations: The PCs landing craft, the temple they've been sent to investigate, and the dangerous jungle between the two. Ideally, the GM prepares a map of major locations with key information such as traps, creatures, secret passages, and so forth. Ideally, a location includes a few secret spaces and interactive elements such as a draw bridge and or movable wall.

Mystery: This includes questions with clues, red herrings, and so forth. A GM can help motivate players by introducing mystery.

Trap/Hazard/Obstacle: This is a physical challenge rather than a creature. This might be a pit with crushing walls, a series of small chasms a PC needs to leap, or a puzzle that a PC must solve before continuing. These tend to challenge the players' brains.

Fun: A subjective feeling. Everyone has a different idea of what's fun, from tactical combat to dramatic romances with NPCs. Players tend to hold differing notions of what's fun. A GM's job includes catering to a balance of needs so everyone tends to have fun.

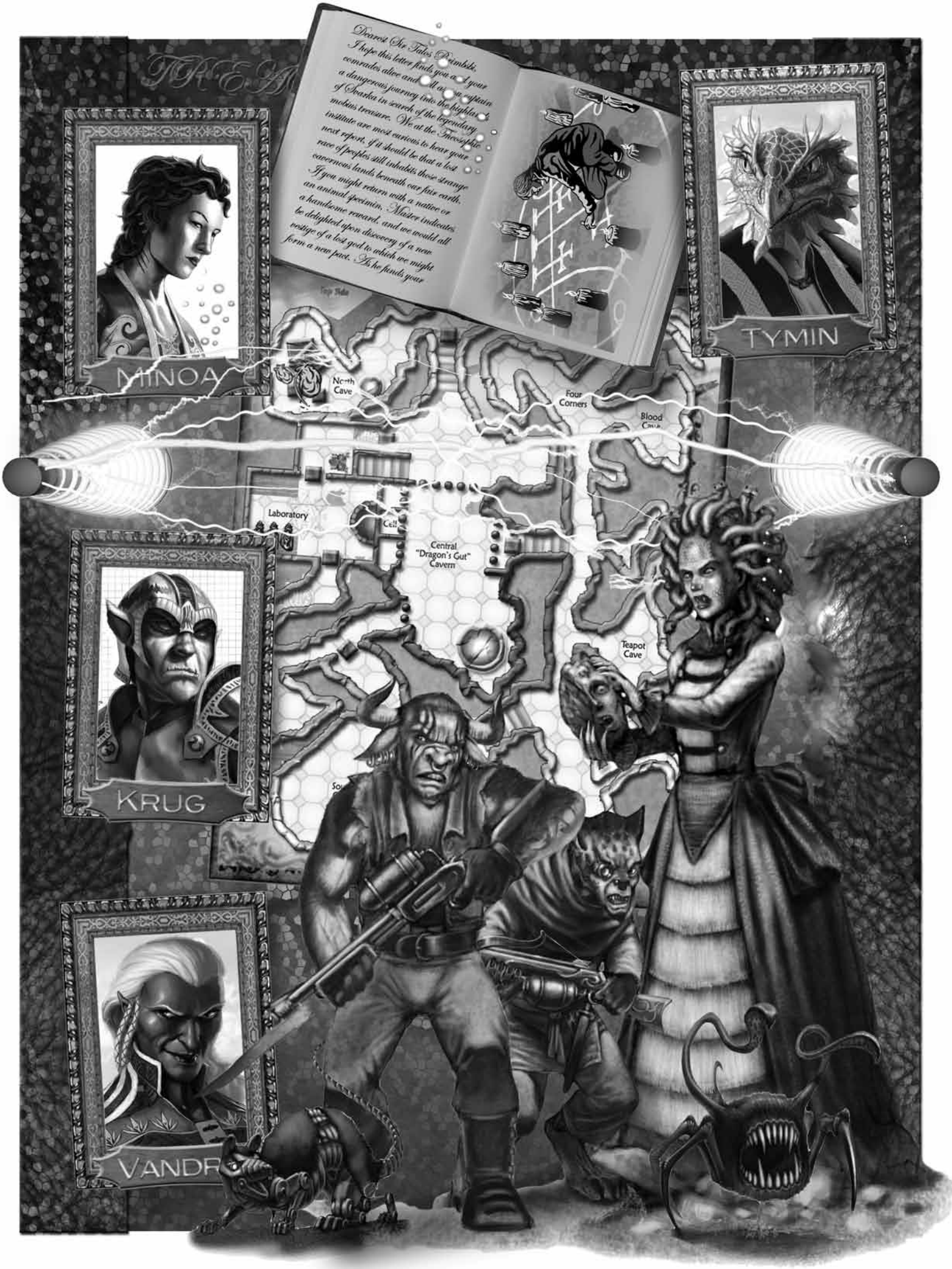
Respect: The key to fun is respect. All players at the table value each others' contributions and needs and don't use rules as weapons.

Meta-Gaming: When players make use of information that their characters couldn't know, such as out-of-game expertise, or events that occurred when a PC was unconscious. Most GMs discourage meta-gaming, and some punish it with XP penalties.

Verisimilitude: The semblance of realness. Players experience verisimilitude when a setting, NPCs actions, and so forth occur in a consistent way. Magic for example isn't "real", and yet it can be handled in a consistent way that strongly helps make it feel real.

House Rules/Customizing: The GM's personal spin on the Radiance game, including modifications, limitations, and additions. For example, a GM might ask all PCs to start off with a townie profession rather than a character class, with the understanding that PCs will have opportunities to pursue a class by finding and training at a fighting school, wizardry academy or so forth. Or a GM might wish to limit PCs to options suiting a Greco-Roman setting, with only humans and halflings, and classes such as barbarian, fighter, invoker, rogue, and witch that match the flavor of those times. What's important: Everyone knows and feels comfortable with the house rules.

Collaboration/Emergence: The back-and-forth that occurs between players and GM so that everyone feels invested. Minimally, a GM responds to some of the players' desires regarding their adventures, campaign, and characters, such as what kind of setting they wish to explore. More ambitiously, a GM offers ways for players to contribute. For example, players each come with a trap or creature of their own design on an index card. Once per adventure, the GM randomly draws a card and plants that challenge as a surprise. There are many ways to collaborate and GMs may stick to what's comfortable for them.


Dearest Sir Talos Bimbibi,
I hope this letter finds you and your
comrades alive and well after your
a dangerous journey into the highlands
of Sparka in search of the legendary
mobius treasure. We at the Theosophic
institute are most curious to hear your
next report. If it should be that a lost
race of peoples still inhabits those strange
cavernous lands beneath our fair earth,
If you might return with a native or
an animal specimin. Master indicates
a handsome reward, and we would all
be delighted upon discovery of a new
vestige of a lost god to which we might
form a new pact. As he funds your
MINOA
TYMIN
KRUG
VANDR
North Cave
Four Corners
Laboratory
Central "Dragon's Gut" Cavern
Teapot Cave

Mind the Gap

You may know other d20/OGL games such as Dungeons and Dragons, 3rd Edition, by Wizards of the Coast or Pathfinder RPG by Paizo Publishing. These games work a certain way to provide a consistent play experience. While Radiance RPG retains many of the mechanics, themes, and trappings of a d20 game, it differs in key ways.

1. **The point system rules.** Abilities, characters, magic items, monsters, traps, and almost everything else are built on a point system. RPG, page 39 introduces the point system in a box called Behind the Math.

2. **The game is tiered.** As PCs and their abilities improve by tiers from basic to paragon, players will notice a clear shift in the play experience. It's important to play "in tier" as often as possible.

3. **Progression is flatter.** Since every character level adds the same number of points, a 10th level PC is 5x the power of a 2nd level PC. Similarly, spells and abilities increase linearly, rather than geometrically. This means a monster's level matters less too.

4. **Powerful abilities are deferred.** Spells such as Scry and Teleport are deferred to the highest levels of play and made expensive to allow GMs plenty of room to control basic elements of an adventure such as travel and mystery.

5. **Abilities are tightly grouped.** Classes such as cleric and wizard that are often broadly based are divvied up into narrowly-themed classes. Similarly, "feats" from the d20 system are siloed into themes and recast as "awards".

6. **Martialists & spellcasters are matched.** All PCs are built from the same point system. Also, martialists have more potent melee abilities while magic users' more powerful spells are deferred to higher levels. Everyone can shine at all levels.

7. **Townies are potent.** Townies are far above their d20 rival, the commoner. For example, each townie is only 2nd level, yet a squad of 5 snipers can slay a 10th-level PC in 1 round. Townies ensure PCs remain accountable to society.

8. **Heroes are still mortal.** The vitality and wound system grants PCs power at higher levels while still endangering their mortal frames. High level monsters, poisons, and such deal wound damage, and wounds remain constant over a PC's career.

9. **Not all creatures are people.** Many abilities, particularly at the basic tier, only affect persons. Dragons, zombies, and such are not persons. This distinction sustains balance. At higher tiers, some abilities improve to affect all creature types.

10. **High-level combat goes swiftly.** Regardless of level, a typical 4-hour play session can easily include 3 to 5 combat scenes with an equal number of social scenes. Part of the reason: At higher levels, monsters do more wound damage.

11. **Vitality is limited.** While PCs can use magic to heal wound damage, vitality is set by one's level and hard to recover. Martialists lose vitality on the front line to foes' strikes while spellcasters expend vitality to cast spells from the back line. Thus everyone goes home tired at the same time.

12. **Romance is useful.** There are several ways to recover vitality. Among these are townies such as courtesans and abilities such as Kiss that encourage a certain amount of romance, even if off-screen, just for game benefits.

13. **The game assumes a gilded age.** The optional presence of businesses and machines in industrializing societies ensures that PCs and NPCs can bring about great changes for good or ill through mundane means of wealth and politics.

14. **Common sense is key.** Abilities are less rigorously defined. Players will encounter edge-cases or overlap situations with little guidance from an ability's description. This is where mutual respect, negotiation, and deference to the GM come in. Always decide toward what is less powerful and more mundane in effect.

15. **Review the fine print.** Players may miss the significance of an ability's wording. For example, Sudden Burial only works in "soft ground", which does not include stone floors. If use of an ability seems outrageous, check to see if key wording was overlooked.

16. **Magic items are less important.** You can forego magic items and, except for potions, few will likely notice. PCs earn less gold per level, magic items remain costly, and a PC's wide set of options meets the need for uniqueness.

17. **Magic items work differently.** A magic item isn't a fount of power. Rather, it is a container for abilities that the owner gains and may employ with a commensurate cost in vitality.

18. **You can up technology or exclude it.** Electrotech, steamgear, and such are present but not baked in to the game. You can easily exclude technology by excluding the Electrotech ability and Chapter 9: Electrotech from the RPG.

19. **Skills are more important.** You may be used to abilities that provide measly +2 bonuses to skills. Radiance RPG offers +5 and better bonuses. The result is not imbalanced, just different. Skills rival abilities in value.

20. **Deities matter.** Less than alignment, a PC's deity often matters. The faith point system offers "get out of jail" opportunities. PCs will call upon divine aid when the going gets toughest.

21. **Mind the world.** Townies are empowered and mundane electrotech gear is quite potent. Thusly, PCs get away with a lot if you let them treat NPCs and such as game pieces. Consider economic, psychological, and social consequences when PCs fail to tread lightly.

22. **Simplifications work.** A character only uses 1 attribute for all attacks. How can that be? Everyone has the same ability progression. What? And so forth. It's okay. In practice, the play experience remains familiar and sensible.

Power Gaming Blues?

Here are 3 points to know when a player devises a "super character".

1) You can't take an ability more than once. There are some exceptions, which are explicitly stated. Otherwise, this is a solid rule. For example, Toughness is a warmech racial option and a barbarian basic tier ability. A warmech barbarian cannot take both instances of Toughness. Similarly, the specialist theme offers Skill Focus to boost use of a skill. A specialist can only ever take this ability once to improve 1 skill.

2) Multiple uses of an ability don't stack. Many abilities offer ongoing benefits. For example, a necromancer's False Life ability offers extra wound points for 5 minutes. He can't use the ability 5 rounds in a row to gain 5x the benefits. He must end the current use or wait until it expires before using it again.

3) Most abilities activate as a standard action. Unless stated otherwise, abilities that actively produce an effect such as Fireball or All You Need is Kill take a standard action to activate. In contrast, abilities that offer skill benefits are ongoing—they may take a standard action at the day's start, but those seconds doesn't matter.

Recasting Faith Points

As GM, you may wish to switch-up some rules to better match your sensibilities or setting. With a point-based system, you can adjust a lot with predictable effects. Here's an example.

A character normally expends faith points to access his deity's boons. A faith point is worth ¼ of a basic ability. How else might we use faith points in a campaign setting?

In a world with no divine benefits, you can recast faith points as "hero points" or "action points". At any time, a PC can add +1d6 to a d20 roll to give himself a little boost in dire circumstances.

Alternatively, even in a godly world, some characters may eschew a deity to worship the Multiverse, Nature, Humanity or a similar abstract or theosophic notion. Instead of access to boons, the PC spends faith points to briefly access a class ability he hasn't learned. For example, a non-theistic wizard might spend 2 faith points to access the Instant Pit spell even though he doesn't know it and hasn't prepared it via his spellbook.

Finally, we might drop faith points and deities altogether. If we do, just drop monster faith points too to ensure balance.

Stories

Stories are powerful. A single story, in deft hands, captures the imagination and energizes the creativity of everyone at the table.

Ideally, a GM juggles a few stories to involve every PC. Often, a party of PCs shares 1 big story and each individual also has stories. To encourage play, dangle the promise of experience points. When PCs complete stories in a satisfying way, award XP as if they beat an obstacle. Ideally, award 1 XP per character level per story.

Here are brief descriptions of 32 stories. Each story has a hook that invites PCs to freely say "yes" to tackle it. Each also includes obstacles, options, complications, and an end point that signals when the story is done. Also consider: A ticking clock evokes urgency, the insults of rivals and the tears of allies make it personal, and treasure complements XP. Only award full XP when a story is done well.

Acclimation: You invite characters into an unfamiliar social setting where they must learn new rules of engagement. For example, Talos recently earned a noble title. Does he know how to use it? He will need more than a +5 bonus on Nobility checks to win hearts at Brimbsbe House. Initially, Sir Talos is razzed, viewed as an upstart, treated poorly, and put in danger. Ultimately, however, he proves himself. Perhaps the distant head of house gifts him a small heirloom. The moment of social acceptance, perhaps just a word, ends the story.

Alien Power: Grant a character extra power. It's not useful, yet. The more the character uses it, the better it gets. This power isn't offered by the character's class or race. Maybe it's from his god? Another god? Or a demon, ghost or symbiont lurking within? Learning the power's origin is a small point in a larger challenge. What is the power's price? Is the character willing to do something terrible, such as a sacrifice, to retain the power? If not, it will be given to his worst enemy. When the character chooses, the story ends.

Assault: Characters are tasked to take down a location, preferably letting no inhabitant escape. Perhaps the thieves guild needs rebuking. Or, a town's inhabitants have been overtaken by demonic possession. Maybe a wizard's tower is alight with vile magic and no one can get in to investigate as magic seeps out. The story's first half involves scouting, planning, and preparing. The story's second half is the assault itself. Likely, there is a big surprise waiting! The story ends well when the location falls and any threats within are neutralized.

Bodyguard: Offer characters a job to protect a person or a small group. Perhaps Talos and his comrades are asked to guard a young princess on her tour of the city. Or they are offered a job to escort pilgrims to a holy shrine situated in a desert wasteland. It's work. There will be literal or metaphorical scorpions. Surely they were lied to about the job's difficulties! If a charge dies, the rewards are few. If they save the princess from a witch's evil spell or get the pilgrims safely to their shrine, then the story ends with a reward.

Capture: The characters are asked to track and capture someone or something. The goal is to capture and return, not to kill. Maybe a noble family asks Talos and his comrades to find and retrieve a runaway child. Or, criminals escaped a local prison and need rounding up. Typically, there are 3 parts: Locating the quarry, getting past defenses the quarry throws up, and securing the quarry. There will be complications or surprises. Maybe the quarry is Talos's brother! The story ends when the quarry is captured or permanently escapes.

Change: Present a character with a golden opportunity to multi-class, transform into another race, or change deity. These kinds of changes are relatively permanent. The change addresses a longing the player has mentioned. The character must earn the change. For example, Talos must pass 3 tests to enter a mageblade academy to learn magical arts that complement his sword-fighting. Typically, 1 test is too easy, 1 is too hard, and the last is a trick. The story ends when the character undergoes the change.

Clearing: Deliver news with an offer. The local countryside is infested with monsters. Some have died. If the characters can clear it, they will gain a reward. The reward might be gold, land or heightened social standing. There will be at least 3 monstrous encounters: 1 that is too easy, 1 that is too hard, and the last, deceiving. Ultimately, the characters learn the infestation's cause. If they clears the land as asked, reward is sure. If they seek to shut down the source, the danger and reward will be far more than what they signed up for.

Defense: The characters must protect a beloved location against an impending threat. Typically, the threat is known and numbers on both sides are large. The characters must prepare for the known and the unknown. Perhaps a horde of hungry giants is coming to raid the town and have a dragon on their side. Often, the characters' loved-ones are among those they protect. The story's first half involves scouting, building defenses, and acquiring allies. The story's second half is the fight itself. The story ends well when invaders are mollified or seriously repelled.

Disguise: Gently suggest through an NPC that a disguise may enhance a mission's success. There are details: How to secure the best disguise, when to don it, and how to act the new part. There is also execution. For example, Talos needs to slay a powerful warlord, Xaxianna, who hides in her comfortable walled estate. Talos learns she is only alone with painters for portraits, musicians to soothe her nerves, and courtesans to tell her fabulous stories. This story ends when Talos loses his mask or the objective of the disguise is won or lost.

Delivery: You give Talos a mysterious package to transport to an unfamiliar destination. Assuming he accepts it, he quickly discovers a few challenges. Others want the package. The package speaks and wants the character to open it. Perhaps there is no one at the destination or the receiver is a monster, literally or figuratively. What if the package—its contents known—could save the life of Talos's loved ones or comrades. When the package is safely delivered, used up, lost or destroyed, the story ends.

Escape: The characters awaken in a dungeon cell. What did the characters do last night? After so many drinks, they don't recall. In any case, they must escape. Maybe they need to be somewhere (Talos is getting married!) Maybe all the guards are mysteriously gone and their cries for help bring no one. After escaping the cell, they must escape the larger building, perhaps going upstairs and through a courtyard filled with guards, the zombie remains of guards, a hulking monster, or an extra-dimensional paradox.

Forbidden Love: This can play out 4 ways. The character is called to help 2 NPC lovers separated by circumstances of birth or magic. Alternatively, an NPC falls in love with the character, or vice versa. Or, the character tries to help 2 separated lovers, only to discover that he is the final obstacle as he falls in love with one of them. Typically, the love is socially forbidden. But by magic, anything is possible. A lover is cursed as a harpy, imprisoned or married to a genie against his will. The story ends when the lovers are united.

Haunted Past: The character is troubled by a dark past event. Each night, he awakens from a nightmare. Each day, small signs act as reminders. The character may be angry, disgusted, fearful or sad. A fire killed his family. He can still hear their cries. A lover spurned him for someone else. He can still see her cruel eyes. The haunting is not about emotion or details. Rather, it is about identifying and restoring what was lost: hope, innocence, love or such. The story ends well when the character gains a genuine alternative.

Inheritance: You call a character to attend the reading of the will of a long-lost relative. The character inherits much. There are no other heirs except a single unhappy child who is disowned. Alas, you can only collect the inheritance—gold, artwork, magic item, property or whatnot—when you complete a specific task. Really, the task is a test of character, or it is a trick, or proves possible only with the disowned child's help. The story ends when the character physically acquires the inheritance.

Insanity: You give the character false information, the result of false perceptions and skewed insights. Perhaps Talos spies ghostly enemies, finds himself infested with maggots, thinks everyone is lying to him, and so forth. These traumas are mostly only in his mind. He is slowly gaining insane. What is the cause? How to discern truth from illusion? What is the cure? Most importantly, what is the character willing to do to get the cure! Perhaps the cure lies in a madman's hands, who uses insanity as blackmail so others do his bidding.

Invasion: Dimensional portals are opening. Aberrant monsters are coming. Or perhaps, more simply, mundane forces are sailing to the character's home. The invasion might be starting, ending or at its height. Whatever the situation, all hope seems lost. Then the characters find a small creature, device, spell, truth or such that can turn the tide. Is the device meant for them? Can they make it work before their enemies find out? The story ends well when the invaders are repelled and some semblance of normalcy is restored.

Journey: The characters opt to travel somewhere far, either home or to a new location. Perhaps a magical whirlwind transported them into a strange, colorful land that they must survive while figuring out how to get back. Or the characters are asked to travel with a band of sad monsters that wish to become plain people, (only a person can activate the transformation stone for them). Whatever the goal, the meat is the journey's obstacles and small rewards. The story ends well when the characters reach their best destination.

Justice: The character witnesses an injustice, either against him or to an innocent party. Perhaps a noble confiscates people's properties, abuses his station to take romantic advantage of a married townie, or engages in profligate spending. Whatever the deed, more bad deeds lurk in the background to uncover. This story is mainly for good characters, though lawful ones may be eager too. Righting the wrong involves exposing the wrongs, public acknowledgement of guilt, punishment, and restoration for the wronged party.

Metamorphosis: The character is turning into someone or something else. Perhaps it's a case of troll's disease: Fall asleep and wake up as a troll! Or the character insulted an heirian witch, who—in her last dying utterance—cursed him to turn into the next creature he killed, which was a yapping kobold. The change might be useful, at first. While turning into a demon, the character enjoys exceptional power and magic. The story ends when the character either cancels the metamorphosis or completes it.

Mirror: You present a character with himself. Perhaps an innocent child simply mimics Talos out of admiration. How cute! Then "the other Talos" shows up. Is it is a simulacrum or clone? A demon or witch in disguise? Maybe Talos, as run by the player, is actually the fake. What caused this and who will be left standing. Only 1 can survive! The two Talos's may need to work together as they seek to off the other. Somewhere, there is a literal mirror. The story ends when only 1 version of the character is left standing.

Monster: The characters are tasked to hunt and slay a monster. This is an easy classic, and there may be twists. The characters must locate the creature. Typically, this means finding its lair. Meanwhile, every day or night, someone else ends up as the monster's meal. A curious adventurer asks why the monster has moved in now, is it a pawn for something else, and is it a monster after all? There may easily be an additional "momma" or "daddy" monster and more siblings on the way. The story ends well when the monstrous threat is eliminated.

Profit: The character wants gold. The reason might be noble, such as charity for orphans. It might be selfish, such as funds to buy a better sword. Or it might be sheer greed, with the goal of using the gold to make even more. The challenges: What length is the character willing to go? Can he squeeze out a little more? What occurs if he doesn't get it? How does he safeguard it? Indeed, how much is enough? The question is not just how it's made, but the consequences of wealth. The story ends well when the character settles with "enough".

Redemption: The character falls from grace. He fell to temptation or otherwise made an unwise decision in a weak moment. This story is mainly for good and lawful characters. The character's first obstacle is to admit guilt and act to recover honor. Recovery requires restitution to the wronged. Often, a journey is involved. Typically, the character might stop at "good enough" but may choose to do something extra. The story ends when contrition is genuine and full restitution is made.

Rescue: This is perhaps the most classic of all fantasy stories. The characters are tasked to rescue someone. A lonely princess sits as a hostage in a high tower. A group of poor townies are held for ransom inside an old bank. A loved-one has been abducted for some horrid cult sacrifice to a demon. There is no end to the forms of peril. The obstacles include finding those who need rescue, figuring out a way to free them, and subduing or slaying the perpetrators. The story ends well when the everyone is home safe and sound.

Resurrection: The character seeks to restore a comrade or loved-one from death. The story's first half involves breathing life into a corpse. Who can raise the dead? Must a sacrifice be made? A god appeased? Does the soul even want to return? When the resurrection succeeds, the story's second half begins. Is the raised person the same? What happened in the afterlife? Did the process really work? Likely, the character will need to make a hard choice. The story ends well when the dead person is truly and well restored.

Retrieval: A precious object is stolen! Ideally, a character is affected, though he might just be hired to retrieve it. Perhaps Talos "lost" his favorite eldritch dagger in a crowded marketplace. Surely it was stolen. Where is it? And more importantly, what are Talos and his comrades willing to do to get it back? Perhaps the thief needs the item to fulfill a prophecy, complete a ritual, or pay a debt. Alternatively, the characters are thieves tasked to rob a location. Often, the item is well defended with traps. The story ends well when the item is retrieved.

Revenge: Someone insults, steals from, embarrasses or otherwise wrongs a character. A blackguard uses Humiliate on Talos, causing him to soil himself in public. Does Talos take up the cause of revenge? If so, what's his first step? Maybe the blackguard instigated revenge to corrupt Talos. And worse yet, how will it end as it escalates? The blackguard uses innocents as shields, targets Talos's loved ones, and even brings in monsters to kill him. Why play fair? The story ends when vengeance is wrought or the character gives up.

Riddle: The character meets a riddle, puzzle, mystery or some other question that begs to be answered. There are clues to collect and maybe a prize. Simple riddles involve unlocking a safe, navigating a maze, or sorting levers to bypass a devious trap. More difficult riddles address big questions. Who is the character's father? Which member of the castle household is really a spy? To whom will an evil god be born? Not solving the riddle may invoke a terrible result. The truth may be devastating. The story ends well when the riddle is solved and a reward found.

Secret Patron: Someone employs a character, first for small tasks, then larger ones. Who is this patron, and why is he generous? At first, tasks are minor and clearly benefit the community. But as time passes, a big picture takes shape as clues suggest a secret agenda with many cogs and parts. Perhaps the tasks become less savory. Is the patron a liar, or evil. When the character questions the still-secret patron, the rewards increase. The story ends well when the character unmasks the patron and takes responsibility for his actions.

Seduction: Romance is in the air! But it may be insincere. The character wishes to gain someone's romantic attention. Alternatively, the character is the object of affection. Often, all is not as it seems. The seduction has a goal: Gain access to secrets, money, property, even honor or one's life. A fantasy classic is the succubus who grants kisses in order to steal a character's soul. Often, a third party pulls strings for his own benefit. The story ends well when the seduction is belayed and maybe transmuted into genuine love.

Test of Faith: A character receives news: His god will be testing his faith over the coming hours, days or weeks. The details are murky but will soon be clear. Why is the character's god testing him? Will he know the test when he sees it? What happens if he fails? The god may ask the character to act contrary to his interests or even his faith. Is this the god he worships? Often, the test seems impossible or there is a twist. The test is mere preparation for something greater. The story ends well when the character passes the test.

Vigilante: Forces of evil and chaos are out of control and those who should act can't or won't. The characters can help but are quickly instructed to back down. Will they take the law into their own hands? If so, are they now criminals too? What means do they use to act quietly and how will they dispose of captured foes, assuming they can get the job done. Maybe there is key information they doesn't know. Do family and loved-ones suffer consequences? The story ends when all criminals are caught or the vigilantes learn to quit.

Chapter 2
Mastery

This chapter suggests ways GMs can improve the game experience.



Lady Lamianna, Magess of the Moon, was a kind hostess as we toured her beautiful if lonely island. Little we knew of those who stopped here before.

Evoking Adventure

GMs have much to consider, track, and conjure to evoke adventures.

Campaign Concepts

A campaign is the glue that energizes and gives meaning to an arc of adventures. Consider how characters' adventures fit into an overall arc, particularly if you wish players to keep and improve a set of characters over many game sessions. Here are 8 campaign concepts.

1. **Restore Justice**: The heroes are mostly good souls who struggle in a decadent (perhaps evil) world that offers no mercy. Can the heroes restore justice and peace? They may be called to topple a fiendish warlord, vile necromancer or other figure who has sacrificed his humanity to gain power. Other times, the heroes must subdue an entire organization of such figures, perhaps 1 at a time or by pitting enemy factions against each other.
2. **Diffuse the Gathering Storm**: The heroes' peaceful world is drawing to an end. At first subtle hints abound. As the heroes travel and delve, they find clues to a larger picture of heartless evil that threatens to destroy their world. Saving the world likely involves a difficult journey, ancient artifact and/or secret spell. Are the heroes up to the challenge of banishing the evil before it consumes them, and will their loved-ones survive the storm?
3. **Earn a Rightful Place**: The heroes start as lowly peons in a great and indifferent world. Can they beat the odds and climb a ladder to success to become esteemed wizards, wealthy merchants, puissant generals, and powerful nobles? Perhaps patrons send the heroes on missions. Will they pass tests nestled within tests, edge out rivals, and accumulate treasure? Even as they succeed, each new level offers the heroes new challenges.
4. **Find A Way Home**: The heroes do not belong here. Maybe they were thrown through time by errant magic, washed on to the shores of a magical island kingdom, or sucked into cavelands beneath the earth. The heroes must figure out where they are, learn how to get home (if they wish to, and if home remains), and sort allies from enemies along the way.
5. **Grapple with Destiny**: Before the heroes were born, their role was written in the stars. A prophecy says the heroes must face a demon horde. An oracle says 1 will betray the others. A series of omens portend disaster even as they point the way to the next key stop on a quest that is not of their making. If the heroes run from destiny, it will catch up with them.
6. **Keep the Peace**: The heroes may not start as powerful or rich, but they are brave and lucky as they strive to keep the peace: fend for the weak, aid the sick and poor, defend against monsters, retrieve kidnapped princesses, exposure usurpers, and much more. Each act is not so big in itself, but the sum of this acts is transformative.
7. **Second Chances**: The heroes failed the first time. They went to Hell or nowhere at all. The gods are providing a rare opportunity for redemption. The heroes might awaken in a random spot with scant memory of their past lives. The people they encounter act like they have all met before. Perhaps gods are wagering to see what path the heroes take this time!
8. **Heroes No More**: The heroes are rebels and outlaws, evil-doers against a just and orderly world. Or are the heroes merely framed for someone else's misdeeds? In this campaign, the characters likely minded their own business, or perhaps poked around where they didn't belong, and now the law pursues them. Ironically, their allies might be evil creatures.

Before a Game

Here are some key tasks to complete before every game session.

Contact Everyone: Communicate! Let players know the starting level of play. Describe the genre—such as gothic, medieval or steampunk—and the usual physical environment within the game world such as urban, wilderness or underground. Indicate which races, classes, and such are encouraged. This helps players craft appropriate characters such as dwarves and drow for a cavelands campaign or elves and half-elves for a romantic adventure. Its okay if 1 or maybe 2 players select something against expectation. An odd-ball is often fun! Also, seek a well-rounded party. Five wizards you say? A party with decent survival odds has members who fill various roles including front-line combat, healing, socializing, stealth, and crowd control.

Handle Logistics: How many players are attending, and are there enough chairs at the table? Three to 5 players works best to ensure everyone receives individual attention. Some GMs can juggle more. If there are too many players for your taste, recruit 1 or 2 to play monsters! Also consider, when are you playing and for how long? As a general rule, set aside 3 to 4 hours of play time for a prepared group, or 4 to 5 hours for an unprepared group. If you haven't played in a while, set aside an additional hour up-front for socializing and last-minute preparation. Be sure to set up a clean, comfortable environment with suitable ambiance. Who brings snacks and drinks, and will there be enough? Can you order food, and if so, who pays? Also, select unobtrusive background music.

Review Characters: As everyone arrives, review character sheets for accuracy and prepare a roster. Players may make small mistakes, particularly when a mistake boosts a character's power. Players may miscalculate DR, skill bonuses, and defenses. Other common mistakes include illegal multiclass combinations, overly powerful companions, over-spent funds, 1 too many abilities, and an over-load of gear. Once you have cleared the PCs for play, prepare a roster that includes each player's name, character name, class and race, alignment and deity, defenses, DR, and any special perceptual capabilities. In particular, you can make combat speedy by keeping everyone's Fortitude, Reflex, and Will right in front of you.

Select House Rules: Decide on any adjustments you'd like to make, such as no faith points, or everyone gets a townie profession, and communicate the house rule.

Launching a Campaign

Consider preparing 1 or 2 pages of background—no more!—about the campaign setting. All players will see this and likely wish to refer to it during their initial adventures. The PCs know this information as denizens of their world. Include the following information.

Location: Briefly describe the physical environment, including season and terrain, and the nearest city or other major population center with key points of interest. Perhaps the PCs start in a jungle mining town, on the ocean in a huge luxury sailing ship, or holed up in an icy mountainous tower. Select a dramatic location to inspire the players' imaginations. At the same time, make the location believable. Thousands of people living underground with no access to food or water stretches credibility unless you have a terrible secret in mind. Consider ways the PCs and people around them will have adapted the environment to their needs.

Backstory: Suggest how, when, and why the PCs arrived at their current location. This can be somewhat dishonest, but it's the story the PCs recall and believe. Perhaps they are at a mining town because their parents moved there, or they are riding a sailing ship in second class because they are in the employ of a wealthy patron who is rooming on the deck above them with her future husband, a duke, who isn't so fond of the PCs. Naturally, some of the backstory will prove crucial and some will prove false.

Current Events: What's going on around the PCs? What are the rumors, job opportunities, and omens of future happenings? These points help paint a picture of what's "normal" as a baseline for comparison of the adventures to come. In a jungle mining town, perhaps a seasonal swarm of huge mosquitoes is expected soon, as if the locales don't already have their hands full guarding against fiendish monkeys that throw feces at newcomers and steal from the sleeping and the dead. Someone might have died recently, perhaps while clutching an empty bag, and rumors say he had just struck it rich after finding diamonds. Meanwhile, a popular pie-baking contest starts in less than a day. For every newsworthy event, add a sense of mystery, foreboding or excitement.

Relationships: Briefly describe a half-dozen people who are important in the PCs' daily lives. These folks are usually townies plus an alder or two. Somewhere in there is a patron. Focus on why the PCs might care about them. Who are their parents, siblings, and possible love interests? How about the pair of old women who manage a magic shop stuffed full of useful (or dangerous) potions? Is a neighbor always spying on the PCs? Is an alder fond of any of them, perhaps playing favorites? Consider whether the PCs might need to help, or seek aid from, some of these people.

Monsters: What do people fear? Monsters and the unknown. Make a list of commonly encountered creatures and when or how such creatures appear. Do giant ghoulish mosquitoes attack at dawn and dusk, or at night, or at any time? Do they leave behind husks of their victims? Are they most likely by the rivers? Even if the PCs never encounter these monsters, they should encounter unsettling signs of monstrous activity.

Future Events: Consider what course of events will likely transpire in the future regardless of the PCS' actions. These events are too much for low-level PCs to handle but presumably they will rise to the challenge over time. Perhaps an invasion is under way against the PCs' homeland, or a minor villain has aspirations and the know-how to eventually become a powerful and destructive demi-god. Don't tell the PCs this part unless prophecy is your ploy!

Adventure Tiers

As you prepare adventures, consider that the challenges PCs face will look and feel significantly different at each tier of play. Here is general advice about appropriate challenges and expectations.

Basic Tier (levels 0-3): At this tier, PCs use only basic abilities. They are equivalent to townies. They are like the average young farmer, barrister, sailor or whatnot in both a fantasy campaign setting and in the real world. The GM creates adventures as he would for real people who are inexperienced and might die easily. Players will tend to act cautiously and focus on nonviolent means such as diplomacy and stealth.

Intermediate Tier (levels 4-8): At this tier, PCs use intermediate abilities. They are equivalent to NPC alders. They are experienced and above average. Their magic duplicates what high technology or advanced training does in the real world. A Fireball spell is like a grenade. The GM creates challenges often faced by impressive film characters—that is, PCs are exceptional but not hyperactive superheroes. The PCs should properly fear a large mob of townies, not to mention monsters and powerful patrons above them.

Advanced Tier (levels 9-13): At this tier, PCs use advanced abilities such as flying, dominating others mentally, and so forth—but only for short periods. PCs are powerful and dangerous, equivalent to patrons such as monarchs, high priests, court mages, and generals in their campaign setting. PCs stand at the top of society and deal with rapacious monsters, deadly traps, toxic environments, weird weather, and such on a regular basis. That said, they are still mortal and should act wisely lest they die.

Paragon Tier (levels 14-20): At this tier, PCs use paragon abilities that are overtly unnatural and border on truly unbelievable. They have great staying power and have few if any mortal peers. The GM offers opportunities to deal with hordes of demons and travel to alternate realms of existence that change the usual rules. Assume PCs can restore allies to life, convert people to their cause, teleport across vast distances, and kill with a single word. Their capabilities and ambitions might equal an avatar of a god. That said, they are not gods. They may act with hubris and perish with bad luck or after significant wear and tear.

Preparing an Adventure

Here is a quick, easy way to prepare an adventure lasting 3 to 4 hours.

Sketch The Scenario: What's going to happen, where, when, and why? And what's the twist? The next section below briefly describes 3 scenarios. Whatever the scenario, it should strongly suggest a location, likely cast of creatures, some motivations, a timeframe, and a complication.

Count Levels: Decide the adventure's level (from 0th to 20th) and confirm how many players will likely participate. Multiply the adventure level by the number of players to learn how many levels of hazards and creatures to place in each encounter. For example, a level 9 adventure for 5 players gives you 9 x 5 = 45 levels.

Select Challenges: Let's say the PCs will visit an ancient jungle burial complex. Select 45 levels worth of monsters and traps. Wights are undead well-suited to burial mounds. A standard wight is 4th level and a noble wight is 8th level. There will also be a gang of thieves trailing the PCs. Let's select 6 standard wights, 1 noble wight, 1 5th-level trap, and 4 2nd-level townie thieves. These challenges total 45 levels.

Create a Map: Sketch a map of the adventure's key locations. You might create a detailed version for yourself, and a second version to give the players, if their characters are wise enough to secure a map before heading into the unknown. Feel free to make the second map erroneous! Additional props are also welcome.

Prepare a Handout: Create a reference sheet for the players to look at before the adventure begins. The reference describes background information the PCs would know as obvious or important. It lists key names, dates, and so forth so that players remember who hired them, what country there are in, and other details. Put more information than is needed, but not too much—limit yourself to 1 or 2 pages! Let the players puzzle out which details are important and which are red-herrings.

Prep the PCs: Learn each PC's race, class, theme, and faction. This is usually enough to develop sub-quests. For each PC, write a short paragraph describing a relevant sub-quest. For example, maybe the PC who has a noble title will discover he descends from the noble wight in the burial complex.

Twist the Plot: There is always another layer. Maybe the PCs have been lied to (some of the background information is false). Perhaps there is a more powerful force at work, and learning about that force is a stepping stone to the next adventure. A plot twist should do 3 things, in this order:

» Make the PCs question what they know as true.

» Encourage PCs to question the value of their quest and reconsider where they really need to go and who they really need to challenge.

» Set up a motive or exciting cliff-hanger for the next adventure.

Start the Clock: Once the adventure begins, events will unfold on their own unless the PCs halt or shift those events. The feeling of a ticking clock and a sense of cause-and-effect is more important than adhering strictly to an actual timer. For example, if the PCs are gaining levels too slowly or have failed to locate key information, feel free to quietly push back key events, or at least give the PCs an opportunity to make a choice whether to face the event now, as they are, or later but likely facing more of a challenge.

Three Example Scenarios

Here are some ideas to help you launch your adventures.

1) Burial Rite: The PCs are called to investigate a burial complex nestled deep in a nearby forest. A woodsman has just come yelling that the dank tomb is opening, and legends whisper the unliving king within wishes to reclaim his stolen throne. That much is true. What the PCs don't know is that the undead king is an ancestor of 1 of the PCs. Moreover, local thieves will trail the PCs, let them do the dirty work, and then attack the PCs when they are weak in order to gain the spoils for themselves.

2) Demonic Ball: The PCs are sent by a veiled patron to attend a royal ball, ostensibly to stop a demonic ritual scheduled for midnight, with the guests as a tasty treats for the demons. Supposedly, the current king is old and feeble, and 1 vile noble (who knows which one?) wishes to claim the throne by quickly disposing of his rivals all in 1 horrific night. What the PCs don't know is that 1 of their own is a demon! A player has volunteered to play a skinwalker demon who plans to claim the throne for a warlock who summoned him.

3) Sea-Legs: The PCs are taking a galleon home from a taxing adventure. Now is the time to train for new abilities, count their riches, and relax in style… Or is it? Late 1 night, a sea monster—aquatic illithrix—detects and controls the mind of the ship's pilot. It coaxes the pilot to steer the ship over rough rocks, to quickly sink it. The plan: As the passengers flee, the illithrix and its henchmen, a band of aquatic orcs, will capture and devour them. The PCs must fight the creatures, repair the ship, save their loot, and/or deal with the small coven of vampires that ride in coffins the ship's cargo hold.

The Radiance Players Guide

You can print portions of the RPG to simplify life at the game table. Here are specific pages to consider printing and handing out.

» Each player's race, class, deity, and theme

» Pages 39-41 summarize level advancement and how to interpret the use of abilities

» The skill descriptions on pages 104-107

» Weapon statistics on pages 164-165

» Equipment and services tables on pages 162-163

» The marketplace handout on page 279

» The character sheet on pages 282-283

» Statistics of creatures, townies, and traps that you will likely use

Horror Adventures

There are several ways to make adventures more terrifying.

Pacing: Start the adventure in a mundane, seemingly-safe and fun locale. Then pounce with a truly difficult encounter, such that the characters almost die! After this shock, offer a series of notably easier encounters that slowly build toward something even worse than the first terrorizing moments.

Taint: Use a taint mechanic to make monsters more horrifying. Whenever a character completes an encounter with aberrations, fiends or undead, recall whether the character suffered hit point damage or other harm. If so, he automatically gains 1 taint point. As usual, when a person's taint score exceeds his Wisdom score, he goes insane.

Affect: Paint an atmosphere of extremes and, more importantly, place some of a character's physiological reactions outside of his control. Describe to players how their characters shake, vomit, cringe, and so on—their bodies betray them.

Sci-Fi Adventures

Here are some ways to focus on science fiction rather than fantasy.

» All characters can make Technics checks (RPG, pg 172) and buy and use electrotech items. However, they cannot make or buy magic items, though they can use such items if you provide them.

» Limit races to human, dromite, gnome, slith, and warmech.

» Limit class options to artificer, fighter, gallant, gunslinger, mageblade, psion, medicant, monk, psion, ranger, rogue, and shifter.

» Use the Void Realms feature (see RPG, pg 233) to simulate low-gravity and/or vacuum environments.

» Disallow divine boons. Instead, a character can use faith points to boost skill checks. Spending 1 faith point grants a +1d6 bonus on the character's next skill check.

Cinematic Adventures

You can use "action points" or "hero points" to grant PCs more self-determination and options for truly heroic moments.

Instead of granting bonus XP for role-play or special accomplishments, grant action points. Grant no more than 3 action points for each play session. A player may spend 1 action point to improve a d20 roll by +1d6 or more, as indicated in Table 2-1 at right, above. The bonus is applied after the die is rolled and before the result is announced. Alternatively, the player may use an ability the character knows, with-

out vitality cost as a move action. Or the character gains 1-time access to an ability of his class, race or deity that he doesn't know. For example, an 8th-level wizard might apply +2d6 to a d20 roll, activate a Fireball spell even though he doesn't know that ability, or activate a Lightning Bolts spell, which he knows, as a move action for no vitality cost. This produces heroic results that may feel overpowered. So it's okay to pose a very difficult encounter that really challenges the PCs to life or death.

Table 2-1: Action Points

Character Level	Action Point Dice Rolled	Tier of Bonus Use of Ability
1-7	+1d6	Basic
8-14	+2d6	Intermediate
15-20	+3d6	Advanced

You can encourage particular facets of the game such as deities, factions or themes by only awarding action points for ingenuity in those areas. For example, award action points when a character completes the "service" options listed under his deity.

Utilizing NPCs

A great way to enrich an adventure is to use NPCs who have their own motives and relationships. The pre-made townies make quick and useful NPCs, and they are suitable inside and outside urban settings. For example, the PCs might rescue a band of townies held captive by orcs, and must then deal with the townies as they try to finish off the orcs and return through a dangerous jungle. Here are some ideas. When a NPC comes to the PCs, roll d12 to learn if he or she:

1. Begs for money, food, drink or healing.
2. Is afraid, hurt or in need of protection.
3. Is assigned to infiltrate the party, or views the PCs as chumps.
4. Is looking for fame, love or a good time.
5. Is playing a secret game, or using the PCs to harm a rival.
6. Bargains to disclose the location of a secret treasure or passage.
7. Needs help to clear his name, regain lost funds, or solve a crime.
8. Needs help to stop a crime or a prophesied event.
9. Seeks investors for a business venture.
10. Seeks to wreck vengeance on the PCs to avenge a past wrong.
11. Wants to hear a fantastical tale, which he'll record and sell.
12. Wants to join the adventure and be a hero too.

Whatever the motivation, consider each NPC's leverage: cuteness, fame, gold, good connections with a local ruler, a secret to use for blackmail, or so on. Magical compulsion such as a charm is usually not as interesting.

Using NPCs as a distinct faction separate from the PCs and their foes helps avoid an "us vs them" mentality and tends to draw players into an adventure.

Narrative Roles

You can provide an open-ended "sandbox" style adventure and also weave a compelling narrative at the same time.

First, when preparing an adventure, consider the narrative roles summarized in Table 2-2: Supporting Roles and Table 2-3: Opposing Roles. A narrative role describes a relationship. For example, a wizard is not a role. It's an archetype and set of abilities. In contrast, a rival is a role. It is someone who is in competition with someone else.

As you shepherd a campaign, generate enough creatures to potentially fill all or most of the narrative roles. Do not feel compelled to pre-assign creatures to roles! Just make sure there are enough creatures available to keep things interesting and let roles emerge.

As the campaign progresses, allow players to wander about, meet creatures, and make decisions. As they go, assign narrative roles based on the party's decisions and how far along they are. For example, if the party meets a troll, they can attack it, try to barter for information, or ignore it. If they kill it, then consider that it filled the wild card role: it used up valuable resources and gave little in return. On the other hand, if they parley with the troll, it might play an ongoing role of comic relief or a future role as a convert.

Try to fill roles only once, and seek to place a creature with a role in every scene of the adventure. Some scenes will include creatures of multiple roles, such a horde attacking the party's supporters.

You don't need to do much acting. Each role provides its own energy and drama because, by definition, a role relates to the party and its goals and is therefore meaningful.

Table 2-2: Supporting Roles

Role	Description
Patron	The patron hires the party, outfits them with extra equipment, and promises a final reward for success. The patron is far above the party. He may be divine. Even the monster cannot truly rival his power.
Mentor	The mentor provides advice, experience, and wisdom. He is typically too old to adventure—his time is over—or this is his last hurrah and he may sacrifice himself so that the party can continue. Often, he is an old rival of the horde masters.
Supplicant	The supplicant approaches the party to gain their aid. Perhaps the party handily rescues him at the start, or he may be a lone survivor, or needs to rescue a loved one. He is too weak to help the party directly.
Side Kick	A side kick is an aid or cohort who travels with the party. He can handle basic stuff. He may need rescuing every so often, and in turn he may act as a scout or rescue the party from an obstacle, such as a trap.
Supporters	Supporters are townsfolk. They love the party and provide pleasant diversions and cheerleading. If the party fails on their quest, the supporters will die. Normally, supporters are brave and will offer their lives.
Love Interest	The love interest is usually held captive by the party's foes and requires rescue. This figure doesn't always provide romance. But he is the reason for the quest and a valuable means to an end for the party's foes. Usually, the love interest cannot help.
Comic Relief	This figure provides a few laughs as he introduces essential information and other, more important characters. The comic relief helps and hinders the party in minor ways and typically manages somehow to survive to the end.

Table 2-3: Opposing Roles

Role	Description
Monster	This is the big bag evil guy, the devil, the creature that isn't human, can't be human, and seeks to destroy all humanity. The party must destroy the monster to save the world or at least lock it back in its cage.
Horde Master	A horde master serves the monster by directing a horde of evil minions. There may be 1 or several horde masters. They have faces and names, but their souls are corrupted beyond hope. They only have the appearance of sanity and organization.
Horde	The horde is a faceless mass of minor foes, savages and monsters that are individually weak but notably challenging as a group. Often, they are guards, goons, scouts, and frontline warriors. They are expendable.
Rival	Rivals are antihero reflections of party members. They share the party's goals but use opposite means. Or the monster hired them. They must give up their goals and join the party. Alternatively, they will be defeated, with their gear going to the party.
Betrayer	The betrayer is the ally who sells the party to their foes, often for a pitiful reward. He does terrible damage. The betrayer's act is ultimately foolish. His new master tosses him aside as soon as he outlives his usefulness.
Wild Card	The variable is an annoying bystander. It's a "wandering monster" that uses up the party's valuable time and resources to get its own simplistic goals met. If defeated, it doesn't even provide any treasure.
Convert	A convert is a foe who finds redemption by aiding the party on their quest. Often, the convert dies in the act of helping, and helps only at the very last moment. Ideally, the party meets him at least once before he gives aid.

Key Locations

Now that you have an idea of who is in the campaign and why they are meaningful to the PCs, consider where everyone is. There are 5 key locations in every campaign:

» **Home Base**: The party is safe here at the home base. In time, it too will be threatened. This might be a castle or city far from the main action. The characters leave here very early on and only return at the end.

» **Threatened Area**: This is where the party's allies have suffered as the horde has crossed the line to bring harm. This might be a town recently raided by monsters. The townsfolk are hurting and need help.

» **Borderlands**: This is neutral territory rife with natural hazards, wandering monsters, and the rival party. It is a place to retreat to in case the party cannot handle the enemy territory.

» **Enemy Territory**: The horde and its masters are everywhere here. The party must be stealthy and strategic or they will be trounced. The convert and traitor often show themselves here.

» **Monster's Lair**: Here lives the monster, the final encounter, and the love interest who needs rescue.

Characters can visit locations in any order. For example, they might awaken randomly in enemy territory at the adventure's start, then flee for their lives to a home base, only to discover they must return!

After a Game

Here are a few tasks to consider doing between game days, possibly before everyone leaves the table.

1) Go around the table and ask players to describe 2 best moments, 1 for his own character and another for another character or the party as a whole.

2) Log key information for next time such as the date, everyone's current hit points, and other conditions. Also note what creatures and traps the party overcame. This will help you calculate XP.

3) Compose a synopsis of events in an objective style (in the player's voice) or in a journalistic style (in the character's voice).

4) Note or consider changes to "house rules". Discuss key decisions regarding how a particular ability works during future sessions.

5) Consider allowing PCs to re-choose abilities. Whenever a PC knows an ability but hasn't used it yet, that may indicate the ability isn't useful for him. Offer a chance to replace the unused ability with a more useful one.

Level Advancement

How fast should characters advance from 1st to 20th level. Here are some ways to manage the pace of the game to your liking.

Experience Points: The XP progression provided on page 39 of the RPG, and the sources of experience defined in the RPG, page 109 act as a guide. Generally, at each level, assume 5 full-fledged encounters plus 2 opportunities for extra role-playing and player ingenuity. You may modify XP progression in order to speed up or prolong a campaign. In particular, if you know you only have a few months of play with a group, a rapid advancement ensures a heroic ending for the group.

Play Sessions: Many GMs handle XP in a more general way. Characters level up together once every 2 play sessions, where a typical play session is 3 to 4 hours long. Rather than give bonus XP, the GM provides other perks such as action points (see previous page). When using this method, suggest you are using XP to encourage role-play from reward-driven players.

Progress Bar: Each level has a progress bar from 0% to 100%. The bar advances as PCs advance in the adventure. Typically, completion of each milestone offers +10%. Killing monsters or evading traps are ways to reach milestones but aren't necessary because ingenuity and role-play work just as well. When the bar reaches 100%, characters advance to the next level.

Whichever the method, reward creativity for both for problem solving and for opening new avenues and dreaming up new tasks.

A Different Kind of Game

There is no reason to rely solely on the class-based system, particularly for single-shot adventures where gaining XP and character growth are not an issue. Consider some of the following options.

» Every PC is a townie (lvl 2) or a multiclass townie (lvl 4).

» Every PC is an alder or a trio of townies (lvl 6).

» Every PC is an alder who leads a group of 3 townies (lvl 12).

» Every PC is a monster such as an illithrix or vampire, perhaps with a 2 levels of townie to diversify the PCs.

» Players settle in to 2 or 3 factions: say angels and devils, and play a tournament against each other.

Responsibilities

A GM's task during a game session is to keep everyone engaged and having fun. Because people define fun in different ways, your task involves juggling and trust.

Role-Player Types

What play style fits for you and your friends? Ideally, a GM manages adventures in a way that more or less meets everyone's needs at 1 time or another. Here are 5 common ways people like to role-play.

Character Actor: You enjoy interpersonal interactions outside of combat and focus on promoting dramatic moments. Your character's statistics are a vehicle for you to express yourself. You like to interact with other players and NPCs, speak in character, describe emotions and reactions, all which hopefully results in some magical moments. You likely view game mechanics as complex baggage, and you may get bored when time is spent reviewing rules, checking calculations or hacking at monsters. You prefer characters to live and die with meaning. At best, the mechanics are jumping off points to inspire answers to the question, "What's my motivation?"

Host: You enjoy time with friends regardless of the activity and often provide snacks, drinks, music, and other comforts. Role-play is less important than the people and their experience with each other, and you may get bored or disappointed when in-game events move players from cooperation to conflict, or when the session drags on into the wee hours of the morning.

Power Gamer: You enjoy combat and focus on making quick tactical decisions. Typically, your character is tricked-out or "min-max'd" to enjoy a synergistic combination of rules. You like to master game options and run the most powerful character you can to "win". You are likely well-versed with the rules so that you can quickly advise other players. You likely view the details of each adventure as pretty wrappings, and you may get bored when time is spent on interactions without a conquest in mind, or when other players make slow, suboptimal choices. Generally, you don't dread losing characters when you can simply make and try-out another one.

Storyteller: You enjoy acting as a reader and writer, dreaming up your character's backstory and filling a role as a journal-keeper between adventuring sessions. Your character is a way to explore various themes, dynamics, and ideas. Your character hopefully provides you with some new perspectives on life. You focus on the character's inner life over mechanics, and are patient and imaginative to allow your character to make choices or hold attitudes that are foreign to you. You are not necessarily up to acting. Losing a character may spoil the story you have in mind. The game mechanics help you develop your character's psychology and philosophy.

World Crafter: You enjoy getting into details, preparing for contingencies, purchasing candlesticks and keeps, and otherwise acting as if the game world is real. The rules suggest ideas, and characters are lovingly crafted with robust capabilities in mind along with a few key flaws as a nod to verisimilitude. Excitement comes from planning and executing thought-out choices. You may enjoy updating your character's statistics more than playing him, and you may be slow to react when surprises occur. You are likely annoyed when losing a favorite character. The various themes here are designed to help you immerse yourself in your character.

Quick NPCs

Here are quick rules to create combat-ready NPCs who have a class, such as an evil necromancer or sly rogue. These characters are not exact replicas of PCs. Rather, they are sturdy approximations.

1) Basics: Select a class, race, and level. Classes and races are listed in the 2 tables below. The NPC has standard racial traits.

2) Attributes: Assign 12 to all attributes except the prime attribute, which equals 18. Consult the table below to learn the NPC's prime attribute.

Attribute	Classes keyed to that Attribute
Strength	Barbarian, fighter, monk
Constitution	Blackguard, shifter, sorcerer, warlock
Dexterity	Gunslinger, ranger, rogue
Intelligence	Artificer, mageblade, medicant, necromancer, pathfinder, sage, shadowcaster, wizard
Wisdom	Cleric, druid, elementalist, inquisitor, psion, shaman
Charisma	Bard, dhampir, gallant, invoker, paladin, witch

3) Senses: Everyone has normal vision. Many races have better vision.

Vision	Races with that vision type
Low-light	Atlan, elf, gnome, goliath, half-elf, halfling, tengu
Darkvision	Asimar, drow, dwarf, goblin, grippli, half-orc, hobgoblin, kobold, pygmy, tiefling
Scent	Dromite, pygmy
Light-blindness	Drow, kobold

4) Pre-Encounter Stats: Here are key statistics to use.
- » **Bluff:** Apply +1, or +9 if Charisma is prime.
- » **Intimidate:** Apply +1, or +9 if Strength is prime.
- » **Perception:** Apply +1, or +9 if Wisdom is prime.
- » **Stealth:** Apply +1, or +9 if Dexterity is prime.
- » **Languages:** Common plus other languages, as you desire.

5) Initiative: Use d20+1, or d20+5 if Dexterity is prime

6) Speed: Use 30 ft, or use 20 ft if the NPC is a dromite, dwarf, halfling, kobold or pygmy.

7) Hit Points: Use the values below.
- » **Wounds:** 10.
- » **Vitality:** Use the table at top right. NPCs get 7 points x level.

NPCs get more vitality because they lack typical features of PCs.

8) Damage Reduction: Use 2 + (½ * level). The blackguard, cleric, fighter, marshal, and paladin have a minimum of DR 5.

9) Defenses: Fortitude, Reflex and Will all equal 10 + (½ * level) + 2. Add an additional +4 to the defense keyed to the NPC's prime attribute. For example, a 9th level wizard has Fortitude 16, Reflex 16, and Will 20.

10) Attack: Use d20 + (½ * level) + 5.

11) Weapon Damage: For melee and ranged weapons, use 1d4+1, or 1d8+5 if Strength is prime. Of course, the character may have abilities that improve this considerably.

12) Class Abilities: Use the table below to learn the character's class abilities. Select class abilities as you like.

Table 2-4: NPC Vitality & Abilities

Level	Vitality	Basic	Intermediate	Advanced	Paragon
1	7	–	–	–	–
2	14	4	–	–	–
3	21	8	–	–	–
4	28	10	1	–	–
5	35	10	3	–	–
6	42	11	4	–	–
7	49	11	6	–	–
8	56	11	8	–	–
9	63	11	8	1	–
10	70	12	9	1	–
11	77	12	9	2	–
12	84	12	9	3	–
13	91	12	9	3	–
14	98	12	9	3	1
15	105	12	9	4	1
16	112	13	9	4	1
17	119	14	9	5	1
18	126	14	10	5	1
19	133	15	10	5	1
20	140	15	10	5	2*

13) Magic Items: NPCs have ½ the wealth of PCs. A NPC has wealth points equal to his level. Spend the points on the items below.

Point Cost	Item
1	Basic gear including armor, kits, implements, and weapons
½	2 minor potions (100 gp each)
1	Masterwork weapon set, or masterwork suit of armor with shield
1	Major potion (600 gp)
2	Basic magic armor, magic weapon or wondrous item
4	Intermediate magic armor, magic weapon or wondrous item
8	Advanced magic armor, magic weapon or wondrous item
16	Paragon magic armor, magic weapon or wondrous item

14) Skills: Apply a +10 bonus on all checks for skills keyed to the NPC's prime attribute, as shown in the table below.

Prime Attribute	Skills keyed to that Attribute
Strength	Athletics, Intimidate
Constitution	Endurance
Dexterity	Acrobatics, Mechanics, Pilot, Stealth, Trick
Intelligence	Appraise, Arcana, Craft, Dungeoneering, History, Literacy, Nature, Technics, Warcraft
Wisdom	Handle Animal, Heal, Insight, Perception, Religion, Survival
Charisma	Bluff, Diplomacy, Disguise, Music, Nobility, Streetwise

15) Alignment, Deity & Faith Points: Select an appropriate alignment and deity. An NPC has faith points equal to ½ his level (round up). If he is faithless and has no deity, grant him an equal bonus to his Will instead (he truly believes in himself).

Create Your Own

You may wish to create your own races, classes, themes, deities, townies, monsters, magic items, and so forth. While the RPG provides many examples and basic rules, this section provides guidelines to foster balanced creations. The easiest way to develop new material is to familiarize yourself with existing material. Use other races, deities, and so forth as models. It's also helpful to explore examples from books, films, and other media to inspire freshness. Ultimately, a great way to determine balance is through play-testing.

Custom Race

Races are built using points. You get 5 points to play with. Here are some details to consider as you develop a race.

Appearance & Culture: Write 4 short paragraphs that describe the race's physical appearance, how it is viewed by others, their strengths, and exceptions.

Type: All PC races have the "person" creature type. This is critical since many useful abilities such as Charm Person and Counter Spell only work against persons.

Attributes: Typically, apply attribute adjustments that grant an overall modifier of +2. Every +/–2 costs or grants 1 point. For example, adjustments of Str +2, Con +2,and Int -2 cost 1 point.

Size: Medium is standard. A Small size grants back 1 point while a Large costs 1 point. Small creatures start with the Small trait, which includes impaired weapon use, a slow speed, fewer wound points, and better Stealth. See an example of Small in the RPG, page 22.

Speed: The default speed is 30 ft for Medium and Large persons and 20 ft for Small persons. A 10-ft change costs or grants back 1 point. Typically, a 10-ft speed increase is an intermediate tier ability. Race design is an exception.

Wound Points: The default is 8 wound points for a Medium person and 5 wound points for a Small person. Every +/–3 wound points costs or grants back 1 point.

Inherent Abilities: Give skill boosts and basic tier abilities that round out the race. Typically, you will have 4 points left to work with after spending 1 point for attributes. Darkvision costs 1 point. Low-light vision costs ½ point. Every +5 skill boost or pair of +2 skill boosts costs ½ point. A +1 bonus on all attack rolls costs 1 point, though typically you provide a +1 bonus in some situations along with +2 damage in those same situations. A +2 bonus on a Fortitude, Reflex or Will costs 1 point. Alternatively, for ½ point, provide a +2 bonus on 1 save to resist either magical attacks or mundane attacks. Unless the race is highly magical, keep these inherent abilities as mundane as possible and offer magic abilities under the "Racial Abilities" menu of options (see below)

Multiclassing / Languages: Typically, list 3 classes as multi-class options and 2 or 3 languages as automatically known. You can offer "Any" for multiclassing if you reduce the number of languages or inflict some other minor modifier to the race. Offer additional language options to reflect the other races that one likely encounters on a regular basis, whether as an ally or enemy.

Comeliness / Base Age: These values do not impact race creation. Some races are more comely and/or long-lived than others.

Racial Options: This is a list of optional abilities available to members of that race. Every character starts with 2 racial abilities selected from this list and learns more over time.

Mostly, this list consists of basic tier abilities. Two abilities should improve a save: Offer Iron Will, Lightning Reflexes, and/or Great Fortitude. You can place 1 or 2 intermediate tier abilities here so long as they have meaningful prerequisites in other racial abilities. Offer at least 1 magic ability,

Many races offer weapon proficiency or environment-based skills. Offer the Technics skill only to races that a legitimate history and culture that values technology, such as humans, gnomes, slith, and warmech.

You can grant a cluster of skill boosts, such as +2 bonus to a list of 5 skills, a +3 bonus to 3 skills, or a +5 bonus to 2 skills.

Custom Class

Here are some guidelines for designing a class.

Background & Adventures: Briefly describe the class's key features and activities. What are these folks known for? What are some common varieties? Who do they work well with? Mention why these folks become adventurers and the source of their inspiration.

Prime Attribute / Attack: Select 1 of the 6 attributes as the class's prime attribute. Which attribute?

Strength: This suits a front-line melee class with no magic abilities that delivers weapon damage. Strength boosts skills like Athletics and adds to weapon damage, which is helpful in combat.

Constitution: This suits classes that offer a mix of mundane and magical abilities, such as the shifter and sorcerer, or it suits a spellcaster like the warlock that tends to be highly independent and often in harm's way.

Dexterity: This suits a stealth-based class with few or no magic abilities. Many useful skills are based on Dexterity, so if you are unsure whether to use Dexterity or another attribute, it is best to go with the other attribute.

Intelligence: This suits spellcasters who rely on books and studying, or classes like the pathfinder or mageblade that rely on reason with a mix of spells and mundane abilities. An Intelligence-based class also nicely fits the Radiance electrotech world.

Wisdom: This suits spellcasters like the cleric and psion as well as classes with a mix of abilities that imply intuition and enlightenment. These classes often play strong supporting roles through healing, insight, and keen perceptions.

Charisma: This suits a fun-loving social class, particularly those suited to urban settings such as the bard and gallant. Their mundane abilities work by convincing or distracting others, while their magic works by drawing upon the moment and inspiration.

A character's attack rolls equal d20 + the prime attributes's modifier. Moreover, a character must have a minimum score in his prime attribute in order to use higher-tiered abilities.

Some classes like the gallant and mageblade may feel equally based in 2 attributes. In such cases, go with a mental attribute over a physical one. The player will likely place a high score in a physical attribute in order to excel in combat, and several combat abilities require minimum scores anyway, such as Dodge requiring a high Dexterity.

Defenses: Most classes get a +2 bonus to 2 defenses such as Reflex or Will. A few classes get only 1 boost, which is often balanced by a wide selection of armor and weapons, lack of special requirements, or diversity of magical repertoire. A few classes like the monk get +2 across the board because they have weapons, little gold, and almost no magic.

Armor / Weapons: The range of armor and weapons is based on how often a class sees melee combat. That said, some classes like the barbarian rely upon quick moves rather than armor. Generally, classes that lack magic abilities get better armor and weapons.

Starting Gold: Characters with greater expenses at the start of their career get more gold. A fighter's armor costs money, as do a gallant's societal functions. A monk or wizard has everything he needs from the start.

Alignment: Try to keep alignment flexible while keeping it in line with any special restrictions or benefits of the class. Even if you play Radiance without alignment, this is a useful parameter to suggest how to role-play the class.

Special: Typically, spellcasters need an implement in hand, and without one they suffer a -2 penalty on attack rolls. Also mention here if the class relies on special gear, has craft abilities, or has to pass tests to advance from tier to tier. Generally, tests reflect a class's strong moral and ethical dimensions, which in turn reflect the class's source of magical power.

Training: Assign 1d4, 2d4 or 3d4 years. Studying books takes a long time, while intuitive understanding is quick.

Vitality Costs: Generally, abilities have a vitality cost only if they are magical or reflect a great heroic act. Mundane actions like

Cleave and Charge never require vitality.

Core Abilities: The essence of a class is its 3 core abilities. Two of the 3 are basic tier abilities, while 1 stands somewhere between basic and intermediate tier in terms of power. For example, a wizard's Magic Missile is like other basic tier magic abilities except with a longer range and no vitality cost. Typically, 1 of the 3 is a skill boost, another is offensive, and the last is defensive or fills a miscellaneous role.

Basic Tier: Offer at least 15 basic abilities. Refer to existing classes for inspiration. Here are guidelines:

Feats: A feat here means a mundane ability. An feat might grant +1 DR or a +1 bonus on attacks with +2 damage. Alternatively, when using weapons, apply +1d6 damage (or 1d4+1). Many of these abilities are based on "feats" as normally used in the d20 system such as Power Attack, thus the term. You can grant an ability to recover 1d6 vitality once daily or offer a +5 ft bonus to movement.

Spells: Basic tier spells deliver 1d6 damage per 2 levels (max 5d6) out to 15 ft at most, though they might do less if they can effect multiple targets at once. Spells let targets resist for ½ damage. A few abilities might do 1 or 2 wound damage, daze 1 target, or cause fatigue. Spells with unusual effects such as conjuring creatures generally work a short time, only 5 minutes at most. A magical defense offers +2 DR with armor or +5 without armor. And so forth. When translating level-based spells from other d20 games, 0-level and 1st-level spells sit at this tier. Typically, 0-level spells translate into abilities like Light that cost no vitality to use. Otherwise, they cost 1 vitality to activate.

Skills: Grant +5 bonus to 2 skills, or a +5 bonus with a +10 bonus in a very specific subset of that. Alternatively, offer bonuses to 3+ skills with a total bonus of 9 or 10.

Intermediate Tier: Offer at least 10 intermediate abilities. Refer to existing classes for inspiration. Here are guidelines:

Feats: Grant a +2 bonus on attacks and +5 damage. Or apply +2d6 damage. For non-spellcasters, consider offering an ability to recover 4d6 vitality once daily after 1 minute of rest. For spellcasters, instead offer a once-daily ability to access any spell on the class list of a tier that can normally be accessed, except paragon tier. This tier grants a +10 ft speed bonus, a +5 initiative bonus, and a few special effects that make combat fun.

Spells: At this tier, spells typically deliver 1d6 damage per level (max 10d6) to an area out to 30 ft. Targets resist for ½ damage. A few abilities might do 1d4 wound damage, stun 1 target, or cause exhaustion, blindness, slowness or another condition. When translating level-based spells from other d20 games, 2nd-level and 3rd-level spells sit at this tier. These spells usually cost 2 vitality to activate.

Skills: Grant +5 bonus to 4 skills, a +4 bonus to 4 skills, or a +3 bonus to 5 skills. In rare cases such as Religion for a cleric, History for a sage, and Heal for a medicant, you can offer a flat +10 bonus. Only grant such bonuses to skills based on mental attributes!

Advanced Tier: Offer at least 5 advanced abilities. Refer to existing classes for inspiration. Here are guidelines:

Feats: Generally, this is a good tier to stop advancing raw weapon power and instead offer neat abilities that pin, move or otherwise hamper foes, or do nasty damage in limited situations. Alternatively, to keep pace with spellcasters, a character can devastate 1 foe with a single attack, such as resist versus Reflex or fall to -1 wound points.

Spells: At this tier, spells deliver 1d6 damage per level (max 20d6) out to 90 ft, and often over a large area. Targets resist for ½ damage. A few abilities might stun multiple targets, turn 1 foe to stone, and so forth. When translating level-based spells from other d20 games, 4th-level and 5th-level spells sit at this tier, although spells like Teleport and Scry should be moved to paragon tier because they are unbalancing. These spells usually cost 5 vitality to activate.

Skills: Grant +10 bonus to 2 skills, a +5 bonus to 4 skills, or a +4 bonus to 5 skills. In rare cases, you can offer a flat +20 bonus to a skill based on a mental attribute that is usable once daily.

Paragon Tier: Offer at least 3 paragon abilities. Refer to existing classes for inspiration. Guidelines are hard to set at this tier.

Feats: Grant a +5 bonus on attacks and +15 damage when using a weapon. Another ability might afford 3 attacks rather than 1 or 2.

Spells: When translating level-based spells from other d20 games, 7th-level and higher spells sit at this tier, although spells like Teleport and Scry are also here. These spells usually cost 10 to 25 vitality activate.

Skills: Avoid offering skills bonuses at this tier. A character will only have 1 or 2 paragon abilities and bonuses above +10 are unbalancing.

Custom Theme

Themes are organized in a very structured way.

Qualifications: This section names requirements a character must meet to enter and remain in a theme. It also briefly describes what characters are best fits.

Ideally, every theme is available to characters of every race and class, with strong appeal to at least ½ of characters. In practice, there may be a few exceptions that don't fit well. That's okay.

If a theme offers numerous magic abilities, they require the character to already have 3+ magic abilities or require an appropriate attribute (Constitution, Intelligence, Wisdom or Charisma).

Some themes are more open-ended regarding which abilities are taken and when, while other themes have 1 or 2 must-take abilities. It is appropriate to indicate one of those must-take abilities as either a prerequisite or the first award the character selects.

Origins: List 5 brief reasons why a character pursues this theme. Since characters have a theme at the opening of their career, it is appropriate to list reasons based in childhood experiences. Feel free to be imaginative. This section has no mechanical impact on game play.

Affiliations: In this section, suggest the kinds of organizations the character will join or consider as cordial or hostile. This section has no mechanical impact on game play.

Personality: Psychologically speaking, what kind of person takes this theme, and what happens as they pursue it? You might suggest how to role-play a character with this theme. This section has no mechanical impact on game play. However, PCs earn extra XP when they role-play well.

Minor Awards: Add 10 basic abilities that fit the theme. A few of them should offer skill boosts. Some may have others as prerequisites. By the end of a character's career, he will only learn ½ the abilities listed here. So take care not to require more than 4 or 5 as essential to the theme.

Major Awards: Add 10 intermediate abilities that fit the theme. A few of them should have minor awards as prerequisites. Have an ability with a name that starts with "Revitalizing". After 1 minute of doing a non-combat activity relevant to the theme, this abilities restores 4d6 vitality.

Custom Deity

Deities work a like pint-sized classes. Refer to the class guidelines when offering ability options to a deity's followers. Keep in mind: Characters will usually access these abilities as boons for a short time.

Custom Reusable Magic Item

These items add to a character's repertoire. An item's owner expends vitality, time, and so forth to use the abilities it offers. An item's abilities should mesh smoothly with its functions.

Here is a method to make balanced magic items. The items come in 4 tiers, per the table below. Think of tiers as ever-larger baskets that hold a set number of points. When you fill a basket, basic tier abilities cost 1 point, while intermediate, advanced, and paragon tier abilities cost 2, 4, and 8 points, respectively. For example, an advanced tier magic item could offer 1 advanced tier ability, 2 intermediate abilities, 4 basic abilities, or 1 intermediate and 2 basic abilities. If you wish to add 1 or 2 extra points as "overage", you can stack the costs.

Tier	Points	Craft Cost
Basic	1	1,000 gp
Intermediate	2	2,500 gp
Advanced	4	10,000 gp
Paragon	8	25,000 gp

Chapter 3
Hazards

Here is a bevvy of traps, terrain zones, and artifacts to befuddle and harm characters.



Jouba the heretic resisted with all his might. But the temple's ancient, eldritch defenses lashed him with painful tendrils. His soul itself was punished.

Traps

Traps are often quick and lethal. There is likely a trap or 3 for every treasure. This section features design guidelines plus two-dozen traps to rid characters of extra fingers, toes, and heads. Here are key terms to understand traps.

NAME/LEVEL: Follwing the trap's name is its level, 1 to 20. The trap's level matches a single creature or PC of similar level. See the criteria below to pinpoint a trap's exact level.

TYPE/RESET: Mundane or Magical. Mundane traps must be manually reset, though anyone can do so. Magical traps automatically reset themselves after 1 hour or as stated in the trap's description. Add +2 to a magic trap's level if it resets after 2 rounds rather than 1 hour.

TRIGGER: Typically, a trigger is a 5-ft-square area or proximity detector. Mechanical traps are manually reset by someone on a successful DC 10 Mechanics check. Magical traps auto-reset after 1 hour.

FIND: Noticing a trap requires a successful Perception check of DC 15 + 1 per trap level.

DISABLE: Disarming a mundane trap requires a successful Mechanics check of DC 20 + 1 per trap level. To disarm a magical trap, a character must attempt an Arcana check along with a Mechanics check. Finally, when disarming a mixed trap, a character can treat it as a magical trap or attempt a Mechanics check of DC 25 + 1 per trap level.

ATTACK: d20 + 1 per trap level vs Fortitude, Reflex or Will, as you like.

HIT: When a target fails to resist, apply 1d6 damage per trap level to a single target, or 1d6 damage per 2 levels against multiple targets or 1d8 + 1 per trap level if damage is wounds only. Alternatively, apply the effects of 1 ability: either a basic ability (levels 1-5), an intermediate ability (levels 6-10), an advanced ability (levels 11-15) or a paragon ability (levels 16-20).

MISS: When the target or targets resist, either no effect occurs or a minor effect occurs, such as dazing the target for 1 round.

RECOVER: Suggested actions to escape the trap or lessen its effects. Skill DCs equals 15 for levels 1-5, 20 for levels 6-10, 25 for levels 11-15, and 30 for levels 16-20.

REQUIREMENTS: Crafting a mundane trap requires a successful Mechanics check with a DC of 15 + 1 per level of the trap. Crafting a magical trap requires Craft Magic Item plus an Arcana check and a Mechanics check with a DC of 10 + 1 per level of the trap.

Because a character can retry checks multiple times, simply be sure the character can possibly even pass the checks rather than rolling. For example, a character with a +15 bonus on Mechanics checks will always pass checks as high as DC 35 but not higher.

COST & MARKET PRICE: The craft cost equals 25 gp x the trap's level squared. Magical traps require Craft Magic Item with added costs using any relevant magic abilities. The craft time equals 1 day per 1,000 gp. A trap's market price equals 2x its craft cost. A trap's equivalent tier is indicated here.

Trip Wire (lvl 1)

Targets fall prone.

TYPE: Mundane.

TRIGGER: Wire across a 5-ft-square area ; RESET: Manual.

FIND: Perception DC 16 ; DISABLE: Mechanics DC 21.

ATTACK: d20+1 vs Reflex.

HIT: Target falls back prone into the 5-ft space whence he came,

suffers 1 vitality damage, and is dazed for 1 round.
MISS: No effect.
RECOVER: Stand up as a move action.
CREATION: Mechanics DC 16; 25 gp; 1 day.
PRICE: 50 gp (basic).

Pit Trap (lvl 2)

This 20-ft pit trap may disable and trap characters.
TYPE: Mundane.
TRIGGER: 5-ft-square pressure plate ; RESET: Manual.
FIND: Perception DC 17 ; DISABLE: Mechanics DC 22.
ATTACK: d20+2 vs Reflex.
HIT: Target falls 20 ft, suffers 2d6 damage from falling, and must resist using Fortitude or be disabled.
MISS: No effect.
RECOVER: DC 15 Climb for 20 ft and curative magic to end disability.
CREATION: Mechanics DC 17; 100 gp; 1 day.
PRICE: 200 gp (basic).

Flame Blaster (lvl 2)

This automatic trap blasts tresspassers with fire.
TYPE: Magical.
TRIGGER: Come within 15 ft of trigger item ; RESET: Automatic.
FIND: Perception DC 17 ; DISABLE: Arcana DC 22 and Mechanics DC 22.
ATTACK: d20+2 vs Reflex.
HIT: One creature within 15-ft cone suffers 2d6 fire damage.
MISS: Half damage.
RECOVER: None.
CREATION: Mechanics DC 17; 1,100 gp; Fire Bolt; 2 days.
PRICE: 2,200 gp (basic).

Spiked Acid Pool (lvl 3)

This 10-ft pit trap assaults targets with blinding acid and sharp spikes.
TYPE: Mundane.
TRIGGER: 5-ft-square pressure plate ; RESET: Manual.
FIND: Perception DC 18 ; DISABLE: Mechanics DC 23.
ATTACK: d20+3 vs Reflex.
HIT: Targets fall 10 ft, suffer 1d6 wound damage from falling, 1d6 acid damage, and 1d6 damage from impact with the spikes. Also, targets not immune to acid must resist using Fortitude or be blinded.
MISS: No effect.
RECOVER: DC 15 Climb for 10 ft and curative magic to end blindness.
CREATION: Mechanics DC 18; 225 gp; 1 day.
PRICE: 450 gp (basic).

Volley of Daggers (lvl 4)

Targets struck by a conjured spray of scintillating eldritch daggers.
TYPE: Magical.
TRIGGER: Come within 5 ft of trigger item ; RESET: Automatic.
FIND: Perception DC 24 ; DISABLE: Arcana DC 24 and Mechanics DC 24).
ATTACK: d20+4 vs Reflex.
HIT: All creatures within a 15-ft cone suffer 2d6 force damage.
MISS: Half damage.
RECOVER: None.
CREATION: Mechanics DC 19; 1,400 gp; Cloud of Daggers; 2 days.
PRICE: 2,800 gp (basic).

Sleeping Gas (lvl 5)

Targets pass out from sleeping gas.
TYPE: Mundane.
TRIGGER: Touch trigger item such as idol or chest ; RESET: Manual.
FIND: Perception DC 20 ; DISABLE: Mechanics DC 25.
ATTACK: d20+5 vs Reflex.
HIT: Targets fall asleep for 5 minutes.
MISS: Targets within 15 ft of the trigger are dazed for 1 round.
RECOVER: Sleeping targets can be slapped awake as a standard action.
CREATION: Mechanics DC 20; 625 gp; 1 day.
PRICE: 1,250 gp (basic).

Exploding Brazier (lvl 6)

This hot brazier spews fire on anyone who comes too close.
TYPE: Magical.
TRIGGER: Come within 5 ft of brazier ; RESET: Automatic.
FIND: Perception DC 26 ; DISABLE: Arcana DC 26 and Mechanics DC 26.
ATTACK: d20+6 vs Reflex.
HIT: Targets within 15-ft suffer 6d6 fire damage.
MISS: Half damage.
RECOVER: None.
CREATION: Mechanics DC 21; 3,400 gp; Fireball; 4 days.
PRICE: 7,800 gp (intermediate).

Luminous Lash (lvl 6)

This magical snare zaps creatures and leaves them prone.
TYPE: Magical.
TRIGGER: Remain more than 1 round within a 10-ft-square zone ; RESET: Automatic after 2 rounds.
FIND: Perception DC 26 ; DISABLE: Arcana DC 26 and Mechanics DC 26.
ATTACK: d20+6 vs Will.
HIT: An animated, crackling serpent lashes back and forth. Targets in the area suffer 1d8+3 electrical wounds damage and knocked prone.
MISS: Suffer 1 electrical wounds damage.
RECOVER: Stand up from prone. Note: A character who takes too long to rise and leave the area will be subject to the trap again.
CREATION: Mechanics DC 21; 3,400 gp; Primordial Ray and Bully; 4 days.
PRICE: 7,800 gp (intermediate).

Poisoned Arrows (lvl 7)

Three poisonous arrows zing at trespassers.
TYPE: Mundane.
TRIGGER: 5-ft-square pressure plate ; RESET: Manual.
FIND: Perception DC 22 ; DISABLE: Mechanics DC 27.
ATTACK: d20+7 vs Reflex.
HIT: Target suffers 1d6 damage from the arrow with a 50% chance to suffer 2d6 wound damage 5 minutes later from the arrow's poison. Noticing evidence of poison requires a successful DC 20 Heal check. Removing the arrow reduces the later damage to 1d6.
MISS: No effect.
RECOVER: Use an antitoxin or Cure Ailment spell to end the poison.
CREATION: Mechanics DC 22; 1,225 gp; 2 days.
PRICE: 2,500 gp (intermediate).

Darkness Falls (lvl 8)

The area goes dark and trap doors open in the floor to accept unwary travelers.
TYPE: Magical.
TRIGGER: Pass door into chamber ; RESET: Automatic.
FIND: Perception DC 28 ; DISABLE: Arcana DC 28 and Mechanics DC 28.
ATTACK: d20+8 vs Reflex.
HIT: Room is shrouded in magical darkness and several 5-ft-square trap doors open in the floor. Those who travel through the room must resist using Reflex each round they move for 3 rounds or

fall into a 20-ft pit and suffer 2d6 wound damage from falling, plus resist using Fortitude or be disabled after falling.

MISS: Room is shrouded in magical darkness requiring nethersight to see.

RECOVER: DC 15 Climb for 20 ft and curative magic to end disability. Must exit room or disable trap to end the darkness effect.

CREATION: Mechanics DC 23; 4,100 gp; Darkness; 5 days.

PRICE: 8,200 gp (intermediate).

Misleading Mouth (lvl 8)

This talkative trap suggests trespassers leave.

TYPE: Magical.

TRIGGER: Come within 5 ft of sculpted mouth, which cues the mouth to animate and begin speaking a 10-word message phrased as a suggestion or command ; RESET: Automatic.

FIND: Perception DC 28 ; DISABLE: Arcana DC 28 and Mechanics DC 28.

ATTACK: d20+8 vs Will.

HIT: One randomly selected target within 15 ft suffers a charm effect. He does his best over a 1-hour period to complete a task that the magic mouth phrases in 10 words or less. The person will not deliberately harm himself. Suggesting someone clean himself in a nearby refreshing pool (of acid) is acceptable. Note: A DC 26 Insight check is required to detect the charm effect and learn who if anyone was affected by the mouth.

MISS: Target is dazed for 1 round.

RECOVER: Hold affected target for 1 hour or otherwise end the charm effect.

CREATION: Mechanics DC 23; 4,100 gp; Magic Mouth and Suggestion; 5 days.

PRICE: 8,200 gp (intermediate).

Teleportation Portal (lvl 8)

Target is suddenly whisked into a prison cell.

TYPE: Mixed.

TRIGGER: Pass through 5-ft-square space ; RESET: Automatic after 2 rounds.

FIND: Perception DC 28 ; DISABLE: Mechanics DC 33 (or Arcana DC 28 and Mechanics DC 28).

ATTACK: d20+8 vs Reflex.

HIT: The target is teleported into a stout, locked iron cage within 30 ft and line of sight. Typically, the cage hangs from a high ceiling, across a barred gate, or is otherwise hard to reach.

MISS: The target is pushed back from whence he came.

RECOVER: Must exit the cage, which has a lock of the highest quality that requires a DC 40 Mechanics check to pick open.

CREATION: Mechanics DC 23; 4,200 gp; Dimension Step and Push Back; 5 days.

PRICE: 8,400 gp (intermediate).

Ceiling Press (lvl 9)

Targets in a 30-ft hallway are slowly crushed by a collapsing ceiling.

TYPE: Mundane.

TRIGGER: 5-ft-square proximity sensor ; RESET: Manual.

FIND: Perception DC 24 ; DISABLE: Mechanics DC 29.

ATTACK: d20 + 9 vs Reflex.

HIT: Metal gates descend on either side of the hallway, blocking movement, and the ceiling descends over 3 rounds. Creatures in the area suffer no damage on the initial round, 1d6 damage the next round, and 4d6 wound damage on the third round, with no further damage thereafter. The ceiling and gates ascend after 2 minutes.

MISS: Target within 5 ft of the gates safety exit the hallway, taking no damage. All others are trapped within and suffer ½ damage.

RECOVER: DC 20 Athletics check bends 1 bar. Bending 2 bars admits a Small creature and bending 3 admits a Medium creature. A DC 40 Athletics check halts the ceiling from falling for 1 round.

CREATION: Mechanics DC 24; 2,025 gp; 3 days.

PRICE: 4,050 gp (intermediate).

Barrage of Impaling Spears (lvl 10)

Targets in a 30-ft hallway are barraged with spears.

TYPE: Mundane.

TRIGGER: 5-ft-square proximity sensor ; RESET: Manual.

FIND: Perception DC 25 ; DISABLE: Mechanics DC 30.

ATTACK: d20 + 10 vs Reflex.

HIT: Targets in the area suffer 8d6 damage and are impaled with 1 spear that requires manual removal with care.

MISS: Targets suffer ½ damage.

RECOVER: Targets must pass a DC 20 Heal check or suffer 1d6 wound damage as they dislodge the spears.

CREATION: Mechanics DC 25; 2,500 gp; 3 days.

PRICE: 5,000 gp (intermediate).

Petrification Plate (lvl 11)

The target turns to stone over several rounds.

TYPE: Magical.

TRIGGER: 5-ft-square magical proximity sensor ; RESET: Automatic.

FIND: Perception DC 31 ; DISABLE: Arcana DC 31 and Mechanics DC 31.

ATTACK: d20 + 11 vs Fortitude.

HIT: The target begins to turn into stone. Each round on its turn, the target must resist using Fortitude. On the first failed save, it is limited to a single move or standard action. On the second failed save, it cannot act or speak but it can still defend itself. On the third failed save it turns to stone. After 3 successful saves, the effect ends for that person. Dispel Magic halts the progress but only Remove Curse, Miracle or Wish reverses the final effect.

MISS: Target feels a slight tingling but suffers no other effect.

RECOVER: Dispel Magic halts the progress, but only Remove Curse, Miracle or Wish reverses the final effect.

CREATION: Mechanics DC 26; 13,025 gp; Petrifying Gaze; 14 days.

PRICE: 26,050 gp (advanced).

Force Bubble (lvl 12)

The target is trapped in a force bubble with horrid bats.

TYPE: Magical.

TRIGGER: 5-ft-square magical proximity sensor ; RESET: Automatic.

FIND: Perception DC 32 ; DISABLE: Arcana DC 32 and Mechanics DC 32.

ATTACK: d20 + 12 vs Fortitude.

HIT: A shimmering globe of force encloses the target or size Large or smaller for 10 minutes. Nothing can move or pass in or out of the sphere, though Dimension Door and Teleport work normally. One round later, a dark swarm of bats fills the globe. The trapped creature suffers 1 wound damage per round (no save) and must resist using Fortitude or be dazed for 1 round. The swarm vanishes after 1 minute.

MISS: Target feels a brief tingling but suffers no other effect.

RECOVER: Dispel Magic ends the bubble or bats but not both.

CREATION: Mechanics DC 27; 16,100 gp; Resilient Sphere and Summon Swarm; 17 days.

PRICE: 32,100 gp (advanced).

Crushing Walls (lvl 13)

Targets in a 10-ft wide, 20-ft long hall are crushed between 2 walls.

TYPE: Mixed.

TRIGGER: 5-ft-square magical sensor.; RESET: Manual.

FIND: Perception DC 33 ; DISABLE: Mechanics DC 38 (or Arcana DC 33 and Mechanics DC 33).

ATTACK: d20 + 13 vs Reflex.

HIT: Metal gates descend on either side of the hallway, blocking movement, and the walls close in over 5 rounds at the rate of 1 ft per round. Creatures in the area suffer 1d6 damage on the third and fourth round, and 4d6 wound damage on the fifth round, with no further damage thereafter. Tiny creatures are unaffected and small

creatures suffer ½ damage. The walls retreat and gates ascend after 2 minutes. Moreover, on each round, the first person using a magic ability that round must resist using Will or fail to use the ability. Later attempts in the same round work normally.

MISS: Targets within 5 ft of a gate safely exit the hallway, taking no damage. All others are trapped within and suffer ½ damage.

RECOVER: DC 20 Athletics check bends 1 bar. Bending 2 bars admits a Small creature and bending 3 admits a Medium creature. A DC 40 Athletics check halts the walls from closing in for 1 round.

CREATION: Mechanics DC 28; 6,725 gp; Counter Spell; 7 days.

PRICE: 13,450 gp (advanced).

Freezing Blast (lvl 14)

Targets are scourged with horrible cold damage.

TYPE: Magical.

TRIGGER: 10-ft-square magical sensor ; RESET: Automatic after 2 rounds.

FIND: Perception DC 33 ; DISABLE: Arcana DC 33 and Mechanics DC 33.

ATTACK: d20 + 13 vs Reflex.

HIT: Targets within 30 ft suffer 1d8+14 cold wound damage. Moreover, targets knocked below 0 hit points are trapped in ice.

MISS: Targets suffer ½ damage.

RECOVER: Applying 5 points of fire damage for 1d6 rounds work frees a trapped target.

CREATION: Mechanics DC 29; 14,900 gp; Cone of Cold; 15 days.

PRICE: 29,800 gp (advanced).

Abyssal Bottomless Pit (lvl 15)

Targets are teleported into a deep shaft and repeatedly teleported back to the top of the pit to simulate falling forever.

TYPE: Mixed.

TRIGGER: 5-ft-square magical proximity sensor ; RESET: Automatic.

FIND: Perception DC 35 ; DISABLE: Mechanics DC 40 (or Arcana DC 35 and Mechanics DC 35).

ATTACK: d20+15 vs Will.

HIT: The target is teleported into a pitch black 15-ft-wide, 120-ft-deep shaft that reverberates with a cacophony and causes creatures and objects near its bottom to reappear at its top to simulate infinite falling. There are no exits and the target begins centered in the shaft. Nethersight is required to see. The trap holds up to 6 creatures each spaced 20 ft apart.

The trap lasts 60 rounds (6 minutes). Each round, a character must use Will to resist the trap's howling noise to concentrate long enough to take a standard action. Failing to resist indicates the character can do nothing further that round unless it can fly, in which case it may do use as a move action. The walls are coated with a thick acid that immediately inflicts 4d6 acid damage per round to anyone in contact with it.

When the trap expires, the bottom of the shaft opens and deposits characters into a pool of slime that inflicts 1d6 acid damage per round. The pool is 30 ft deep. There are no exits.

MISS: Target falls prone and is stunned for 1 round.

RECOVER: DC 30 Climb to climb the walls, flying or levitation to halt the fall, and teleportation magic to escape the shaft.

CREATION: Mechanics DC 30; 20,625 gp; Darkness, Dimension Door, and Sound Burst; 21 days.

PRICE: 41,250 gp (advanced).

Flaming Burials (lvl 16)

TYPE: Magical.

TRIGGER: 15-ft-square magical proximity sensor ; RESET: Automatic.

FIND: Perception DC 36 ; DISABLE: Arcana DC 36 and Mechanics DC 36.

ATTACK: d20 + 16 vs Reflex.

HIT: Creatures up to size Large are drawn into the earth (dirt, mud or snow but not stone or ice) and buried up to their necks for 5 minutes. A buried creature is physically restrained but can use magic or verbal abilities, and his allies can spend 1 minute to extract him.

Immediately thereafter, the area is covered in a sheet of flames that inflicts 4d6 fire damage per round against affected creatures. Ten points of cold damage applied to a 5-ft square extinguishes a section over 1 creature.

MISS: Targets are slowed and suffer 1d6 fire damage while remaining in the area and remain on fire afterward, suffering 1d6 fire damage per round until they spend a standard action to extinguish the fire.

RECOVER: Targets must pass a DC 30 Heal check or suffer 1d6 wound damage as they dislodge the spears.

CREATION: Mechanics DC 31; 33,900 gp; Mass Burial and Wall of Fire ; 34 days.

PRICE: 67,800 gp (paragon).

Stripping Field (lvl 16)

Targets' gear is teleported into a nearby chest.

TYPE: Mixed.

TRIGGER: 5-ft-square magical proximity sensor ; RESET: Automatic.

FIND: Perception DC 36 ; DISABLE: Mechanics DC 41 (or Arcana DC 36 and Mechanics DC 36).

ATTACK: d20 + 16 vs Will.

HIT: All gear (nonliving attended material) including clothing within 15 ft of the trigger is teleported into a chest up to 30 ft away.

MISS: Target suffers 1d6 vitality damage.

RECOVER: Must locate the chest, which has a lock of the highest quality that requires a DC 40 Mechanics check to pick open.

CREATION: Mechanics DC 31; 33,900 gp; Dimension Step and Instant Summons ; 34 days.

PRICE: 67,800 gp (paragon).

Impaling Poisonous Spears (lvl 17)

Targets in a 30-ft hallway are barraged with poisoned spears.

TYPE: Mixed.

TRIGGER: 5-ft-square proximity detector. ; RESET: Automatic.

FIND: Perception DC 37 ; DISABLE: Mechanics DC 42 (or Arcana DC 37 and Mechanics DC 37).

ATTACK: d20 + 17 vs Reflex.

HIT: Each target in the area suffers 8d6 damage and is impaled with a magical spear that requires manual removal with care. Also, each target suffers 1d10 vile wound damage from poison and an additional 1d10 vile wound 2 minutes later.

MISS: Targets suffer ½ damage.

RECOVER: Targets must pass a DC 30 Heal check or suffer 1d6 wound damage as they dislodge the spears.

CREATION: Mechanics DC 32; 32,225 gp; Mass Poison; 33 days.

PRICE: 64,450 gp (paragon).

Eternal Sleep (lvl 18)

Targets fall into a deep magical slumber.

TYPE: Magical.

TRIGGER: 10-ft-square magical proximity sensor ; RESET: Automatic after 2 rounds.

FIND: Perception DC 38 ; DISABLE: Arcana DC 38 and Mechanics DC 38.

ATTACK: d20 + 18 vs Reflex.

HIT: Targets within 30 ft immediately fall asleep, doze for 18 days, cannot be wakened except by Remove Curse, and wake ravenously hungry and thirsty with 0 vitality

MISS: Dazed for 1 round.

RECOVER: Apply Remove Curse or more powerful magic to awaken each affected target.

CREATION: Mechanics DC 29; 36,600 gp; Sleep, Slumber, and

Sleep of Ages; 40 days.
PRICE: 73,200 gp (advanced).

Devouring Acid Wave (lvl 19)
Targets are scoured with nauseating acid damage.
TYPE: Mixed.
TRIGGER: 10-ft-square magical sensor ; Reset: Automatic after 2 rounds.
FIND: Perception DC 34 ; Disable: Mechanics DC 39 (or Arcana DC 34 and Mechanics DC 34).
ATTACK: d20 + 19 vs Reflex.
HIT: Targets within 30 ft suffer 1d8+19 acid wound damage. Moreover, all mundane gear is destroyed by the acid and targets that fall below -25 hit points are disintegrated.
MISS: Targets suffer ½ damage and lose their mundane clothing (but not other gear) and are never disintegrated.
RECOVER: None.
CREATION: Mechanics DC 34; 29,025 gp; Cone of Cold and Energy Alteration; 30 days.
PRICE: 58,050 gp (advanced).

Disintegration Ray (lvl 20)
Target is disintegrated.
TYPE: Magical.
TRIGGER: 5-ft-square magical proximity sensor ; RESET: Automatic.
FIND: Perception DC 40 ; DISABLE: Arcana DC 40 and Mechanics DC 40.
ATTACK: d20+20 vs Reflex.
HIT: Target suffers 4d6 wound damage and permanently vanishes if it dies. Miracle or Wish restores disintegrated items and creatures.
MISS: Target suffers 2d6 wound damage.
RECOVER: Healing magic works normally.
CREATION: Mechanics DC 35; 35,000 gp; Disintegrate; 35 days.
PRICE: 70,000 gp (paragon).

Magical Zones
A magical zone is a space of supernatural violence. Characters who enter must resist each round spent in the zone to avoid its effects. Zones vary in size. Naturally occurring ones may have any size and duration. Zones created with the Wish ability (RPG, page 138) have a radius of 5 ft per level.

There are several ways to notice and possibly suppress a magical zone. The True Seeing ability immediately reveals a zone. Zones are like magic traps that can be found using Perception, but against which Mechanics checks do not succeed to disable them. A zone's Perception DC equals 25 + ½ its level. The Dispel Magic ability suppresses a magical zone for 1d4 rounds. Each zone also offers a unique "recourse" to suppress and/or end its effects.

There are numerous magical zones. After you pick a zone, decide its level (1 through 20). The zone goes on initiative 0 and makes an attack every round against all creatures in it. The attack is d20 + the zone's level against Fortitude, Reflex, or Will as stated in the zone's description.

Astral Instability
Characters randomly move in space and time.
LOCATION: Within ruins or breaches to the Astral Realm.
ROLE-PLAY TEXT: *"The air ripples slightly as small objects and creatures wink out of sight and reappear nearby."*
ATTACK: d20 + level against Will.
EFFECT: Character teleports 5 to 30 ft in a random direction. Roll d10 to determine direction (1 indicates due north, 9 indicates upward into the air, and 10 indicates down into the earth). If a destination is occupied then the creature instead moves forward in time 1 round per level. Characters weighing 1 ton or more are immune.
RECOURSE: Expend a move action to maintain hold of a heavy object weighing at least 1 ton.

Cemetery of Divine Law
Divine magic is strong where other forms of magic are weak.
LOCATION: Consecrated area where clerics, paladins, and other divine agents have been slain.
ROLE-PLAY TEXT: *"Apparitions of fallen priests and paladins rise up and swirl around you as translucent holy symbols burn the air."*
ATTACK: d20 + level against Will.
EFFECT: All nongood creatures as shaken, suffer 1 point of damage per level, and suffer a -5 penalty to resist the next cleric, invoker or paladin ability that targets it that round.
RECOURSE: The character must drop to his knees, lower his defenses, and pray for forgiveness as a standard action. Doing so protects the character from effects of that zone for 24 hours.

Court of Swords
A stately swarm of swords fly to pierce creatures in the area.
LOCATION: An armory or cabinet with bladed weapons.
ROLE-PLAY TEXT: *"Several swords fly up off of the ground while more fly from a weapon rack. The swords orient themselves and zoom to pierce nearby creatures."*
ATTACK: d20 + level against Reflex.
EFFECT: Characters take 1d8 damage + 1 per level from a conjured blade. Each blade that hits remains lodged. A character with more blades than he has levels cannot move from his space. Removing a blade is a move action that inflicts 1d8 points of damage.
RECOURSE: Remove 1 lodged blade and strike a foe with it. Treat the blade as a longsword. If the attack hits, the character is immune to the zone effects for 24 hours. If the character slays a foe with a removed blade, all remaining lodged blades vanish without causing further harm.

Dead Magic Zone
Magical abilities completely fail to work.
LOCATION: Any locale where Counter Spell, Dispel Magic or Mage's Disjunction was used.
ROLE-PLAY TEXT: *"Nearly invisible strands that look like liquid magic snake up from the ground and through the air, swirling around you."*
ATTACK: d20 + level against Reflex.
EFFECT: The character's magic abilities fail to function and no vitality is expended attempting to activate those abilities.
RECOURSE: The character must succeed on an Arcana check with a DC equal to 20 + the zone's level.

Disjunction Steps
Each stair step neutralizes magic auras and items.
LOCATION: A stairwell or similar stepped area at least 5 ft wide and 10 ft deep.
ROLE-PLAY TEXT: *"As you move down the stairwell, your boots of levitation cease to function and sink you to floor. Then the glow of your continual light torch expires."*
ATTACK: d20 + level against Will.
EFFECT: Movement through the area causes the character's magic items and ongoing magic abilities to become inert until the start of his next turn.
RECOURSE: Target the steps with a spell, spell-like ability or supernatural ability. The character's magic appears to fail, but the steps are satiated for all creatures in the area for 1 full round.

Dragon's Jaws
Invisible claws and jaws rip and tear at creatures in the area.
LOCATION: Any area trodden by a dragon or where a dragon's shadow has passed over.
ROLE-PLAY TEXT: *"The air ripples with nearly translucent outlines of a dragon. Its talons and jaws swipe and snap at you."*
ATTACK: d20 + level against Reflex.

Effect: The character suffers 1 point of damage per level. Moreover, if he fails to resist by 5 or more, he is knocked upward into the air 10 to 30 ft and suffers 1d6 to 3d6 damage upon landing prone on the ground.

Recourse: As a move action, place an offering of gold on the ground. The minimum amount to end the zone's effect (for you only for 1 hour) is 10 gp per level. The ground quickly consumes the offering (it is gone forever).

Effusive Musical Stage

Affected creatures are compelled to sing and dance.

Location: Any locale where a bard has died.

Role-Play Text: *"Your words and thoughts begin to rhyme, your fingers and toes begin tapping, and you wish with all your heart to break out into song."*

Attack: d20 + level against Will.

Effect: The character must sing and dance. While doing so, he is unable to take actions except to make Acrobatics, Literacy and/or Music checks. Fortunately, the character gains temporary immunity to all attacks that target him specifically though area attacks, and ongoing effects of previously successful attacks, remain in place.

Recourse: You must pass an Acrobatics or Music check with a DC of 20 + the zone's level.

Fetid Cloud

Noxious choking fumes prevent verbalization or ingestion.

Location: Any urban area or region frequented by aberrations (otyughs in particular).

Role-Play Text: *"You detect a strong odor of feces. You begin to cough from the fetid miasma that forms in the air around you."*

Attack: d20 + level against Fortitude.

Effect: The character chokes and coughs. For the round, he cannot speak, use abilities with verbal elements, or ingest anything (such as a potion). A character who fails to resist 3 rounds in a row is sickened for 5 minutes.

Recourse: Blast magical fire, such as from a *fireball* spell. Affected squares are free of the zone effect for 5 minutes.

Grasping Vines

Local flora grapples, suffocates, and devours the living.

Location: Any outdoor area with a minimum of plant life.

Role-Play Text: *"You feel a tugging at your feet and tightening around your legs as creepers entwine around you to hold you fast."*

Attack: d20 + level against Reflex.

Effect: Roots and vines twist around the character's limbs, holding him fast in his space until the start of his next turn. The character can still fight, cast spells, and so forth, but he cannot move unless he succeeds on a DC 25 Acrobatics check or a DC 25 Athletics check. Should a character fall unconscious, the flora pulls him to the ground. The flora smothers helpless characters after 1 minute and devours their corpses in 24 hours, leaving only bones behind.

Recourse: Any amount of acid or fire damage delivered in the area neutralizes the vines for 1 full round.

Hysterical Blindness

Creatures, even those with Nethersight, cannot see.

Location: Any locale where magic abilities such as Daylight, Detect Magic, True Sight or such have been used to detect, reveal or illuminate.

Role-Play Text: *"Suddenly, your surroundings fall into shadow and then darkness, preventing you from seeing. At the same time, you feel oddly afraid."*

Attack: d20 + level against Will.

Effect: The character suddenly believes that he cannot see regardless of his visual abilities. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all foes have total concealment), is defenseless, moves at half speed, and takes a –5 penalty on Perception checks and most skill checks. The Blind-Fight ability mitigates some of these effects.

Recourse: The character must leave the zone to end the effect. Thereafter, he can return and will suffer no further effect for the day.

King's Folly

Characters feel hemmed in on all sides even if they are not.

Location: Within a castle, manor house or other residence of a current or past aristocrat.

Role-Play Text: *"Out of the corner of your eye you see someone slink up beside you to strike. Yet when you look, there is no 1 there. Wherever you don't look, you feel hemmed in by rogues."*

Attack: d20 + level against Fortitude.

Effect: The character is dazed until the start of his next turn.

Recourse: When you make a successful attack against a dazed, stunned or unconscious foe then you are immune to the zone's effects for 5 minutes.

Nightmare of Spores

Floating spores transform creatures into lush shrubbery.

Location: Anywhere outside at night, or underground.

Role-Play Text: *"A mist of fine spores fills the air and clumps around creatures, as if drawn to their life energy."*

Attack: d20 + level against Fortitude.

Effect: The character sprouts flowery plant growths. Roll 1d6 per level. If the sum of die rolls exceeds the character's current hit points then he transforms into a mundane plant for 5 minutes. This trap does not affect plant creatures or characters who have taken plant form.

Recourse: Submerse in water or produce a wind or anti-plant effect to keep the spores at bay for a minimum of 1 full round or the duration of the protective spell or effect.

Ocular Swarm

Ghostly eyes swarm the area and drain supernatural energy.

Location: Anywhere supernatural abilities are in use.

Role-Play Text: *"Ghostly eyes, each the size of your head, percolate up from the ground. Each eye reflects a ghostly apparition of you."*

Attack: d20 + level against Reflex.

Effects: An eye captures the character's gaze and draws energy from his body. The character loses access to 1 ability (start with the highest-tier magic ability and work downward by tier and then mundane abilities) and suffers 1 point of necrotic energy damage per level.

Recourse: Using a mirror to see grants a +5 bonus to resist the gaze. All creatures in the area must cease using supernatural abilities for 1 minute for the ocular swarm to dissipate. Using a supernatural ability immediately reactivates the zone.

Peace At Any Price

A strong malaise and desire for peace grip affected creatures.

Location: Any area where a murder took place.

Role-Play Text: *"Suddenly, you realize that violence is not necessary to resolve the situation. You feel the sensible call to end your attacks, as an example of good will to your foes, who can surely be reasoned with once they realize your good intentions."*

Attack: d20 + level against Will.

Effect: The character prefers to forego any attack rolls and spend his turn making overtures to foes, if any, for a peaceful resolution to the encounter. The overtures may be physical or verbal even if foes do not understand the character's language or are unintelligent.

Recourse: The effect ends for that round and the character can make an attack roll as an immediate action if he witnesses an ally fall unconscious or die.

Poison Knife Cloud

A cloud of slashing daggers inflicts a myriad of fatiguing cuts.

Location: Any outdoor urban area such as an ally or marketplace. A tented area with a 10-square-ft or larger opening counts as outdoors, but a closed tent or walled area does not.

Role-Play Text: *"Knives hover and flit through the air, forming a dense cloud that nicks and scratches you. Suddenly, you feel tired."*

Attack: d20 + level against Fortitude.

Effect: Targets suffer numerous nicks and cuts from flying daggers and become fatigued. The daggers inflict 1 damage per level. Also, an affected target suffers 1d4 wound damage from poison. At level 7 and above, targets that fail to resist are also exhausted. Similarly, at level 14 and above, targets who fail to resist fall unconscious. Unconscious characters are unaffected by the daggers.

Recourse: Fall to a prone position or leave the zone. Leaving the zone causes the fatigue and fatigue-related effects to end. Otherwise the effects linger for 5 minutes.

River of Blood

Numerous biting fish cause profuse bleeding.

Location: Any body of water that is at least 1-ft deep and 10-square-ft in area.

Role-Play Text: *"The water around you ripples with the frenetic motion of a thousand tiny biting fish. Though each bite is minute, your wounds bleed profusely and turn the water a rich blood red."*

Attack: d20 + level against Will.

Effect: Dozens of tiny piranhas bite the character for 1 point of wound damage per level and cause the character to bleed 1 hit point per round until he receives magical healing or benefits from a successful DC 15 Heal check or until 1 minute has passed. Characters who are immune to fear affects are unaffected by this zone.

Recourse: Leave the water or urinate in the water as a full-round action.

Sargasso of Primal Rage

Magic behaves randomly and induces pain.

Location: Any locale where cannibalism has ever occurred or a character has used the Rage ability in the past 24 hours.

Role-Play Text: *"You begin sweating, you hear the pounding of blood through your heart, and every ambient noise sets your nerves on edge."*

Attack: d20 + level against Fortitude.

Effect: The character flies into a rage for 2 minutes and attacks the nearest ally. While in a rage, the character temporarily gains a +1 bonus on attack rolls and Will, delivers +5 damage, and enjoys +5 vitality points. The bonus vitality points go away when the rage ends. While raging, the character cannot use any Charisma-, Dexterity- or Intelligence-based skills (except for Acrobatics and Intimidate), or any abilities that require patience or concentration. Nor can he use magical abilities or craft abilities or activate magic items that require a command word or a trigger to function. At the end of the rage, the character loses the modifiers and restrictions and is fatigued for 5 minutes.

Recourse: Consume a pound of flesh from oneself or another person.

Seals of Madness

Burning pact seals float and spin in the air, inducing confusion.

Location: Any area with at least 10-square-ft of sand.

Role-Play Text: *"The air fills with a translucent pact seals that twist, twaddle, and spin in a dizzying array of angles and colors. While pretty at first, the view soon evokes curious and confusing thoughts."*

Attack: d20 + level against Will.

Effect: The vision holds a character for 1 full round. While held, the character is conscious but defenseless and cannot take actions.

Recourse: Spend a move action to vomit, laugh or sneeze, any of which cause the character's senses to reset for 5 minutes.

Starlight Shower

A shower of lights blind and burn creatures.

Location: Anywhere outside at night.

Role-Play Text: *"A shower of beautiful lights, each the size of your fist, fall from the sky."*

Attack: d20 + level against Reflex.

Effect: The character suffers 1 point of heat damage per level and is blinded for 10 minutes per level. Moreover, any creature in the zone is clearly illuminated such that all other creatures with line of sight to it learn its location. The starlight cannot be removed but it does fade 1 minute after an affected creature leaves the area.

Recourse: Shelter in a solid enclosure such as a building.

Suicide Field

Creatures act to kill themselves.

Location: Anywhere a pact magic user has died.

Role-Play Text: *"You hear odd, faint sounds coming from somewhere close. Time seems to speed up around you."*

Attack: d20 + level against Will.

Effect: The effects vary with each failed save. On the first failed save, the character is slightly confused and has a 25% chance to do nothing rather than act. On the second failed save, the character is more confused and has a 25% chance to not act and a 25% chance to attack an ally instead of his desired action. On the third failed save, the character is frozen in place, defenseless and unable to take any actions. On the fourth failed save, the character delivers a coup de grace against himself, automatically inflicting double maximum damage. Then the cycle repeats.

Recourse: Spend a move action thinking happy thoughts.

Sudden Burial Ground

Creatures may spontaneously sink into the ground.

Location: Any burial ground.

Role-Play Text: *"The earth here is naked and flat except for a smattering of arms that reach upward from the ground, as if from creatures buried in a standing position with arms raised."*

Attack: d20 + level against Reflex.

Effect: The character sinks into the earth. His head is covered but 1 or both arms are free (1d6: 1-2 is right arm, 3-4 is left arm, 5-6 is both arms). The character immediately begins suffocating, losing one-third of his maximum normal hit point total each round. Victims become zombies (or greater undead matching the zone's level) after 24 hours but otherwise remain securely buried. Making a successful save on a succeeding round ends the burial effect.

Recourse: A buried creature is free on a DC 28 Athletics check (if attempted on its own), or a DC 24 Athletics check made by allies on the surface. Undead suffer -5 to their save.

Thoughtless Betrayal

Creatures' heads are swapped with undead heads. Their bodies fight on against their allies.

Location: A lab, mortuary, catacomb or any location with jars of liquid and/or heads of dead creatures.

Role-Play Text: *"Shriveled severed heads of the dead leer at you from scattered jars and alcoves. Suddenly, a nearby ally's head is replaced by 1 of the shriveled dead heads."*

Attack: d20 + level against Will.

Effect: The character's head is teleported into and magically sustained within a nearby jar, catacomb alcove or similar contained area. Simultaneously, the head of a dead creature appears on the character's body and awakens to undead sentience. The character's head remains awake and alert and can use abilities (including magical abilities) that do not require a body. Meanwhile, the character's body uses any available weapons and other gear (except command-activated and spell-completion magic items) against the creature's allies. Unconscious, undead, dead and headless creatures are unaffected by this zone. If a creature's head or body are removed from the zone, then the effect is reversed without further ill effect as if nothing abnormal occurred. Making a successful save on a succeeding round also reverses the effect.

Recourse: Position the body or head in front of a mirror or sever the undead head of the affected creature and place its original head back on its body.

Undying Battlefield

Creatures are compelled to melee and do not fall unconscious or die.

Location: A battlefield or similar location where soldiers once on the same side were forced to fight each other.

Role-Play Text: *"Everyone around you acquires the visage of former allies or countrymen who have betrayed you. You turn red in the face and blood pumps vigorously, encouraging you to attack them in rage."*

Attack: d20 + level against Will.

Effect: The character makes a melee attack against the nearest creature (whether it is an ally or foe) as its action for that round. Moreover, creatures that fall below 0 hit points remain conscious and do not die when reaching -10 hit points or less. A creature that leaves the undying battlefield with less than 0 hit points immediately falls unconscious. It dies if it has -10 hit points or less. Creatures below 0 hit points are staggered if they are conscious.

Recourse: Knock unconscious or kill 1 ally to end the zone's influence on all characters for 5 minutes. A creature magically summoned by an ally counts as an ally.

Unstable Library

Characters navigate a library as it collapses.

Location: Any library.

Role-Play Text: *"Everywhere books are falling, shelves are breaking, and cases topple over. Watch your head!"*

Attack: d20 + level against Reflex.

Effect: The character is hit by 1 or more books or shelves for 1 point of nonlethal damage per level and dazed for the remainder of its round.

Recourse: Fly, levitate or leave the area.

Variable Gravity Zone

Local gravity shifts unpredictably with unpleasant results.

Location: Any tiled ground (marble, ceramic, etc).

Role-Play Text: *"Momentarily, your weight doubles. Then you feel weightless. Finally, you fall upward as gravity reverses itself."*

Attack: d20 + level against Reflex.

Effect: Gravity in the character's space doubles (1-2 on d6), vanishes (3-4 on d6) or reserves (5-6 on d6). On a doubling result, the character's movement rate decreases by 10 ft and his effective weight of equipment doubles, which may prevent him from moving. On a vanishing result, the character floats upward 10 ft if he attempts to move and remains there for the remainder of his turn. On a reserving result, the character "falls" up to 5 ft per level during his turn. At the start of his next turn, he returns to the ground and suffers 1d6 damage per 10 ft fallen. There is no chance of disability.

Recourse: Focus on a load stone (magnetized iron ore) as a standard action. So long as you maintain concentration on the stone, you ignore the effects of variable gravity.

Vertigo Field

Creatures fall from dizziness and slide downward.

Location: Any area 10 ft or more off the ground and within 5 ft of an edge, such as around the rim of a tall building or along a garden's walls or a house's rooftop. Alternatively, on a surface inclined 30° or more.

Role-Play Text: *"Your view of the ground below induces a dizzy feeling as if you are about to fall down."*

Attack: d20 + level against Will.

Effect: Character falls prone and slides downward 10 ft if he or she is on an incline. A character who fails to resist 3 times in a row is nauseated for 5 minutes.

Recourse: The character must close his eyes, wear a blindfold or similarly obscure his vision. Entering an area of magical darkness works.

Windswept Paths

Buffeting magic winds misdirect ranged attacks.

Location: Any mountainous, coastal or ravine area.

Role-Play Text: *"A wind kicks up dust and small items. As it grows stronger, you find it difficult to move or maintain your balance."*

Attack: d20 + level against Fortitude.

Effect: Any ray attack, line attack or ranged attack automatically misses that round as the supernatural wind causes the ray, line or ammunition to veer off course and miss. If an ally is adjacent to the intended target, then the character must resolve the attack against his ally instead of the intended target.

Recourse: Spells and effects that block wind movement such as a Wall of Force hinder the zone's effect. Foregoing ranged attacks also works.

Wild Magic Zone

Magical abilities work in unpredictable ways.

Location: Any locale where paragon magic has been used before, or where a character died while in the midst of casting a spell.

Role-Play Text: *"Something is off about your magic. You can feel it in your bones. Indeed, some beetles and flowers have just popped from your clothes and hair."*

Attack: d20 + level against Fortitude.

Effect: The character's magic abilities may or may not work as expected. Whenever the character activates a magical ability, roll on the table below.

2d6	Effect
2	Ability fails to work.
3	Ability targets an ally (if normally baleful) or a foe (if normally beneficial).
4	A bright flash blinds the character and adjacent creatures for 5 minutes.
5	Character is reduced to half-normal size (as Reduce spell) for 5 minutes.
6	A pungent spray of flowers are produced in a 15 ft radius burst around the character.
7	Ability works normally.
8	A noxious spray of mundane worms, beetles and similar vermin are produced in a 15-ft-radius burst around the character.
9	Character grows to twice-normal size (as Enlarge spell) for 5 minutes.
10	A loud boom deafens the character and adjacent creatures for 5 minutes.
11	Double all numeric effects of the ability.
12	Resolve the character's action as if he has used the ability twice.

Abilities that are already in place when the wild magic takes effect continue to work normally. Exiting the magic zone causes ongoing magic that is malfunctioning to return to normal.

Recourse: A Dispel Magic spell that is applied to a specific 5-ft space ends the zone's effect in that space for 5 minutes.

Zone of Dark Fate

Creatures' shadows animate and attack them.

Location: Area of shadowy illumination.

Role-Play Text: *"You have 2 shadows if not more. None of them seem to make sense with the light sources. The shadows contract and begin to move up your legs, covering you in darkness."*

Attack: d20 + level against Reflex.

Effect: The character's shadow splits into a small swarm of shadowy creatures that inflict 1d8 points of cold damage plus 1 point per level.

Recourse: The character must be in full light, such as using a Daylight spell or exiting into an outdoor area during the day. The character still casts a shadow that reanimates when the recourse ends, but the shadow cannot move in full light and will immediately die when the character exits the zone.

Artifacts

Artifacts are ultra-powerful devices that are as much traps as magic items. Each artifact is unique, with a long history, stark benefits and pitfalls, an unstable sentience with mysterious motives, and often a transdimensional nature that defies nature's rules.

An artifact is 3x the power of a paragon tier wondrous item and is thus not suitable as a random reward. Rather, locating, activating, and/or disposing of an artifact is a goal of several adventures if not a campaign. Wise PCs understand that artifacts are enticing hazardous with twisted rewards.

Each artifact includes the benefit of abilities that it grants or relies on and checks and outcomes relative to its use. Each artifact also has a vice such as pride or gluttony. Just by coming within 30 ft of an artifact, creatures begin to act on that vice. The details for creation and destruction of an artifact act as references for GM use only.

An artifact has a true name and the mental attributes of its creator. The abilities it grants and uses are always magical. However, every artifact enjoys the benefits of Nondetection (RPG, pg 99).

Liktome

This ominous black book conveys secrets to transform into a lich.

Benefit: This ugly book is made of aged human skin. Within, it covers esoteric magical and religious principles, offers biographies of various spellcasters, and details how to perform 5 necromantic spells. The character gains nothing useful until he performs a 3-day ritual that activates it. The ritual costs 25,000 gp and ends with the user killing himself to become a lich. The book describes the following abilities.

Fear: All living creatures caught in a 30-ft cone are shaken for 5 minutes or 1 round if they resist using Will. If a target is 5+ levels below you, it is frightened instead, fleeing the best it can or cowering if it cannot flee. Costs 2 vitality.

Lich Phylactery: You use a masterwork item such as a gem or amulet to house your soul. Upon completing a ritual costing 25,000 gp, you die and your soul enters the item. You can animate or leave your corpse from any distance as a swift action. If the corpse is slain, your soul is safe and can either repossess the corpse or form a fresh corpse of itself adjacent to the item after 13 days. While you inhabit your corpse, you gain the benefits of Undead Apotheosis, which you must already know to use this ability.

Lich Lore: Boost Arcana, History, and Religion checks by +3.

Lich Loved: You grow undead skin like a ghoul or lich and permanently gain +2 DR.

Slay Living: One adjacent living creature must resist using Will or be reduced to -1 wounds and begins dying. Even if it successfully resists, it suffers 3d6 necrotic damage. Costs 5 vitality.

Undead Apotheosis: For 5 minutes, you gain nethersight, +5 DR, fast healing 5, and immunity to all ailments and aging. Also, necrotic damage heals your wound damage and normal curative magic causes you wound damage. Costs 25 vitality.

Check: The chance of successful transformation into a lich equals 70% + 1% per level. A necromancer character applies +10% to the check. If a sentient good person of at least 10th level is bled dry into the book's pages during the ritual, apply an additional +5%.

Outcome: Success indicates the user transforms into a lich and gains the benefits of the above abilities (equal to 5 levels). If this causes the character to surpass 20th level, then he becomes a NPC. Failure indicates the user is slain and turned to ash as his soul is devoured by the book (no save), which then features his biography.

Vice: Gluttony ; with **Int** 23, **Wis** 16, and **Cha** 10.

Creation: 100,000 gp ; masterwork book made of lich skin plus the abilities listed above.

Destruction: A Holy Word spell uttered by a cleric may banish the book for 10d100 years. The chance of success equals 10% + 4% per level.

Price: 200,000 gp.

Paragon of Wishes

This contraption lets a user craft fabulous results via multiple wishes.

Benefit: This boulder-sized eldritch device allows the user to load it with up to 5 wishes. The wishes build upon each other to grant a fabulous, synergistic result. However, like a poorly built house of cards, one's wishes may come crashing down.

When first encountered, the paragon is already loaded with 1d4 wishes. A user can press a button to hear a recording of the existing wishes. However, there is no way to remove such wishes, and the user must add at least 1 of his own wishes before pulling the paragon's lever.

Entering a wish into the paragon takes 1 hour via a reel of arcane paper-like tape upon which one writes a wish. The paragon can accept up to 3 wishes daily.

Pulling the paragon's lever fulfills all the wishes stored in it. Naturally, there is great potential benefit. Here is how a single wish works:

Wish: Once daily, you verbalize a desire and duplicate the effect of any 1 advanced ability, any 2 intermediate abilities, any 4 basic abilities (this includes core abilities) or the Raise Dead spell. You can duplicate the effects of classes, deities, and/or monsters. You can gain gear or property worth up to 5,000 gp but permanently lose 5 vitality. The chance of success equals 70% + 1% per level. Alternatively, you can roll against 70% + a Literacy check.

Check: After pulling the lever, the chance of success equals 70% + 1% per level minus 5% x the number of wishes in the paragon. A sage character applies +10% to the check. Also, a character who knows Words of Magic may apply an additional +5% .

Outcome: Success indicates that the creature that pulled the lever gains the wishes. Failure indicates the wisher is instantly slain and disintegrated as the machine ingests his soul (no save).

Vice: Pride ; with **Int** 22, **Wis** 11, and **Cha** 16.

Creation: 100,000 gp ; masterwork electrotech device plus Words of Magic and 3 instances of Wish applied within 1 hour of each other.

Destruction: A user who successfully makes his wishes can forego any benefits in order to harm the paragon, banishing it for 10d100 years. The chance of success equals 10% + 4% per level.

Price: 200,000 gp.

Portrait of Dreams

This blurry painting offers far more than meets the eye.

Benefit: Anyone can activate the painting by spilling drops of his own blood onto its frame for 1d3 wound damage. Thereafter, for 1 hour, he can use any of the painting's abilities. Typically, the painting's image shifts and clarifies as the user taps its visual divinations.

Acuity: Once daily, boost an Insight or Perception check by +10.

Clairtangent Hand: While using the Far Sight ability, you can use Mage Hand to manipulate objects that you view. Costs 1 vitality each round you use this ability.

Distant Mirage: You may use Mirage with the Far Sight ability such that you can center the illusions you craft at any point within 120 ft of the view gained by Far Sight. Costs 1 vitality per round.

Far Sight: You remotely view a person. Select a specific person and attempt an Insight check. The DC equals 5 for a familiar person, 10 for someone you've met once, 20 for a described person, and 30 for a person known in name only. If you succeed, you see and hear the person for 5 minutes as if you were actually there beside the person. Costs 10 vitality.

Figment: As Mirage (see paragon ability below), but only visual and auditory elements. A creature that touches the illusion has a 50% chance to notice the ruse. Costs 5 vitality.

Learn True Name: As a move action, if you beat the Will of 1 creature within 15 ft and line of sight, you learn its true name (its magical signature). A creature that successfully resists this ability is immune to it for 24 hours. You can know a number of true names at

once equal to 3 + your level.

Mage Hand: You telekinesis 1 unattended object weighing up to 5 pounds and within 30 ft. You can telekinesis the object up to 10 ft.

Mirage: You create an illusion of 1 creature, object, corpse or building with full auditory, visual, tactile, olfactory, and thermal elements. The illusion can be as small as a house fly or as large as a keep or ancient dragon. The illusion functions as if it were real. If a creature actively attempts to disbelieve, you must beat its Will or the effect ends for that creature. The illusion lasts as long as you concentrate as a standard action + 1d4 rounds. Costs 10 vitality.

Check: Each time the user expends vitality to power the painting, he must make a check as the portraits attempts to punish him. The chance of failure equals 5% per vitality point spent. A witch reduces the chance of failure by 10%, and a half-elf by 5%.

Outcome: Success indicates the user goes unpunished. Failure indicates the user suffers 1 wound damage + 1d6 pain damage per vitality point spent (no save) while using the portrait in the past 1 hour.

Vice: Envy ; with Int 17, Wis 10, and Cha 23.

Creation: 100,000 gp ; masterwork painting plus the above listed abilities. Instead of Distant Mirage, you can use Love Spell.

Destruction: The portrait must be burned to ashes in a magical fire using Wall of Fire and Dark Weave, after which it vanishes for 2d10 years.

Price: 200,000 gp.



Spotta Corigaine

This beautiful sword can move itself to kill on its own in order to feed on souls.

Benefit: This bastard sword inflicts 1d10 damage when used in 1 hand or 2d6 damage when used with 2 hands. The wielder may request that the sword use an ability on his behalf. The sword can communicate and decide for itself. The abilities it knows are listed below.

Action Ready: Boost Athletics and Perception checks by +5.

Deep Impact: As a move action, you ignore your foe's DR when resolving your next melee attack. Costs 5 vitality.

Levitate: When you concentrate as a standard action, you mentally move 1 target weighing up to 250 pounds a distance of 30 ft up or down. You can move yourself, a willing creature or an unattended object out to a distance of 60 ft. Costs 2 vitality.

Mindlink: You form a telepathic bond for 5 minutes with a sentient ally within 30 ft. Communicating is as natural and quick as normal speech. Once the bond is formed, it works over any distance. You can maintain only 1 bond at a time.

Resist Energy: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or a +2 bonus versus all energy types. Costs 1 vitality.

Unholy Blood: Once daily you heal all wound damage. You may activate the ability even if you are unconscious but alive.

Vorpal Victory: As a swift action when your slashing weapon reduces a foe to below 0 vitality, the foe must resist using Fortitude or lose its head (or 1 head) and instantly die. This ability does not affect creatures without heads and does not instantly slay multi-headed targets. Costs 5 vitality.

Wounding Weapon: As a swift action, your next successful attack that round deals +1d6 wound damage. Costs 5 vitality.

Check: The chance of successfully bargaining with the sword to grant an ability equals 70% + 1% per level. A blackguard applies +10% to the check. If the sword has delivered a killing blow against a person within the past 1 hour, apply an additional +5%.

Outcome: Success indicates the user can access the requested ability for 1 hour. He can access up to 5 abilities at once. Failure indicates the user loses access to all the abilities for 1 hour and suffers 1d6 vitality damage (no save) as the sword drinks from his soul.

Vice: Anger ; with Int 17, Wis 14, and Cha 19.

Creation: 100,000 gp ; masterwork bastard sword plus the abilities listed above.

Destruction: A Redemption spell uttered by a paladin may banish the sword for 10d100 years. The chance of success equals 10% + 4% per level.

Price: 200,000 gp.

Whispering Ring

This simple gold ring makes one invisible to all forms of detection.

Benefit: Donning the ring grants a warm, relaxed feeling. Moreover, at any time, the user can rub the ring or simply think happy thoughts of home to activate it. The ring grants the following abilities:

Improved Invisibility: This improves Invisibility, such that attacking does not end the effect. Costs 10 vitality.

Infiltrator: Boost Perception and Stealth checks by +5.

Invisibility: You or a touched ally turn invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and refuses line of sight. Costs 2 vitality.

Mindblank: For 5 minutes, you ignore all attacks that allow you to resist using Will or that affect the mind. Costs 5 vitality.

Nondetection: For 1 hour you cannot be targeted by the following abilities: Detect Alignment, Detect Magic, Detect Magic User, Detect Thoughts, Far Sight, Forced Sense Link, Learn True Name, Locate Creature, Probe Thoughts, Scrying, and See Invisibility. These abilities detect nothing about you. This ability protects you even when you are unconscious. Requires you know Invisibility. Costs 2 vitality.

Whispering Wind: You send a 25-word message via the wind. You designate a location up to 5 miles away. The message travels 2 minutes per mile. When it arrives, anyone within 30 ft of the target destination hears the message. Costs 2 vitality.

Check: Each time the user expends vitality to power the ring, he must make a check as the ring attempts to control him. The chance of failure equals 5% per vitality point spent. A rogue character reduces the chance of failure by 10%, and a halfling by 5%.

Outcome: Success indicates that the user retains his free will. Failure indicates the user's alignment moves 1 step closer to chaotic evil (no save). If he is already chaotic evil, then he transforms into a choker (pg 54). If he is already a choker, then he shrivels, dies, and his soul flees to hide in the farthest corners of the multiverse.

Vice: Fear ; with Int 14, Wis 9, and Cha 26.

Creation: 100,000 gp ; masterwork gold ring plus the abilities listed above.

Destruction: The ring must remain in magical lava for at least 1 minute, after which time it vanishes for 10d100 years.

Price: 200,000 gp.

Chapter 4
Creatures



"Where do monsters come from?" little Alianna asked her papa. He replied, "From the corrupt hearts of men who have sacrified their own souls"

Monsters! What is a treasure without a guardian, a volcano without a red dragon, or a pyramid without a mummy? This chapter introduces over 100 unique creatures and many more variants.

Creatures are built from points, just like characters: 5 points + 5 points per level. A basic ability costs 1 point. An intermediate, advanced or paragon ability costs 2, 4 or 8 points, respectively. The shifter class (RPG, pg 92) offers numerous abilities relevant to monstrous creatures. Every class can be relevant. For example, you might refer to necromancer abilities as a guide when creating undead creatures. A great way to start a monster is to brainstorm a list of its abilities, determine its level, and then work out the details. Feel free to use the ergo on the previous page as a template.

Key Terms

Here are key terms and concepts to know when creating and deploying creatures. Each creature entry consists of 1 or more versions of that creature. For example, the chimera entry consists of a typical chimera and also the chimera packlord.

Appearance & Culture: The physical appearance, habits, and social life of the creature. Use this section to flesh out a creature's lair and its typical motivations and reactions.

Name (Level): Each creature has a name and a level as shown in parentheses. For example, the chimera is shown as level 10 and the chimera packlord is shown as level 12. A creature's level is equivalent to a character's level. Thus, if you want an even match for three 10th level characters, then place them against three chimeras. You typically want easier slightly matches for charterers in most situations, so two chimeras would also be quite appropriate while four would be a challenge.

Type: Every creature has a type, a category to which it belongs. The creature types include: aberration, animal, celestial, construct, dragon, elemental, fey, fiend, magical beast, mutant, person, plant or undead. See the call-out box at right regarding creature types. A creature's type affects how some abilities and conditions affect it. For example, a warlock's Summon Fiend ability can summon a balor, demon, imp, or any of the many kinds of devils—all of which are fiends.

Size: The creature's size. Size options include Tiny, Small, Medium, Large, and Huge. A Tiny creature varies from a house fly to a mouse. A Small creature might be a dog, gnome or human child. Adult humans are Medium. A horse or elephant is Large while a whale or ancient dragon is Huge. Huge creatures are generally several stories high and unmistakable wherever they go. Size effects other statistics, as mentioned below when relevant.

Alignment: The creature's typical or necessary alignment. Some creatures are always a certain alignment while others vary. Alignment typically follows from or is influenced by a creature's type. For example, most fiends are "always evil" and will be hostile and dangerous when they appear friendly or cooperation is sensible, while good-aligned undead are very rare.

DC: Use this number when characters attempt skill checks or other activities not listed under the creature's statistics or handled by the rules.

Heroics: For example, a character attempts to scamper onto the back of a dragon as it lands. A dragon's DC is 34. The GM decides that an Acrobatics check is best-suited to handle the attempt. The character must pass a DC 34 Acrobatics check.

The DC equals 10 + 2 x the creature's level. For example, a level

7 creature has a lore DC of 10 + 7 x 2 = 24.

If the GM rules that 2 skills are more appropriate, such as Acrobatic and Athletics to scamper up the dragon's back, then the character must try both checks against the DC listed - 5.

If 1 skill check is required, the DC equals 20 + 2x the creature's level. If 2 skill checks are required, reduce the DC by 5. For 3 skill checks, reduce the DC by 10. If a special item or action is required in addition to the skill check, reduce the DC by 2.

Bypassing Encounters: At the GM's option, a party may completely resolve an encounter without combat (even against innately hostile creatures) by succeeding on the DC using Bluff, Diplomacy, Intimidate or some other relevant skill. Beyond social skills, some creatures such as harpies are influenced by Arcana, Music, Religion, or so forth. The checks can be made by 1 character or all party members working together. Bypassing a creature works once. If characters encounter it again, they need to successfully bypass it again or enter combat. Bypassing a creature this way awards 0 XP from the encounter. Thus, characters have an understandable motive to enter combat.

Lore Checks: A character can use this value to learn a creature's details. Clearly, characters have heard about dragons, but what is this dragon's speed, DR, damage or so forth? Typically, characters learn the hard way through trial and error. However, a character may try d20+2 x his level. If he passes the check, he learns 3 details of his choice from the creature's statistics block. A character must declare that he is making a lore check as a standard action to learn information and can try only once per level regarding a particular creature.

Senses: Many creatures have extraordinary senses. As a reference point, humans can discern detail out to 120 ft in daylight, 30 ft in shadowy conditions, 5 ft in near-darkness, and 0 ft in total darkness. Unless stated otherwise, all creatures have normal vision in addition to other vision they may possess.

Sensory options include blindsense, blindsight, darkvision, heavensight, low-light, nethersight or scent. Blindsight is a paragon ability. Blindsense and scent are advanced and intermediate abilities, respectively. Darkvision, heavensight and nethersight are basic abilities. Low-light vision is worth ½ of a basic ability and is typically paired with a +5 bonus on Perception checks to be worth a basic ability. See page 233 for details about these senses.

Perception & Stealth: These skills are vital and have a base check of d20+0. Apply the creature's Wisdom modifier to Perception and its Dexterity modifier to Stealth. Further adjust Stealth by size: +10 if Tiny, +5 if Small, -5 if Large, or -10 if Huge. These skills are included here because they are often relevant when determining whether or not an encounter occurs and how it starts.

Languages: The languages the creature speaks, if any. Some creatures understand language but lack the anatomical means to speak. Typically, you select 1 or more languages if the creature's Intelligence is 5 or higher. Otherwise, it cannot speak though it can understand up to 10 words per point of Intelligence. Characters may be armed with spells like Tongues to overcome language barriers.

Initiative: When determining the order of actions for combat, use this modifier to adjust the d20 roll for the creature's initiative. This statistic equals the creature's Dexterity modifier. During design, you can add +2 as a basic ability or +5 as an intermediate ability.

All non-person creatures of a particular kind go on the same initiative. For example, if a party encounters 6 ghouls and 2 ghosts, the 6 ghouls and the 2 ghosts each go on their own initiative.

Speed: A measure of land speed. A speed of 30 ft means a creature can move 30 ft on the ground as a single move action. This is faster than walking but slower than running. A running creature travels at 2x to 4x the indicated speed.

The standard land speed for a Medium creature is 30 ft. Use 10 ft, 20 ft, 40 ft or 50 ft for Tiny, Small, Large, and Huge creatures, respectively. Alternate forms of movement include burrow, climb,

Creature Types

Here is a brief description of the various creature types.

Aberration: This category includes the aboleth, braineater, illithrix, and other oddities spawned from bizarre realms. They are devious, shifty, often telepathic, and work toward distant and inhuman, incomprehensible plans. They usually reproduce by planting eggs in live hosts or by transforming hapless captives into aberrations.

Animal: Bears, horses, snakes, wolves, and so forth inhabit the natural world. This category includes giant versions of animals such as sea serpents. Animals are neutral-aligned and found in environments well-suited to them. They avoid creatures of other types except for fey. Domesticated animals are retained by civilized peoples.

Celestial: Angels and other good creatures hail from heavenly realms. Typically, they are created by good deities from pious souls. Angels guard against fiends and guide mortals to live holy lives. They tend to have curative powers and shed blinding light. Celestials are inherently good and cannot commit evil acts.

Construct: These are mechanical creatures. Mindless constructs like golems are not alive while sentient constructs like warmechs tend to be lawful and have minds and souls. Typically, constructs are built from moving elements like gears and then animated with magical energy.

Dragon: These winged serpents are ancient, magical, and terrible. True dragons are immortal and gain power as they age. Dragons can be any alignment. However, they tend toward extreme outlooks due to their pride and power.

Elemental: Air, earth, fire, and water——wise d'vishes, wish-granting genies, earth-gliding xorn, and similar creatures are in tune with the essential building blocks of the multiverse. Elementals are comfortable in extreme environments and manipulate natural elements with ease.

Fey: These chaotic creatures include shy dryads, beautious nymphs, and other personifications of nature. They reside in lush, vibrant, and verdant lands. Positive energy gives them long lives of youth, beauty, health, and joy. Fey lack souls and can be both caring and cruel in their amoral fickleness.

Fiend: Demons, devils and other evil supernatural creatures hail from hellish realms. Typically, they are created by evil deities from the souls of the corrupt. Fiends war against celestials and each other and trick mortals to commit sins. Fiends are inherently evil and cannot commit good acts.

Mutant: Bugbears, gnolls, harpies, medusas, minotaurs—— mutants are a blend of humanoid and animal traits and usually result from terrible curses or mad experiments. A mutant may consist of clear halves such as a mermaid (human and fish) or an even blend such an a gnoll (human and hyena). Mutants may be friendly or hateful and often lurk at civilization's edges hoping to trap the unwary or merely survive. Due to their base appetites and cursed nature, mutants cannot normally live in peace with others.

Magical Beast: These are similar to animals but have magical abilities and/or unnatural anatomies. They have dull intelligence, tend to inhabit underground and lightless environments, and prefer to feed on sentient creatures. Generally, they reproduce amongst themselves.

Person: This category includes humans, dwarves, elves, hobgoblins, and other humanoids that are mortal, sentient, and civilized. Though mostly short-lived and frail, they are industrious, socially organized, and creative. They have free will and are of any alignment.

Plant: Fungi, treants, and other carnivorous and/or sentient plants tend to have narrow concerns and slow reactions, but not always. These contrast with normal plants such as bushes that are just part of the terrain.

Undead: These creatures persist in a shadowy twilight of death. Negative energy and vile impulses (such as a vampire's thirst for blood) power their cold immortal bodies. Undead like zombies are mindless while others such as vampires are sentient. They lack souls and tend toward evil.

fly, and swim. A standard value is 30 ft for these as well. A climb or swim speed of 30 ft is an intermediate ability while a continuous burrow or fly speed (with no vitality cost) is a paragon ability. Every 5-ft change in speed is worth a basic ability.

ATTACK: This measures the creature's ability to strike its foes. Whenever a creature uses an ability that requires that it beat a foe's defenses such as Fortitude or Will, then it rolls d20 and adds the amount indicated here.

Use d20 + ½ the creature's level + its prime attribute modifier. If the creature has bonuses for certain attacks such as grappling, then you find those improved values in parentheses after the main attack roll.

A few creatures enjoy a slight across-the-board adjustment to their attack roll. Every +1 is equivalent to a basic ability.

MA / MULTI-ATTACK: After the attack entry, an MA indicates whether the creature can attack using all its weapons at once and suffer only a -2 penalty on its attack rolls that round. The multi-attack benefit only extends to the weapons with which it is proficient, as listed in its weapon entry. A creature that gains additional proficiencies does not enjoy a multi-attack benefit with those new weapons.

WEAPONS: A list of the creatures various natural weapons such as claws, horns, pseudopods, tendrils, teeth, tail, and so on. Attacks with typical manufactured weapons are also listed. The damage die, range, and other information is shown in parentheses.

A creature's natural weapon damage is based on its size. A Tiny creature does 1d3, Small does 1d4, Medium does 1d6, Large does 2d6, and Huge does 4d6. A creature's secondary attacks usually do 1 step less damage such as 1d2 rather than 1d3. So a Small creature might do 1d3 bite damage and 1d2 claw damage.

Some creatures are particularly nasty and do more damage. For example, a werewolf has very nasty jaws. Adding +1d6 damage to a single weapon is worth a basic ability. Adding +2d6, +3d6, or +4d6 is worth an intermediate, advanced, or paragon ability, respectively.

If no range is listed, assume the weapon only reaches adjacent foes. Attacks using natural weapons are made against a foe's Reflex (or against Fortitude if indicated). Typically, a Large creature enjoys 1 attack with a 10-ft range and a Huge creature enjoys 1 attack with a 15-ft range. That said, creatures that are exceptionally large in 1 dimension (long or tall, but not both) may only have a 5-ft range.

If an attack delivers a special effect at the same time then the effect is noted in parentheses.

DAMAGE: Add this number to damage dealt by the creature's weapons. Typically, this number equals the creature's Strength modifier, which you apply when determining damage caused by its weapons.

SPECIAL: Some creatures have attacks that only occur when 2 or more other attacks succeed. The most common is a rend, such that the target suffers wound damage in addition to other effects.

ARMOR: A flavorful description of whatever protection a creature has. Protection may be worn armor, a tough hide, metallic scales, a magical aura, or some combination of the above. The description should explain the creature's DR (below).

DR: Indicates the creature's Damage Reduction. A creature's base DR equals 2 + ½ its level. When a creature suffers damage from an attack, reduce the damage by the amount indicated. The exception is if the foe gets an unmodified 20 on its attack roll. In that case, the attack bypasses DR and delivers maximum possible damage. Every 1 point change in DR is worth a basic ability. A few creatures such as werewolves and fey have DR 0 against weapons made of certain substances such as silver or iron.

WOUNDS: This measures the amount of physical damage a creature's body can sustain. This is visceral damage caused by cuts, blunt trauma, and so forth. A creature that suffers wound damage may remain conscious but quickly deteriorates due to bleeding and general body failure.

A creature is dazed on the round it first suffers wound damage.

Typically, Tiny creatures have 2 wound points, Small creatures have 5, Medium ones have 10, Large ones 15, and Huge creatures 20 wound points. Every 3 point change is worth a basic ability.

VITALITY: This measures a creature's overall energy. A creature's vitality equals its level x 7 + its Constitution modifier. For example, a 4th-level creature with 16 Constitution has 4 x 7 +3 for a total of 31 vitality. This applies for all creature types except persons, who are less robust but have tools such as armor and magic items and thus gain only 5 vitality per level. All creatures have at least 1 vitality point. Every 3 point change in vitality is worth 1 basic ability. When a creature reaches 0 vitality, it starts taking wound damage.

FORTITUDE / REFLEX / WILL: A creature's defenses. Whenever a foe uses an ability against the creature, and the ability allows a "save", then the foe's attack roll must overcome the relevant defense. Typically, a creature's saves equal 10 + ½ its level + the appropriate ability modifier. Strength or Constitution adjusts Fortitude, Dexterity or Intelligence adjusts Reflex, and Wisdom or Charisma adjusts Will.

When designing a creature, add a +2 bonus to 2 of the 3 defenses as suiting the creature's type and theme. Beyond that, every 2 point change to a save is worth a basic ability. Alternatively, you may apply a 5 point change worth an intermediate ability.

SPECIAL: Some creatures have important defenses such as immunity to a particular energy type, immunity to poison or magic resistance. These are described in detail under the creature's base abilities and are listed here to ensure you attend to them during combat. This section also lists the wound points and vitality points for creatures with notably segmented bodies such as krakens and ropers.

Q&D: This stands for "quick and dirty". For any creature, you can reduce its vitality points and increase its damage output a commensurate amount. The rubric is +1 damage per level added to its usual damage entry at the cost of gaining only 5 vitality per level (rather than 7). The effect is faster, more dangerous combat. This does not change the creature's level or anything else. Simply use the damage and vitality listed here to surprise the creature's foes with a different experience.

ATTRIBUTES: A creature has physical attributes of Strength, Constitution, and Dexterity and also mental attributes of Intelligence, Wisdom, and Charisma.

The creature's attribute scores start at a total of 78. Then adjust up or down as you like. Every 1 point change from 78 is worth ½ of a basic ability. No score should fall below 1 or rise above 30. Another say to think about this: Every creature starts with attribute modifiers totalling +9, and each +1/-1 change is worth 1 basic ability.

PRIME: The creature's 2 prime attributes. These usually match the creature's 2 highest attribute scores. Granting 2 prime attributes is a quick way to balance and simplify creatures relative to PCs. The better of the 2 attributes determine's the creature's attack roll as it would for a PC. Creatures enjoys a +5 bonus on all skill checks keyed to their prime attributes.

SKILLS: Creatures enjoy bonuses on various skills just as PCs do. This entry only lists skills that enjoy modifiers beyond the usual adjustments for the creature's attributes. For example, Survival +8 indicates you try d20+8. If a skill isn't listed then simply roll d20, and if you like, you can add the relevant attribute modifier, if any, though the improvement is usually slight and washes out against attributes that inflict a skill check penalty.

When designing a creature, every +5 bonus is equivalent to ½ of a basic ability. As a basic ability, you can grant a creature a +5 bonus, with a +10 in special circumstances. For example, "+5 Survival, or +10 when tracking". A +10 bonus costs 4x as much as a +5 bonus. For example, a +10 bonus on Arcana and Religion checks costs the equivalent of an advanced ability.

Finally, unlike PCs, grant an additional +5 bonus to all skills keyed to the creature's 2 prime attributes. For example, if a creature with 18 Strength has Strength among its prime attributes and also enjoys a +5 bonus on Athletics due to some ability. It therefore enjoys a +14 bonus: +4 from Strength, +5 because Strength is prime, and +5 because of the boost from that ability. Happily, this is all done for you.

Table 4-1: Creature Ability Progression

Level	Ability Points
0	5
1	10
2	15
3	20
4	25
5	30
6	35
7	40
8	45
9	50
10	55
11	60
12	65
13	70
14	75
15	80
16	85
17	90
18	95
19	100
20	105

FP: A creature's faith points. The number of points is equal to ½ its level, rounded up. Sentient creatures can spend points as a swift action to purchase the brief use of a god's boons. See RPG, page 129 for details. Having +4 faith points is equivalent to 1 basic ability. Nonreligious or nonsentient creatures can expend a faith point as a swift action to heal 1d6 vitality.

DEITY: Sentient creatures worship deities or at least look to them in times of need. For creatures that are too mindless or selfish to think of otherworldly concerns, one or more deities will view the creature as a useful pawn or as a contributing member of its domain. For example, Greenwyrm is often the patron of animals even though animals are unaware he exists. When designing a creature, select up to 3 deities that likely represent the creature.

MULTICLASSING: A creature can progress from its standard statistics by taking levels in 1 of the listed classes, or another class if the GM deems it reasonable. For each level a creature takes in a class, its total level increases by +1. Thus, a savant ergo with 3 levels of artificer is a level 5 creature (since a savant ergo's normal level is 2). A creature cannot take a townie profession (civilized mortals are good for something!)

The creature should have a minimum score of 9 in the class's prime attribute. Thus, wizard is not an appropriate multiclass option for a creature with a 5 Intelligence.

When a creature takes class levels, it advances like a character. It first gains the class's core abilities, save bonuses, and weapon options. At each level thereafter, it gains abilities as listed on Table 4-2 (RPG, pg 39), though it selects basic abilities instead of racial abilities, does not gain theme awards, and still enjoys +7 vitality points per level as typical for nonpersons. In theory, you can use a point-based system as described in the call-out on page 39, spending 5 points per level, but this may lead to unbalanced creatures.

TREASURE: Most creatures have treasure typical for their level. Table 4-2: Treasure by Level shows typical gp values for coins, gems, magic items, and other portables on a creature's body and in its lair. Typically, mindless creatures have little or no treasure while some sentient creatures such as dragons and genies may accumulate a lot. A character can sell mundane treasure items such as artwork for 50% of their market price. Functional magical items are timeless and sell for 100% of their market price.

Table 4-2: Treasure By Level

Level	Wealth	Level	Wealth
1	100 gp	11	1,250 gp
2	200 gp	12	1,500 gp
3	300 gp	13	1,750 gp
4	400 gp	14	2,000 gp
5	500 gp	15	2,500 gp
6	600 gp	16	3,000 gp
7	700 gp	17	3,500 gp
8	800 gp	18	4,000 gp
9	900 gp	19	4,500 gp
10	1,000 gp	20	5,000 gp

BASE ABILITIES: Select the creature's abilities. Abilities are purchased using points as allotted according to Table 4-1.

As usual, core and basic abilities cost 1 point, while intermediate, advanced, and paragon abilities cost 2 points,4 points, and 8 points, respectively. Look to the various character classes for inspiration. Unlike characters, creatures can have power abilities even at low levels, which makes them both interesting and challenging. For this reason, even many low-level creatures are not appropriate companions or substitutes for PCs.

Modifiers mentioned in this section are already factored into the creature's statistics. For example, if a creature enjoys a +5 bonus Perception as part of some ability, that bonus is already factored into the creature's Perception entry above.

When designing a creature, select abilities that the creature can actively deploy. When you include a defensive benefit such as Magic Resistance, explain it here and be here to mention it in the creature's special defenses section above. Moreover, the best descriptions are pithy and easy to implement, though this many not always be possible.

TRAITS: Monsters of a particular type tend to have similar traits. All undead have Undead Traits. Other traits include Construct Traits and Incorporeal Traits. These affect the creature in numerous ways. Also, many other abilities—Dodge, Improved Grapple, Scent, Tremorsense, and so forth—work consistently across all creature types.

VARIANTS: Most creatures have a few variants. For example, a savant is a more powerful version of an ergo. A variant has the same statistics as the common version but with the adjustments noted. The most typical adjustment is 2 levels higher than the common version with +14 vitality and a +1 bonus to saves, attack rolls, DR, and faith points. Sometimes, a lesser version is shown with reduced statistics and fewer abilities.

Placement

Encounters are easy to design. First, total the levels of all PCs. For example, a party of 5 4th-level characters totals 20 levels. Next, decide whether you want an easy, average, or difficult encounter. Most encounters should be easy, where the chance of survival for each PC equals 80%. Conversely, hard encounters should be rare because the chance for survival is just 20% for each PC. Consult the table below for guidance.

Table 4-3: Encounter Difficulty

Encounter	Max Creature Level	Chance of Survival
Easy	½ PCs' total levels	80%
Average	Equal to PCs' total levels	50%
Hard	2x PCs' total levels	20%

For the above party of 4th-level PCs, an easy encounter is 10 ergos (10 levels) while a hard encounter presents 8 supron ergos (each level 5, for 40 levels total).

Avoid placing creatures with 5 or more levels than the PCs. Oppositely, creatures with 5 or fewer levels are "canon fodder" and often unrewarding to fight. That said, low-level creatures en masse, in special circumstances, or in dangerous combinations, can present a surprising challenge.

Weakened Creatures

Sometimes characters encounter foes that are weakened due to age, a disease, a curse, or other issue. In fact, a GM can introduce otherwise powerful and interesting creatures as low-level encounters by presenting it as weak. To reduce a creature's effective level by 1, apply -1 wounds, -5 vitality, -1 DR, -1 attacks, and -1 saves.

Awarding Experience

When characters overcome a creature (kill, subdue, trick, etc), they gain experience. Experience is tracked as points, or XP.

A character gains 1 XP for each level of a creature. For example, when a character overcomes a chimera (level 10), then he gains 10 XP. A level 0 creature, if it exists, is not worth much though a GM is welcome to award ½ XP. Heroes do not gain experience for killing the small fry.

When more than 1 character participates in an encounter, divide the XP by the number of party members, rounding down. Thus, if 3 characters overcome 1 chimera, they gain 3 XP each.

Subdued Creatures as Treasure

Characters may try to acquire a monster's young or subdue a creature to sell it to a circus, mad wizard, wealthy collector, or labor camp. Young creatures are often trainable while subdued adults can be useful, albeit dangerous.

A subdued adult creature's market value equals 50 gp x its level squared. Thus, a level 4 creature can fetch 50 gp x 4 x 4 = 800 gp. If a character sells a creature, he receives the gold (or other payment) and ½ XP per level of the creature (the creature may yet seek revenge!) Captured eggs or juveniles earn 0 XP but fetch 2x the market price of an adult.

Training Creatures

Characters or their followers or hirelings can train a beast such as a chimera, drake or griffon, subject to GM approval. The training time equals 1 week per level (at least 1 hour per day) and a successful skill check (or checks) as listed under the creature's DC entry. A natural 1 on a check indicates a mishap during training. Roll 1d4. 1 means the trainer is killed outright. 2 means the creature is killed outright. 3 means both are killed outright. And 4 means 1d4 bystander townies are killed outright. A skilled trainer costs 15 gp per day or 100 gp per week. This cost includes all food and supplies. Trained adult creatures have a market price equal to 2x their untrained counterparts.

Player Characters as Monsters

What if a character contracts lycanthropy, is cursed by a god to become a medusa, or wishes to play a minotaur or dragonette? Every creature is equivalent to a classed character of the same level. Thus, it is simple to introduce "monster" PCs.

Typically, a player can run a creature as-is with a few class levels added on. For example, a minotaur (level 5) is equivalent to a 5th-level human fighter. A minotaur is suited to start play with a party of other 5th-level characters. If the party is higher than 5th level, the player selects class levels to make up the difference. If the party is below 5th level, the minotaur will overshadow others, so in that case it is best to wait, play a lesser creature, or play a shifter.

Use the same method when a character permanently transforms into a creature. For example, a medusa is level 5. An 8th-level fighter character who becomes a medusa gains all the statistics of a medusa and retains 3 levels of fighter to settle the difference. If the character is below 5th level, then delay the curse until the character reaches the minimum level. In the interim, the character experiences nightmares and erratic behavior. Perhaps she transforms briefly into a medusa at the height of a difficult encounter. This method provides time to deal with the impending transformation.

For situations like lycanthropy where the change of form is occasional, the character can adopt the monster's statistics as-is during the change, and the GM makes key decisions unless the player is up to playing "out of character".

Classic sentient monsters like demons and vampires are often fun to play and also quite challenging. Such creatures often have insatiable appetites and are limited to certain environments such as darkness. That is the rationale for class options like dhampir and warlock.

Lifespan

When a story calls for you to know a creature's age or lifespan, consult Table 7-4: Creature Details and consider the options below.

Normal: A normal lifespan lasts decades to perhaps a few hundred years, which is typical for animals, people and plants in the natural world. Exceptions exist. For example, elves and treants are very long lived, surviving up to a thousand years or more. Mutants and magical bests tend to have short and miserable lives.

Extended: An extended lifespan lasts hundreds to thousands of years, or tens of thousands of years in the best cases. Aberrations usually do not have a lifespan per se. Often, an aberration's consciousness extends down through multiple generations of transmuted creatures or ascends into a dream state, hive mind or similar situation.

Immortal: Angels, demons and similar beings tend to enjoy an infinite lifespan. A particular specimen might have been born minutes ago or created at the dawn of time. Celestials, constructs, fiends, and the undead are usually immortal. Dragons start with a normal lifespan as dragonettes and drakes but become immortal as true dragons.

Table 4-4: Creature Details

Type	Lifespan	Comeliness	Typical Deity
Aberration	Extended	3d4-1	Ymuri (lawful), Beyos or Maiya (neutral), Maurob (chaotic)
Animal	Natural	3d4+4	None, or Greenwyrm if awakened to sentience.
Celestial	Immortal	3d4+6	Solari or Palendine (lawful good), Esmaria or Stolgar (neutral good), Mithrais (lawful neutral)
Construct	Immortal	3d4+2	None, or Mithrais (lawful), Stolgar (good), Rorax (evil)
Dragon	Natural or Immortal	3d4+5	Palendine good), Greenwyrm (neutral), or Tiamat (evil)
Elemental	Extended	3d4+4	Beyos (water) or Iris (air) or Thurzuur (earth) or Asmodius (fire) or Greenwyrm (wood) or Mithrias (metal)
Fey	Extended	3d4+7	Iris or Tanish (good) or Corvis (neutral) or Lilith (evil)
Fiend	Immortal	3d4+1	Asmodius or Phane (lawful evil), Lilith or Rorax (neutral evil), Tiamat or Thulzuur (chaotic evil)
Mutant	Natural	3d4+0	Phane (lawful evil), Lilith (neutral evil) or Tiamat (chaotic evil)
Magical Beast	Natural	3d4+2	None, or Maiya or Maurob (chaotic) if awakened to sentience.
Person	Natural	3d4+3	Any.
Plant	Natural	3d4+3	None, or Greenwyrm if awakened to sentience.
Undead	Immortal	3d4-2	Usually Nefriti (neutral evil). Sometimes Thulzuur (chaotic evil) or Voktra (all others)

Comeliness

To learn a creature's appearance relative to a human, consult Table 4-4: Creature Details above. Generally, aberrations, mutants and undead are hideous while celestials, fey, and dragons are beautiful. The GM may roll, select the average or make up a value. A player who elects to play a monster rolls as normal.

Deities, Boons & Sacrifices

Unlike PCs, monstrous evil creatures such as fiends and mutants can offer blood sacrifices to gain faith points and thus boons from their deity. Resolve a sacrifice as a 10-minute ritual that must be conducted at a certain time of day or month, perhaps suited to the creature's constellation (RPG, pg 251). Sacrificing a sentient good or neutral person of 1st though 5th level nets 1 faith point. Similarly, a 6th-10th level person, 11th-15th level person, or a 16th-20th level person nets 2, 4 and 8 faith points, respectively. Thus, monsters may be eager to welcome adventurers into their dens, in order to sacrifice them! Subdued characters may enjoy a few hours or days before being ritually sacrificed as their captors wait for a propitious time.

Good and neutral creatures such as celestials sometimes gain faith points by sacrificing creatures that are innately and irredeemably evil (such as fiends) or by sacrificing nonsentient animals and objects, particularly evil magic items.

Aboleth

These amphibious aberrations seek to dominate all living things.

Appearance and Culture

The aboleth is a revolting amphibian found primarily in subterranean lakes and rivers. It has a pink belly. Four pulsating blue-black orifices line the bottom of its body and secrete gray slime that smells like rancid grease. It uses its tail for propulsion in the water and drags itself along on land with its tentacles. It weighs about 6,500 pounds.

An aboleth attacks by flailing with long, slimy tentacles, though it prefers to fight from a distance through its minions and powers of illusion. Aboleth reproduce by mating with humanoids. The resulting offspring quickly mature and seek out water to transform into a fish-like humanoid called a skum as an intermediate stage before fully maturing to become an aboleth.

Aboleth (lvl 11)

Aboleth have the following statistics.

Type Aberration
Size Huge
Alignment Usually lawful evil
DC 32

Senses Darkvision
Perception +8 ; Stealth -7
Languages Aquan, Common, and Undercommon
Initiative -2

Speed 10 ft ; Swim 60 ft
Attack d20+13 ; MA
Weapons 4 tentacles (4d6 each + Slime)
Damage +13

Armor Scales ; DR 4
Wounds 20
Vitality 82
Fortitude 23, Reflex 17, Will 22
Special Apply +5 to resist charm and sleep magic ; Mindbar

Q&D Damage +24 ; Vitality 60

Str 27, Con 20, Dex 6, Int 17, Wis 14, Cha 16
Prime Strength and Intelligence
Skills Athletics +18 (+23 swimming) and +12 in 1 knowledge area (Arcana, History, Nature, Religion or Warcraft)

FP 6 ; Deity Ymuri
Multiclassing Psion, sage, witch or wizard
Treasure Items worth 1,250 gp scattered in its lair

Base Abilities

Aboleths have the following abilities.

Acuity: Once daily, boost a Insight or Perception check by +10.

Detect Thoughts[M]: An aboleth notes the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, it learns the number of thinking minds and Intelligence of each one. After concentrating for a third round, it learns the current surface thoughts of 1 creature of its choice within range for 2 minutes if the aboleth beats its Will. Costs 2 vitality.

Enslave[M]: The aboleth attempts to enslave 1 living creature within 30 ft. The target must resist using Will or be utterly dominated. An enslaved creature obeys the aboleth's telepathic commands even unto death or until freed by Remove Curse, though it can resist using Will every 24 hours to break free. Also, control is broken if the aboleth dies or travels more than 2 miles from its slave. Costs 5 vitality if the creature successfully resists, or 10 if it does not.

Far-Reaching[M]: Once daily, an aboleth can use any 1 of its abilities as if it were located at a place it has visited and studied before or at the side of any person who has just uttered its true name. The effect last as long as the augmented ability normally would. Typically, an aboleth uses Forced Sense Link to learn about distant places.

Forced Sense Link[M]: This improves Sense Link (below). An aboleth may link to an unwilling target within 30 ft. The link lasts 1 minute if the aboleth fails to beat the target's Will. Costs 2 vitality.

Hypnotic Lure[M]: The aboleth targets all foes within 30 ft with illusory hypnotic lights. Those beyond the range don't see the lights. If the aboleth beats a target's Will, the target is hypnotized and has a 50% chance each round to be dazed for 2 minutes. Physically harming the target or negating the lights ends the effect. Costs 5 vitality.

Loremaster: Due to its exposure to a diversity of minds, an aboleth can mimic many skills. As a move action, it can expend 1 vitality to apply a +2 bonus to any 1 skill check it makes that same round.

Mindbar[M]: As an immediate action, the aboleth ignores 1 attack that allows it to resist using Will. Costs 5 vitality.

Mind Thrust[M]: One sentient foe within 30 ft suffers 1d6 psychic damage per 2 levels (maximum 5d6), or ½ damage if Will resists. Costs 1 vitality.

Mirage[M]: The aboleth creates an illusion of 1 creature or object with full auditory, visual, tactile, olfactory, and thermal elements. The illusion can be as small as a coin or house fly (size Tiny) or as large as a keep or ancient dragon (size Huge). The illusion functions as if it were real. If a creature actively attempts to believe, the aboleth must beat its Will or the effect ends for that creature. The illusion lasts for as long as the aboleth concentrates as a standard action each round + an additional 1d4 rounds. Costs 10 vitality.

Mucus Cloud: A submerged aboleth can surround itself with a viscous cloud of mucus roughly 1 ft thick. Any creature coming into contact with and inhaling this substance must resist using Fortitude or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud, and failing to resist using Fortitude a second time, prolongs the effect for another 3 hours.

Repletion[M]: By expending 1 vitality point, the aboleth does not need to eat or drink for 24 hours.

Sense Link[M]: An aboleth can establish a perceptual bond with a touched or mindlinked ally for 5 minutes. Each round, it sees and hears through the ally's eyes and ears as if it were in the ally's place. The aboleth is defenseless while using this ability. Once the bond forms, it persists out to any distance. The aboleth can end the bond as a swift action and can only maintain 1 bond at a time. Costs 1 vitality.

Slime: As a swift action, the next creature hit that round by 1 of the aboleth's tentacles must resist using Fortitude or suffer over the next 1d4+1 minutes as its skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened within cool fresh water or suffer 1d12 points of damage every 10 minutes. The slime reduces the creature's DR by 1 (but never to less than 0). Remove Curse applied prior to a complete transformation restores the victim to normal. Afterward, only Heal, Wish or similar paragon magic reverses the affliction. Costs 1 vitality.

Unnatural Offspring: An aboleth can implant a tiny egg into a hypnotized, helpless or unconscious adjacent female person. It can implant up to 10 eggs at once into targets so long as they are adjacent.

The egg quickly matures and the offspring comes to term in a mere 3 weeks. Giving birth inflicts 2d6 wound damage on the mother. The offspring appears as a normal person of its mother's race. However, it grows to maturity at a rapid pace of 1 year per week by feeding off the psychic energy of the mother and other nearby females, leaving them exhausted. During this time, a Remove Curse combined with Wish or Miracle ends the inevitable apotheosis.

When the offspring reaches young adulthood, it seeks water (in search of its aboleth parent) and gains the aquatic (173), phrenic (pg 178), and psychic (pg 179) templates as it becomes fish-like and latent mental powers awaken. A skum that survives more than 30 years undergoes a second apotheosis into an aboleth.

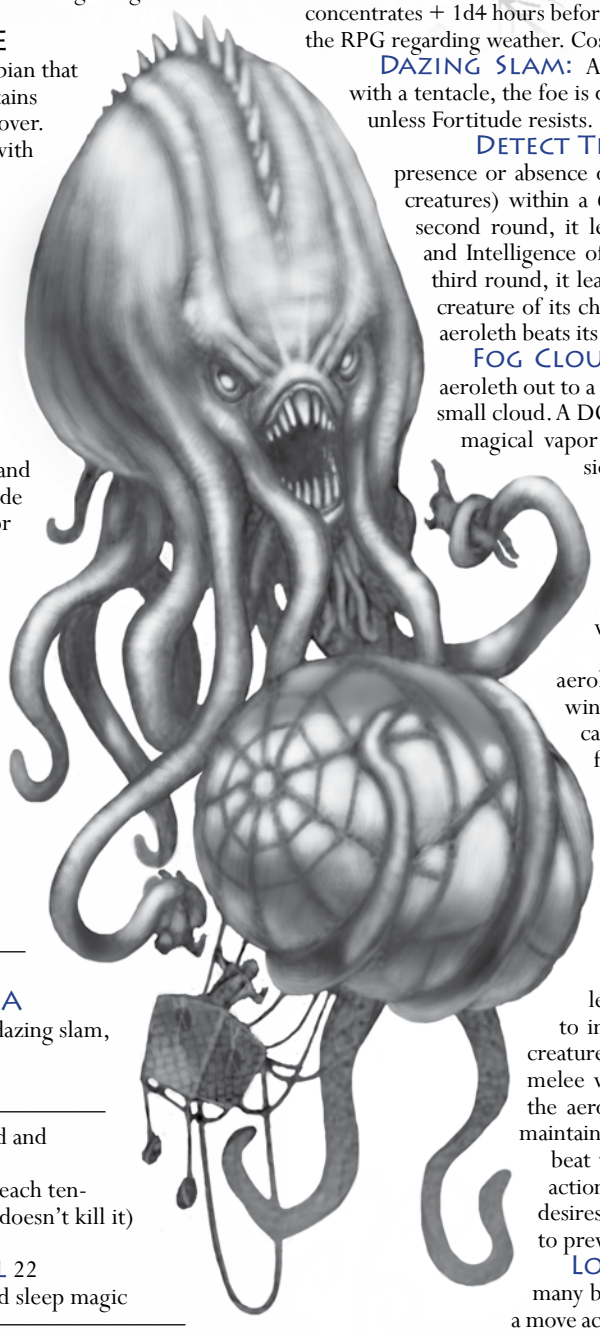
Aeroleth

These flying aberrations seek to dominate all living things.

Appearance and Culture

The aeroleth is a revolting fish-like amphibian that floats amid clouds, often over seas, mountains or similar regions that enjoy thick cloud cover. It looks like a flying house-sized octopus with a bulbous, ovoid 30-ft diameter head and 8 long tentacles that each reach 40 ft in length. Its large menacing eyes see clearly in poor conditions and its rapacious maw is large enough to swallow whole a horse or several men at once.

An aeroleth hunts from the air on cloudy days or at night and attacks by grappling with its long, slimy tentacles. It eats to nourish its body and mind, as it is psychically aware with a lust for intelligent thoughts to satiate its large, bored, and self-important brain. Aeroleths cannot abide each others' company except for mating or in the most extreme circumstances.



Aeroleth (lvl 12)

Aeroleths have the following statistics.

Type Aberration
Size Huge
Alignment Usually lawful evil
DC 34

Senses Darkvision, low-light vision, and nethersight
Perception +7 ; Stealth +8
Languages Aquan, Auran, and Common
Initiative -2

Speed 5 ft ; Fly 30 ft
Attack d20+14 (+19 grapple) ; MA
Weapons 8 tentacles (2d6 each + dazing slam, 40 ft reach)
Damage +13

Armor Tough hide ; DR 4 (9 vs cold and electricity)
Wounds 20 (head is 4 wounds and each tentacle is 2 wounds, and removing the head doesn't kill it)
Vitality 89
Fortitude 22, Reflex 19, Will 22
Special Apply +5 to resist charm and sleep magic

Q&D Damage +25 ; Vitality 65

Str 27, Con 20, Dex 6, Int 17, Wis 14, Cha 16
Prime Strength and Intelligence
Skills Acrobatics +8 (+13 when flying), Athletics +18, also +23 in a single knowledge area (Arcana, Dungeoneering, History, Nature, Religion or Warcraft), and +13 in a second knowledge area.

FP 6 ; Deity Maurob or Ymuri
Multiclassing Psion, sage, witch or wizard
Treasure Items worth 1,500 gp scattered in its lair

Base Abilities

Aeroleths have the following abilities.

Control Weather[M]: After 1 minute of concentration, an aeroleth directs the weather in a 5-square-mile area to shift 1 grade to become clearer or stormier, hotter or colder, calmer or windier. The new weather takes effect after 10 minutes and lasts while the aeroleth concentrates + 1d4 hours before reverting to normal. See page 237 of the RPG regarding weather. Costs 10 vitality.

Dazing Slam: As a swift action when striking a foe with a tentacle, the foe is dazed for 1 round and knocked prone unless Fortitude resists. Costs 1 vitality.

Detect Thoughts[M]: An aeroleth notes the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, it learns the number of thinking minds and Intelligence of each one. After concentrating for a third round, it learns the current surface thoughts of 1 creature of its choice within range for 2 minutes if the aeroleth beats its Will. Costs 2 vitality.

Fog Cloud[M]: A misty vapor rises around the aeroleth out to a distance of 30 ft, making it look like a small cloud. A DC 20 Nature check spots the ruse. The magical vapor obscures all sight including darkvision beyond 5 ft. Creatures more than 5 ft from each other have concealment (50% miss chance). The fog is unnatural and resists normal wind, though Gust of Wind disperses it immediately. This ability does not work underwater. Costs 2 vitality.

Gust of Wind[M]: The aeroleth projects a 60-ft line of forceful wind. Medium and smaller creatures cannot move toward it for 1 round. If foes fail using Reflex, they are also knocked prone (or are pushed back 1d6 x 10 ft if flying). The wind grants a sailed ship standard speed for 1 round. Costs 2 vitality.

Improved Grapple: The aeroleth grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude and has at least 1 tentacle free. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the aeroleth must expend a move action to maintain the grapple, and the foe can try to beat the aeroleth's Fortitude as a standard action to break the grapple. If the aeroleth desires, it can block a grappled foe's mouth to prevent speech.

Loremaster: Due to its exposure to many brains, an aeroleth can mimic skills. As a move action, the aeroleth can expend 1 vitality to apply a +2 bonus to any 1 skill roll it makes that same round.

Mind Thrust[M]: One sentient foe within 30 ft suffers 1d6 psychic damage per 2 levels (maximum 5d6), or ½ damage if Will resists. Costs 1 vitality.

Swallow Whole: The aeroleth can swallow any Large or smaller creature that it is grappling if it beats the creature's Fortitude. A swallowed creature suffers 4d6 acid damage per round inside the monster's stomach. To escape, the creature must beat the aeroleth's Fortitude to return to its mouth (where it will be grappled), or it must cut its way out using a Light slashing weapon such as a dagger to inflict damage equal to the aeroleth's wound points. A creature that dies in the aeroleth's stomach dissolves into nothing after 1 round and cannot be restored from death except by Miracle or Wish. An aeroleth can hold 2 Large, 5 Medium, 10 Small, or 20 Tiny creatures in its stomach at once.

Angel

These faithful celestials are ushers of truth and savers of souls.

Appearance & Culture

Angels are winged servants of archangels and righteous deities. They are planful and agile with plain speech and numerous abilities to aid mortals and combat evil creatures, notably fiends. Angels wear shining masterwork armor and wield radiant weapons with prowess.

Angels are entirely good and best described as fierce. Though they act to complete their deity's interests and vary in their ethos and means, all angels are oath-bound to not harm mortals and to seek guidance from superiors. They enjoy beautiful art and music and the company of other angels, good deities, gentle animals, and pious and charismatic mortals. They loath aberrations, demons, devils, and the undead. Angels are on neutral terms with genies, whom they consider materialistic and cruel. Whatever the cause, angels work patiently and quietly behind the scenes, often over many years, and engage foes only when the odds favor them or the situation is dire.

Angels are organized into choirs or similar units. There are at least 11 subtypes of angels, each representing various virtuous character traits, plus the protective planetar and the radiantly confident solar. Planetars guard holy mortal lands and command angelic units, while solars, as the most powerful of angels, have multiple faces for peace and war and make dukes of hell quake in fear.

Angel (lvl 7)

Angels have the following statistics.

Type Celestial
Size Medium
Alignment Lawful good, lawful neutral or neutral good
DC 24

Senses Nethersight, heavensight
Perception +8 ; Stealth +4
Languages Common, Celestial, Abyssal, Genie, Infernal, and Sylvan
Initiative +1

Speed 30 ft ; Fly 60 ft
Attack d20+9 ; MA
Weapons Greatsword (2d6), mace (1d8), spear (1d8, 30 ft), dual ka swords (1d6 each, 10 ft reach) or dagger (1d4, 10 ft)
Damage +2 (+9 vs evil)
Special One weapon applies +1 attacks and +1d6 holy damage

Armor Holy leather ; DR 6
Wounds 15
Vitality 50
Fortitude 17, Reflex 15, Will 18
Special Immune to electrical damage ; apply +5 DR against poison and all other energy types except acid and vile

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Q&D Damage +9 (+16 vs evil) ; Vitality 36

Str 15, Con 12, Dex 15, Int 10, Wis 17, Cha 14
Prime Strength and Wisdom
Skills Diplomacy +4, Insight +10, Religion +10, Warcraft +2

FP 4 ; Deity Any good deity such as Solari (LG), Esmariah (NG), Stolgar (NG), Iris (CG) or Tanish (CG).
Multiclassing Cleric, monk, paladin or sage
Treasure Items worth 700 gp on itself

Base Abilities

All angels have the following abilities.

Heavensight[M]: An angel can see in conditions of blinding illumination as easily as normal daylight. Heavensight is in full color.

Holy Smite[M]: When an angel successfully strikes an evil foe, add +1 holy damage per level (typically +7) to its damage roll. The bonus is already in the statistics block.

Immortal[M]: Angels do not age, do not need to breathe, eat or sleep, and cannot be raised from death if slain. That said, a mendicant angel (see next page) can restore its fellow angels from death.

Lay on Hands[M]: An angel's touch heals an adjacent willing creature's wound damage. The amount of wounds healed equals 1d8 + its level. A creature can benefit 3x daily if good, 2x daily if neutral, and once daily if evil.

Mortal Form[M]: An angel can alter its appearance for 1 hour to blend amongst mortals. In this form, it enjoys a +10 bonus on Bluff and Disguise checks to appear as a Medium or Small humanoid. Costs 1 vitality.

Oath of Unharm: An angel cannot harm a person while in the Mortal Realm unless commanded to do so by its deity or a higher level angel such as a planatar or solar.

Sending[M]: An angel can send a message of 25 words or less to any living creature it has met before and knows by name and is presently located in the same realm of existence. Costs 5 vitality.

Storm Blast[M]: All creatures within a 15-ft cone suffer 1d6 electrical damage per level (max 5d6), or ½ damage when Fortitude resists. Costs 1 vitality.

Visitation[M]: Once daily, an angel can unerringly move itself to a person within any realm of existence who has just uttered its truename. It can transport up to 250 pounds of gear or 1 Medium or smaller creature with it. It automatically returns to its departure point after 1 hour unless magically trapped somehow.

Cantor (Humility, lvl 7)

These melodic angels have the following additional abilities.

Cantor: Apply a +5 bonus to Religion checks. Also, when a cantor passes a DC 15 Music check as a standard action, evil creatures within 60 ft are fatigued (no save) for 5 minutes.

Exorcism[M]: The cantor targets 1 fiend, undead or possessed creature within 60 ft. If the target fails to resist using Will, it is destroyed (if undead), banished to its home realm (if a fiend) or freed from possession. Costs 5 vitality.

Master Performer: Apply a +15 bonus to 2 the following: Acrobatics, Bluff (acting), Craft, Disguise, Literacy or Music.

Song of Evil's Discord[M]: The cantor strums a heavenly tune. Foes within 30 ft that hear the strum and fail to resist using Will use any and all means to aid the cantor and harm their allies (they ignore unconscious bodies). Evil foes suffers a -5 penalty to resist, while good foes enjoy a +5 bonus to resist. Costs 25 vitality.

Hound (Justice, lvl 7)

These canine scout angels have the following additional abilities.

Deadly Shot: Once daily as a swift action, the next target within 30 ft that the hound hits that round with its ranged weapon suffers +15 damage. Costs 5 vitality.

Dodge: As an immediate action, the hound ignores 1 melee weapon attack before it knows whether it hits. Requires Dexterity 15+ and works only in light or no armor. Costs 2 vitality.

Improved Trip: An adjacent foe must resist using Reflex or be knocked to the ground, suffer 1d6 damage, and be made prone. The hound enjoys a +5 bonus when initiating or resisting a trip attempt.

Infiltrator: Boost Perception and Stealth checks by +5.

Nose for Evil: A hound can detect evil creatures within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Spring Attack: When attacking with a melee weapon, a hound can move both before and after the attack, provided that its total distance moved is not greater than its speed.

Track: Apply a +5 bonus on Survival checks, or +10 when tracking in natural environments.

Trackless Step: A hound leaves no trail in natural surroundings and cannot be tracked. It may choose to leave a trail.

Knight (Valor, lvl 7)

These leonine battle angels have the following additional abilities.

Banishing Strike[M]: As a swift action, when the knight strikes a fiend or undead creature with its melee weapon later that round, the target must resist using Fortitude or die and turn to dust. Even if it resists, it suffers 3d6 holy damage. Costs 5 vitality.

Blessed Weapon[M]: The knight enjoys +3 bonus on attack rolls and +5 holy damage against evil creatures.

Improved Initiative: The knight reacts quickly to attacks. Apply a +5 bonus to initiative checks, or +2 when over-loaded.

Powerful Blow: Once daily as a swift action, the next target within 30 ft that the knight hits that round with its melee weapon suffers +15 damage. Costs 5 vitality.

Rapid Attack: A knight agent can make 2 attacks with the same melee weapon in rapid succession as a standard action. It can direct attacks to the same foe or 2 different foes. When doing so, apply a -2 penalty on both attack rolls.

War Training: Apply a +5 bonus on Warcraft checks, or a +10 bonus when making checks against fiends and undead.

Lantern (Faith, lvl 7)

These luminous golden angels have the following additional abilities.

Commune[M]: After 1 hour of prayer, the lantern angel receives a response (yes/no/maybe/irrelevant) from its deity regarding a number of questions up to its level. Questions must be 10 words or less. Costs 25 vitality.

Daylight[M]: The lantern angel sheds strong light 60 ft outward and weak light an additional 60 ft outward for 5 minutes. Also, fiends and undead suffer 1d4 holy wound damage upon first exposure to the strong light and 1 damage each round thereafter while in the strong light. Costs 2 vitality.

Detect Evil[M]: The lantern angel learns whether fiends and/or undead are present within a 30-ft cone.

Detect Lies: The lantern angel enjoys a +5 bonus on Insight checks. Moreover, once daily for 5 minutes, it automatically notes which statements uttered in its presence are untrue. It does not learn the truth, only what is false.

Holy Circle[M]: The angel evokes around itself a stationary 5-ft-radius circle inscribed with angelic runes. Evil creatures cannot pass or break the circle's perimeter as long as the angel concentrates as a standard action each round + an additional 1d4 rounds. Exiting the circle ends the effect. Costs 2 vitality.

Mendicant (Charity, lvl 7)

These ox-like healing angels have the following additional abilities.

Atonement[M]: The mendicant and a touched nonevil creature participate in a 1 hour ceremony, after which the creature is in good standing with its deity, regains the full use of class abilities, and can progress in its class.

Cure Ailment[M]: The mendicant removes 1 ailment from itself or a touched ally. Ailments include blindness, confusion, deafness, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as mummy rot or lycanthropy. Costs 2 vitality.

Greater Resistance: The mendicant angel or a touched ally enjoys a +6 bonus on saves for 5 minutes. Costs 5 vitality.

Revive Innocence: A mendicant returns to life a good-aligned person or a celestial that has died within the past 3 rounds. The creature returns with 1 wound point. Ailments at its time of death remain. Costs 5 vitality.

Seraphel (Innocence, lvl 7)

These nymph-like angels have the following additional abilities.

Blinding Light[M]: The seraphel continually radiates bright holy light such that creatures without Heavensight are dazzled (-5 Perception checks and -1 on attack rolls) while they are in the angel's line of sight. Good creatures can resist using Will to avoid the effect for 1 hour.

Nymph's Deadly Gaze[M]: Nongood foes within 120 ft and line of sight suffer 1d4 wound damage and are permanently blinded by the seraphel's breathtaking beauty (no save). Also, all evil foes within 30 ft must resist using Will or fall to -1 hit points and begin dying. Those who save still suffer 3d6 damage. Costs 20 vitality.

Replenishing Romance: Once daily, a seraphel can spend 10 minutes in intimate romance with a person, after which both heal to full vitality.

Speak with Animals[M]: A seraphel can ask questions and receive answers from animals. The animals are not necessarily cooperative or knowledgeable. A friendly animal will perform a single small favor such as tug on a rope or scout a nearby grove on a successful DC 15 Handle Animal check.

Storm (Righteousness, lvl 7)

These moody elfin angels have the following additional abilities.

Blast of Wind[M]: The storm angel projects a 60-ft cone of forceful wind. Medium and smaller creatures cannot move toward it for 1 round, and those that fail to resist using Reflex are also knocked prone (or pushed back 1d6 x 10 ft if flying). Large and Huge creatures may resist using Fortitude to advance toward the angel. Costs 2 vitality.

Earth-Binding Spear[M]: As a swift action, the next creature struck that round by the storm angel's longspear must resist using Will or suffer 1d4 wound damage from holy electrical damage and lose the ability to fly in addition to the longspear's other effects. An affected creature's fly speed is reduced to 0 ft for 2 minutes. If it is airborne, it descends gently to the ground as if protected by Feather Fall (above). The effect lasts 5 minutes. Costs 5 vitality.

Feather Fall[M]: As an immediate action, the storm angel or an ally within 120 ft descends gently to the ground rather than falls. Costs 1 vitality.

Lightning Spear[M]: The storm angel transforms any weapon into a crackling magical longspear for 5 minutes. The spear has a 10-ft reach, inflicts 2d6 damage + 1d6 electrical damage, and grapples a struck foe that fails to resist using Fortitude. The storm angel enjoys a +2 bonus on its attack roll against metal-clad foes.

Storm Skin[M]: As a swift action, the storm angel wreaths itself in white-hot crackling bursts of energy for 1 round. Creatures that attack it in melee suffer 1d6 electrical damage and 1d6 sonic damage. Costs 2 vitality.

Trumpet (Hope, lvl 7)

These deafening eagle-like angels have the following additional abilities.

Broadcast[M]: At any time, a trumpet angel can whisper a 25-word message that is clearly audible to 1 ally per level within 2 miles. It does not need line of sight or line of effect. Costs 2 vitality.

Fearless Trumpet[M]: With a blow of its trumpet, it grants all allies within 120 ft immunity to fear for 1 hour and a bonus move action usable on their next turn. Costs 5 vitality.

Holy Whirlwind[M]: The trumpet angel conjures a windy funnel that is 40 ft high and 10 ft in diameter. The funnel moves at speed 60 in any direction the angel desires and inflicts 4d8 damage on evil creatures caught in its path. If the angel beats a target's Reflex, the target is thrown 1d6 x 10 ft and lands prone. The funnel lasts as long as the angel concentrates as a standard action each round + an additional 1d4 rounds. A trumpet angel can maintain only 1 such whirlwind at a time. Costs 5 vitality.

Shout[M]: Creatures in a 30-ft cone are deafened for 5 minutes and suffer 1d6 sonic damage per level, or ½ damage if Fortitude resists. Costs 5 vitality.

Ursinvir (Wisdom, lvl 7)

These sturdy bear-like angels have the following additional abilities.

Army of One: The ursinvir and its allies within 30 ft gain immunity to charm, confusion, fear or sleep effects (pick 1) for 2 minutes. Multiple uses grant immunity to different effects. Costs 2 vitality.

Invisible Steps[M]: The ursinvir and its allies within 30 ft are invisible for the remainder of its turn. Any attack by the ursinvir

negates the effect. Costs 2 vitality.

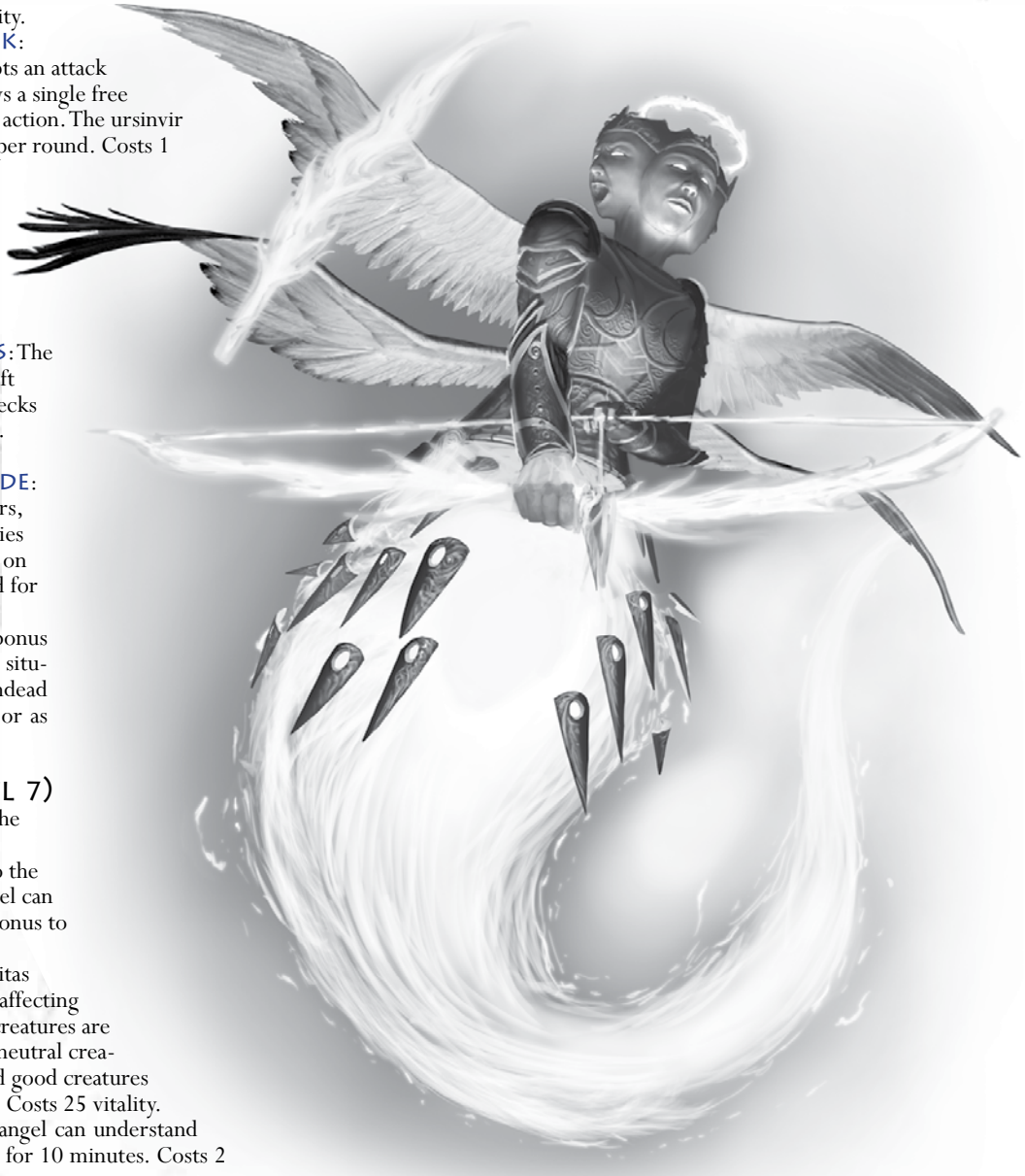
Opportunity Attack: When a foe within 15 ft attempts an attack roll against the ursinvir, it enjoys a single free weapon attack as an immediate action. The ursinvir may use this ability up to once per round. Costs 1 vitality.

Power Word Stun[M]: The ursinvir targets 1 foe within 60 ft. If the foe has less than 50 vitality, it is stunned for 1d4+1 rounds. Costs 5 vitality.

Stealth Maneuvers: The ursinvir and its allies within 30 ft enjoy a +5 bonus on Stealth checks and +10 ft speed for 5 minutes. Costs 1 vitality.

Swift and Silent Tide: This improves Stealth Maneuvers, such that the ursinvir and its allies within 30 ft enjoy a +10 bonus on Stealth checks and +30 ft speed for 5 minutes. Costs 2 vitality.

Warwise: Apply a +5 bonus on Warcraft checks, or +10 in situations involving fiends and undead foes (that act either as leaders or as a plurality of troops).



Vertitas (Truth, lvl 7)

These blindfolded angels have the following additional abilities.

Blindfold[M]: Contray to the presence of a blindfold, the angel can see normally and enjoys a +5 bonus to resist gaze attacks.

Holy Word[M]: The vertitas angel's deity speaks through it, affecting all creatures within 60 ft. Evil creatures are stunned for 1d4 rounds, while neutral creatures are dazed 1d4 rounds, and good creatures are cured of all wound damage. Costs 25 vitality.

Tongues[M]: The vertitas angel can understand and fluently use any 1 language for 10 minutes. Costs 2 vitality.

True Sight[M]: The vertitas angel can see through all illusions, disguises, and concealments for 1 round. This also reveals secret doors and invisibility. Costs 5 vitality.

Wiseweald (Patience)

These nurturing angels have the following additional abilities.

Heroes Feast[M]: Once daily, a wiseweald angel conjures a sumptuous ambrosial feast that takes 1 hour to consume. Up to 8 feasters are cured of disease and nausea, enjoy immunity to fear and poison and also gain 1d8 temporary wound points + 1 point per level for 12 hours. If the feast is interrupted, the effect is ruined. Costs 5 vitality.

Holy Blast[M]: The wiseweald projects a 15-ft cone of luminous holy energy. The energy harms aberrations, undead, and fiends while leaving others unscathed. The damage equals 1d8 + the wiseweald's level. Costs 1 vitality.

Homecoming[M]: Up to once daily, the wiseweald and up to 5 allies (in touch contact) immediately move to the angel's deity's home realm to a locale of the angel's choice. The wiseweald can use this ability to transport itself and allies to a consecrated site on the Mortal Realm. Costs 5 vitality + 1 vitality for each ally or 200 pounds of gear to a maximum of 20 vitality.

Meld Into Stone[M]: The wiseweald vanishes into an adjacent 5-ft-cube stony volume for up to 5 minutes. It can hear but not see and can take no actions except to end the effect as a standard action. It is undetectable from outside the stone. Costs 2 vitality.

Planetar (lvl 13)

This angel is promoted above its lesser kin. It watches over a specific domain. Apply +42 vitality, +3 saves, +3 attacks, +3 DR, the abilities of 1 specific type of standard angel, and the following additional abilities.

Adopt Domain: Every planetar oversees a specific domain, either 5-square miles or 5,000 persons, whichever is more relevant and advantageous. Many planetar abilities only work within its domain. Also, while within its domain, the planetar enjoys a +2 bonus on all d20 rolls and cannot be magically expelled from the domain. While outside its domain, it suffers a -2 penalty instead. Generally, domains are assigned by solar angels or deities, and assignments remain constant for dozens (even hundreds or thousands) of years.

Analyze Creature[M]: A planetar can target a creature within 30 ft and line of sight. Unless the target resists using Will, the planetar randomly learns 1 of its statistics or abilities for each of the angel's levels. It can only successfully analyze a specific creature once, and once a creature resists, it cannot be affected again. Costs 2 vitality.

Channel The Divine[M]: The planetar inscribes in the air a deity's symbol, thereby opening a channel to the deity's magic. The angel can only select a good deity. On the angel's next turn, it can and must use any 1 basic ability offered by that deity. Costs 5 vitality.

Detect Evil[M]: The planetar learns whether fiends and/or undead are present within a 30-ft cone.

Domain Teleport[M]: The planetar and up to 5 allies or 1,000 pounds of gear vanish and reappear in any location in the angel's assigned domain. The trip is 1-way. The angel must have a specific destination in mind, and it must pass an Arcana check to arrive there. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. Unless the angel is new to his domain or visiting a place that has been newly discovered, the DC is usually 5 or 10. Costs 5 vitality + 1 vitality for each ally or 200 pounds of gear to a maximum of 10 vitality. A failed check means the angel does not teleport and expends only 1 vitality.

Mass Judgment[M]: Up to once per year, after 1 hour of concentration, the planetar passes judgment upon its domain to reward good persons and punish evil persons. Over the course of 7 hours, good persons heal 2d4 wound damage and are cured of 1 natural disease. Conversely, evil persons are harmed 2d4 wound damage and suffer a mundane pox that has a 50% chance to inflict 1d4 vitality damage per day until cured by Cure Ailment or Remove Curse, or until the person's alignment improves from evil to neutral or good. The planetar is exhausted for 24 hours after using this ability. Costs 25 vitality.

Search Domain[M]: A planetar angel can concentrate for 1 minute to locate a specific familiar creature or type of creature within its assigned domain. If the creature is present, the angel learns its distance and direction, which allows it to accurately teleport to the creature on a DC 5 Arcana check. Costs 5 vitality.

Summon Angels[M]: The planetar performs a 1-round ritual to summon a pair of 7th-level angels to its side. The angels remain for 1 hour, after which they vanish. The summoned angels take orders from the planatar or any good-aligned person if directed to so by the planetar, though they will never perform evil acts or bring harm to nonevil creatures. Costs 10 vitality.

Solar Angel (lvl 20)

Solar angels have the following statistics.

Type Celestial
Size Large
Alignment Lawful good, lawful neutral or neutral good
DC 50

Senses Nethersight, low-light vision, heavensight
Perception +19 ; **Stealth** +7
Languages Common, Celestial, Abyssal, Genie, Infernal, and Sylvan
Initiative +14

Speed 60 ft ; **Fly** 120 ft
Attack d20+18 ; **MA**
Weapons Greatsword (5d6), mace (4d8), spear (4d8, 30 ft), dual ka swords (4d6 each, 10 ft reach) or dagger (4d4)
Damage +8 (+28 vs evil)
Special Apply +1 attacks and +1d6 holy damage to 1 favorite weapon of the angel's choice

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Armor Holy platemail ; **DR** 13
Wounds 15
Vitality 144

Fortitude 34, **Reflex** 32, **Will** 34
Special Immune to electrical damage. ; apply +5 DR against poison and all other energy types except acid and vile

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Q&D Damage +28 (+48 vs evil) ; Vitality 104

Str 26, **Con** 18, **Dex** 18, **Int** 18, **Wis** 26, **Cha** 24
Prime Strength and Wisdom
Skills Arcana +10, Athletics+19, Craft +10, Diplomacy +9, Heal +14, Insight +20, Literacy +5, Religion +20, Warcraft +7

FP 10 ; **Deity** Any good deity such as Solari (LG), Esmariah (NG), Stolgar (NG), Iris (CG) or Tanish (CG).
Multiclassing Cleric, monk, paladin or sage
Treasure Items worth 5,000 gp on itself

Solar Abilities (Face of Peace)

A solar has the base abilities of a standard angel and is mostly peaceful. In peace-time it has the following abilities.

Cure Ailment[M]: The solar removes 1 ailment from itself or a touched ally. Ailments include blindness, confusion, deafness, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as mummy rot or lycanthropy. Costs 2 vitality.

Face of Peace: Boost Diplomacy, Heal, Music, and Nobility checks by +5.

Miracle[M]: Once daily, a solar can provide extraordinary aid. The solar can move a party to safety, cure a party from all injury and ailments, restore a party to life and 1 hit point, banish an evil creature or devastate it with 20d6 holy damage, or so forth. A miracle cannot change a creature's alignment or have it make choices against its will. The chance the solar's prayer is answered equals 70% + 1% per level. The solar is left exhausted if the miracle is fulfilled.

Summon Angels[M]: The solar performs a 1-minute ritual to summon up to 3 9th-level angels within 30 ft. The angels freely aid the solar for 1 hour, after which they vanish. An angel will never perform evil acts or bring harm to nonevil creatures. Costs 10 vitality.

Tongues[M]: A solar can understand and fluently use any 1 language for 10 minutes. Costs 2 vitality.

True Sight[M]: A solar can see through all illusions, disguises, and concealments for 1 round. This reveals secret doors and invisibility. Costs 5 vitality.

Solar Abilities (Face of War)

After 1 minute of prayer, the solar can swap its peacetime abilities for the following set of war-time abilities.

Arcane Bow[M]: As a swift action, the solar causes arrows or bolts to magically appear ready to fire in its bow. The arrows or bolts inflict +2 damage. This ability negates the move action needed to load a bow. Costs 2 vitality.

Dancing Sword[M]: As a move action, a solar can animate its greatsword to move 30 ft or attack a foe within the sword's reach as if the solar wielded the sword. The dancing sword's attacks do not interfere with the solar's normal complement of attacks. Costs 5 vitality per round.

Face of War: Boost Athletics, Intimidate, Perception, and Warcraft checks by +5.

Magic Resistance: A solar enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, its foe must beat its Will anyway, and if it successfully resists then the magic has no effect.

Wrathful Touch: The solar inflicts 4d6 wound damage against an adjacent foe, or ½ that amount if Will resists. Evil creatures suffer a -5 penalty to resist while good foes enjoy a +5 bonus to resist.

Solar Abilities (Face of Glory)

After 1 minute of prayer, the solar swaps its peacetime abilities to channel its deity. It speaks in its deity's voice and gains 1 paragon, 2 advanced, 2 intermediate, and 2 basic abilities listed under its deity.

Ankheg

This giant burrowing insect relishes fresh meat.

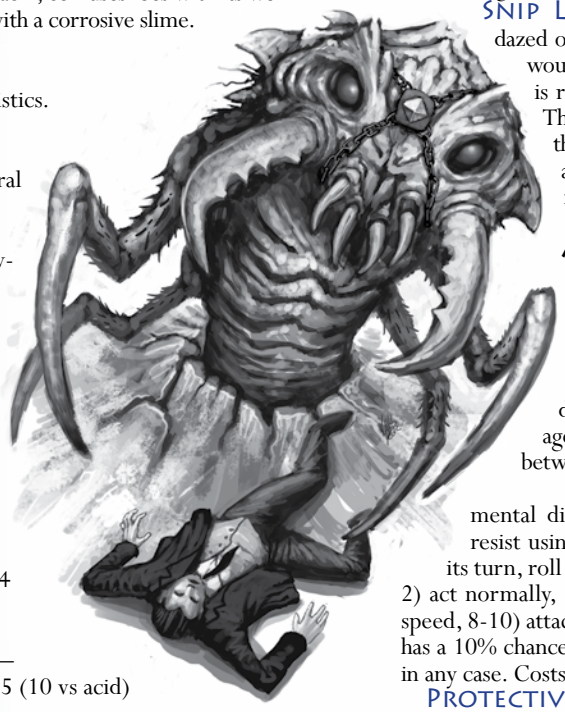
Appearance & Culture

An ankheg looks disturbingly like a giant brown roach. It has 6 legs, and some specimens are yellow, black or green rather than brown. It is about 10 ft long and weighs about 800 pounds.

An ankheg burrows using its legs and mandibles. It usually does not make a usable tunnel, but can construct a tunnel while burrowing at ½ speed. It often digs a winding tunnel up to 40 ft below the surface in the rich soil of forests, farmlands or plains. Its tunnels are 5 ft in diameter, and from 60 to 150 ft (1d10+5 x 10 ft) long. Ankhegs usually lie below the surface until their antennae detect the approach of prey. They then burrow up to attack.

Ankhegs are territorial and usually hunt alone. Sometimes, clusters share the same territory but do not cooperate.

There are many variants. The snipper ankheg removes limbs. The phrenic ankheg senses intelligent prey by their thoughts and uses a teleportive power to draw a target to itself in order to devour its brains. The demonic ankheg spews a cone of acid, confuses foes with its weird eye motions, and protects itself with a corrosive slime.



Ankheg (lvl 4)

Ankhegs have the following statistics.

TYPE Magical beast
SIZE Large
ALIGNMENT Always neutral
DC 18

SENSES Darkvision, low-light vision, tremorsense
PERCEPTION +6 ; STEALTH -2 (+8 in natural environments)
LANGUAGES None
INITIATIVE +0

SPEED 30 ft ; BURROW 20 ft
ATTACK d20+6 (+11 grapple)
WEAPONS Bite (2d6 + 1d4 acid wound damage)
DAMAGE +4

ARMOR Thick chitin ; DR 5 (10 vs acid)
WOUNDS 15
VITALITY 31
FORTITUDE 18, REFLEX 14, WILL 13

Q&D Damage +8 ; Vitality 23

STR 18, CON 16, DEX 10, INT 1, WIS 12, CHA 6
PRIME Strength and Constitution
SKILLS Athletics +14, Survival +13

FP 2 ; DEITY Greenwyrm, Lilith or Tiamat
MULTICLASSING Barbarian, druid, psion or shifter
TREASURE Gems and magic items worth 400 gp in its stomach

Base Abilities

Ankhegs have the following abilities.

ACIDIC SPITTLE: One foe within 30 ft suffers 1d6 acid damage per 2 levels (maximum 5d6, typically 2d6 damage), or ½ damage if Reflex resists. A struck foe also suffers 1 acid wound damage. The ankheg must wait 1d4 rounds between uses of this ability. Costs 1 vitality.

EARTH RIPPLE: When an ankheg is in an area of earth (but not stone), it can toss up dirt all around itself. Medium or smaller creatures within 15 ft suffer 1d6 damage and must resist using Reflex or fall prone. Also, the ankheg enjoys concealment for the remainder of the round after using this ability and all adjacent foes are blinded until the end of the round. Costs 5 vitality.

IMPROVED GRAPPLE: The ankheg grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the ankheg must expend a move action to maintain the grapple, and the foe can try to beat the ankheg's Fortitude as a standard action to break the grapple. The ankheg may block a grappled foe's mouth to prevent speech.

TREMORSENSE: An ankheg can detect and pinpoint any creature or object within 60 ft that is in contact with the ground or a shared support such as webbing.

Snipper Ankheg (lvl 5)

Apply +5 vitality and the following abilities.

DAZING CRITICAL: When a snipper ankheg rolls a natural 20 on an attack against an adjacent foe, the foe is dazed for 1 round.

SNIP LIMB: When a snipper ankheg targets an adjacent dazed or stunned foe and beats its Fortitude, it inflicts 2d6 wound damage as it severs 1 of its foe's limbs (1d4: 1 is right arm, 2 is left arm, 3 is right leg, 4 is left leg). The severed limb can be reattached or regrown using the Fast Healing, Heal spell or Regenerate. A snipper ankheg may eat the limb, drop it, or use it as an ineffective weapon.

Abyssal Ankheg (lvl 6)

This ankheg is a fiend. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

CONE OF ACID: An abyssal ankheg inflicts 1d6 acid damage per level (typically 6d6 damage) to creatures in a 60-ft cone. Apply ½ damage if Reflex resists. The ankheg must wait 1d4 rounds between each use of this ability. Costs 5 vitality.

CONFUSION: An abyssal ankheg's eyes cause mental disorientation. Foes with within 30 ft who fail to resist using Will act strangely. For each affected creature on its turn, roll 1d10 to determine the result: 1) attack the ankheg, 2) act normally, 3-5) do nothing, 6-7) flee from the ankheg at top speed, 8-10) attack the nearest creature. After each round, a creature has a 10% chance to shake off the effect, which ends after 2 minutes in any case. Costs 5 vitality.

PROTECTIVE SLIME: A slimy red jelly coats the ankheg's chitin for 5 minutes. Weapons that touch its chitin are destroyed unless the wielder's Reflex resists. A magic weapon enjoys a +5 bonus to resist. Costs 2 vitality.

Phrenic Ankheg (lvl 6)

This ankheg is an aberration. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

ABDUCTION[M]: Waves of force emanate from the ankheg's outstretched antennae to draw in a foe. One Large or smaller creature within 120 ft must resist using Will or teleport into a space of the ankheg's choice adjacent to it. Costs 5 vitality.

DETECT THOUGHTS[M]: The ankheg notes the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, it learns the number of thinking minds and the Intelligence of each one. After concentrating for a third round, the ankheg can "hear" the current surface thoughts of 1 creature of its choice within range for 2 minutes if it beats the target's Will. Costs 2 vitality.

ID INSINUATION[M]: A sentient foe within 30 ft is stunned for 1d4 rounds. Will resists. Costs 2 vitality.

MENTAL BARRIER: Boost the phrenic ankheg's Will by +5.

Ant

This giant industrious insect fiercely protects its farm-like hive.

Appearance & Culture

A giant ant looks and behaves much like its tiny mundane cousin. Indeed, giant ants are born into castes, build and tend nests, and search and retrieve food stuffs. The typical giant ant is a worker. Some ants act as soldiers or intelligent monitors. And at the center of every nest is a larger queen that lays eggs and remains in telepathic contact with her children. If captured as eggs or larva, giant ants can be tamed to act as crafters, manual laborers, and even steeds. Some primitive humanoid settlements are actually built by giant ants.

Giant Ant (lvl 1)

Giant ants have the following statistics.

Type Animal
Size Medium
Alignment Always neutral
DC 12

Senses Low-light vision, tremorsense
Perception +5 ; **Stealth** +0 (+10 in natural environments)
Languages None
Initiative +0

Speed 50 ft ; **Climb** 20 ft
Attack d20+1
Weapons Bite (1d6)
Damage +0

Armor Thick chitin ; **DR** 2 (7 vs cold and fire)
Wounds 10
Vitality 8
Fortitude 13, **Reflex** 11, **Will** 17

Q&D Damage +1 ; Vitality 6

Str 10, **Con** 12, **Dex** 10, **Int** 1, **Wis** 12, **Cha** 8
Prime Constitution and Wisdom
Skills Acrobatics +5, Athletics +5, Craft +0, Endurance +11, Nature +0, Survival +11

FP 1 ; **Deity** Greenwyrm or Mithrais
Multiclassing Barbarian, druid, psion or shifter
Treasure Gems and magic items worth 100 gp in its stomach

Base Abilities

Giant ants have the following abilities.

Improved Carry Capacity: A giant ant can carry 250 pounds, or 1 Medium or 2 Small creatures, in addition to any other weight normally allowed it, and not be overloaded, and can drag up to 1,250 pounds or support +8 encumbrance slots. This bonus is equivalent to a donkey.

Tremorsense[M]: As a swift action, a giant ant detects and pinpoints any creature or object within 60 ft that is in contact with the ground or a shared support such as webbing.

Giant Soldier Ant (lvl 2)

Apply +7 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Acid Sting: A giant soldier ant has a stinger and an acid-producing gland in its abdomen. While it grapples an opponent, it can attempt to sting each round (+5 attack bonus). A hit with the stinger attack deals 1 wound damage and 1d4+1 acid damage.

Improved Grapple: A giant soldier ant grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the ant must expend a move action to maintain the grapple, and the foe can try to beat the ant's Fortitude as a standard action to break the grapple. A giant soldier ant may block a grappled foe's mouth to prevent speech.

Giant Monitor Ant (lvl 3)

A giant monitor ant is a magical beast. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, +8 Intelligence, and the following abilities.

Defensive Dance[M]: A giant monitor ant can briefly dance and click to evoke a wave of crackling energy that flashes outward in a 90-ft radius. All non-ant creatures in the area suffer 1d6 sonic damage per level, or ½ damage if Reflex resists. Costs 5 vitality.

Sense Link[M]: This ant can establish a perceptual bond with a touched or mindlinked ally for 5 minutes. Each round, it sees and hears through the ally's eyes and ears as if it were in its place. The monitor ant is defenseless while using this ability. Once the bond forms, it persists out to any distance. It can end the bond as a swift action and can only maintain 1 bond at a time. Costs 1 vitality.

Taskmaster Skills: Boost Craft, Nature, and Religion checks by +3.

Giant Queen Ant (lvl 5)

A giant queen ant is a magical beast. Apply +28 vitality, +2 saves, +2 attacks, +2 DR, +10 Intelligence, and the following abilities.

Detect Thoughts[M]: A giant queen ant can note the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, she learns the number of thinking minds and the Intelligence of each. After concentrating for a third round, she can "hear" the current surface thoughts of 1 creature of her choice within range for 2 minutes if she beats its Will. Costs 2 vitality.

Egg Laying: A giant queen ant can lay eggs. Typically, every 1 month, she either reproduces asexually, laying 3d6 giant ant eggs (which are always female), or she reproduces with a male ant to lay 1d4+1 giant solider ant eggs (which are always male). Alternatively, she can lay 1 egg that produces 1 giant queen or monitor ant. The eggs hatch after 3-4 days and the larva are defenseless (DR 0, 1 wound point) for another 3 days, after which they transform into adult ants.

Enlarge[M]: A giant queen ant is size Large. A larger size doubles height, applies a -2 penalty to Reflex, a +2 bonus to damage rolls, a +5 bonus on Athletics checks, +3 wound points, +10 ft speed, a +5 bonus to resist Bull Rush, Grapple, and Trip attacks, a -5 penalty on Stealth checks, and a 8x weight increase.

Healer[M]: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

Herbalist: After 10 minutes of work and 5 gp worth of herbs, a giant queen ant can cure 1 disease, neutralize 1 poison, end infertility, or end 1 case of fatigue, blindness, deafness, nausea or confusion. A creature can benefit once daily per point of Constitution bonus (minimum 1).

Slow: A giant queen ant has a land speed of only 40 ft.

Defensive Cloud: When agitated, a giant queen can conjure a noxious 30-ft-radius cloud around herself. Each round a creature (other than a giant ant) is in the area, it suffers 1d4 acid wound damage, is blinded, and is reduced to a 5 ft speed. The cloud remains for 2 minutes. The queen must wait 2 minutes between each use of this ability. Costs 5 vitality.

Noble Giant Ant: Boost Appraise, History, Insight, and Nobility checks by +5.

Speech: As an intelligent creature, a giant queen ant speaks and understands Terran, Undercommon or Sylvan (pick 1).

Telepathy[M]: A giant queen ant can wordlessly hear and speak with 1, some or all sentient beings within 120 ft. Communicating is as natural and quick as normal speech but requires no shared language. Affected creatures cannot so communicate with each other. Costs 1 vitality per round.

Arghvex

These golden-haired magical beasts are foul-tempered and tenacious.

Appearance and Culture

The arghvex is a small, ill-tempered, and extremely vicious 8-legged predator. It is about 3 ft long and weighs about 200 pounds. It has golden fur, razor-sharp copper-colored nails, silver eyes, and bronze whiskers. It tends to keep a cave as a lair and attacks any living prey within its territory, which can extend 2 miles or more. Due to its tenacity, sharp bite, and tendency to deal wound damage, it is highly dangerous. A packlord arghvex is even worse.

Arghvex (lvl 10)

An arghvex has the following statistics.

Type Magical beast
Size Small
Alignment Neutral
DC 30

Senses Darkvision, low-light vision, scent
Perception +16 ; Stealth +19
Languages None
Initiative +9

Speed 30 ft ; Burrow 10 ft
Attack d20+11 (+13 bite) ; MA
Weapons 4 claws (1d4 each) and bite (3d6)
Damage +6
Special Critical hit on 18–20 ; when 2+ claws hit, apply +1d4 wound damage for each additional claw that hits

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Armor Magical golden pelt ; DR 12 (17 vs fire)
Wounds 20
Vitality 74
Fortitude 26, Reflex 26, Will 23
Special Immune to poison

Q&D Damage +16 ; Vitality 54

Str 22, Con 18, Dex 18, Int 3, Wis 13, Cha 11
Prime Strength and Dexterity
Skills Acrobatics +19, Athletics +21, Endurance +9, Intimidate +21, Survival +11

FP 5 ; Deity Corvis, Greenwyrm or Rorax
Multiclassing Barbarian, druid, rogue or shifter
Treasure Pelt worth 750 gp and items worth 250 gp scattered in its lair

Base Abilities

An arghvex has the following abilities.

Scent: An arghvex can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Super Critical: The arghvex scores a critical hit when it rolls a natural 18, 19 or 20 (rather than the usual 20 only).

Tenacious Bite: Whenever the arghvex successfully bites a foe, it latches on and automatically deals bite damage each round thereafter until it lets go or dies. Each round, the target may resist using Fortitude as a standard action to try to remove the arghvex.

Arghvex Packlord (lvl 13)

Apply +21 vitality, +1 attacks, +1 saves, +1 DR, and the following abilities.

Anti-Magic Field[M]: The arghvex can radiate a 15-ft-radius spherical area centered on itself in which all magic is suspended for 2 minutes, as if time has stopped but only with regard to magic. Wish or Miracle negates this ability. Costs 10 vitality.

Assassination: Once daily as a swift action, the next adjacent target that the arghvex hits with a claw that round that is surprised, helpless or defenseless suffers +15 damage. Costs 5 vitality.

Bull Rush: The arghvex shoves an adjacent target. If it beat its foe's Fortitude, the foe is pushed back 1d4 x 5 ft. The arghvex must move at least 10 ft just prior to using this ability.

Camouflage: When the arghvex is in an outdoor environment and remains motionless while concealed, it enjoys a +20 bonus on Stealth checks. Moreover, even when it moves through an outdoor area, it enjoys a +5 bonus. The environment must afford places to hide, as normal, and the arghvex does not benefit when another creature already notices it.

Cat Fall: As an immediate action, subtract 30 ft from the distance fallen when computing falling damage.

Dodge: As an immediate action, the arghvex ignores 1 melee weapon attack before it knows whether it hits. Costs 2 vitality.

Jump: The arghvex leaps outward, downward or upward up to 30 ft as a standard action without a running start or Athletics check or fear of harm on impact. Costs 1 vitality.

Ghost-Faced Arghvex (lvl 14)

This arghvex is undead. Apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Incorporeal Traits[M]: A ghost-faced arghvex is incorporeal. Mundane attacks against incorporeal creatures have a 90% miss chance and magic attacks have a 50% miss chance. Incorporeal creatures cannot handle solid objects, can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks, and must materialize to make attack rolls. Materializing and dematerializing are swift actions that cost 5 vitality each.

Infiltrator: Boost Perception and Stealth checks by +5.

See Invisibility[M]: As a standard action, the arghvex clearly notice for 1 round any invisible or incorporeal creatures within 30 ft.

Taint Aura[M]: As a swift action, an adjacent living creature must resist using Will or gain 1 point of taint. When a creature's taint exceeds its Wisdom score, its goes insane.

Undead Traits: A ghost-faced arghvex is immune to all ailments including disease and poison. It need not breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It regains wound points from necrotic energy, regains no wound points from rest, and is harmed by holy and cure energy on a point-for-point basis. It is immortal and cannot be raised from death if slain.

Legendary Arghvex (lvl 18)

Apply +56 vitality, +4 attacks, +4 saves, +4 DR, the arghvex packlord's abilities, and the following additional abilities.

Arcane Bite and Claws[M]: The arghvex's bite and claws count as magical for the purpose of striking incorporeal creatures.

Aura of Fear: Whenever the arghvex inflicts wound damage, all creatures within 60 ft that notice it are shaken for 5 minutes (no save).

Fast Healing: Each round on its turn, the arghvex automatically heals 5 wound damage. However, it does not heal damage caused by fire or acid.

Improved Invisibility: This improves Invisibility, such that attacking does not end the effect. Costs 10 vitality.

Invisibility[M]: The arghvex turns invisible for 5 minutes or until it makes an attack, at which time invisibility ends. Invisibility grants a +10 bonus on Stealth checks and refuses line of sight. Costs 2 vitality.

See Invisibility[M]: As a standard action, the legendary arghvex clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Severing Rend: When an arghvex rends a foe with 2+ claws, the foe loses a limb (roll 1d4: 1 is left leg, 2 is right leg, 3 is left arm, 4 is right arm). This in addition to other damage dealt. If the rend damage causes the creature to die, then the arghvex has removed the creature's head. A creature that loses a limb automatically fails to stabilize.

Ashkar

This sordid, ashen fiend possesses and corrupts hapless mortals.

Appearance & Culture

Ashkari descend from the questionable union of genies and devils. An ashkar appears as a dark humanoid or a cloud of ash. As a humanoid, it stands 7 ft tall, sports deep ruddy skin and coal-black hair, and prefers the scimitar and studded armor. In ash form, these creatures can surprise and possess mortals with ease. Although immortal, ashkari can be slain by violence and they are adept at binding spirits of their ancestors into themselves. Ashkar are mortal foes of the d'vish (page 72).

Ashkari seek to possess and tempt mortals to assist in hidden schemes and engage in carnal pleasure, particularly with other hosts or unsuspecting innocents. Ashkari hold evil as a true ideal and love to target foolish magic users and good-hearted but weak-willed souls in order to tempt them into evil or ruin.

Possession by an ashkar may not be obvious. Lesser ashkari evoke impulses that drive the host to indulge in sins, while master ashkari can completely control a host. Such hosts may speak in the genie tongue, reference odd knowledge, smell like sulphur, and show unusual eye colors, typically black, red, and yellow eyes.

Ashkar (lvl 4)

Ashkari have the following statistics.

Type Elemental and Fiend
Size Medium
Alignment Usually neutral evil
DC 18

Senses Darkvision, low-light vision
Perception +13 ; Stealth +13
Languages Common, Abyssal, Celestial, Genie, and Infernal
Initiative +3

Speed 40 ft
Attack d20+5 (or +7 with scimitar and shortbow)
Weapons Dagger (1d4, 10 ft), scimitar (4d4) or shortbow (3d6, 60 ft)
Damage +2

Armor Magical leather ; DR 4
Wounds 10
Vitality 30
Fortitude 14, Reflex 17, Will 15
Special Apply +5 DR vs fire

Q&D Damage +6 ; Vitality 22

Str 14, Con 15, Dex 16, Int 11, Wis 16, Cha 12
Prime Dexterity and Wisdom
Skills Arcana +5, Athletics +7, History +5, Religion +5, and Survival +13, Trick +13

FP 2 ; Deity Any evil deity
Multiclassing Elementalist, monk, sage or shaman
Treasure Armaments and other items worth 400 gp on itself and in its lair

Base Abilities

Ashkari have the following abilities.

Ashen Form[M]: An ashkar can become dark ash and can fly at speed 30 ft. In this form, it can only take move actions, perceive as normal, enjoy DR 10, and ignore all ailments. It can pass through cracks but cannot enter liquids. The Gust of Wind ability affects it normally. Costs 2 vitality.

Corrupting Influence[M]: Once daily while using Ashen Form, an ashkar can attempt to possess a living or dead person or animal. Possession of a dead creature causes it to animate and act as if it were alive—the creature does not become undead, and the ashkar cannot possess undead. Will resists the effect.

A successful attack results in a subtle possession as the ashkar's ashy form vanishes into the victim's body through its mouth, eyes, and other orifices. The host mostly retains control of its body and mind. However, at any time, the ashkar can influence the host if it spends 2 vitality and beats the person's Will. The influence lasts 1 hour and is a suggestion to help fulfill an evil scheme or engage in carnal pleasures, particularly in concert with other possessed hosts. While possessed and also under a suggestion, a host enjoys a +5 bonus to damage rolls and Perception checks and its eyes turn black, red, or sulphurous yellow. The host has no access to the ashkar's abilities and the ashkar cannot use its other abilities while possessing its host. The ashkar can sustain possession indefinitely although the host enjoys a Will save each day at a -5 penalty to resist.

An ashkar can choose to exit a creature to end the possession. During the round that it exits a host, it suffers a -5 penalty to resist magic abilities. However, it also radiates a fearful aura. Foes within 15 ft are frightened if the ashkar beats their Will.

Desiccating Touch[M]: One adjacent corporeal foe suffers 1d6 damage per level due to water loss from its body, or ½ damage if Fortitude resists. If the foe dies, its body turns to dust and blows away in the wind. Costs 2 vitality.

Minor Fiendish Pact[M]: Once daily after a 10 minute ceremony, an ashkar calls into itself a ghostly fiendish spirit of yore to empower it. While bound, it enjoys a +2 bonus on Trick checks and may select for the day any 1 basic magic ability for which it qualifies from any class. The binding lasts 24 hours or until it fails to resist the Exorcism ability.

Revitalize By Fire[M]: Once daily, an ashkar can recover 4d6 vitality after 1 minute of rest adjacent to or within a fire.

Stone Shape[M]: An ashkar can mold adjacent stone into new shapes. It can affect up to 10 cubic ft + 1 cubic ft per level. It can form rocks into a stone bridge, warp a pillar to make it fall, form a hole in a wall, or so forth. Costs 2 vitality.

Ashkar Master (lvl 10)

These are leaders among ashkari. Apply +42 vitality, +3 saves, +3 attacks, +3 DR, and the following abilities.

Ascetic[M]: Once per day after a 5 minute routine, an ashkar master heals 1d8 vitality + 1 per level (maximum +5).

Detect Supernatural Kin[M]: The ashkar master learns whether celestials, elementals or fiends are present in a 15-ft cone. If a creature is possessed by another ashkar, it detects that too. Costs 1 vitality.

Immortal[M]: Ashkar masters do not age, do not need to breathe, eat or sleep, and cannot be raised from death if slain.

Karmic Retort[M]: The ashkar master designates a foe as a swift action. For 5 minutes, whenever that foe strikes it, record the hit point damage dealt. The next time the ashkar master strikes that foe, deal damage as normal or the largest amount recorded, whichever is more. Costs 5 vitality.

Mental Barrier: Permanently boost Will by +5.

Pact Magic: This improves Minor Pact. Apply a +2 bonus on Diplomacy, History and Trick checks and select 2 basic or 1 intermediate magic abilities for which it qualifies to know for the day.

Perfect Possession[M]: This improves Corrupting Influence, such that a host loses its free will and is under the total control of the ashkar master. In this state, the ashkar can use its other abilities. The host may still attempt to resist using Will each day to end the possession.

Resist Exorcism[M]: An ashkar master automatically resists the Exorcism ability unless it wishes to be affected.

Spirit Guide[M]: Once daily, an ashkar master can search its memory with a single 5-word question in mind. It receives an answer of up to 10 words in length. The chance that it correctly interprets the answer equals 70% + 1% per level. Costs 2 vitality.

Avenger

This deathless being has returned from the afterlife to aid the living.

Appearance & Culture

Not all who die in high standing with their deity rest in eternal peace. An avenger is a mortal who died in ages past but returns to the living for 1 of 3 reasons: A deity has sent him on a quest, a magic user has conjured him to assist in a time of need, or he died in a state of moral uncertainty and his deity wishes to test his soul. Sometimes, a whole adventuring party returns for 1 last noble (or ignoble) quest.

Avengers are similar to undead but their bodies are whole and perfect, enervated by divine energy that restores their limbs, skin and minds to a perfect shine, whether infernal or celestial. They do not need to eat, sleep or breathe and are immortal, though their time with the living may be short. Regardless of their original profession, holy avengers typically look like clerics or paladins, while vile avengers look like blackguards or warlocks. Sometimes, an avenger has obvious otherworldly features that mark him as a tested soul.

Avengers recall former lives and friends with nostalgia and the hindsight of the afterlife. Typically, an avenger was an alder or adventurer in life. Now while on a quest, an avenger might seek out old friends, descendants or familiar places but only visit for a short time. Avengers avoid getting involved in the minutia of current affairs.

Avenger (lvl 5)

Avengers have the following statistics.

Type Varies (Celestial if good, Fiend if evil)
Size Medium
Alignment Any good or evil
DC 20

Senses Nethersight (if evil) or heavensight (if good)
Perception +9 ; Stealth +1
Languages Common plus Abyssal, Celestial, Infernal or Sylvan
Initiative +3

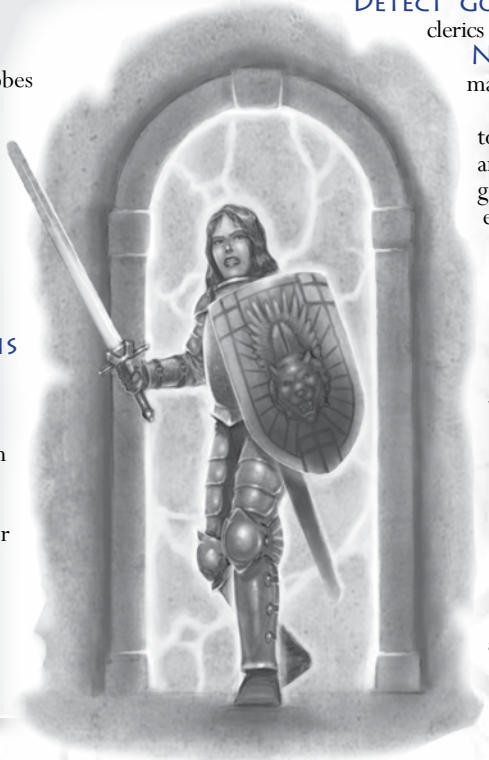
Speed 40 ft
Attack d20+6
Weapons Greatsword (2d6) or mace (1d8) or longbow (1d8, 120 ft)
Damage +8

Armor Halfplate and shield or loose robes and magical aura ; DR 9 (11 vs all energy types)
Wounds 10
Vitality 37
Fortitude 16, Reflex 13, Will 17

Q&D Damage +13 ; Vitality 27

Str 17, Con 14, Dex 12, Int 10, Wis 19, Cha 14
Prime Strength and Wisdom
Skills Acrobatics +7, Athletics +13, Heal +14, History +5, Insight +14, Religion +14, Survival +14 (+19 tracking)

FP 3 ; Deity Any good deity if good or any evil deity if evil.
Multiclassing Fighter, sage, and either cleric or paladin (if good), or either blackguard or warlock (if evil)
Treasure Armaments and other items worth 500 gp on itself



Base Abilities

Avengers have the following abilities.

Deathless: Avengers do not age, do not need to breathe, eat or sleep, and cannot be raised from death if slain. Also, they are immune to disease and poison and always pass Endurance checks.

Destiny Dissonance[M]: An avenger can whisper disturbing secrets of destiny and the afterlife. An adjacent foe is paralyzed for 2 minutes if the avenger beats its Will. The target enjoys a +5 bonus on its save if it shares the avenger's moral alignment (good or evil) or suffers a -5 penalty if it's the opposite. Each round on its turn, an affected target has a 50% chance to enjoy a move action for that turn only. This is a curse effect. Costs 5 vitality.

Oath of Vengeance[M]: Once daily, an avenger can designate 1 of his held weapons to defeat a specific named creature. For 24 hours, the weapon conveys a +2 bonus on attacks and delivers +2d6 damage against that creature. The bonus damage is holy for a good avenger and vile for an evil avenger. Anyone can use this weapon. Costs 2 vitality.

Second Wind: Once daily after 1 minute of rest, the avenger recovers 4d6 vitality.

True Strike[M]: Once daily as a move action, boost the avenger's next attack roll that round by +10.

Urgent Quest: An avenger can remain in the Mortal Realm for up to 1 day per level (typically 5 days), after which he automatically returns to his home realm and cannot return to the Mortal Realm for a year and a day.

Holy Avenger Abilities (lvl 5)

These good-aligned avengers have the following additional abilities.

Detect Evil[M]: The avenger learns whether fiends and/or undead are present within a 30-ft cone.

Heavensight[M]: A holy avenger can see in conditions of blinding illumination as easily as normal daylight. Heavensight is in full color.

Lay on Hands[M]: An avenger's touch heals a willing creature's wound damage. The amount of wounds healed equals 1d8 + the avenger's level. A creature can benefit 3x daily if good, 2x daily if neutral, and once daily if evil.

Vile Avenger Abilities (lvl 5)

These evil-aligned avengers have the following additional abilities.

Detect Good[M]: The avenger learns whether celestials, clerics and/or paladins are present within a 30-ft cone.

Nethersight[M]: A vile avenger can see in magical darkness as well as normal darkness.

Painful Touch[M]: A vile avenger's touch inflicts damage on a living creature. The amount equals 1d8 + the avenger's level. A target can be harmed 3x daily if good, 2x daily if evil, and once daily if evil.

Valkyrie (lvl 10)

Apply +35 vitality, +3 saves, +3 attacks, +3 DR, and the following abilities.

Cold Flyer: A valkyrie sports wings, has a fly of speed 40 ft, benefits from an additional +2 DR versus cold and electrical damage, and enjoys a +5 bonus on Athletics and Acrobatics checks, or +10 when flying.

Skald: Boost Bluff, History, Literacy, and Music checks by +5.

Terrorizing Cry: All foes within 30 ft and line of hearing are shaken for 5 minutes (no save). Costs 2 vitality.

Wounding Strike: As a swift action, the valkyrie's next successful weapon attack that round deals +1d6 wound damage. Costs 5 vitality.

Avatar

This mortal person is the living embodiment of a god.

Appearance & Culture

Avatars are very rare, appearing from once in a generation to once in a few millennia. Their impact tends to ripple outward across continents and down through the ages, renewing faith through peaceful, violent or mysterious means.

Avatars are born to mortal parents and quickly grow in wisdom and might, wielding abilities of the deity who truly parented them. Often, an avatar's birth circumstances are odd or secret, the parentage questionable, and the constellation signs highly propitious or concerning. During young adulthood, the avatar trains in a mundane profession, and the story of the avatar's awakening from a mundane life is part of his compelling story of discovering his divine heritage and destiny. During these years, his enemies may also appear.

Avatars have an alignment and destiny appropriate to their divine parent. An avatar of Esmariah is neutral good and seeks to bring peace and healing while an avatar of Thulzuur is chaotic evil and seeks to kill and destroy. Avatars tend to attract numerous followers due to their display of abilities and extraordinary focus and insight. Their attributes are otherwise unremarkable for an average person of their race. The statistics below are for an avatar who is early in his destiny. In his final years, he gains items of power to fulfill his full potential.

Avatar (lvl 13)

Avatars have the following statistics.

Type None
Size Medium or Small (as a person of its race)
Alignment Any (as deity)
DC 40

Senses Standard
Perception +14 ; Stealth +1
Languages Common plus alignment language (see below)
Initiative +1

Speed 30 ft
Attack d20+11
Weapons 2 As deity (each 4d6)
Damage +1

Armor None ; DR 8
Wounds 13
Vitality 93
Fortitude 20, Reflex 20, Will 23
Special Diehard, Ingore Attack, Unshakable Faith

Q&D Damage +14 ; Vitality 67

Str 12, Con 14, Dex 12, Int 12, Wis 18, Cha 12
Prime Constitution and Wisdom
Skills Athletics +13, Insight +14, Religion +14
Special An avatar has any 2 bonus abilities listed under its race

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FP 7 ; Deity Any (often Solari, Mithrais or Esmariah)
Multiclassing Any
Treasure Three 500 gp "items of power" (see below)

Base Abilities

All avatars have the following abilities.

Alignment Language[M]: Whenever an avatar speaks, his words carry a second layer of meaning that is apparent to people who worship his deity or share his alignment. The meaning is otherwise undetectable by all magical and mundane means. Anything that can be communicated through normal speech can be communicated through the alignment language.

Bonus Faith Points: At each new level or new year, the avatar gains +2 faith points. See RPG, page 129 for details.

Diehard: When an avatar falls to 0 wound points or below, he is not unconscious. Instead, he is conscious and can continue to take a single move or attack action each round until he reaches -10 hit points, at which time he dies.

Disciples: An avatar leads a number of townies (RPG, pg 259) equal to ½ his level. The townies act as confidantes, aids, and so forth. They fight or preach on his behalf. A lost disciple cannot be replaced though the avatar may be able to restore him from death.

Divine Bloodline[M]: A god's blood runs in an avatar's veins. At any time, an avatar may inflict 1 point of wound damage to himself to produce a drop of blood that heals 1d4 hit points for an adjacent willing or helpless creature (besides himself).

Divine Abilities: An avatar knows and may use all basic, intermediate, and advanced abilities associated with his deity.

Double Attack: An avatar can make 2 nonmagical attacks, or 1 magical attack and 1 nonmagical attack, in rapid succession as a standard action. He can direct the attacks to the same foe or 2 different foes. The attacks are made without penalty.

Ignore Attack[M]: As an immediate action, an avatar declares that he ignores 1 attack before knowing whether it hits. Costs 5 vitality.

Items of Power: An avatar has 3 unique items associated with his destiny. The items are intrinsically mundane but worth 500 gp each. An item might be a piece of a king's scepter, an iron chalice forged by a crippled blacksmith, or whatnot—each item has a story. Unless and until the avatar touches all 3 of the items, he cannot ascend to become a paragon avatar. Once the avatar touches an item, it matters not what fate befalls the item.

Miracle[M]: Once daily, an avatar draws upon his true power. The avatar can move a party to safety, cure a party from all injury and ailments, restore a party to life and 1 hit point, banish a creature or devastate it with 20d6 damage, or so forth. A miracle cannot change a creature's alignment or have it make choices against its will. The chance the avatar succeeds equals 70% + 1% per level. The avatar is left exhausted if the miracle occurs.

Nemesis: A specific person or small group of persons act as destined foil for the avatar. If it is a specific person, this person is the opposite alignment and enjoys a +5 bonus on attack rolls, damage rolls, and opposed skill checks against the avatar. Otherwise, it is a group of 4 or 5 persons, each of whom enjoys a +1 bonus instead.

Second Wind: Once daily after 1 minute of rest, an avatar recovers 4d6 vitality.

Unshakable Faith: No magical effect can alter an avatar's alignment or the alignment of an ally or his alignment within 15 of him.

Paragon Avatar (lvl 20)

Apply +49 vitality, +4 saves, +4 attacks, +4 DR, and the following abilities.

Deep Impact: As a move action, an avatar ignores his foe's DR when resolving his next melee attack. Costs 5 vitality.

Divine Paragon Abilities: Each day, an avatar knows and may use 1 paragon ability associated with his deity.

Divine Skills: Boost Insight, Perception, and 3 other skills by +20.

Limited Wish[M]: Once daily, an avatar verbalizes a desire and duplicates the effect of any 1 intermediate ability or any 2 basic abilities (this includes class core abilities), or the Revivify spell (page 51). The avatar can duplicate the effects of other classes' abilities, monster abilities, and so forth. He can gain gear or property worth up to 2,000 gp but permanently loses 3 vitality in exchange. The chance of success equals 70% + 1% per level. Alternatively, he can roll against 70% + a Linguistics check. Limited wishing is taxing. He is fatigued after 1 use if the spell succeeds.

Realms Magic[M]: An avatar causes a 5-square-mile area to be drawn into his deity's realm. The process takes 24 hours: Every few hours, the area acquires 1 more feature of the realm (Good, Entropic, etc). If the avatar is slain during this time, the process ends and the area immediately reverts to normal. Otherwise, the process concludes. The conclusion permanently slays the avatar.

Azri

This fanatically religious being seeks to convert mortals.

Appearance & Culture

The azri, both singular and plural, are a civilized and deeply religious void-faring race. They view themselves as standing at the apex of mortal races. A person of any race can join the azri, and in doing so sheds his old racial traits and acquires the standard appearance and habits of these people. Azri sometimes coerce conversions to their race.

The azri began as a band of acetic monks of various races who dabbled in the use of mutagens to heighten their ecstatic experiences of the divine. They came to describe an omniscient, omnipotent creator god named Urakai. Millennia later, the azri are a populous and prosperous race that refers to various divine tenets, sayings, and rituals throughout each day of their lives.

Perhaps surprisingly, azri come in all alignments. This may explain why others' experience of them varies widely. Generally, the azri believe those who worship other deities are misguided and called to reform to the Seven Fold Path, while those who reject deities are infidels to be offered redemption before being slain. Good and lawful azri tend to interpret these beliefs benevolently, or at least in good faith, while evil and chaotic azri often seek to implement these beliefs as they please or to enrich themselves.

In appearance, azri stand 7 ½-ft high and weigh about 300 pounds. They sport hairless, perfectly-sculpted bodies with marble-like skin and deep blue, green or purple eyes. They sort themselves into 6 castes reflecting practical functions. Though they use electrotech, they believe simple living is best and despise pleasures for their own sake. No azri can abide music for long except for pious azri chanting. There is also a rare, seventh caste called ascendent masters who can kill with a deadly touch and plant magical seeds of conversion.

Azri (lvl 7)

Azri have the following statistics.

Type Mutant
Size Medium
Alignment Any
DC 24

Vision Low-light vision
Perception +8 ; **Stealth** +3
Languages Common and Azri
Initiative +3

Speed 30 ft
Attack d20+6 (+8 unarmed strike, +6 if 2 unarmed strikes)
Weapons Hunting rifle (2d10, 80 ft) or dagger (1d4) or quarterstaff (1d6) or unarmed strike (1d6) or 2 unarmed strikes (1d6/1d6)
Damage +3 (+8 unarmed strikes)

Armor Studded leather armor ; **DR** 5
Wounds 11
Vitality 51
Fortitude 17, **Reflex** 17, **Will** 23

Q&D Damage +10 (+15 unarmed strike) ; Vitality 38

Str 17, **Con** 16, **Dex** 16, **Int** 16, **Wis** 17, **Cha** 16
Prime Strength and Wisdom
Skills Acrobatics +8, Athletics +13, Craft +8, Diplomacy +8, Endurance +8, Heal +13, History +8, Insight +18, Literacy +8, Mechanics +12 (+15 repair firearms), Music +5 (+13 chanting), Pilot +8, Religion +18, Technics +10, Warcraft +8

FP 4 ; **Deity** Urakai (see below)
Multiclassing Cleric, fighter, inquisitor or savant
Treasure Armaments and other items worth 700 gp on itself

Base Abilities

Azri have the following abilities.

Detect Allegiance[M]: The azri learns which deity (if any) an adjacent person worships. Will resists. Costs 2 vitality.

Electrotech: All azri study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. An azri can make checks using the Technics skill (RPG, pg 177) and enjoys a +2 bonus on Mechanics and Technics checks. These bonuses are already in the statistics block.

Faith of Urakai: Urakai does not grant boons (and in fact may not even exist). Thus, an azri can expend 1 faith point as a swift action to gain a +1d6 bonus on his next d20 roll that round.

Firearms Proficiency: An azri is proficient with firearms and enjoys a +2 bonus on Mechanics checks, or +5 to make and repair firearms. These bonuses are already in the statistics block.

Flurry of Blows: Instead of a single Unarmed Strike (see below), an azri may make 2 unarmed attacks, each attack with a -2 penalty to his attack roll. He can direct the blows to the same foe or to 2 different foes.

Light Armaments: All azri are trained with light armor, the quarterstaff, and light blades.

Redaction[M]: The azri touches a book or scroll and causes content within it that is contrary to the teachings of Urakai to be blacked out and unreadable. The azri also learns what percent of the content is affected. If the azri expends 1 vitality, he instead engulfs the book in fire and reduces it to ashes in 1 round.

Seductive Faith: The azri targets 1 sentient creature outside of combat. If the azri beats the target's Will, he consumes the target's attention with religious fervor for 4 hours + 1 hour per level, during which time the target suffers a -5 penalty on Perception checks and does not move more than 30 ft from the azri. Even if it saves, the target is distracted for 1 minute. If the locale is religious, apply a -2 penalty to the target's save. Conversely, modify the roll by +5 if the target is a cleric or paladin or has the Believer or Heretic theme. The target gets a new save whenever it notices an attack roll or aggressive use of magic.

True Sight[M]: An azri can see through all illusions, disguises, and concealments for 1 round. This reveals secret doors and invisibility. It also bypasses the Nondetection ability. Costs 5 vitality.

Improved Unarmed Strike: An azri can use his entire body including fists, feet, head and torso to deliver 1d6 damage as a melee weapon. Reflex resists. Apply a +2 bonus to the attack roll and add +5 to the damage roll in addition to the azri's Strength modifier. These benefits are already in the statistics block.

Unshakable Devotion: No magical effect can alter an azri's faith in his deity, Urakai.

Azri Ascendant Master (lvl 11)

Apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Azri Apotheosis[M]: After 1 day of work, the ascendant master permanently changes an adjacent willing person into an azri. The procedure inflicts 2d6 wound damage and grants the target a +10 bonus on Disguise checks to not be recognized as his previous self. The target must be at least 6th level to live through the ritual. Excess class levels beyond 7 are retained as class levels. Costs 5 vitality.

Pain of Eternal Separation[M]: One adjacent living creature must resist using Will or be reduced to -1 wounds and begins dying. Even if it successfully resists, it suffers 3d6 pain damage. Costs 5 vitality.

Pain unto Death: An adjacent foe suffers 2d6 pain damage, or is slain outright if it is level 2 or lower.

Respect: Boost Intimidate and Nobility checks by +5.

Seed of Devotion[M]: The ascendant master causes an adjacent person to slowly adopt the worship of his deity, Urakai. Each day, the target feels an urge to change deities and must resist using Will or engage in self-flagellation and repentance. After it commits more such sessions than it has levels, its deity permanently changes to Urakai. Miracle or Wish negates the effect. Costs 10 vitality.

Bat

Bats rule the night skies and make fine aerial mounts.

Appearance & Culture

A giant bat is a large and fearsome version of its common cousin. It has a 15 ft wingspan, weighs up to 200 pounds, and sports black, brown or white fur, as appropriate to its environment of caves, woodlands or arctic areas, respectively.

Giant bats are nocturnal and only attack if provoked, hungry or trained to defend a particular area or creature. Savage races such as gnolls sometimes keep bats. Goblins often ride these bats into battle, making them fiercesome opponents. Giant bats may also protect sentient undead such as vampires.

A few bats are awakened to sentience, often by shamanic undead masters or proximity to necrotic energy. Given their nocturnal, furtive nature and taste for blood, these terrors may become necromancers, shamans or witches.

Giant Bat (lvl 3)

Giant bats have the following statistics.

Type Animal
Size Large
Alignment Usually neutral
DC 16

Senses Low-light vision, blindsense
Perception +12 ; Stealth +6 (+16 in caves)
Languages None
Initiative +6

Speed 20 ft ; Fly 40 ft
Attack d20+7
Weapons Bite (2d6)
Damage +3

Armor Leathery skin ; DR 2
Wounds 15
Vitality 23
Fortitude 14, Reflex 19, Will 15

Q&D Damage +6 ; Vitality 17

Str 16, Con 14, Dex 23, Int 2, Wis 15, Cha 6
Prime Dexterity and Wisdom
Skills Athletics +8, Acrobatics +12

FP 2 ; Deity Greenwyrm, Nefriti or Voktra
Multiclassing Barbarian, necromancer, shaman or warlock. Only a highly sentient bat becomes a necromancer or shaman.
Treasure Items worth 300 gp scattered below its roost

Base Abilities

Giant bats have the following abilities.

Diseased Bite: A giant bat's bite transmits disease. When a bitten foe fails to resist using Fortitude, it contracts a particularly virulent form of rabies. The disease has an incubation period of 1d6 hours, after which the creature suffers permanent confusion. For an affected creature on its turn, roll 1d4 to determine the result: 1) attack nearest creature, 2) act normally, 3) do nothing, 4) flee at top speed. Once a creature has successfully resisted a particular bat's bite, it is immune to further diseased bites from that bat.

Grapple: A giant bat can grapple an adjacent foe up to 1 size larger than itself when it beats its foe's Fortitude. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the bat must expend a move action to maintain the grapple, and the foe can try to beat the bat's Fortitude as a standard action to break the grapple. If the bat desires, it can block a grappled foe's mouth with 1 claw to prevent speech.

Improved Carry Capacity: A giant bat can carry 250 pounds, or 1 Medium or 2 Small creatures in addition to other weight normally allowed, and not be overloaded, and can drag up to 1,250 pounds or support +8 encumbrance slots. This bonus is equivalent to a donkey.

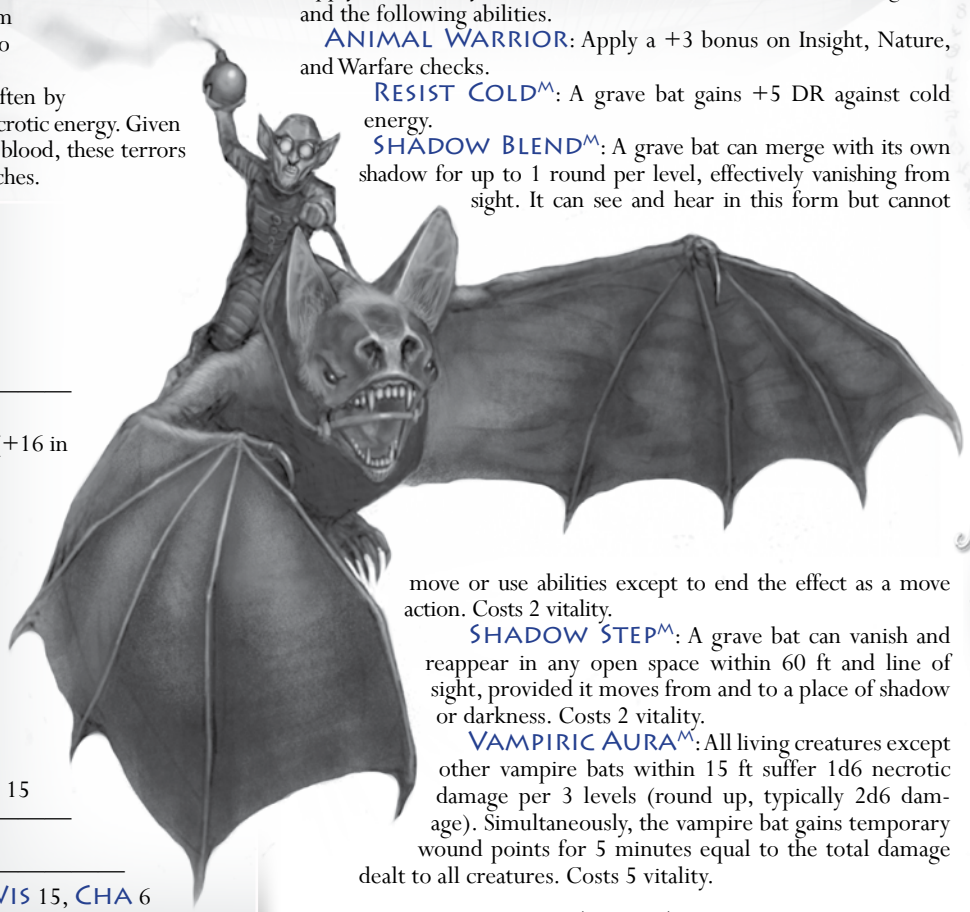
Grave Bat (lvl 5)

A grave bat is a magical beast. Its typical alignment is neutral evil. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, +4 Intelligence, and the following abilities.

Animal Warrior: Apply a +3 bonus on Insight, Nature, and Warfare checks.

Resist Cold[M]: A grave bat gains +5 DR against cold energy.

Shadow Blend[M]: A grave bat can merge with its own shadow for up to 1 round per level, effectively vanishing from sight. It can see and hear in this form but cannot move or use abilities except to end the effect as a move action. Costs 2 vitality.



Shadow Step[M]: A grave bat can vanish and reappear in any open space within 60 ft and line of sight, provided it moves from and to a place of shadow or darkness. Costs 2 vitality.

Vampiric Aura[M]: All living creatures except other vampire bats within 15 ft suffer 1d6 necrotic damage per 3 levels (round up, typically 2d6 damage). Simultaneously, the vampire bat gains temporary wound points for 5 minutes equal to the total damage dealt to all creatures. Costs 5 vitality.

Hellspawn Bat (lvl 7)

A hellspawn bat is a fiend. Its typical alignment is neutral evil. Apply +28 vitality, +2 saves, +2 attacks, +2 DR, +4 Intelligence, and the following abilities.

Aura of Darkness[M]: An illuminated area within 90 ft around the bat becomes smoky and dim, and a shadowy area becomes dark with black smoke. This works to blight normal daylight conditions and the affected area shifts as the hellspawn bat moves. Costs 1 vitality per round.

Infernal Gout[M]: Creatures within a 15-ft cone suffer 1d6 fire damage per level (max 5d6), or ½ damage when Reflex resists. Costs 1 vitality.

Infernal Protection: A hellspawn bat is immune to fire and poison and enjoys +5 DR against all other energy types except electricity and holy damage.

Ride Into Hell[M]: In any area of darkness, a hellspawn bat can transport itself and up to 2 Small passangers or 250 pounds of gear between the Mortal Realm and any evil-aligned realm of existence. Costs 14 vitality.

Taint Aura[M]: As a swift action, an adjacent living creature must resist using Will or gain 1 point of taint. When a creature's taint exceeds its Wisdom score, its goes insane.

Bear

These large furry animals are the equal of many monsters.

Appearance & Culture

This bear is a large, ill-tempered version of its common cousins. This bear is 10 to 15 ft long and up to 8,000 pounds with black, brown, or white fur, as appropriate to its environment of caves, woodlands or arctics areas, respectively.

Bears do not attack unless hungry, provoked, or trained to defend a particular area or creature. Savage races such as gnolls sometimes keep bears. More often, they protect fey such as dryads and nymphs.

A few bears are awakened to sentience, often by druidic magic. Given their strength and temperament, they become warriors or astral guardian spirits of the woodlands.

Bear (lvl 4)

Bears have the following statistics.

Type Animal
Size Large
Alignment Usually neutral
DC 18

Senses Low-light vision, scent
Perception +6 ; Stealth +1 (+14 in favored terrain)
Languages None
Initiative +1

Speed 40 ft
Attack d20+11 (+16 power grapple or knock back) ; MA
Weapons Bite (2d6) or 2 claws (2d6 each, 10 ft reach)
Damage +9

Armor Thick fur ; DR 3
Wounds 20
Vitality 32
Fortitude 23, Reflex 15, Will 13
Special The bear and its gear ignore cold down to -40° F.

Q&D Damage +13 ; Vitality 24

Str 29, Con 19, Dex 12, Int 2, Wis 12, Cha 12
Prime Strength and Constitution
Skills Athletics +19, Endurance +14, Intimidate +19, Survival +6 (+11 in favored terrain)

FP 2 ; Deity Corvis
Multiclassing Barbarian, druid, shifter or witch. Only an awakened bear can become a druid or witch
Treasure Items worth 400 gp scattered deep in its lair

Base Abilities

Bears have the following abilities.

Bull Rush: The bear shoves an adjacent target. If Fortitude fails, the target is pushed back 1d4 x 5 ft. The bear must move at least 10 ft just prior to using this ability.

Charge: As a swift action, apply +5 damage to the bear's next bite or claw attack. The bear must move at least 10 ft in a straight line just prior to using this ability.

Crushing Hug: A bear automatically succeeds on hugging a grappled foe to inflict 4d6 damage. Moreover, it enjoys a +5 bonus on any other attack rolls against that foe.

Favored Terrain: A bear is suited to 1 specific terrain type such as caves, temperate woodlands, jungle, or arctic. In its terrain, it enjoys a +10 bonus on Stealth and Survival checks.

Improved Knock Back: A bear can shove an adjacent target. If it beats its target's Fortitude, the target is pushed back 1d4 x 5 ft. The bear must move at least 10 ft just prior to using this ability or be larger than its target. A bear enjoys a +5 bonus on attempts to initiate or resist this ability.

Power Grapple: The bear grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the bear must expend a move action to maintain the grapple, and the foe can try to beat the bear's Fortitude as a standard action to break the grapple. The bear may block a grappled foe's mouth with 1 paw to prevent speech. As a standard action, the bear may move the grappled foe 5 ft, either moving at the same time with the foe or repositioning the foe.

Scent: A bear can detect the presence creatures within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Speed Burst: The bear enjoys a +30 ft bonus to its speed for 5 minutes. Costs 1 vitality.

Grizzly Warrior (lvl 5)

A grizzly warrior is a magical beast. Apply +7 vitality, +4 Intelligence, and the following abilities.

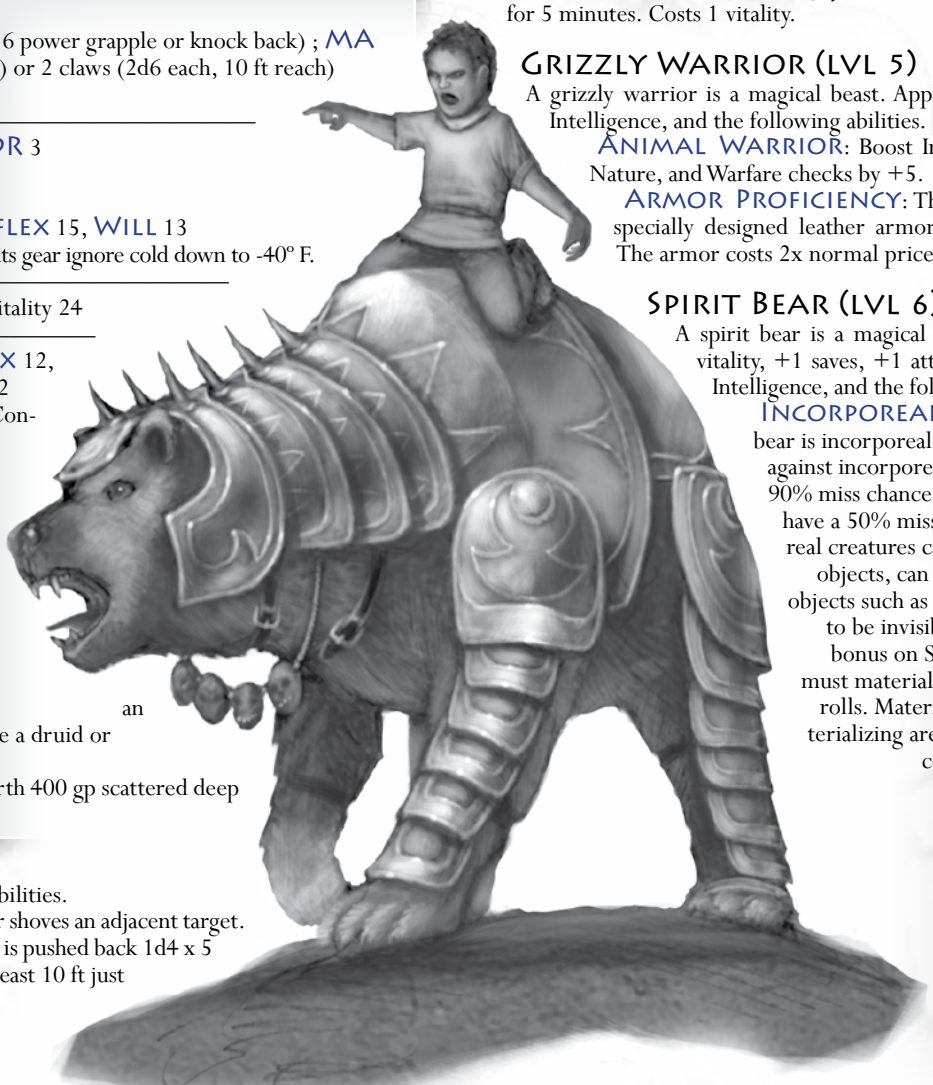
Animal Warrior: Boost Insight, Intimidate, Nature, and Warfare checks by +5.

Armor Proficiency: This bear may wear specially designed leather armor to gain +1 DR. The armor costs 2x normal price.

Spirit Bear (lvl 6)

A spirit bear is a magical beast. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, +4 Intelligence, and the following ability.

Incorporeal Traits[M]: This bear is incorporeal. Mundane attacks against incorporeal creatures have a 90% miss chance and magic attacks have a 50% miss chance. Incorporeal creatures cannot handle solid objects, can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks, and must materialize to make attack rolls. Materializing and dematerializing are swift actions that cost 5 vitality each.



Braineater

This monster rides a person like a puppet after devouring his brain.

Appearance & Culture

A braineater is a small monstrosity of impossible form, a pulsating living brain atop 4 small but extremely agile clawed legs. It shows no obvious sense organs and its body looks like it should fail against the elements. It persists due to its incredible psionic power.

Braineaters mentally sense their prey—sentient living creatures. No barriers or magical concealment can fool the braineater as it tracks down prey. Those who fall to its mental assaults become its newest home. A braineater can quickly crack open a humanoid skull and crawl inside to take control like a puppeteer handling a puppet. It devours the victim's brain in the process.

Some braineaters can become incorporeal to hunt prey, and several working together can orchestrate a cast of people toward bizarre and malevolent ends.

Rumors describe underground cities where braineaters thrive, each riding a meat-puppet to enjoy a variety of sadistic pleasures.

Brain Eater (lvl 7)



Braineaters have the following statistics.

TYPE Aberration
SIZE Small
ALIGNMENT Chaotic evil
DC 24

SENSES Greater mindsight
PERCEPTION +12 ;
STEALTH +15 (+20 underground)
LANGUAGES Common, Undercommon, and telepathy 120 ft
INITIATIVE +10

SPEED 40 ft ; CLIMB 20 ft ; SWIM 20 ft
ATTACK d20+8 ; MA
WEAPONS 4 Claws (1d3 each)
DAMAGE +1

ARMOR Mental force ; DR 5 (10 vs cold, electrical, and fire)
WOUNDS 5
VITALITY 51
FORTITUDE 15, REFLEX 20, WILL 17

Q&D Damage +8 ;Vitality 37

STR 12, CON 14, DEX 20, INT 12, WIS 15, CHA 14
PRIME Dexterity and Wisdom
SKILLS Acrobatics +15, Athletics +6, Bluff +7, Disguise +7, Endurance +7, Insight +12, Survival +12 (+17 tracking)

FP 4 ; DEITY Maurob, Rorax or Tiamat
MULTICLASSING Elementalist, psion, rogue or warlock
TREASURE Jewelry and magic items worth 700 gp either in its lair or on the body of the person it inhabits

Base Abilities

Braineaters have the following abilities.

BODY THIEF[M]: As a standard action, the braineater crawls into the open skull of an adjacent stunned or helpless Medium or Large creature that has been subjected to its Skull Crack ability. It psionically merges with the host, devouring the host's brain in the process and suturing the skull to look normal. This heals all but 1 wound point for the creature. Thereafter, the host acquires the braineater's mental attributes, alignment, and abilities except that it retains 1 language and 1d4 abilities that it possessed when it had a brain. The braineater also has the host's memory for places, and paths to and from those places. The body lasts for 3 days before deteriorating, at which time the braineater uses Skull Crack to extricate itself and acquire a new host. Only Miracle or Wish restores a host to life. A DC 12 Insight check reveals something is wrong with the host and a DC 18 Heal check reveals it has recently recovered from devastating skull trauma. Costs 5 vitality to merge with host.

DETECT THOUGHTS[M]: The braineater notes the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, it learns the number of thinking minds and the Intelligence of each. After concentrating for a third round, it can "hear" the current surface thoughts of 1 creature of its choice within range for 2 minutes if it beats its Will. Costs 2 vitality.

GREATER MINDSIGHT[M]: A braineater automatically notices sentient living creatures within 30 ft as if they stood without concealment in broad daylight. No mundane or magical means except Miracle or Wish can block the effect. This ability draws upon myriad natural psychic clues including unconscious thoughts.

ID INSINUATION[M]: A sentient foe within 30 ft is stunned for 1d4 rounds. Will resists. Costs 2 vitality.

SKULL CRACK: A braineater can crack open the skull of an adjacent Medium or Large humanoid that is stunned or otherwise helpless. If the braineater beats the target's Fortitude, the target suffers 2d6 wound damage as the braineater slices open its skull. Costs 2 vitality.

TELEPATHY[M]: A braineater wordlessly hears and speaks with 1, some or all sentient beings within 120 ft. Communication is as natural and quick as normal speech but requires no shared language. Affected creatures cannot so communicate with each other. Costs 1 vitality per round.

Etheric Brain Eater (lvl 11)

Apply +28 vitality, +4 saves, +4 attacks, +4 DR, and the following abilities.

DISGUISE[M]: The braineater transmutes its surface appearance to look like a similar-sized 4-legged creature such as a dog. This disguise grants it a +10 bonus on Disguise checks for 1 hour to be mistaken for the selected creature. Its statistics otherwise remain unchanged. Costs 2 vitality.

HIDE MIND[M]: No magical ability directly detects that the braineater has magical abilities.

INCORPOREAL SHIFT[M]: This braineater is naturally incorporeal. Mundane attacks against incorporeal creatures have a 90% miss chance and magic attacks have a 50% miss chance. Incorporeal creatures can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks, and must materialize to make attack rolls. Materializing is a move action that costs 5 vitality. Dematerializing take 2 rounds, during which time the braineater is immobile and dazed. As it fades, it becomes harder to hit with a 20% miss chance the first round and a 50% miss chance the second round. A braineater can shift with 1 willing, grappled or helpless creature, which remains incorporeal for 72 hours thereafter.

MAGIC RESISTANCE: This braineater enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, the braineater's foe must beat its Fortitude anyway, and if it successfully resists then the magic has no effect.

REDUCE[M]: The braineater or a touched ally shrinks 1 size category for 5 minutes. The smaller size halves height, grants a +2 bonus to Reflex, a -1 penalty to damage rolls, a -5 penalty to Athletics checks, a -3 penalty to maximum normal wound points, a +5 bonus on Stealth checks, -10 ft speed, and a 7/8ths weight reduction. Costs 1 vitality.

SEE INVISIBILITY[M]: As a standard action, the braineater clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

WOUNDING CLAWS: As a swift action, apply +1d2 wound damage to the braineater's next claw attack that round. Costs 2 vitality.

Bugbear

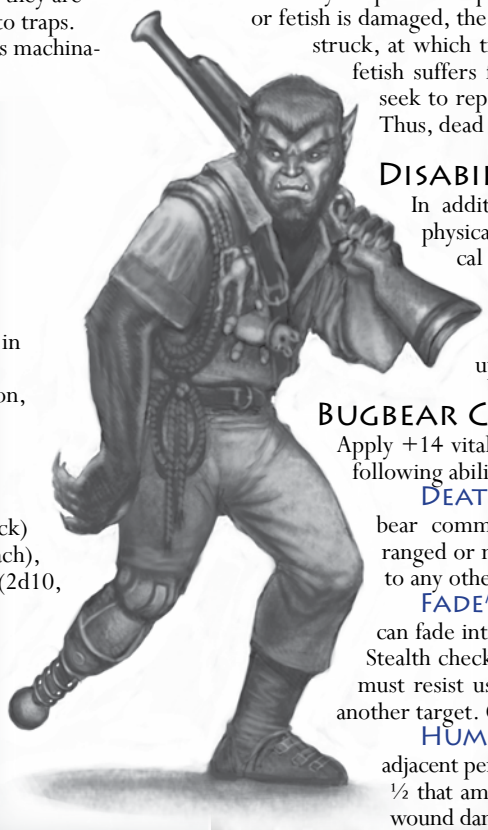
These furry goblinoids are masters of chaos and death.

Appearance & Culture

A bugbear is a large, savage, and hairy goblinoid. Similar to its cousins the hobgoblin and goblin, it is stealthy and strong. However, bugbears are larger. They stand 8 ft tall, weigh 300 to 350 pounds, and sport a large blue or black nose.

Bugbears rarely organize themselves. Instead, small war bands and families hook themselves to a larger society of drow, gnolls, hobgoblins or orcs. Bugbears are capricious and have no interest in work or planning. They like games of chance and skill, preferably involving an artistic or interesting death for the loser. Bugbears distinguish little between males and females. Those who hold their own, survive.

Due to their agility and love of blood-letting, they are skilled with mechanical devices, from firearms to traps. However, many are victims of their competitor's machinations and jokes, resulting in missing limbs.



Bugbear (lvl 3)

Bugbears have the following statistics.

Type Mutant
Size Medium
Alignment Usually chaotic evil
DC 16

Senses Darkvision, scent
Perception +5 ; Stealth +14 (+19 in darkness)
Languages Goblin plus Abyssal, Common, Orc or Gnoll
Initiative +4

Speed 30 ft
Attack d20+6 (+11 grapple or knock back)
Weapons Morning star (2d6, 10 ft reach), javelin (2d6, 30 ft), garrote (1d6), hunting rifle (2d10, 80 ft) or revolver (2d6, 30 ft)
Damage +3

Armor Hide over fur and shield ; DR 5
Wounds 15
Vitality 22
Fortitude 16, Reflex 17, Will 11

Q&D Damage +6 ; Vitality 16

Str 17, Con 12, Dex 19, Int 10, Wis 10, Cha 12
Prime Strength and Dexterity
Skills Athletics +15, Acrobatics +16, Diplomacy -4, Endurance +6, Mechanics +14, Trick +11, Warcraft +5

FP 2 ; Deity Lilith, Rorax, Thulzuur or Tiamat
Multiclassing Barbarian, ranger, rogue, or warlock
Treasure Armaments and other items worth 300 gp on itself and in its lair

Base Abilities

Bugbears have the following abilities.

Bugbear Armaments: Bugbears are routinely trained to use leather or hide armor and small shields, and are proficient with the garrote, javelin, and morning star.

Firearms Proficiency: A bugbear knows firearms.

Improved Grapple: The bugbear grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the bugbear must expend a move action to maintain the grapple, and the foe can try to beat the bugbear's Fortitude as a standard action to break the grapple. The bugbear may block a grappled foe's mouth with 1 hand to prevent speech.

Improved Knock Back: A bugbear can shove an adjacent target. If it beats its target's Fortitude, the target is pushed back 1d4 x 5 ft. The bugbear must move at least 10 ft just prior to using this ability or be larger than its target. A bugbear enjoys a +5 bonus on attempts to initiate or resist this ability.

Scent: A bugbear can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Second Wind: Once daily, after 1 minute of rest, a bugbear recovers 4d6 vitality.

Soft Spot: Bugbears have a soft spot for a beloved fetish or pet that they keep on their person or within 30 ft at all times. If the pet or fetish is damaged, the bugbear is dazed for 1 minute or until it is struck, at which time it behaves normally even if the pet or fetish suffers further damage that day. Bugbears usually seek to repair a damaged fetish rather than replace it. Thus, dead pets often become fetishes.

Disabilities & Mutations

In addition to its soft spot, a bugbear suffers a physical limitation acquired from combat, magical experimentation or other source. Apply a -10 ft speed penalty or a -5 Penalty to 1 save. Despite the limitation, the bugbear remains stealthy and perceptive, drawing upon all its wiles and senses to do so.

Bugbear Commando (lvl 5)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Death Striker: As a swift action, the bugbear commando inflicts +4d6 damage on its next ranged or melee weapon attack that round in addition to any other damage dealt. Costs 5 vitality.

Fade[M]: For 5 minutes, a bugbear commando can fade into the background. It enjoys a +5 bonus on Stealth checks while not moving, and foes that target it must resist using Will or ignore it in favor of attacking another target. Costs 1 vitality.

Humiliate: If the bugbear commando beats an adjacent person's Fortitude, the foe loses 4d6 vitality, or ½ that amount even when it resists, and also sufers 1 wound damage, bursts into tears, soils itself, and either moves back 5 ft or falls prone, as the commando desires.

Weapon Focus: A bugbear commando specializes in 1 weapon: garrote, javelin, and morning star. Apply a +2 bonus to attacks and +2d6 damage when using that weapon.

Bugbear Nightwitch (lvl 6)

Apply +21 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Breathless Wake[M]: A bugbear nightwitch can target all living, breathing foes within 30 ft, up to 1 per level. If a target fails to resist using Fortitude, it is reduced to -1 hit points as its lungs choke with shadow. Costs 10 vitality.

Bully: If the bugbear nightwitch beats an adjacent person's Fortitude, the foe loses 1d6 vitality and either moves back 5 ft or falls prone, as the nightwitch desires.

Mass Resist Energy[M]: A bugbear nightwitch and up to 1 ally per level within 60 ft enjoy +5 DR against all energy types for 5 minutes. Costs 5 vitality.

Shadow Step[M]: A bugbear nightwitch can transport itself to any open space within 60 ft and line of sight, provided it moves from and to a place of shadow or darkness. Costs 2 vitality.

Bulette

Bulettes are foul-tempered land sharks that cruise for easy prey.

Appearance & Culture

Bulettes cruise right beneath the earth's surface and use their keen sense of vibrations to locate prey. When a bulette closes in, it breaks upward from the ground and attacks with its sharp beak and claws. A bulette's hide is incredibly resilient.

Bulette (lvl 7)

Bulettes have the following statistics.

Type Magical beast
Size Large
Alignment Usually neutral
DC 24

Senses Low-light vision, tremorsense, scent
Perception +6 ; **Stealth** -3
Languages None
Initiative +1

Speed 40 ft ; **Burrow** 10 ft
Attack d20+12 (+14 bite, +17 knock back) ; **MA**
Weapons Bite (4d6) or 2 claws (2d6 each)
Damage +13

Armor Metal plating ; **DR** 9 (19 vs mundane ranged weapons)
Wounds 15
Vitality 54
Fortitude 23, **Reflex** 15, **Will** 16

Q&D Damage +20 ; Vitality 40

Str 27, **Con** 21, **Dex** 14, **Int** 2, **Wis** 12, **Cha** 6
Prime Strength and Constitution
Skills Athletics +18, Endurance +15

FP 4 ; **Deity** Asmodius, Mithrais or Rorax
Multiclassing Barbarian, druid, elementalist or shifter
Treasure Magic items worth 700 gp in its stomach

Base Abilities

Bulettes have the following abilities.

Deflect Mundane Arrows: A bulette enjoys +10 DR against mundane ranged weapons.

Improved Knock Back: A bulette can shove forcefully. If it beats an adjacent target's Fortitude, the target is pushed back 1d4 x 5 ft. The bulette must be larger than its target or move at least 10 ft just prior to using this ability. The bulette enjoys a +5 bonus when attempting to initiate or resist this ability.

Leap Attack: A bulette may choose to leap a distance of 10 ft to 30 ft and attack with all 4 of its claws without suffering the usual penalty for making multiple attacks at once.

Scent: A bulette can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Tremorsense: A bulette can detect and exactly pinpoint the location of any creature or object within 60 ft that is in contact with the ground or a shared support such as a webbing or a beam.

Death's-Head Bulette (lvl 9)

This bulette is quite like a grave and resists magical attacks like the undead. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Reflect Magic[M]: A magic attack against a death's-head bulette has a 25% chance of failing and being reflected back at the spellcaster who launched the attack. Resolve a reflected attack is if the caster were targeting himself.

Silent Surge[M]: Once daily as a swift action, a death's-head bulette negates all sound in a 15-ft-radius around itself and gains a +5 bonus on its melee attacks. The effect lasts 1 round.

Steadfast: A death's-head bulette cannot be dazed, stunned or knocked unconscious. Moreover, it is immune to poison and disease although it can still be a carrier of disease.

Ironsworks Bulette (lvl 13)

An ironworks bulette is a construct. Apply +42 vitality, +3 saves, +3 attacks, +5 DR, and the following abilities.

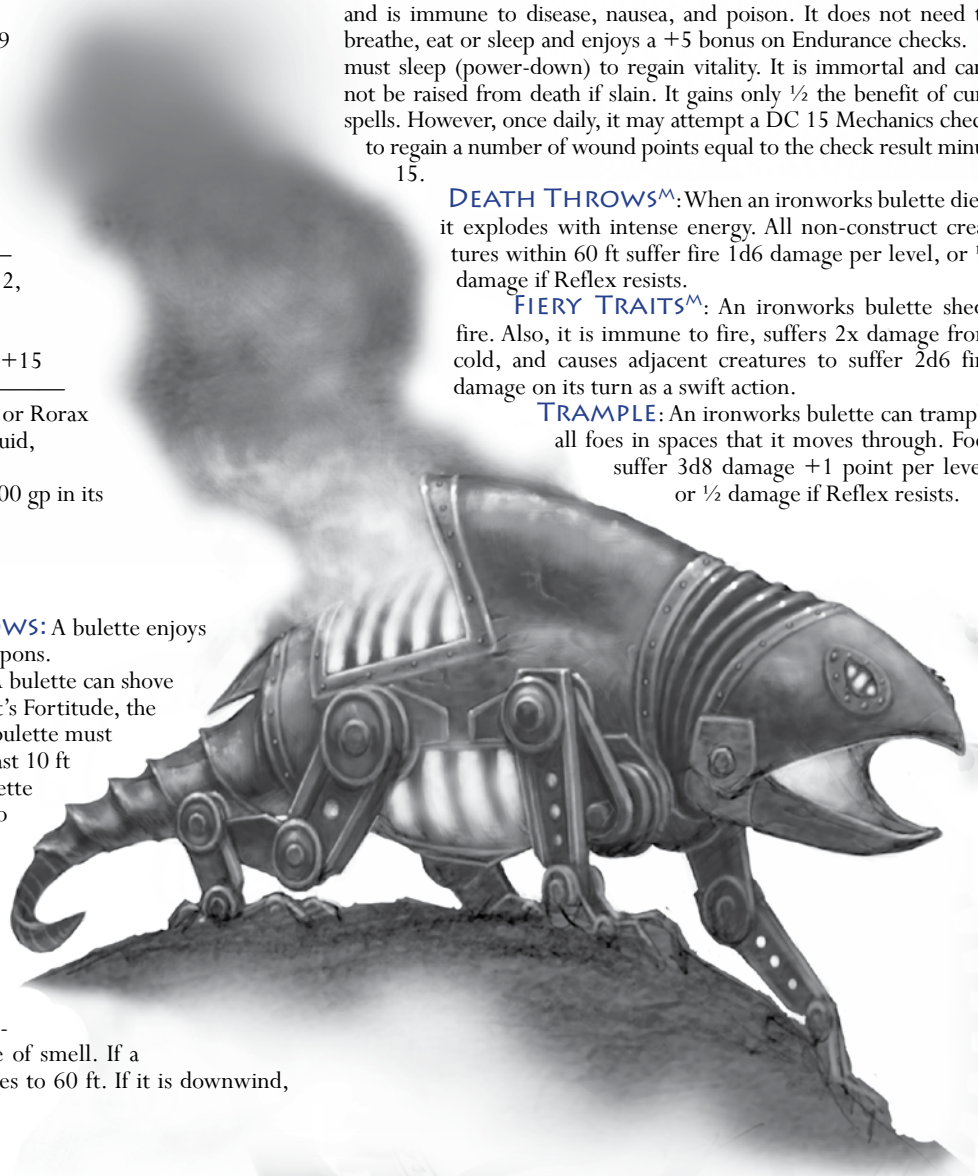
Breath Weapon: An ironworks bulette has a 30-ft cone breath weapon that inflicts 1d6 fire damage per level, or ½ damage when Reflex resists. Costs 2 vitality.

Construct Traits: An ironworks bulette does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

Death Throws[M]: When an ironworks bulette dies, it explodes with intense energy. All non-construct creatures within 60 ft suffer fire 1d6 damage per level, or ½ damage if Reflex resists.

Fiery Traits[M]: An ironworks bulette sheds fire. Also, it is immune to fire, suffers 2x damage from cold, and causes adjacent creatures to suffer 2d6 fire damage on its turn as a swift action.

Trample: An ironworks bulette can trample all foes in spaces that it moves through. Foes suffer 3d8 damage +1 point per level, or ½ damage if Reflex resists.



Changeling

These thieving, deadly shape changers can blend in anywhere.

Appearance & Culture

Changelings are weird creatures that can adopt the appearance and mannerisms of any person. In order to mimic a person, a changeling must slay him. Thus, changelings are greatly feared. Moreover, as the person dies, the changeling steals its mind in order to better impersonate it.

Some sages believe that a changeling's maze-like chaotic mind lacks a coherent identity of its own. Thusly, changelings seek to replace interesting and powerful individuals in order to gain a semblance of self. Other sages propose that changelings are evil fey that have become lost and desperate in the Mortal Realm. Whatever their origins, changelings are useful allies and dangerous foes.

A changeling can read anyone's mind, act as a master ventriloquist, and fake numerous skills. The oldest, most adept changelings can even mimic magical abilities. Legends cite numerous examples of changelings disrupting empires, separating lovers, and generally bringing ruin using this small set of powers.

Changelings reproduce by budding. They swap the bud with a genuine newborn infant, and the young changeling grows up with mortal parents, believing itself mortal until it reaches young adulthood when its true nature manifests. At this point, it may struggle to decide how to live. Many changelings start with good intent, aiming to engage in mind-reading and such for only good or minor purposes. Trouble follows, someone dies, their curse sets in, and from there the cycle of mayhem and confusion spirals out of control.

There are old and powerful changelings that can mimic others' magic, magically disguise their tracks, teleport to safety, and even conjure mirages to truly mislead foes. Rather than stalk lone victims, these changelings may create elaborate narrative deceptions.

Changeling (lvl 4)

Changelings have the following statistics.

Type Aberration
Size Medium
Alignment Always chaotic
DC 18

Senses Low-light vision
Perception +7 ; **Stealth** +11
Languages Common plus 6 other languages of its choice
Initiative +4

Speed 40 ft
Attack d20+4
Weapons Slam (1d6)
Damage +1

Armor Leathery skin ; **DR** 2
Wounds 6
Vitality 29
Fortitude 13, **Reflex** 15, **Will** 16
Special Immune to sleep, charm, and polymorph effects

Q&D Damage +5 ; Vitality 21

Str 12, **Con** 12, **Dex** 12, **Int** 12, **Wis** 15, **Cha** 13
Prime Wisdom and Charisma
Skills Bluff +16 (+26 to impersonate), Disguise +6 (+26 in mortal form), Insight +17

FP 2 ; **Deity** Tanish, Corvis or Tiamat
Multiclassing Bard, druid, gallant, or witch
Treasure Armaments and other items worth 400 gp on itself and in its lair

Base Abilities

Changelings have the following abilities.

Curse of Forgetting[M]: All changelings are cursed to forget their identity and past events. Recalling events that occurred more than a month, year or decade prior requires a successful DC 5, 10, or 20 History check, respectively. Some changelings struggle to record their lives in a journal, which they hold jealously,

Detect Thoughts[M]: The changeling notes the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, it learns the number of thinking minds and the Intelligence of each. After concentrating for a third round, it can "hear" the current surface thoughts of 1 creature of its choice within range for 2 minutes if it beats the target's Will. Costs 2 vitality.

Hide Mind: No magic ability can directly detect that the changeling has magical abilities.

Jack of All Trades: As a move action, apply a +2 bonus to any 1 skill check it makes that same round. Costs 1 vitality.

Mimic Form[M]: A changeling can alter its appearance to match that of a nearby Small or Medium dead person. While in the adopted form, apply a +20 bonus on Disguise checks to appear as that creature. If the creature died within 3 rounds of using this ability, the changeling can read the remnants of its thoughts to enjoy a +10 bonus on Bluff checks to act like that person. A changeling heals all damage when it changes form. Once it adopts a new form, it cannot access any previous ones. Costs 5 vitality.

Ventriloquism: The changeling projects its voice to any space within 30 ft. Creatures that fail to resist using Will perceive its voice comes from the projected space. Creatures that succeed may attempt a DC 28 Perception check to learn its true location. Costs 1 vitality.

Changeling Weirworker (lvl 6)

This changeling is a dangerous witch-like creature. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Mimic Magic: When a changeling weirworker uses Mimic Form to match a person's appearance, it may also steal some of its abilities. It can select and use 2 basic class abilities and 1 intermediate class ability of its choice. When the changeling matches a new victim, the old abilities vanish and are replaced by new ones. Costs 5 vitality.

Nondetection[M]: For 1 hour, the changeling cannot be targeted by the following abilities: Detect Alignment, Detect Magic, Detect Magic User, Detect Thoughts, Far Sight, Forced Sense Link, Learn True Name, Locate Creature, Probe Thoughts, Scrying, and See Invisibility. These abilities detect nothing about it. This ability works even when unconscious. Costs 2 vitality.

Slay Living[M]: One adjacent living creature must resist using Will or be reduced to -1 wounds. Even if it successfully resists, it suffers 3d6 pain damage. Costs 5 vitality.

Trickster (lvl 9)

A trickster changeling can conjure false environments. Apply +35 vitality, +2 saves, +2 attacks, +2 DR, the weirworker's abilities, and the following additional abilities.

Blink[M]: As a move action the trickster briefly vanishes and then reappears up to 15 ft away in a spot of its choice. Costs 2 vitality.

Courtly Ruse: Boost Bluff and Nobility checks by +5.

Figment[M]: As Mirage (see below), but only visual and auditory elements. A creature that touches the illusion has a 50% chance to notice the ruse. Costs 5 vitality.

Mirage[M]: The trickster creates an illusion of up to 5 creatures, objects, copses or buildings with full auditory, visual, tactile, olfactory, and thermal elements. Each illusion can be as small as a house fly or as large as a keep or ancient dragon. The illusion functions as if it were real. If a creature actively attempts to disbelieve, the trickster must beat its Will or the effect ends for that creature. The illusion lasts for as long as the trickster concentrates as a standard action each round + an additional 1d4 rounds. Costs 10 vitality.

Cherub

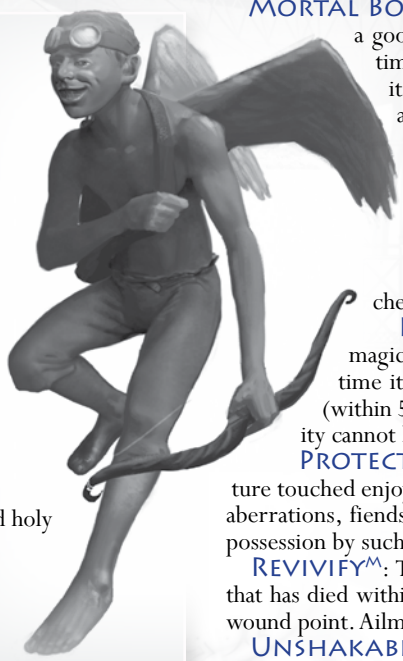
These tiny, playful guardian angels protect good mortals from harm.

Appearance & Culture

Cherubs look like rosy-cheeked halfling children with fluffy white wings and pure hearts. They enjoy laughter and play, and sages believe they are formed from the souls of good children. A cherub stands about 20 inches high and weights around 13 pounds.

Despite their childish appearance and playfulness, cherubs have the mental aptitude of adults and wisdom of angels. They often fill assignments to protect mortals from harm, particularly from the machinations of their nemesis, the imp, and other fiends. Clerics have been known to gain a cherub companion as a blessed gift of recognition for their devout service.

Cherub (lvl 2)



Cherubs have the following statistics.

Type Celestial
Size Tiny
Alignment: Always good
DC 14

Senses Heavensight
Perception +12 ; Stealth +17
Languages Common and Celestial ; also, understand Abyssal and Infernal but never speak it
Initiative +2

Speed 20 ft ; Fly 50 ft.
Attack d20+3
Weapons Slam (1d3, no reach)
Damage -2

Armor Holy aura ; DR 4 (6 vs electrical and holy damage)
Wounds 2
Vitality 14
Fortitude 11, Reflex 15, Will 15
Special Dodge

Q&D Damage +0 ; Vitality 10

Str 6, Con 10, Dex 15, Int 10, Wis 15, Cha 15
Prime Dexterity and Wisdom
Skills Diplomacy +7, Heal +12, Insight +12, Religion +5

FP 1 ; Deity Any good deity such as Solari (LG), Esmariah (NG), Stolgar (NG), Iris (CG) or Tanish (CG).
Favored Class Bard, cleric, invoker or paladin
Treasure Tiny bow worth 200 gp

Base Abilities

Cherubs have the following abilities.

Alternate Form[M]: Cherubs rarely show their true form. Instead, each cherub has a unique disguise such as a dog, eagle or ferret. The choice of disguise is permanent and cannot be changed. A cherub enjoys a +20 bonus on Disguise checks to be confused with a normal animal of the kind selected. Changing to or from its disguise is a standard action that costs 1 vitality. While disguised, a cherub can use its usual attacks and abilities.

Dodge: As an immediate action, the cherub ignores 1 melee weapon attack before it knows whether it has been hit. Requires Dexterity 15+ and works only in light or no armor. Costs 2 vitality.

Cure Ailment[M]: The cherub removes 1 ailment from itself or a touched ally. Ailments include confusion, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as mummy rot or lycanthropy. Costs 2 vitality.

Detect Evil[M]: The cherub learns whether fiends and/or undead are present within a 30-ft cone.

Holy Blast[M]: The cherub projects a 15-ft cone of luminous holy energy. The energy harms aberrations, undead, and fiends while leaving other creatures unscathed. The damage equals 1d8 + the cherub's level. Costs 1 vitality.

Invisibility[M]: The cherub or a touched ally turns invisible for 5 minutes or until the subject makes an attack, at which time the invisibility ends. Invisibility grants a +10 bonus on Stealth checks and refuses line of sight. Costs 2 vitality.

Lay on Hands[M]: A cherub's touch heals an ally's wound damage. The amount of wounds healed equals 1d8 + the cherub's level. A creature can benefit 3x per day if it is good, 2x per day if it is neutral, and once daily if it is evil.

Mortal Bond: A cherub may enter into a special bond with a good mortal. It can maintain only 1 such bond at a time. When bonded, it is completely loyal and does its best to provide aid. The cherub and its master always know each other's general health and disposition.

Wisekind Cherub (lvl 4)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Artistic Mien: Boost Acrobatics and Music checks by +5.

Detect Magic[M]: The cherub learns whether magic is present or absent within a 15-ft cone. The next time it scans the same area, it learns the exact location (within 5 ft) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions.

Protection from Evil[M]: For 5 minutes, the creature touched enjoys a +5 bonus to DR and saves to resist attacks by aberrations, fiends, and undead. Also, the target ignores effects of possession by such creatures. Costs 2 vitality.

Revivify[M]: The cherub restores to life an adjacent creature that has died within the past 3 rounds. The creature returns with 1 wound point. Ailments at its time of death remain. Costs 5 vitality.

Unshakable Faith: No magical effect can alter the cherub's alignment or the alignment of a good ally within 15 ft of it.

Heavensent Cherub (lvl 6)

Apply +28 vitality, +2 saves, +2 attacks, +2 DR, all the abilities of the wisekind cherub, plus the following additional abilities.

Commune[M]: After 1 hour of prayer, the cherub receives a response (yes/no/maybe/irrelevant) from its deity regarding a number of questions up to its level. Questions must be 10 words or less. Costs 25 vitality.

Death Ward[M]: For 2 minutes, the cherub or a touched ally is immune to the effects of all ailments, curses, and necrotic energy damage. Costs 2 vitality for the cherub or 5 vitality for an ally.

Salvator Cherub (lvl 8)

Apply +42 vitality, +3 saves, +3 attacks, +3 DR, all the abilities of the wisekind and heavensent cherubs, plus the following additional abilities.

Improved Prayer[M]: For 5 minutes, the cherub and allies within 60 ft enjoy a +2 bonus on d20 rolls while foes within 60 ft suffer a -2 penalty on d20 rolls. Costs 2 vitality.

Refreshment[M]: As a move action, allies within 30 ft immediately recover from fatigue and fear effects, and exhaustion and nausea become fatigue. Costs 2 vitality.

Regenerate[M]: The cherub restores 1 lost limb or organ such as an eye or arm of an adjacent ally after 1 minute of work. Costs 5 vitality.

Resist Energy[M]: For 5 minutes, the cherub or a touched ally enjoys +10 DR against 1 energy type, or a +2 bonus versus all energy types. Costs 1 vitality.

Chimera

These bizarre creatures are the products of a mad wizard's magic.

Appearance & Culture

A chimera is a 3-headed blend of lion, goat, and dragon. The dragon head can speak and breathe fire. The lion head grants a sensitive nose and a terrible roar. The goat head can gore foes and is the source of the chimera's unruly disposition. Finally, a chimera's furry hide is infused with abyssal magic that helps it resist energy and weapons.

Chimeras have a foul temperament and often insult foes. Even when reasoned with, they tend to do the opposite of what others desire. Their dragon blood promotes avarice and they love consuming live warm flesh, especially of people. A smart traveler might be able to bribe a chimera with gold, magic or a live sacrifice. But even then, little is assured. As with dragons, treasure hunters often seek out chimeras in order to thieve their precious hoards.

Most chimera lair alone. They can just barely stand their own kind long enough to mate. They occasionally meet with dozens of others in giant convocations lasting a few days around a wide watering hole. Typically, these occur under the forceful paws of a chimera packlord. Chimeras mate in trios, though the exact nature of their rituals and anatomy are unknown.

Every generation, a few chimera packlords are born. They grow to be notably stealthy, tough, perceptive, and knowledgeable. They bully their own kind with ease. Even worse, every few centuries, a kingslayer chimera appears. It resists all but the mightiest magic, can return from death, and kill in a single blow.

Chimera (lvl 8)

Chimeras have the following statistics.

Type Magical beast
Size Large
Alignment Usually chaotic evil
DC 26

Senses Darkvision, scent
Perception +5 ; Stealth +7
Languages Abyssal and Common
Initiative +2

Speed 40 ft ; Fly 40 ft
Attack d20+9 ; MA
Weapons Bite (2d6) or 2 claws (1d6 each)
Damage +3
Special When 2 claws hit, apply +1d6 raking wound damage.

Armor Tough scaly hide ; DR 6 (8 vs all energy types)
Wounds 15
Vitality 61
Fortitude 19, Reflex 18, Will 16
Special Apply +2 vs magic ; Evasion ; Defensive Maneuver Training

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Q&D Damage +11 ; Vitality 45

Str 17, Con 21, Dex 14, Int 10, Wis 10, Cha 8
Prime Strength and Constitution
Skills Arcana +5, Survival +5

FP 4 ; Deity Maurob, Rorax or Tiamat
Multiclassing Barbarian, rogue, shifter or wizard
Treasure Items worth 800 gp scattered around its lair

Base Abilities

Chimeras have the following abilities.

Breath Weapon[M]: A chimera's dragon head produces a breath weapon. The breath is a 30-ft cone or a 60-ft line, and the damage is either acid, cold, electrical, fire or sonic. The breath weapon inflicts 1d6 damage per 2 levels (typically, 4d6) of the selected energy type. Reflex resists for ½ damage. The chimera must wait 1d4 rounds between each use of this ability. Costs 2 vitality.

Defensive Maneuver Training: When a foe targets a chimera with the Bull Rush, Disarm, Feint, Trip or Grapple ability, apply a +5 bonus on its save to resist.

Detect Magic[M]: The chimera learns whether magic is present or absent within a 15-ft cone. The next time it scans the same area, it learns the exact location (within 5 ft) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions.

Evasion: A chimera can avoid attacks with great agility. When it successfully resists an attack using Reflex, it takes no damage as it dodges out of the way. It still takes full damage when it fails to resist. The chimera does not gain this benefit when it is helpless or wearing heavy barding.

Gore Attack: One adjacent foe suffers 1d6 damage per level, or ½ damage if Reflex resists.

Roar: All living creatures within 30 ft and hearing range are shaken for 5 minutes, or 1 round if Will resists. Costs 2 vitality.

Scent: A chimera can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Second Wind: Once daily, after 1 minute of rest, a chimera recovers 4d6 vitality.

Sorcerous Magic[M]: From its dragon heritage, a chimera knows some minor magic. Select 2 magic basic abilities for which it qualities from any class. The chimera can use these abilities.

Chimera Packlord (lvl 10)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Dazing Blow: As a swift action, the chimera augments its next melee attack that round, such that the struck target must resist using Fortitude or be dazed for 1d4 rounds in addition to any other effects. Costs 5 vitality.

Defy Magic: A packlord chimera enjoys a +5 bonus on saves to resist magic abilities. Also, whenever it is targeted by a magic ability that does not allow a save, its foe must succeed on an attack roll anyway, and if the chimera successfully resists using Fortitude then the magic has no effect.

Packlord Skills: Apply a +5 bonus on Arcana, Intimidate, Perception, and Stealth checks.

Kingslayer Chimera (lvl 17)

Apply +63 vitality, +4 saves, +4 attacks, +4 DR, the chimer packlord's abilities, and the following additional abilities.

Greater Diehard: When this chimera falls below 0 wound points, it is not unconscious. Instead it is conscious and can continue to take a single move or standard action each round until it reaches -20 wounds, at which time it dies.

Immunity to Magic: A nightmare chimera is immune to all magic attacks and effects—beneficial, baleful or otherwise—that allow a save to resist. Moreover, even attacks that allow no save have a 50% chance to fail against a flesh golem.

Instant Kill: An adjacent foe suffers 5d6 damage from the nightmare chimera's bite, claws or other melee attack, or is slain outright if it is level 5 or lower.

Return From Death[M]: Whenever the nightmare chimera dies by violence, it automatically returns to life and full health under the next full moon. Its original corpse vanishes in mist as its new body forms at a locale of its choice that it has visited. Miracle or Wish blocks 1 instance of its return.

Ruler of Ages: Boost Appraise, History, Intimidate, and Nobility checks by +5.

Wounding Strike: As a swift action, add +3d4 wound damage to the chimera's next attack in addition to any other damage.

Choker

These vicious predators lurk underground and grab items.

Appearance & Culture

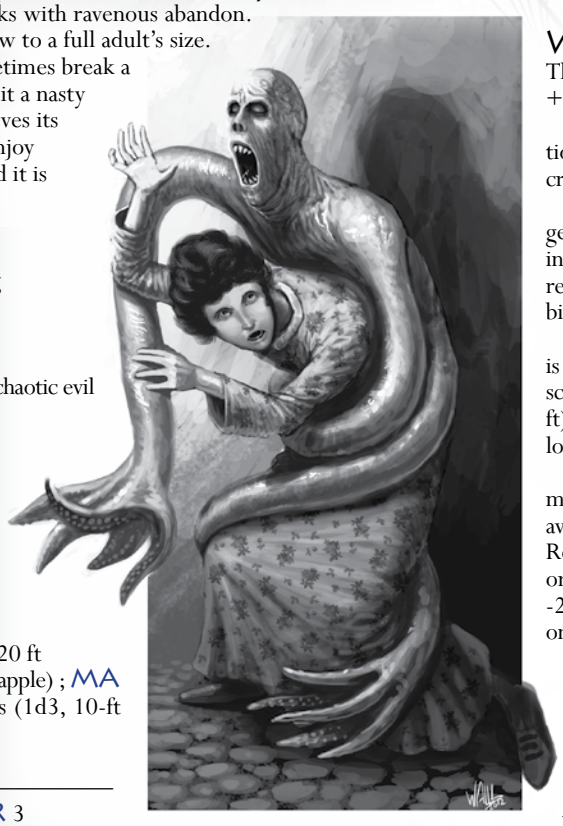
Chokers are nasty predators that lurk in caves and thick grottoes. They love shiny magic items and delight to slay people for food and sport. Most of all, they relish the taste of warm halfling flesh.

They are about 3 ft high, not counting their long tentacles, and weigh about 35 pounds. They have a generally humanoid shape. However, their twisted faces quickly betray their monstrous nature, and they sport long tentacles instead of arms. The hands and feet have spiny pads that help the choker grip almost any surface.

A choker likes to perch near ceilings and at intersections, archways, wells, or staircases. It attacks creatures of almost any size, but prefers lone prey of its own size. If its very hungry, it may attack a group, but it waits to grab the last creature in line.

The so-called weeping choker lurks far underground or in only the foulest overgrowth woods. It can briefly disguise itself as a child or small adult who asks for help. Helping might involve 1 person needing to climb into a tree, crevice or other area that isolates it from its allies and complicates escape. When someone foolishly goes ahead to help, it attacks with ravenous abandon. Some weeping chokers grow to a full adult's size.

Warlocks or psions sometimes break a choker's wild streak to use it a nasty companion. The choker serves its master out of fear and to enjoy occasional vile rewards, and it is prone to act rashly.



Choker (lvl 3)

Chokers have the following statistics.

Type Aberration
Size Small
Alignment Usually chaotic evil
DC 16

Senses Darkvision
Perception +6 ; **Stealth** +20
Languages Halfling and Undercommon
Initiative +9

Speed 20 ft ; **Climb** 20 ft
Attack d20+4 (+9 grapple) ; **MA**
Weapons 2 tentacles (1d3, 10-ft reach) or bite (1d4)
Damage +3

Armor Tough hide ; **DR** 3
Wounds 5
Vitality 23
Fortitude 14, **Reflex** 16, **Will** 14
Special Apply +5 to resist charm and sleep magic

Q&D Damage +6 ; Vitality 17

Str 16, **Con** 14, **Dex** 17, **Int** 5, **Wis** 13, **Cha** 6
Prime Strength and Dexterity
Skills Acrobatics +18, Athletics +13, Dungeoneering +2, Trick +13

FP 2 ; **Deity** Rorax or Tiamat
Favored Class Elementalist, psion, rogue or shifter
Treasure Items worth 300 gp scattered in its lair

Base Abilities

Chokers have the following abilities.

Choke: A choker inflicts 4d6 damage as a swift action at the start of each round that it is holding a foe using Grapple.

Jump: A choker can leap outward, downward or upward up to 30 ft as a standard action without a running start or Athletics check or fear of harm on impact. Costs 1 vitality.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a Daylight spell) blinds a choker for 1 round and leaves it dazzled while it remains in the lit area. A dazzled choker suffers a -1 penalty on dice rolls and saves.

Phrenic Mind: The choker uses 1 psion ability of its choice.

Power Grapple: The choker grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the choker must expend a move action to maintain the grapple, and the foe can try to beat the choker's Fortitude as a standard action to break the grapple. The choker may block a grappled foe's mouth with 1 tentacle to prevent speech. As a standard action, the choker may move the grappled foe 5 ft, either moving at the same time with the foe or repositioning the foe.

Weeping Choker (lvl 6)

This choker is Medium size. Apply +21 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Blindsense: A weeping choker has echolocation. It emits odd noises that allow it to notice and locate creatures within 30 ft from all directions.

Body Shield: Whenever this choker is targeted by a foe, it can make its grabbed victim the target instead of itself as an immediate action. The choker cannot redirect attacks made by a creature it is currently grabbing.

Detect Magic^{M}: This choker learns whether magic is present or absent within a 15-ft cone. The next time it scans the same area, it learns the exact location (within 5 ft) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions.

Entangle^{M}: This choker can evoke and animate plant life in a 15-ft radius around a point up to 30 ft away. Each round, creatures in the area must resist using Reflex. Those that fail are held tightly and unable to move or take actions. All others move at half speed and suffer a -2 penalty on all d20 rolls. The effect lasts 5 minutes. This only works outdoors or underground. Costs 2 vitality.

Quick Trap: This choker can make single-use non-magical traps such as deadfalls after 2 minutes of work. The trap activates when a creature steps into a designated 5-ft space. The trap has Perception and Mechanics DCs of 15. When triggered, the trap dazes the creature for 1 round (no save). Adjacent creatures must resist using Reflex or also be dazed for 1 round. The trap does not reset itself. The cost is free if it can be used only once, or 25 gp if it is built for reuse.

Snatch: The weeping choker targets an item held or worn by an adjacent foe. If the choker beat its Reflex, it takes the item for itself. The choker must have at least 1 tentacle free and the object must weigh 5 pounds or less. If the target holds the item in 2 or more hands or wears it (such as around its wrist, neck or waist) then apply a -5 penalty to the choker's attack.

Weeping Form^{M}: This choker can magically transmute itself to acquire the appearance and manner of any Small or Medium person. The effect lasts for 2 minutes or until the choker moves, at which time the effect immediately ends. Typically, the choker feigns tears or pleas for help as a halfling. In this form it enjoys a +20 bonus on Bluff and Disguise checks. If it tries to look like a specific person it has met before, the skill bonuses are only +10. Costs 2 vitality.

Cloaker

These flying manta rays prowl dark caves and lightless forests.

Appearance & Culture

A cloaker is a monster of the night, a flying horror that lurks in shadowy places, waiting for warm bodies to act as hosts for its eggs. The cloaker gets its name from how it grapples foes within its wings. Once it engulfs its prey, it can happily deliver bites to make a meal of its prey or implant eggs into the prey's stomach. The eggs are difficult to find and remove because they are composed of shadow stuff. Cloakers can also emit a terrible moan. The moan results in sleepiness, nausea or fear depending on the modulation. Thankfully, cloakers are blind in sunlight and shy away from lit places.

A true horror is the void cloaker, which often roams in airless environments and steals the breath of its living foes. It lives off of shadow with no need to feed, though it enjoys killing for sport.

Cloaker (lvl 4)

Cloakers have the following statistics.

Type Magical beast
Size Large
Alignment Usually neutral evil
DC 18

Vision Darkvision, low-light vision, and nethersight
Perception +5 ; Stealth +13
Languages Undercommon
Initiative +7

Speed 10 ft ; Fly 40 ft
Attack d20+7 (+8 bite, +13 grapple)
Weapons Bite (3d6) or tail slap (2d6)
Damage +5

Armor Leathery skin ; DR 2
Wounds 15
Vitality 30
Fortitude 17, Reflex 17, Will 11

Q&D Damage +9 ; Vitality 22

Str 21, Con 14, Dex 16, Int 10, Wis 6, Cha 12
Prime Strength and Dexterity
Skills Acrobatics +13, Intimidate +15, Music +6

FP 2 ; Deity Lilith, Maurob or Thulzuur
Multiclassing Bard, rogue, shadowcaster or warlock
Treasure Items worth 350 gp scattered below its roost

Base Abilities

Cloakers have the following abilities.

Blur[M]: For 5 minutes, melee and ranged attacks against a cloaker suffer a 20% miss chance. Costs 2 vitality.

Engulf: Each round when a cloaker begins its turn grappling a foe, it enjoys a +5 bonus on attack rolls to bite the foe, and attacks against the cloaker have a 50% chance to hit the engulfed creature instead.

Fade: For 5 minutes, a cloaker can fade into the background. It enjoys a +5 bonus on Stealth checks while not moving and foes that target it must resist using Will or ignore it in favor of attacking another target, assuming another is present. Costs 1 vitality.

Fearful Moan[M]: All living creatures within a 30-ft cone are shaken for 5 minutes or 1 round if Will resists. If a creature is 5+ levels below the cloaker's level, it is frightened instead, fleeing as best it can or cowering if it cannot flee. Costs 2 vitality.

Improved Grapple: The cloaker grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the cloaker must expend a move action to maintain the grapple, and the foe can try to beat the cloaker's Fortitude as a standard action to break the grapple. The cloaker may block a grappled foe's mouth with 1 wing to prevent speech.

Light Blindness: A cloaker is effectively blind in conditions of daylight and magical illumination such as caused by a Daylight spell.

Nauseating Moan: Living creatures within a 30-ft cone are nauseated 1d4 rounds, or for 1 round if Fortitude resists. A nauseated creature suffers stomach distress and is unable to activate abilities, concentrate, or do anything else requiring attention, with the only action possible a single move action per turn. Costs 2 vitality.

Somnolent Moan: Up to 1 creature per level within 30 ft falls asleep for 5 minutes. Apply -5 on the cloaker's attack if a target is above 5th level. A sleeping creature's allies can use a standard action to wake him. Costs 2 vitality.

Midnight Cloaker (lvl 8)

Apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Blur Magic[M]: For 5 minutes, this cloaker enjoys a 20% chance to ignore any magic ability that targets it. Costs 5 vitality.

Breath of Night[M]: A midnight cloaker can exhale an inky cloud that causes foes within a 30-ft cone to fall unconscious for 1 hour, or be stunned for 1 round if Fortitude resists. Costs 5 vitality.

Dark Lore: Boost Arcana and Dungeoneering checks by +5.

Darkness[M]: For 5 minutes, a cloaker can create total darkness in a 30-ft-radius area around it or an unattended object within 30 ft. The darkness blocks vision including darkvision but not nethersight. Attacks made against or launched by obscured foes fail 50% of the time. The cloaker can maintain only 1 area of darkness at a time. Costs 2 vitality.

Implant Eggs: A midnight cloaker can implant a shadowy egg in a grappled foe. If the cloaker beats the foe's Reflex, it delivers an egg into the foe's torso. The egg gestates over 1d4+1 hours, sapping the foe of 1 vitality per hour. Then the egg hatches, inflicting 4d6 wound damage and producing a baby cloaker that quickly dashes into surrounding shadow. While gestating, the egg is difficult to locate or remove because it exists in a shadowy state. A DC 28 Heal check or a Heal spell removes the egg but also inflicts 2d6 wound damage unless the healer makes the check by 10 or more. If a Daylight spell or other magical light source is applied during surgery, use a DC 23 Heal check instead. Successfully diagnosing the presence of an egg is a DC 15 Heal check.

Second Wind: Once daily after 1 minute of rest, a midnight cloaker recovers 4d6 vitality.

Shadow Step[M]: As a standard action, the cloaker transports itself to any open space within 60 ft and line of sight, provided it moves from and to a place of shadow or darkness. Costs 2 vitality

Unseen in Darkness[M]: A midnight cloaker is undetectable to darkvision as if it were simply not there. Other forms of vision including nethersight detect it normally.

Void Cloaker (lvl 12)

Apply +56 vitality, +4 saves, +4 attacks, +4 DR, the midnight cloaker's abilities, and the following additional abilities.

Between Life and Death[M]: A void cloaker does not need to breathe, eat or sleep. Thus, it ignores sleep effects, suffocation, hunger, and poison gas.

Breathless Wake[M]: As Dark Miasma, but usable once daily and targets up to 1 creature per level within 30 ft. Costs 10 vitality.

Dark Miasma[M]: The void cloaker targets 1 living, breathing creature within 60 ft. If the target fails to resist using Fortitude, it is reduced to -1 wounds and begins dying as its lungs choke with shadow. Costs 5 vitality.

Shadow Leap[M]: This improves Shadow Step, such that the cloaker can activate it as a move action. Costs 5 vitality.

Crawler

These giant underground scavengers hunt for meat.

Appearance & Culture

A crawler is similar to giant, human-headed centipede. It is about 10-ft long and 500 pounds in weight with numerous skittering legs, a toothy maw, and several writhing tentacles. It clambers up walls and around corners, its tentacles and glowing white eyes are highly attuned to the presence of carrion. Its voracious appetite explains some of its size and speed. However, crawlers also feed off of the latent psychic energy of their victims. In time, as their appetite for flesh grows, so too do their mental faculties. These so-called doom crawlers grow a tough stalk with a third eye that grants them extra-sensory awareness. Many crawlers learn to rear up on their hind legs to show their face as a lure.

Crawler (lvl 4)

Crawlers have the following statistics.

Type Aberration
Size Medium
Alignment Usually neutral evil
DC 18

Vision Darkvision and scent.
Perception +12 ; Stealth +7 (+12 when hiding)
Languages Understands Undercommon
Initiative +2

Speed 30 ft ; Climb 15 ft
Attack d20+4
Weapons Bite (1d6 + disease) or 2 tentacles (1d4 each + paralysis)
Damage +2

Armor Chitin ; DR 4
Wounds 10
Vitality 30
Fortitude 14, Reflex 14, Will 14
Special Immune to poison

Q&D Damage +6 ; Vitality 22

Str 14, Con 15, Dex 14, Int 3, Wis 14, Cha 6
Prime Constitution and Wisdom
Skills Athletics +12, Survival +12

FP 2 ; Deity Rorax, Lilith or Tiamat
Multiclassing Barbarian, psion, shaman or shifter
Treasure Items worth 400 gp scattered in its lair

Base Abilities

Crawlers have the following abilities.

Constrict: When a crawler begins its turn grappling a foe, it can deliver 2d6 damage (no save) as a swift action in addition to other attacks it has that round.

Diseased Bite: A foe bitten by a crawler must resist using Fortitude or contract filth fever. The fever begins 1d3 days after the bite and inflicts 1d3 wound damage each day the victim fails to resist again using Fortitude. Successfully resisting 2 days in a row ends the disease. Otherwise, the victim continues to suffer, possibly until dead. Cure Ailment ends the effect.

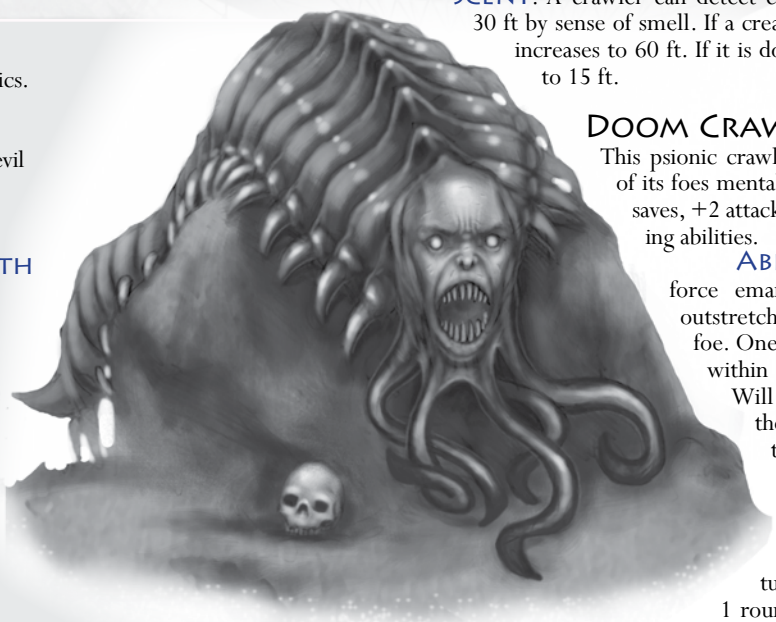
Grab: When a crawler hits with its bite, it can attempt to use Improved Grapple as a swift action. It can grab 1 creature at a time.

Improved Grapple: The crawler grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the crawler must expend a move action to maintain the grapple, and the foe can try to beat the crawler's Fortitude as a standard action to break the grapple. The crawler may block a grappled foe's mouth with 1 tentacle to prevent speech.

Light Avoidance: A crawler suffers 1 vitality damage per round while exposed to direct sunlight and flees from a Daylight spell.

Paralyzing Bite: When the crawler successfully bites a foe, it also delivers a strong paralytic poison. The target must immediately resist using Fortitude or be slowed to a single move or standard action each round for 2 minutes, after which it has a 50% chance to be fully paralyzed and unable to take any actions for 10 minutes. Otherwise, the poison wears off.

Scent: A crawler can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.



Doom Crawler (lvl 8)

This psionic crawler can track and feed off of its foes mentally. Apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Abduction[M]: Waves of force emanate from the crawler's outstretched tentacles to draw in a foe. One Large or smaller creature within 120 ft must resist using Will or teleport into a space of the crawler's choice adjacent to it. Costs 5 vitality.

Consume: The crawler can fully swallow a paralyzed or otherwise helpless adjacent creature of size Small or Tiny in 1 round. It swallows a Medium creature in 2 rounds, a Large creature in 4 rounds, and a Huge creature in 2 minutes. Once swallowed, the target suffers 1d6 acid wound damage per round until completely dissolved. Miracle or Wish restore a disolved creature.

Death Urge[M]: The crawler can plant a powerful suggestion in the mind of a person or animal within 30 ft and line of sight. A target that fails to resists using Will uses the most effective means at its disposal to harm itself, automatically striking itself for maximum damage. Costs 5 vitality.

Defect Mundane Arrows[M]: A doom crawler enjoys +10 DR against mundane ranged weapons.

Magic Resistance: The crawler enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, its foe must beat its Fortitude anyway, and if it successfully resists then the magic has no effect.

Mindlink[M]: A doom crawler can form a telepathic bond for 5 minutes with a sentient ally within 30 ft. Once the bond is formed, it works over any distance. The crawler can maintain only 1 bond at a time.

Mind Thrust[M]: One creature within 30 ft suffers 1d6 psychic damage per 2 levels, or ½ damage if Will resists. Costs 1 vitality.

Mirror Image[M]: The crawler conjures 1d4+1 duplicates of itself for 2 minutes. Whenever a foe successfully strikes it, the foe has a 50% chance to strike and dispel 1 image instead. This is a visual illusion. Costs 2 vitality.

Scent Of Imagination[M]: The crawler can detect living creatures within 30 ft by sensing their imagination. If a creature has 15+ Intelligence, the range increases to 60 ft. If it has 8 or lower Intelligence, the range drops to 15 ft.

Cyclone

This warlike race of humanoid constructs seeks to extinguish all life.

Background & Adventures

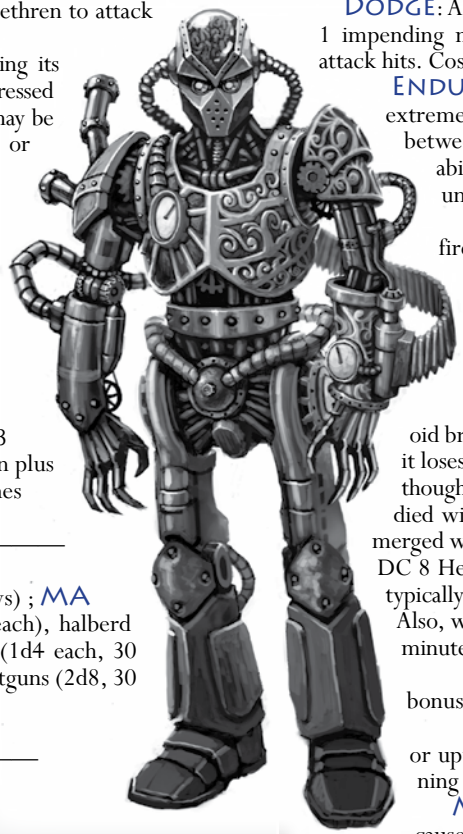
Cyclones are aggressive warriors that blend mechanical and biological parts. Sages speculate that illithrix artificers crafted the first cyclone by planting a human brain into a warmech chassis. Today, cyclones seek to annihilate all humanoid life except perhaps warmechs, whom they view with pity and subjugate as slaves. Cyclones are often mistaken for warmechs.

Cyclones are nasty combatants. Besides their infamous whirlwind of bolts, they enjoy a hive-like mental link with each other that allows them to telepathically share tactical plans. Because using the link requires vitality, cyclones tend to speak aloud to each other, a practice that may mislead foes about their true capabilities.

Despite their hard chassis and robotic behavior, a cyclone was once a person and retains that person's brain, which now serves the cyclonic war effort. A cyclone is vulnerable to mental influence, and if it loses control of its brain, its body becomes inert. Cyclones take humanoid prisoners. More intelligent prisoners are made into cyclones while the rest are put to work crafting, repairing, mining and building. Cyclones view themselves as above work.

Cyclones ply oceans, the void between worlds, and even supernatural realms using spellships. Typically, scouts to survey a new region, then the scouts call their brethren to attack en masse.

A cyclone may be tricked into recalling its former life and personhood. When addressed by its original name or its true name, it may be confused long enough for foes to escape or capture or kill it.



Cyclone (lvl 6)

Cyclones have the following statistics.

Type Construct
Size Medium
Alignment Usually lawful evil
DC 22

Senses Darkvision, low-light vision
Perception +5 ; **Stealth** +13
Languages Common and Mechan plus telepathy out to 120 ft with other cyclones
Initiative +3

Speed 40 ft
Attack d20+7 (+9 using crossbows) ; **MA Weapons** 2 short swords (1d6 each), halberd (1d10, 10 ft reach), 2 hand crossbows (1d4 each, 30 ft), heavy crossbow (1d10, 120 ft), 2 shotguns (2d8, 30 ft) or claw (1d4)
Damage +4 (+9 crossbows)

Armor Platemail chassis ; **DR** 6
Wounds 10
Vitality 45
Fortitude 19, **Reflex** 17, **Will** 19
Special Construct Traits, Dodge ; immune to disease and poison ; suffer 2x electrical and psychic damage ; Defensive Maneuver Training

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Q&D Damage +10 (+15 crosshows) ; Vitality 33

Str 18, **Con** 16, **Dex** 16, **Int** 12, **Wis** 10, **Cha** 7
Prime Strength and Dexterity
Skills Acrobatics +13, Athletics +14, Craft +6, Diplomacy -7, Handle Animal -5, Heal +5, Insight -5, Intimidate +14, Mechanics +13 (+18 using a toolkit or laboratory), Pilot +5 (+10 for spellships), Survival +5 (+10 tracking), Technics +6, Warcraft +6

FP 3 ; **Deity** Asmodius, Mithrais or Phane
Multiclassing Fighter, mageblade, marshal or ranger
Treasure Mundane weapons and metal scrap parts worth 1,200 gp

Base Abilities

Cyclones have the following abilities.

Cat Fall[M]: As an immediate action, subtract 30 ft from the distance fallen when computing falling damage. Costs 1 vitality.

Construct Traits: A cyclone does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

Cyclonic Fire[M]: All foes within 30 ft suffer 1d6 damage per level (max 10d6) from a hail of magical crossbow bolts. Apply ½ damage if Reflex resists. The ability supersedes a bolt's usual effects. Costs 5 vitality.

Defensive Maneuver Training: When a foe targets a cyclone with Disarm, Feint, Grapple, Sunder, Trip, apply a +5 bonus on the cyclone's save.

Dodge: As an immediate action, the cyclone chooses to ignore 1 impending melee weapon attack before it knows whether the attack hits. Costs 2 vitality.

Endure Elements: A cyclone ignores the effects of extreme temperature. It can exist comfortably in conditions between -40° and 140° F. Its gear is also protected. This ability is continuously in effect even when the cyclone is unconscious.

Firearms Proficiency: A cyclone knows firearms.

Hive Mind: A cyclone can telepathically communicate with others of its kind. It can wordlessly hear and speak with any or all cyclones within 120 ft. Communication is as natural and quick as normal speech. Costs 1 vitality per round.

Humanoid Brain: A cyclone has a humanoid brain that is magically sustained and linked to its body. If it loses its brain or head, its body immediately becomes inert though another brain can restart it. A humanoid brain that died within the last 3 rounds can be inserted and seamlessly merged with the chassis after 1 minute of work with a successful DC 8 Heal check and a DC 18 Mechanics check. This process typically subjugates the brain to the will of the cyclone hive. Also, when a cyclone is in a null magic zone for more than 1 minute, its brain dies. A cyclone cannot be raised from death.

Hustle: As a swift action the cyclone gains a bonus move action. Costs 1 vitality.

Jump: A cyclone can move downward, outward or upward up to 30 ft as a standard action without a running start or an Athletics check. Costs 1 vitality.

Magic Bolts[M]: As a swift action, a cyclone can cause bolts to magically appear ready to fire in its crossbow (or crossbows, if it wields 1 in each hand). The bolts count as magical for the purpose of striking incorporeal creatures. This ability negates the move action normally needed to load a crossbow. Costs 1 vitality per crossbow.

Push Back: The cyclone shoves an adjacent target. If the target fails to resist using Fortitude, it is pushed back 1d4 x 5 ft. The cyclone must move at least 10 ft just prior to using this ability.

True Weakness: When a creature within line of sight and hearing utters a cyclone's original full name or true name, the cyclone must resist using Will or be stunned for 1 round and then dazed for 1d4 rounds thereafter.

Demon

These chaotic fiends bring howling destruction and bloody ruin.

Appearance & Culture

Demon hordes roam abyssal realms and delight in vistas that humor and horrify the senses. Every demon looks and behaves somewhat differently. One demon might have cloven hooves and an obese toad-like body, while another might be an emaciated woman cloaked in a mantle of maggots.

Demons are chaotic and evil. They follow depraved whims and delight to try out a thousand ways of maiming and killing. Sometimes, stronger demons rule weaker ones, but such arrangements rarely last long. Demons regularly die from battle and accidents, and they re-spawn just as quickly. Only the most powerful and lucky advance to become cacodemons, ghost-like spirits that can possess mortals. Fewer still attain the title of demon prince.

Demons, like devils, are fiends: evil spirits of the afterlife. Some sages suggest that they are the rowdy and uncivilized siblings of the orderly and urbane devils. Alternatively, demons are the spawn of twisted mortal souls or the progeny of an evil god and animals. Whatever the story, devils hunt and kill demons, and vice versa.

Woe to those who believes they can seal a pact with a demon and live to reap a reward. A demon may choose to devour its summoner rather than wait patiently to complete a task for a reward.

Demon (lvl 6)

Demons have the following statistics.

Type Fiend
Size Large
Alignment: Usually chaotic evil
DC 22

Senses Nethersight
Perception +6 ; Stealth +13
Languages Abyssal. They understand Common and Infernal but only higher level demons speak in these languages
Initiative +5

Speed 40 ft ; Climb 30 ft ; Swim 30 ft
Attack d20+8 ; MA
Weapons Bite (1d6+1d6 acid, 10-ft reach) or 2 claws (1d6, 10-ft reach) or tail swipe (2d6, 10-ft reach)
Damage +5
Special If 2 claws hit, apply +1d6 raking wound damage

Armor Vile leathery skin ; DR 5 (7 vs cold, electrical, and fire)
Wounds 7
Vitality 44
Fortitude 18, Reflex 16, Will 14
Special Immune to acid and poison ; suffer 2x holy damage

Q&D Damage +11 ; Vitality 32

Str 21, Con 14, Dex 16, Int 8, Wis 12, Cha 3
Prime Strength and Dexterity
Skills Acrobatics +7, Athletics +15, Intimidate +15, Religion +6, Trick +13, Warcraft +6

FP 3 ; Deity Usually Tiamat or Thulzuur. Rarely, Lilith or Maurob
Multiclassing Barbarian, blackguard, rogue or warlock
Treasure Items worth 700 gp on itself

Base Abilities

Demons have the following abilities.

Acidic Blood: When an attack inflicts wound damage on the demon, adjacent creatures suffer 2d6 acid damage from the demon's caustic blood splattering on them. Reflex resists for ½ damage. Costs 2 vitality.

Acidic Spittle: One targeted creature within 30 ft suffers 1d6 acid damage per 2 levels (maximum 5d6). Reflex resists for ½ damage. Costs 1 vitality.

Demonic Progeny: A demon can implant a gem-like pellet into an adjacent helpless or willing living creature. After 3d20 hours, the egg hatches, inflicting 3d6 wound damage on the host and producing a juvenile demon. The juvenile immediately devours the host, if possible, and flees if attacked (treat as a size Small demon with 2 wounds, 5 vitality, and only a bite attack for 1d6 damage). The juvenile grows to adult size in 3d20 hours. Remove Curse vaporizes a demon pellet without harming the host. Other attempts inflict 1d6 wound damage on the host and kill the host if the egg is removed. Implanting a pellet costs a demon 5 vitality and it can plant 1d6 pellets daily.

Horrid Joke[M]: A sentient foe within 30 ft and line of hearing that shares the demon's language suffers 1d6 pain damage per level from a truly awful joke. Will resists for ½ damage. Costs 2 vitality.

Immortal Being[M]: Demons do not age, do not need to breathe, eat or sleep, and can only be raised from death using Miracle or Wish.

Taint Aura[M]: As a swift action, the demon's aura taints an adjacent living creature, which must resist using Will or gain 1 point of taint. When a creature's taint score exceeds its Wisdom score, its goes insane.

Visitation[M]: Once daily, a demon can unerringly move itself to a person on any realm of existence who has just uttered its true-ename. It can transport up to 250 pounds of gear or 1 Medium or smaller creature with it. It automatically returns to its departure point after 1 hour unless magically trapped.

Vitality Dependence: Every 1d4 hours, a demon loses 1 vitality. Feeding for 1 minute on a creature that died in the past 3 rounds restores 1d4 vitality as the demon eats part of the departing creature's soul. This damage cannot drop a demon below 0 vitality.

Corruptor Demon (lvl 9)

This hideous demon despoils all that it sees and touches. Apply +21 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Corrupting Urge[M]: A corruptor causes an adjacent person to slowly become evil. Each day, the person feels an evil urge and must resist using Will or commit an evil act. After he commits more evil acts than he has levels, his alignment permanently changes to evil. Miracle or Wish negates the effect. Costs 10 vitality.

Grease[M]: The corruptor's glare coats a single object or 10-ft-square area within 30 ft with slippery, flammable grease for 5 minutes. Creatures that attempt to hold or use a greased object drop it if their Reflex fails. Similarly, creatures that attempt to pass through a greased area fall prone if their Reflex fails. A creature that runs or uses Bull Rush or Charge in the area suffers a -5 penalty on its save. An inclined area inflicts a -5 penalty. Using Grease on manacles grants a +10 bonus on Acrobatics checks to escape. Magical flame lights a greased area and inflicts 1d6 fire damage per round. Costs 1 vitality.

Profane Regeneration[M]: When a corruptor delivers a killing blow, it heals 1d8 wound points + 1 point per level of the foe.

Protective Slime[M]: The corruptor coats its skin with a slimy red jelly for 5 minutes. Nonmagical manufactured weapons that touch it are destroyed unless the wielder's Reflex resists. Costs 2 vitality.

Scorching Rays[M]: The corruptor targets up to 4 foes within 60 ft with ruby red rays. Each foe suffers 1d6 fire damage per 2 levels (max 5d6), or ½ that amount when Reflex resists. Costs 2 vitality.

Skinwalker Demon (lvl 9)

Also known as a succubus or incubus, this demon walks amongst morals to feign and mock goodness. Apply +21 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Dazing Blow: An adjacent target must resist using Fortitude

or be dazed for 1d4 rounds. Costs 2 vitality.

Draining Embrace[M]: A living creature adjacent to the skinwalker suffers 1d6 vile damage per 2 levels (maximum 10d6). Simultaneously, the skinwalker heals ½ that amount in wound points. Costs 5 vitality.

Infinite Faces[M]: The skinwalker can alter its appearance as a swift action to blend amongst mortals. In this form, it enjoys a +20 bonus on Disguise checks to appear as a Medium or Small humanoid. While disguised, it can use all its movement and attack modes, selectively showing what is needs to attack. Costs 1 vitality.

Pain Weapon[M]: Add +2d6 pain damage to the skinwalker's melee and natural weapon attacks.

See Invisibility[M]: As a standard action, the skinwalker clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Weapon Use: A skinwalker is proficient with the dagger (1d4 damage, 10 ft), greatsword (2d6 damage), axe (1d8 damage), and spear (1d8, 10-ft reach, 30 ft).

Vrock Demon (lvl 9)

This loud, obnoxious feathery demon roams abyssal skies, spreading fear and disease. Apply +21 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Contagion[M]: The vrock induces a magical disease in an adjacent creature. It selects the symptoms, which can vary from excessive sweating to boils to bleeding from all orifices. The disease leaves the target permanently fatigued, belays mundane healing, and inflicts 1d6 vitality damage and 1 wound damage per day until the creature is healed using Cure Ailment and Remove Curse. Costs 5 vitality.

Cruel Prank: Once daily, an adjacent sentient foe is dazed for 1 round by the vrock's prank or stunned for 1 round if the vrock beats its foe's Will. Costs 5 vitality.

Dance of Ruin[M]: The vrock briefly dances and chants to evoke a wave of crackling energy that flashes outward in a 90-ft radius. All nonevil creatures in the area suffer 1d6 vile damage per level, or ½ damage if Reflex resists. Costs 5 vitality

Fly: A vrock lacks a standard demon's Climb and Swim speeds and has a 30-ft Fly speed instead.

Spores[M]: You release a cloud of spores. Adjacent foes suffer 1d4 damage per round for 2 minutes as the spores burrow into their skin. After 2 minutes, the growths fall off. Cure Ailment or a DC 22 Heal check ends the effect. Costs 2 vitality.

Stunning Screech[M]: Your screech stuns all nonevil creatures within 30 ft for 1 round, or dazes them if Will resists. Creatures that cannot hear are unaffected. Costs 5 vitality.

Cacodemon (lvl 11)

This ghostly spirit of a slain demon possesses mortals. Apply +35 vitality, +3 saves, +3 attacks, +3 DR, and the following abilities.

Demonic Possession[M]: Once daily, a cacodemon can attempt to possess a living or dead person or animal. Possession of a dead creature causes it to animate and act as if alive—the corpse does not become undead, and the cacodemon cannot possess undead. A living creature may use Will to resist. If the cacodemon's attack succeeds, it merges with the target. The host loses its free will and is under the total control of the cacodemon for 5 minutes or until Exorcism is successful against it, at which time the possession ends. While possessing the those, the demon does not suffer regular vitality loss due to Vitality Dependence (see facing page). Also, the host shows an unnatural brand on his body, and encounters with animals, celestials, and children begin as 1 grade worse than usual. Moreover, each night there is a 1 in 6 chance that the host and cacodemon struggle in the Astral Realm, resulting in nightmares that cause them both to awaken with only 1d4 vitality to start the day. Costs 10 vitality.

Demonic Skills: Apply a +5 bonus on Acrobatics, Arcana, Athletics, Bluff, Endurance, Insight, Intimidate, and Religion checks.

Demonic Weaknesses: When a cacodemon fails to resist using Reflex against an adjacent foe who assaults it with holy water or a holy symbol, it suffers 1d6 pain damage plus 1 wound damage.

Force Push[M]: One target up to size Large within 30 ft is pushed back 10 ft, or 5 ft if Fortitude resists. If there is no room to move back, it is knocked prone instead. Costs 1 vitality.

Incorporeal Traits[M]: A cacodemon is naturally incorporeal. Mundane attacks against incorporeal creatures have a 90% miss chance and magic attacks have a 50% miss chance. Incorporeal creatures cannot handle solid objects, can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks, and must materialize to make attack rolls. Materializing and dematerializing are swift actions that cost 5 vitality each.

Indestructible[M]: One week after being slain, a cacodemon returns to its supernatural life with 1 wound point. This ability fails if the cacodemon's original bodily remains are burned to ashes with salt (requires 2 minutes plus 1 vial of salt and a source of fire).

Levitate[M]: When you concentrate as a standard action, you mentally move 1 target weighing up to 250 pounds a distance of 30 ft up or down. You can move yourself, a willing creature, or an unattended object out to a distance of 60 ft. Costs 2 vitality.

Redouble: Twice daily, a cacodemon can recover 4d6 vitality after 1 minute of rest.

Vile Vomit[M]: Creatures within a 15-ft cone suffer 1d4 vile damage per level (max 5d4), or ½ damage when Reflex resists. Costs 1 vitality.



Devil

These orderly fiends are masters of deceit and traders of souls.

Appearance & Culture

Devils are fallen angels and corrupt mortals who swear allegiance to devil lords called balors. They are planful and rely on deceptive speech and magical disguises to lure mortals into evil. Sages believe that for each of the ranks of angels, there is a matching devil. Along with horns, hooves, and fire, devils wear armor and wield weapons with prowess. They know but disdain firearms.

Devils are oath-bound to not harm mortals. Instead, they scheme to cull mortal souls using contracts. Devils who consume enough souls and outmaneuver rivals rise to become balors. Devils enjoy sinful pleasures, have an eye for gold, and often nurture schemes and convenient arrangements that last for years.

Devil (lvl 9)

Devils have the following statistics.

Type Fiend
Size Medium
Alignment: Usually lawful evil
DC 28

Senses Nethersight
Perception +6 ; Stealth +6
Languages Common, Infernal, Abyssal, Celestial, Genie, and Sylvan
Initiative +1

Speed 30 ft ; Fly 30 ft
Attack d20+7
Weapons Dagger (1d4, 10 ft), greatsword (2d6), mace (1d8), longsword (1d8), spear (1d8, 30 ft), barbed whip (1d6, 10 ft reach), horns (1d4) or hooves (1d4).
Damage +3
Special Apply +2 attacks and +2d6 damage when using 1 favored weapon of the devil's choice.

Armor Vile leather ; DR 4
Wounds 15
Vitality 64
Fortitude 17, Reflex 18, Will 18
Special Immune to fire and poison ; apply +5 DR against all energy types except electrical and holy damage

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Q&D Damage +12 ; Vitality 46

Str 17, Con 12, Dex 12, Int 17, Wis 8, Cha 14
Prime Strength and Intelligence
Skills Arcana +10, Bluff +4, Literacy +10, Warcraft +10

FP 5 ; Deity Asmodius or Phane
Multiclassing Blackguard, fighter, rogue or warlock
Treasure Armaments and other items worth 900 gp on itself or in its lair

Base Abilities

All devils have the following abilities.

Devil's Contract[M]: A devil can seal a bargain with a willing person (no other creature type). The devil holds a lien on the person's soul and grants him 4 basic abilities, 2 intermediate abilities, or 1 advanced ability of the person's choice from any class for a period of 24 hours. Alternatively, the bargain requests the death of another person, a gift of 5,000 gp, the granting of a noble title, or the carrying of the devil's child (a tiefling). If the contract signer dies while the contract is in effect, his soul proceeds to the devil's realm as a slave and cannot be restored to life by any means except a Wish or Miracle. Otherwise, after 24 hours the contract ends and the person is free. A devil may sell someone's soul, or lien on a soul, to another devil or to a mortal for an amount equal to 100 gp x the soul's level squared.

Firearms Proficiency: A devil is proficient with firearms.

Immortal[M]: Devils do not age, do not need to breathe, eat or sleep, and cannot be raised from death if slain.

Infernal Gout[M]: Creatures within a 15-ft cone suffer 1d6 fire damage per level (max 5d6), or ½ damage when Reflex resists. Costs 1 vitality.

Infernal Protection: As noted in its statistics block, a devil is immune to fire and poison damage and enjoys +5 DR against all other energy types except electrical and holy damage.

Mortal Form[M]: A devil can alter its appearance for 1 hour to blend amongst mortals. In this form, it enjoys a +10 bonus on Bluff and Disguise checks to appear as a Medium or Small humanoid of its choice. Costs 1 vitality.

Oath of Unharm: A devil cannot harm a person while in the Mortal Realm unless the devil is allowed or commanded by contract with a person.

Sending[M]: A devil can send a message of 25 words or less to any living creature it has met before and knows by name and is presently located in the same realm of existence. Costs 5 vitality.

Vile Smite: As a swift action when hitting a foe, apply +1d4+1 vile wound damage to 1 of the devil's attacks made that round. Costs 2 vitality.

Visitation[M]: Once daily, a devil can unerringly move itself to a person in any realm of existence who has just uttered its truename. It can transport up to 250 pounds of gear or 1 Medium or smaller creature with it. It automatically returns to its departure point after 1 hour unless magically trapped.

Assassin (Osyluth) Abilities

These bony killer devils have the following additional abilities.

Dodge: As an immediate action, the assassin devil chooses to ignore 1 impending melee weapon attack before it knows whether the attack hits. Costs 2 vitality.

Infiltrator: The devil moves quietly and attentively through shadows. Apply a +10 bonus on Perception and Stealth checks.

Invisibility[M]: The devil or a touched ally turns invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and refuses line of sight to the subject. Costs 2 vitality.

Sudden Death[M]: One target within 30 ft suffers 4d6 damage or ½ damage if Will resists. Costs 5 vitality.

Barrister (Legistur) Abilities

These flatulent devils have the following additional abilities.

Detect Lies: Boost Insight checks by +5. Also, once daily for 5 minutes, the devil automatically notes which statements uttered in its presence are untrue. It does not learn the truth, only what is false.

Geas[M]: The devil targets 1 creature within 30 ft. If the target fails to resist using Will and has levels less than ½ the devil's, it is compelled to carry out a service or refrain from some action or course of activity, as desired by the devil, for up to 1 day per level. The devil cannot compel a creature to kill itself or perform acts that would result in certain death, but it can geas it to complete any other instructions of 25 words or less. A clever target can subvert instructions. Each day that an affected creature freely chooses to disobey the geas, it suffers a cumulative -2 penalty to all d20 rolls to a maximum penalty of -8. The devil can cancel the geas at any time. Remove Curse also ends the geas. Costs 5 vitality.

Legal Training: Apply a +5 bonus on Literacy checks, or +20 regarding matters of law.

Noxious Cloud: The devil emits a 15-ft-radius noxious cloud around itself. Living creatures in the area are sickened for 2 minutes (no save). A sickened creature suffers a –2 penalty on all dice rolls and saves. Multiple effects do not stack. Costs 2 vitality.

Centurion (Hamatula) Abilities

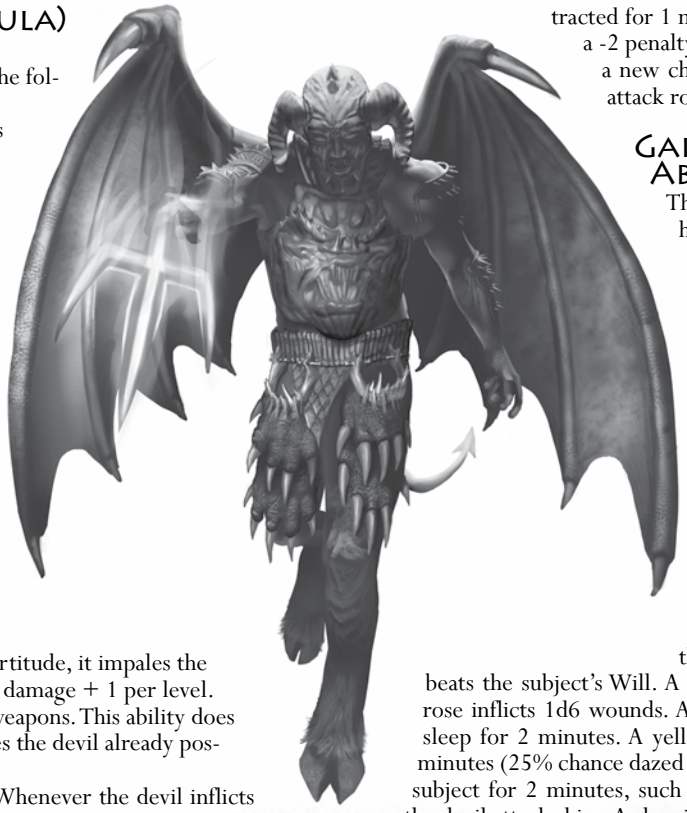
These spiked guard devils have the following additional abilities.

Barbed Defense[M]: This improves Impaling Barbs, such that foes striking the devil with handheld or natural weapons suffer 2d6 damage from the barbs. Weapons with reach, such as long spears, do not endanger their users in this way.

Bully: If the devil beats an adjacent person's Fortitude, the person loses 1d6 vitality and either moves back 5 ft or falls prone, as the devil desires.

Impaling Barbs[M]: As a swift action, infernal barbs sprout from the devil's armor and skin for 1 round. If the devil uses a standard action and beats an adjacent target's Fortitude, it impales the target on the barbs, causing 3d8 damage + 1 per level. The barbs are magical and vile weapons. This ability does not hinder or augment any spikes the devil already possesses. Costs 2 vitality.

Infernal Wound[M]: Whenever the devil inflicts damage with a melee weapon, the wound persists and the injured creature loses 1d6 hit points each round after the first until a DC 15 Heal check or cure magic is applied to the wound.



Commissar (Guerra) Abilities

These strategic devils have the following additional abilities.

Art of War: Apply a +4 bonus on Bluff, Diplomacy, Nobility, Insight, and Warcraft checks.

Assess Combatants: As a swift action, the devil learns the level of all creatures within 30 ft and line of sight.

Warlord General: As a move action, the devil directs allies to act with tactical coherence. All allies within hearing range or line of sight out to a distance of 120 ft enjoy a +2 bonus on attack and damage rolls until the start of the devil's next turn. They also gain a bonus move action usable on their next turn . The allies must be able to hear or see the devil. Costs 5 vitality.

Courtier (Erinyes) Abilities

These seductive naked devils have the following additional abilities.

Animate Rope[M]: The devil conjures a 30-ft-long magic rope into its hand. By verbal command as a standard action, the rope either extends rigidly to afford climbing, or it binds a helpless Large or smaller adjacent foe, or it entangles an adjacent target if it beats the target's Reflex. An entangled foe cannot draw items or move from its space unless it resists using Reflex. The rope lasts 1 hour and has 5 hit points and a DR equal to ½ the devil's level. The devil can only have 1 rope at a time. Costs 1 vitality.

False Light[M]: The devil speaks Celestial. Moreover, as a swift action, it radiates a good alignment and enjoys a +10 bonus on Bluff and Disguise checks to look and sound like a celestial, cleric or paladin. The effect lasts 24 hours. Costs 5 vitality.

Fiendish Mien: Apply a +4 bonus to Bluff, Insight, Intimidate, Nobility, and Religion checks.

Seduction: A devil targets 1 person outside of combat. If the devil beats the person's Will, he consumes the target's attention with romance for 4 hours + 1 hour per level, during which time the person suffers a -5 penalty to Perception checks and does not move more than 30 ft from the devil. Even a target who resists is distracted for 1 minute. If the locale is romantic, apply a -2 penalty to the person's save. The person gets a new chance to resist whenever it notices an attack roll.

Gardener (Ortus) Abilities

These green, thorny plant-like devils have the following additional abilities.

Entangle[M]: The devil evokes and animates plant life in a 30-ft radius around a point up to 120 ft away. Each round, creatures in the area must resist using Reflex. Those that fail are held tightly and unable to move or take actions. All others move at half speed and suffer a -2 penalty on all d20 rolls. The effect lasts 5 minutes. This only works outdoors or underground. Costs 2 vitality.

Fiendish Rose[M]: The devil produces 1 of 5 different roses from its open palm. Eating the rose conveys the effect if the devil beats the subject's Will. A blue rose heals 1d6 wounds. A black rose inflicts 1d6 wounds. A white rose causes the subject to fall sleep for 2 minutes. A yellow rose intoxicates the subject for 2 minutes (25% chance dazed each round). A red rose enamours the subject for 2 minutes, such that he won't attack the devil unless the devil attacks him. A sleeping subject can be awakened normally. Eating part of the flower offers no clues or effects. Costs 2 vitality.

Garden Craft: Boost Craft and Nature checks by +5.

Wood Shape[M]: The devil molds an adjacent woody mass into new shapes. It affects up to 10 cubic ft + 1 cubic ft per level. It can form lumber into furnishings, warp a door to pass it, fashion a canoe from a fallen log, create an open window on the underside of a ship, or so forth. Costs 2 vitality.

Woodlands Curse[M]: A targeted creature within 30 ft must resist using Will or begin turning into a Medium tree. Each round, it has a 50% chance to end the effect. On the first failed try, it is limited to a single move or standard action. On the second failed try, it cannot act but it can still defend itself. On the third failed try it becomes a tree. Three successful tries ends the magic. Dispel Magic halts the progress, but only Remove Curse, Miracle or Wish reverses the final effect. The devil may undo the magic at any time. Costs 5 vitality.

Inquisitor (Kyton) Abilities

These spiteful devils have the following additional abilities.

Corrupting Urge[M]: Once per week, the devil causes an adjacent person to slowly become evil. Each day, the person feels an evil urge. It must resist using its Will or commit an evil act. After it commits more evil acts than it has levels, its alignment permanently changes to evil. Miracle or Wish negates the effect. Costs 10 vitality.

Dancing Chains[M]: The devil conjures 1 or more 30-ft-long magic iron chains that lash out from its hands. On its verbal command as a standard action, each chain either extends rigidly to afford climbing, binds a helpless Large or smaller foe, or grapples an adjacent target if the target's Reflex fails. A chain lasts 1 hour, uses the devil's attack roll, has 10 hit points and a DR equal to ½ the devil's level. Each chain costs 2 vitality.

Detect Thoughts[M]: The devil notes the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, it learns the number of thinking minds and the Intelligence of each. After concentrating for a third round, it "hears" the current surface thoughts of 1 creature of its choice within range for 2 minutes if the devil beats its Will. Costs 2 vitality.

Mystic (Inirluth) Abilities

These pale-white, wolf-like devils have the following additional abilities.

Augury[M]: The mystic devil asks an evil deity for insight regarding an immediate choice it faces such as whether to open a chest or enter a room. It receives an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance it receives an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Costs 2 vitality.

Clear Sight[M]: As a standard action, a mystic devil ignores the effects of concealment granted by darkness, fog, fire, and other nonsolid phenomena as if the obscurement simply didn't exist. The benefit lasts 1 round.

Cloudkill[M]: The devil conjures a noxious 30-ft-radius cloud within 90 ft. Each round a creature is in the area, it suffers 1d4 acid wound damage, is blinded, and is reduced to a 5 ft speed. The cloud remains for 2 minutes or until the mystic devil dismisses it. It can only maintain 1 cloud at a time. Costs 5 vitality.

Fog Cloud[M]: A misty vapor rises from the ground in a 15-ft radius circle around a point within 30 ft of the devil. The vapor obscures all sight including darkvision beyond 5 ft. Creatures more than 5 ft from each other have concealment (50% miss chance). The fog is unnatural and resists normal wind, though Gust of Wind disperses it immediately. This ability does not work underwater. Costs 2 vitality.

Ventriloquist[M]: The devil projects its voice to any space within 30 ft. Creatures that fail to resist using Will perceive that the voice comes from the projected space. Creatures that succeed may attempt a DC 25 Perception check to learn the devil's true location. Costs 1 vitality.

Nighthag (Noctoria) Abilities

These purplish, bruised devils have the following additional abilities.

Contagion[M]: The devil induces a magical disease in an adjacent creature. The devil selects the symptoms, which can vary from excessive sweating to boils to bleeding from all orifices. Typically, the victim also turns purple as if from heavy bruising. The disease leaves the target permanently fatigued, belays all forms of mundane healing, and inflicts 1d6 vitality damage plus 1 wound damage each day until the creature is healed using Cure Ailment and Remove Curse. Costs 5 vitality.

Detect Corruption[M]: The devil immediately learns whether the adjacent person's alignment is evil. Costs 1 vitality.

Form Heartstone[C]: After spending 1 minute and 5 vitality, an adjacent sleeping person must resist using Will or be permanently reduced to a tiny bauble called a heartstone. The bauble is DR 5 with hit points equal to the person's original wounds. It retains the person's facial features and overall likeness. The person can see and hear but does not need to breathe, eat or sleep; does not age; and cannot move or take actions except to speak. Each year that a person remains in this form, it must resist using Will against the devil's attack or go insane (suffer permanent confusion). Miracle or Wish reverses the effect, as does another use of this ability.

Heartstone Dependence[M]: A nighthag devil can only use magic abilities when holding or wearing a heartstone. Thieving a heartstone requires a DC 28 Trick check or the use of force. If needed, the nighthag or other creature can hold the heartstone to heal 1d6 wounds or 2d6 vitality, cure 1 disease, or end 1 curse (as desired) for itself or an adjacent touched ally, though doing so destroys the heartstone. Nighthags often trade in heartstones, a currency of souls, but are certain to always keep 1 or 2 in their inventory at all times.

Nocturnal Fortitude: A nighthag devil enjoys a +5 bonus on saves to resist fear and sleep effects.

Ravenous Nightmares[M]: The nighthag devil curses an adjacent foe. Each night when it sleeps, it must resist using Will or suffer nightmares, be exhausted the next day, and suffer 1d4 wound damage due to oddly realistic nightmares. Remove Curse ends the effect. Costs 5 vitality.

Creating Angels & Devils

Angels and devils are diverse. You can make more. First, consider the creature's theme such as a particular virtue or vice. Also consider what useful role the creature would fill within the ranks of its kind. Then use the basic angel or devil statistics and add either 14 points worth of abilities (for angels) or 9 points worth of abilities (for devils). Although devils tend to be more powerful (level 9) they lack the diversity of angels (level 7).

Piercer (Cruorem) Abilities

These four-armed archer devils have the following abilities.

Extra Bow Arms[M]: Once daily, this devil can grow 2 bonus arms for 5 minutes that it can use to climb, grapple or shoot bows. This allows it to wield 2 bows at once but not 2 melee weapons. It also enjoys a +5 bonus on Strength-based skill checks and to initiate or resist grapples.

Precise Shot: The devil can shoot or throw ranged weapons at a target engaged in melee without taking the standard –5 penalty on its attack.

Rapid Shot: Instead of a single attack, the devil may make 2 ranged attacks with the same bow in rapid succession as a standard action, each attack with a -2 penalty to its attack roll. It may aim at the same target or different targets.

Track: Apply a +5 bonus on Survival checks, or +10 when tracking in natural environments.

Wounding Shot: When the devil successfully hits a foe using a ranged weapon, apply +1d4 wound damage in addition to any other damage dealt. The devil can apply such damage up to once per round. Costs 2 vitality.

Punisher (Fiamma) Abilities

These angry devils have the following additional abilities.

Flame Skin[M]: As a swift action, a devil wreaths itself in greenish blistering flames for 1 round. Creatures that attack it in melee suffer 2d6 fire damage. Costs 2 vitality.

Flame Spear[M]: The devil transforms a weapon into a fiery magical pitchfork for 5 minutes. The pitchfork has a 10 ft reach, inflicts 2d6 damage +1d6 fire damage, and prevents a struck foe that fails to resist using Fortitude from moving for 1 round. The flame devil can use the pitchfork to set fire to unattended objects, causing 1d6 fire damage per round until extinguished.

Spear of Weakness[M]: As a swift action, a creature struck by the devil's pitchfork must resist using Will or suffer 1d4 wound damage from vile fire and become weak in addition to the pitchfork's other effects. Weakened foes suffer a -5 penalty to Fortitude saves and skill checks based on Strength and Constitution and are limited to either a move or standard action on their turn. The effect lasts 5 minutes. Costs 5 vitality.

Stormtrooper (Barbazu) Abilities

These battle devils have the following additional abilities.

Bull Rush[M]: The devil can shove an adjacent target. If it beats the target's Fortitude, the target is pushed back 1d4 x 5 ft. The devil must move at least 10 ft just prior to using this ability.

Devil's Beard[M]: As a move action, the devil grows a vile beard. If the devil grapples a foe or hits an adjacent foe with a melee weapon, the beard also hits. The struck creature takes 1d8 damage and must resist using Fortitude or be infected with a vile disease (incubation period 1 day, suffer 1d4 wound points per day). Damage is dealt each day until the afflicted creature resists using Fortitude 3 consecutive times, once per day, or until the disease is cured magically, or the creature dies.

Fearless: The devil is immune to fear. Moreover, a fear attack that specifically targets the devil is reflected back at its attacker, who must resolve the attack against itself.

Stormtrooper: On the first round of combat, the devil gains a bonus move or standard action to use a nonmagical ability.

Warden (Gelugon) Abilities

These icy, insectoid devils have the following additional abilities.

Freezing Hands[M]: Creatures within a 15-ft cone suffer 1d4 cold damage per level (max 5d4) or ½ damage when Reflex resists. Costs 1 vitality.

Cold Immunity: This devil is immune to cold damage.

Ice Spear[M]: A warden devil can transform a standard spear into a icy longspear that inflicts +4d6 cold damage for 5 minutes. This longspear has 15 ft reach. Costs 5 vitality.

Spear of Slowness[M]: As a move action, a warden devil can enhance its weapon. The first foe struck during the next 1 round must resist using Will or suffer 1d4 wound damage and also be slowed for 5 minutes. Slowed creatures suffer a -5 penalty to initiative and Reflex and are limited to either a move or standard action on their turn. Costs 2 vitality.

Balor Devil (lvl 16)

Balor devils have the following statistics.

Type Fiend
Size Huge
Alignment: Usually lawful evil
DC 42

Senses Nethersight
Perception +6 ; **Stealth** +6
Languages Common, Infernal, Abyssal, Celestial, Genie, and Sylvan
Initiative +5

Speed 40 ft ; **Fly** 30 ft
Attack d20+11
Weapons Greatsword (5d6), mace (4d8), spear (4d8, 60 ft), barbed whip (4d6, 30 ft reach), dagger (4d4, 10 ft), horns (4d4) or hooves (4d4).
Damage +3
Special Enjoys +2 bonus on attacks and +2d6 vile damage when using 1 specific favored weapon.

Armor Vile leather over vile hide ; **DR** 8
Wounds 20
Vitality 113
Fortitude 21, **Reflex** 21, **Will** 22
Special Immune to fire and poison ; apply +5 DR against all energy types except electrical and holy; Magic Resistance

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Q&D Damage +19 ; Vitality 81

Str 17, **Con** 12, **Dex** 10, **Int** 17, **Wis** 8, **Cha** 14
Prime Strength and Intelligence
Skills Arcana +10, Bluff +4, Literacy +10, Mechanics +2, Technics +10, Warcraft +10

FP 8 ; **Deity** Usually Asmodius or Phane
Multiclassing Blackguard, fighter, rogue or warlock
Treasure Armaments and other items worth 6,000 gp on itself or in its lair

Balor Base Abilities

A balor devil is a crafty noble amongst its kind. A balor has the abilities of a specific standard devil plus the following additional abilities.

Balor Nimbus[M]: The balor wreaths itself in greenish blistering flames for 5 minutes. Whenever a creature starts its turn adjacent to the balor, it suffers 1d6 fire damage per 2 levels. Costs 5 vitality.

Death Throws[M]: Once daily, when a balor dies, it explodes in a 30-ft-radius ball of hellfire that inflicts 8d6 fire and 8d6 vile damage, or ½ damage if Reflex resists.

Electrotech: A balor devil is familiar with invisible mundane forces of nature. It can make checks using the Technics skill and enjoys a +2 bonus on Mechanics and Technics checks (already in the statistics block). See RPG, page 172 for details.

Flame Whip[M]: A balor targets a foe within 30 ft with a fiery whip. If a balor beats the target's Reflex, the target suffers 1d6 vile damage per level (typically, 16d6). Moreover, if the balor beats its Fortitude, the target is briefly grappled by the whip and drawn 10 ft closer. Moreover, a creature killed by a balor's whip falls to ashes and cannot be restored to life except by Miracle or Wish. Costs 5 vitality.

Infernal Brand[M]: As a move action, the balor leaves a permanent diabolical sigil on a dazed or helpless adjacent living creature that marks the creature as the property of that balor.

Magic Resistance: A balor enjoys a +5 bonus on saves to resist magic abilities. Moreover, whenever it is targeted by a magic ability that does not allow a save, its foe must succeed on an attack roll anyway against Will, and if the balor successfully resists then the magic has no effect.

Mass Immolation[M]: As an immediate action, any and all foes within 30 ft of the balor burst into flames from the inside and suffer 1d6 damage per level, or ½ damage if Will resists. Resistance or immunity to fire works normally. The damage is ½ fire and ½ vile. Costs 5 vitality.

Master of All Trades: A balor can expend a move action to enjoy a +5 bonus on its next skill check it makes that round.

Rhetorical Feint: As a move action, an adjacent foe suffers a -5 penalty on its next Will save. The balor must be able to speak and be heard to enjoy the effect. Costs 2 vitality.

See Invisibility[M]: As a standard action, the balor devil clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Summon Devils[M]: A balor can summon 1 or more devils to serve it for 1 hour, after which the devils return to their home base. The devils' total levels cannot exceed the balor's level. Devils seek to pervert instructions when possible. Costs 10 vitality.

Tongues[M]: A balor can understand and fluently use any 1 language for 10 minutes. Costs 2 vitality.

Virility[M]: Apply +5 bonus Diplomacy checks for romance. Also, romantic liaisons with mortals always result in offspring (typically, tieflings).

Whisper[M]: For 5 minutes, the balor and adjacent creatures are notheard talking by others and ignore Detect Thoughts. Costs 2 vitality.

Balor Devil Prince (lvl 20)

This devil dominates all other devils. Start with the balor statistics and abilities, then apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following additional abilities.

Apocalypse[M]: A balor prince can call down a storm upon foes in a 30-ft-radius circle up to 120 ft away. The storm inflicts 1d6 vile damage per level, or ½ damage if Fortitude resists. Moreover, creatures in the area that fail to resist using Will are knocked prone and blinded, dazed and deafened for 5 minutes. Costs 25 vitality.

Consign to Hell[M]: A targeted living creature within 60 ft is transported to a hellish realm where it is briefly naked, helpless, and subjected to torture. The torture can be any damage type (acid pool, fiery cauldron, slashing blades, piercing needles, etc). The torture lasts 2d10 days. Each day, the target suffers 1d6 damage of the energy type selected unless it resists using Will for ½ damage. Chaotic and good creatures enjoy a +5 bonus to resist. The creature cannot be lowered to less than -1 hit points in any event. Afterward, it returns to the spot it left as if no time at all has passed and is stabilized and dazed for 1 round.

Hellspawned Miracle[M]: Once daily, a balor prince can request extraordinary aid from the lord of diabolical evil, Asmodius. The request can move the balor and his party to safety, cure a party from all injury and ailments, restore a party to life and 1 hit point, banish a good creature or devastate it with 20d6 vile damage, or so forth. A miracle cannot change a creature's alignment or have it make choices against its will. The chance the balor's prayer is answered equals 70% + 1% per level. The balor is left exhausted if the miracle is fulfilled.

Dire Beast

This primaeval beast is ill-tempered, hungry, and dangerous.

Appearance & Culture

A dire beast is a large, unusually tough version of a normal predator or highly territorial animal such as a boar, lion, stag, tiger or wolverine. Though it is a mundane animal, an unmistakable glimmer in its eyes belies a sentient cunning and ferocity.

Carnivorous dire beasts are 12 to 15 ft long and weigh 3,500 to 6,000 pounds. They are generally patient hunters, like their smaller cousins, but apt to take on bigger prey including people or anything else that moves and smells palatable. They stalk, circle, observe, test, and finally strike whenever a target lets down its guard. Typically, they attack by running at prey, leaping, clawing, and biting as they rake with their rear claws. Carnivorous dire beasts will jump onto creatures larger than themselves.

Herbivorous dire beasts are 9 ft to 12 ft long and weigh 800 to 2,000 pounds. They tend to spend most of their time grazing, rooting around, and staying on guard against predators. Rather than flee danger, they viciously attack anything that approaches them. Generally, they charge opponents, trying to kick and trample foes with their hooves or rip open targets with their antlers, horns or tusks. Though merely skittish while grazing, these creatures can fly into a terrible rage upon taking wound damage.

Dire Beast (lvl 8)

Dire beasts have the following statistics.

TYPE Animal
SIZE Large
ALIGNMENT Chaotic neutral
DC 26

SENSES Low-light vision, scent
PERCEPTION +11 ; STEALTH +7 (+12 in heavy undergrowth)
LANGUAGES None.
INITIATIVE +2

SPEED 40 ft
ATTACK d20+12 (+17 to grapple or trip) ; MA
WEAPONS Either 2 claws or 2 hooves (1d6 each) and either a bite (2d6) or gore (2d6)
DAMAGE +8
SPECIAL If 2 claws or 2 hooves hit, apply +1d6 raking wound damage

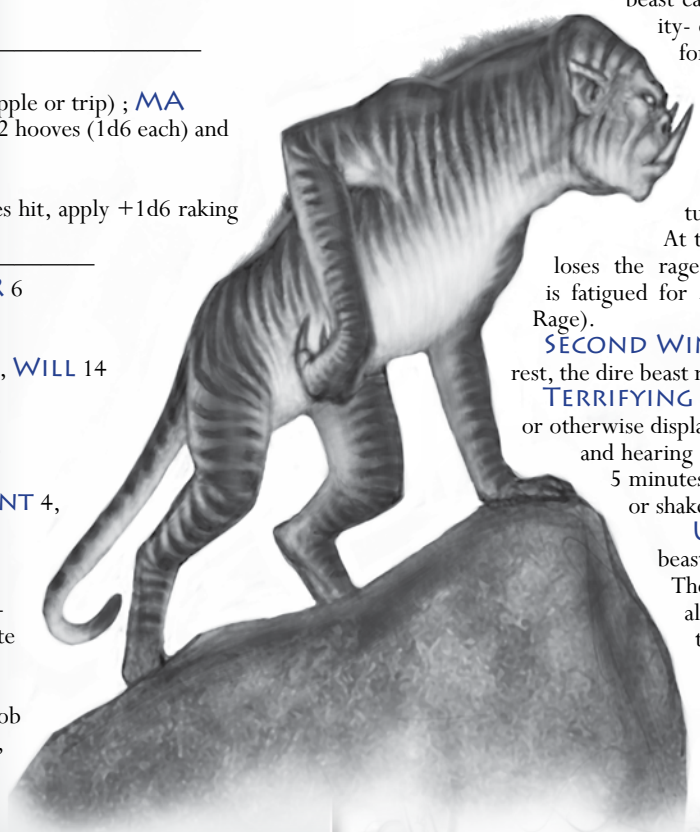
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ARMOR Very tough hide ; DR 6
WOUNDS 15
VITALITY 59
FORTITUDE 24, REFLEX 18, WILL 14
SPECIAL Diehard

Q&D Damage +16 ; Vitality 43

STR 26, CON 17, DEX 14, INT 4, WIS 12, CHA 9
PRIME Strength and Constitution
SKILLS Acrobatics +12, Athletics +23, Endurance +18, Intimidate +23, Survival +11

FP 4 ; DEITY Corvis or Maurob
MULTICLASSING Barbarian, druid, elementalist or shifter
TREASURE None



Base Abilities

Dire beasts have the following abilities.

CHARGE: As a swift action, apply +5 damage to the dire beast's next melee attack. The dire beast must move at least 10 ft just prior to using this ability.

DIEHARD: When a dire beast falls below 0 wound points, it is not unconscious. Instead it is conscious and can continue to take a single move or standard action each round until it reaches -10 hit points, at which time it dies.

ENDURE ELEMENTS: A dire beast ignores the effects of extreme temperature. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear, if any, is also protected. This ability is continuously in effect even when it is unconscious.

EXPEDITIOUS STRIDE: As a swift action, apply a +30 ft bonus to the dire beast's land speed for 5 minutes. Costs 1 vitality.

IMPROVED TRIP: An adjacent foe must resist using Reflex or be knocked to the ground, suffer 1d6 damage, and be made prone. The dire beast enjoys a +5 bonus to initiate or resist a trip attack.

OVERRUN: A dire beast can easily push through a foe's space. If the dire beast beats the foe's Fortitude as a swift action, the dire beast can freely pass through the space while maintaining its speed. If not, the dire beast stops adjacent to its foe and does not pass it.

POWER GRAPPLE: The dire beast grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the dire beast must expend a move action to maintain the grapple, and the foe can try to beat the dire beast's Fortitude as a standard action to break the grapple. The dire beast may block a grappled foe's mouth with 1 hoof or paw to prevent speech. As a standard action, the dire beast may move the grappled foe 5 ft, either moving at the same time with the foe or repositioning the foe.

RAGE: Once daily, a dire beast can fly into a rage for 2 minutes. In a rage, it temporarily gains a +1 bonus on attack rolls and Will, delivers +5 damage, and enjoys +5 vitality points. The bonus vitality points go away when the rage ends. While raging, the dire beast cannot use any Charisma-, Dexterity- or Intelligence based skills except for Acrobatics, or any abilities that require concentration. It cannot use magical abilities or craft abilities. Nor can it activate magic items except armor and weapons, if any. It may prematurely end the rage as a swift action. At the end of the rage, the dire beast loses the rage modifiers and restrictions and is fatigued for 5 minutes (unless it has Tireless Rage).

SECOND WIND: Once daily, after 1 minute of rest, the dire beast recovers 4d6 vitality.

TERRIFYING DISPLAY: A dire beast can roar or otherwise display prowess. Creatures within 30 ft and hearing or seeing range are frightened for 5 minutes if the dire beast beats their Will, or shaken if they resist. Costs 2 vitality.

UNNATURAL PHOBIA: Dire beasts fear supernatural creatures. They automatically suffer a -1 penalty on attack rolls targeting aberrations, fiends, and undead.

Dispatcher

These predators rely on magic and stealth to slay and devour prey.

Appearance & Culture

A dispatcher is a savage and stealthy panther-like assassin. It is it 9 ft long and weighs 500 pounds. It has sleek black fur, sharp teeth, 6 legs, a pair of long tentacles, and a magically wavering form that makes it exceedingly difficult to hit.

Some dispatchers roam the wild and satisfy themselves with small game and unlucky travelers. Others are trained assassins. A dispatcher has a keen nose for tracking and can travel across realms of existence to reach targets. It is patient and may study targets to ensure it slays them on the first strike. It also enjoys toying with and terrorizing prey. Even when a target protects itself with guards, a dispatcher can produce a thunderous roar that knocks most creatures to the ground.

A dispatcher packlord is the ultimate mage slayer. It resists magic and prevents foes from casting spells. A packlord's victims rarely return from death.

Dispatcher (lvl 5)

Dispatchers have the following statistics.

Type Magical beast
Size Large
Alignment Usually lawful evil
DC 20

Senses Low-light vision, darkvision, scent
Perception +6 ; **Stealth** +17 (+22 in darkness)
Languages Common, Infernal, and Sylvan
Initiative +5

Speed 40 ft
Attack d20+6 (+8 bite) ; **MA**
Weapons Bite (4d6), 2 tentacles (2d6 each, 10 ft reach) or 4 claws (1d6 each)
Damage +4
Special If 2 claws hit, apply +1d6 raking wound damage

Armor Tough fur ; **DR** 3
Wounds 15
Vitality 37
Fortitude 16, **Reflex** 17, **Will** 15
Special Displacement ability grants 50% miss chance

Q&D Damage +9 ; Vitality 27

Str 19, **Con** 14, **Dex** 17, **Int** 5, **Wis** 12, **Cha** 8
Prime Strength and Dexterity
Skills Acrobatics +12, Athletics +14, Endurance +7, Survival +6 (+11 when tracking)

FP 3 ; **Deity** Lilith or Phane
Multiclassing Barbarian, rogue, shadowcaster or shifter
Treasure None

Base Abilities

Dispatchers have the following abilities.

Death Pounce: After a dispatcher studies a creature for 3 consecutive rounds, it can launch a special attack the next round assuming the target is within 1 move (typically, 40 ft). The dispatcher moves and follows up with a standard action: The target must resist using Fortitude or be reduced to -1 wounds and begins dying. This supersedes the dispatchers usual attacks. Even if the target successfully resists, it suffers 3d6 damage. Costs 5 vitality.

Dimension Door[M]: The dispatcher vanishes and reappears up to 500 ft in any direction. If the destination space is occupied, it suffers 1d6 damage and the ability fails. After it arrives, it is dazed for the rest of its turn. It can take with it other creatures and/or objects weighing up to 250 pounds total. Costs 5 vitality.

Displacement[M]: For 5 minutes, melee and ranged attacks against the dispatcher suffer a 50% miss chance. Costs 5 vitality.

Scent: A dispatcher can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Thunderous Roar[M]: Once per day, a dispatcher's roar can knock prone all Medium or smaller creatures in a 30-ft cone (no save).

Ghost-Faced Dispatcher (lvl 8)

This dispatcher is undead. Apply +21 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Incorporeal Traits[M]: A ghost-faced dispatcher is incorporeal. Mundane attacks against incorporeal creatures have a 90% miss chance and magic attacks have a 50% miss chance. Incorporeal creatures cannot handle solid objects, can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks, and must materialize to make attack rolls. Materializing and dematerializing are swift actions that cost 5 vitality each.

Undead Traits: A ghost-faced dispatcher is immune to all ailments including disease and poison. It need not breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It regains wound points from necrotic energy, regains no wound points from rest, and is harmed by holy and cure energy on a point-for-point basis. It is immortal and cannot be raised from death if slain.

Dispatcher Packlord (lvl 11)

Apply +42 vitality, +3 saves, +3 attacks, +3 DR, and the following abilities.

Anti-Mage: When an adjacent creature uses a magic ability, the dispatcher gains a single melee attack against it (using its bite, tentacles or claws) as an immediate action if it beats its foe's Will.

Deadly Purr: A dispatcher can deliver a coup de grace on a helpless adjacent foe as a move action.

Forever Lost[M]: Once daily, when a dispatcher slays a foe, the target immediately wavers and vanishes with the wind. Only a Miracle or Wish combined with Raise Dead can restore the target to life.

Improved Arcane Strike[M]: The dispatcher's weapons count as magical and it enjoys a +2 bonus on attack rolls and +2d6 damage.

Improved Initiative: The dispatcher packlord reacts quickly to attacks. Boost initiative checks by +5, or by +2 when over-loaded.

Knock Back: A dispatcher can shove an adjacent target. If it beats the target's Fortitude, the target is pushed back 1d4 x 5 ft. The dispatcher must be larger than its target or move at least 10 ft just prior to using this ability.

Jump: A dispatcher can move downward, outward or upward up to 30 ft as a standard action without a running start or an Athletics check. Costs 1 vitality.

Lick Wounds: Once daily after 1 minute of licking its wounds, a dispatcher packlord heals 4d6 vitality damage.

Magic Resistance: The dispatcher packlord enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, its foe must beat its Fortitude anyway, and if it successfully resists then the magic has no effect.

Mirror Image[M]: The dispatcher conjures 1d4+1 duplicates of itself for 2 minutes. Whenever a foe successfully strikes it, the foe has a 50% chance to strike and dispel 1 image instead. This is a visual illusion. Costs 2 vitality.

See Invisibility[M]: As a standard action, a dispatcher packlord clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Swift Death: Once daily, a dispatcher packlord can use Death Pounce without studying the target beforehand.

Dragon

These proud creatures are powerful, graceful, and ageless.

Appearance & Culture

A dragon is a force of magic incarnate. These winged serpents hatch from tiny eggs and within weeks grow to become man-sized drakes, after they consume adequate amounts of magic, they enter a deep slumber from which they awaken larger, stronger, wiser, more prideful, and immortal.

Dragons love treasure and spare nothing to find more to place in their secret lair, wherever that may be. They particularly love gems, jewels, and most of all, magic. Woe to those foolish enough to attempt to thieve from a dragon's hoard.

Dragons come in many varieties, or metals: copper, bronze, silver, gold, platinum, mithral or mighty adamantine. Sometimes this metal is pure and radiant, while other times it is burnished or tarnished as befitting a more sordid creature. By their metal, a dragon hunter knows what kind of breath weapon it produces.

Dragons can be good or evil, lawful or chaotic. They can even be kindly and evil, or harsh and good. They are complex creatures that defy mortal standards. Because of their sophistication and power, their long lives and skill with magic, their penchant for taking treasure and devouring herds of cattle, and the legendary sturdiness of their scales to make fine armor, they are feared and tend to be the target of hunters, seers, sages, and fools.

To hide their hoards and keep their privacy and lives, dragons tend to lair in hard-to-find places, from high mountain tops to deep caverns, dark tangled woods, and even under the ocean. A dragon may spend decades resting and tending its hoard with loving care before taking to the air and making itself known again. Dragons are highly territorial.

Many dragons can take mortal form and may take people as lovers. Their offspring, called dracks, are a hearty, artistic, and prideful race unto themselves.

Adult Dragon (lvl 12)

Adult dragons have the following statistics.

Type Dragon
Size Large
Alignment Any
DC 34

Senses Darkvision, low-light vision, scent.
Perception +5 ; Stealth +9
Languages Common, Draconic, plus 1 of the following: Abyssal, Celestial, Infernal or Sylvan
Initiative +1

Speed 30 ft ; Fly 90 ft ; Swim 20 ft
Attack d20+14 ; MA
Weapons Bite (4d6), 4 claws (4d4 each) or tail swipe (4d4)
Damage +6
Special Breath weapon 12d6 (Reflex resists for ½ damage)

Armor Metal scales ; DR 9
Wounds 25
Vitality 86
Fortitude 24, Reflex 18, Will 20
Special Immune to fear, sleep, paralysis, and the energy type of its breath weapon ; Magic Resistance

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Q&D Damage +18 ; Vitality 62

Str 23, Con 14, Dex 12, Int 10, Wis 9, Cha 17
Prime Strength and Charisma
Skills Acrobatics +11, Appraise +5 (+10 with magic), Arcana +5 (+15 to activate magic items), Athletics +21, Bluff +18, History +5, Insight +4, Intimidate +21

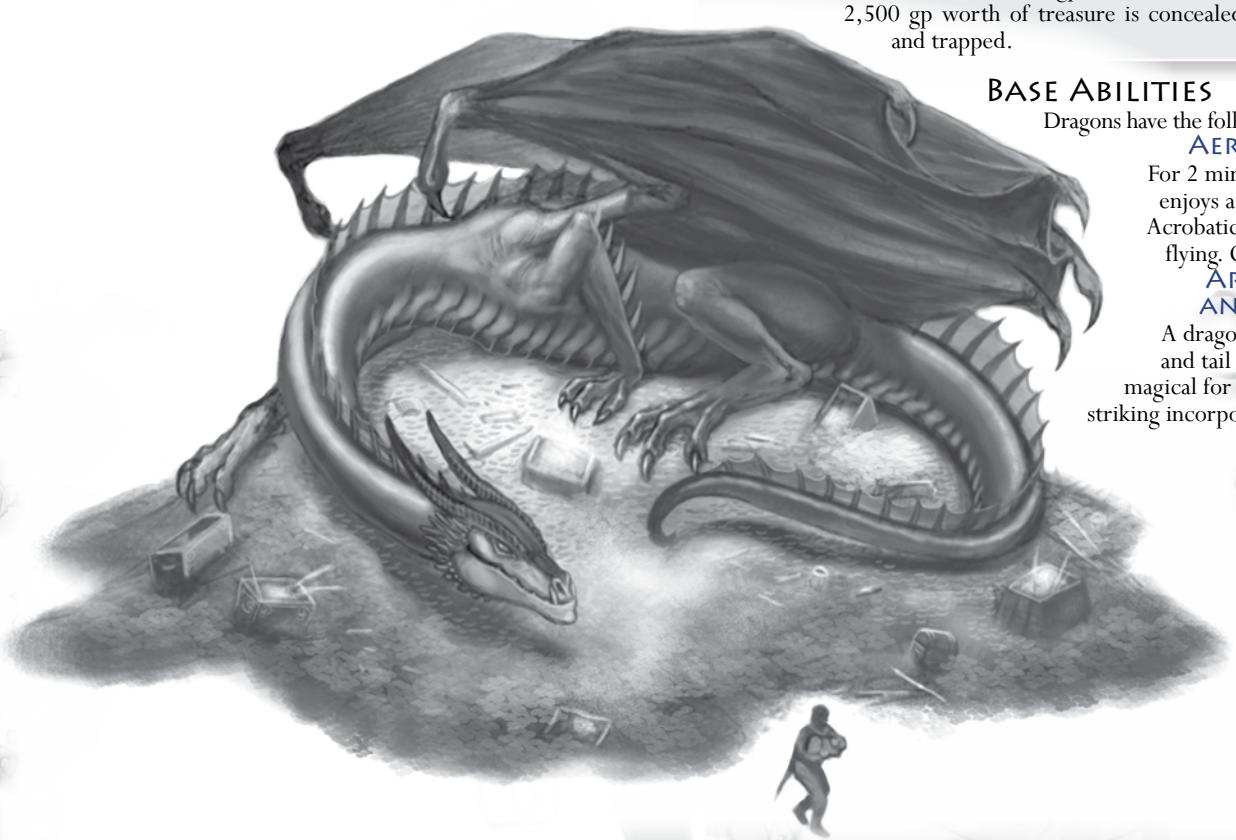
FP 6 ; Deity Palendine, Greenwyrm or Tiamat
Multiclassing Bard, shifter, sorcerer or witch
Treasure Items worth 500 gp in its "false" lair. An additional 2,500 gp worth of treasure is concealed, inaccessible, and trapped.

Base Abilities

Dragons have the following abilities.

Aerial Tricks: For 2 minutes, a dragon enjoys a +20 bonus on Acrobatics checks while flying. Costs 1 vitality.

Arcane Bite and Claws[M]: A dragon's bite, claws, and tail swipe count as magical for the purpose of striking incorporeal creatures.



Aura of Fear: Whenever a dragon uses its Improved Breath Weapon ability, all creatures with 120 ft that notice it must resist using Will or be shaken for 5 minutes.

Detect Treasure[M]: When a dragon concentrates as a standard action, it notes the presence or absence of gold coins, precious gems, magic items, quality artwork and similar treasure out to a distance of 5 ft per level (typically, 60 ft). When it concentrates for a second round in the same area, it learns the distance and direction to the most valuable of treasure.

Energy Trap[M]: A dragon's touch sets a password-protected trap on a container or door. Opening the container or door without speaking the password (usually in Draconic) activates the trap and causes 1d4 damage per 2 dragon levels (typically 15 damage) to the creature opening it. The trap's energy type matches the dragon's breath weapon. Reflex resists for ½ damage. A dragon can maintain a number of traps at once equal to its level and can stack multiple traps in the same location to fire all at once or 1 per intrusion.

Fly-By Attack: While flying and attacking with natural weapons, a dragon can move both before and after the attack, provided that its total distance moved is not greater than its fly speed.

Great Carry Capacity: A dragon can carry 750 pounds, or 3 Medium or 6 Small creatures, in addition to any other weight normally allowed, and not be overloaded, and can drag up to 3,750 pounds or support +25 slots. This is equivalent to a warhorse. Thus, a dragon carries 48 slots normally.

Healer[M]: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

Heritage Skills: Dragons receive skill bonuses linked to their alignment as shown in the table below. For example, a lawful good dragon gains the benefits under both lawful and good in the table. If a dragon's alignment changes, it retains its original bonuses.

Alignment	Skill Bonuses
Good	Healing +5, Religion +5
Moral neutrality (not good or evil)	Diplomacy +5, Insight +5
Evil	Intimidate +5, Warcraft +5
Lawful	Literacy +5, Nobility +5
Ethical neutrality (not lawful or chaotic)	History +5, Nature +5
Chaotic	Bluff +5, Music +5

Improved Breath Weapon[M]: Every dragon possesses a unique breath weapon. It is a 60-ft cone or a 120-ft line of 1 energy type as shown in the table at right. The breath inflicts 1d6 damage per level (typically, 12d6 damage) of that energy type, or ½ damage if Reflex resists. Costs 5 vitality.

Metal	Energy Type
Copper	Fire
Bronze	Electricity
Silver	Cold
Gold	Acid
Platinum	Sonic
Mithral	Force
Adamantine	Psychic

Improved Bull Rush: A dragon can shove an adjacent target. If it beats the target's Fortitude, the target is pushed back 1d4 x 5 ft. The dragon must move at least 10 ft just prior to using this ability. A dragon enjoys a +5 bonus when initiating or resisting the Bull Rush ability.

Magic Resistance: A dragon enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, the dragon's foe must beat its Fortitude anyway, and if it saves then the magic has no effect.

Mortal Form[M]: A drag-on can alter its appearance for 1 hour to blend amongst mortals. In this form, apply a +10 bonus on Bluff and Disguise checks to appear as a Medium or Small humanoid. Costs 1 vitality.

Redouble: Twice daily, a dragon may recover 4d6 vitality after 1 minute of rest.

Sorcerous Talent: Select 2 basic magical abilities from the bard, wizard or witch basic ability spell list. The dragon can use these abilities as a character of that class of equal level.

Elder Wyrm (lvl 20)

Elder wyrms have the following statistics.

Type Dragon
Size Huge
Alignment Any
DC 50

Senses Darkvision, low-light vision, scent, blindsense.
Perception +11 ; **Stealth** +15
Languages Common, Draconic plus Abyssal, Celestial, Infernal, and Sylvan
Initiative +0

Speed 40 ft ; **Fly** 120 ft. ; **Swim** 30 ft ; **Burrow** 10 ft
Attack d20+21
Weapons Bite (6d6) or 4 claws (6d4 each) or tail swipe (6d4) ; **Multiattack**
Damage +14
Special Breath weapon 20d6 (Reflex resists for ½ damage)

Armor Metal scales ; **DR** 13
Wounds 30
Vitality 144
Fortitude 31, **Reflex** 23, **Will** 26
Special Immune to fear, sleep, paralysis, and the energy type of its breath weapon ; Magic Resistance

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Q&D Damage +34 ; Vitality 104

Str 29, **Con** 18, **Dex** 10, **Int** 16, **Wis** 12, **Cha** 19
Prime Strength and Charisma
Skills Acrobatics +10, Appraise +8 (+13 with magic), Arcana +8 (+18 to activate magic items), Athletics +24, Bluff +19, History +8, Insight +6, Intimidate +29, Mechanics +2, Technics +5

FP 10 ; **Deity** Palendine, Greenwyrm or Tiamat
Multiclassing Bard, shifter, sorcerer or witch
Treasure Items worth 5,000 gp in its "false" lair. An additional 15,000 gp worth of treasure is concealed, inaccessible, and trapped.

Elder Wyrm Bonus Abilities

Elder wyrms have an adult dragon's abilities plus the following abilities.

Electrotech: An elder wyrm is familiar with invisible mundane forces of nature. It can make checks using the Technics skill and enjoys a +2 bonus on Mechanics and Technics checks (already in its statistics block). See RPG, page 172 for details.

Maximize Breath Weapon: Twice daily, an elder wyrm can maximize its breath weapons' damage (120 points).

Sleeping Sight: An elder wyrm cannot be surprised, and it enjoys a +20 bonus on Bluff checks to appear awake when sleeping and to appear asleep when awake.

Snatch and Swallow Whole: An elder wyrm can swallow any Large or smaller creature within 15 ft if it beats the creature's Fortitude. A swallowed creature suffers 4d6 acid damage per round while inside the dragon's stomach. To escape, the creature must beat the dragon's Fortitude to return to its mouth, or it must cut its way out using a Light slashing weapon such as a dagger to inflict 10 points of damage. A creature that dies in the dragon's stomach dissolves into nothing after 1 round and cannot be restored from death except by Miracle or Wish. A dragon can hold 2 Large, 5 Medium, 10 Small, or 20 Tiny creatures in its stomach at once.

True Sight[M]: An elder wyrm dragon can see through all illusions, disguises, and concealments for 1 round. This also reveals secret doors and invisibility. Costs 5 vitality.

Wing Buffet: All creatures of size Medium or smaller within 30 ft are pushed back 1d4 x 5 ft and must resist using Fortitude or be knocked prone. Costs 5 vitality.

Wounding Strike: As a swift action, add +1d4 wound damage to the wyrm's next attack in addition to any other damage.

Dragonette

These magical creatures are companions and teachers of magic.

Appearance & Culture

Dragonettes are common magical companions of arcane spellcasters such as witches and wizards. They are tiny, stealthy, and intelligent students and teachers of magic. They make wonderful scouts and spies. Unfortunately, dragonettes are weak and a careless newling is prone to be slain by a single blow.

Dragonettes are dragons by blood but conjured by magic. A character with the Summon Familiar ability can prepare a special brew and conduct the proper rite to form a dragonette from a single body part of a true dragon, whether the part is a tooth or scale. A newling dragonette cannot fly but it can disguise itself as a common tiny animal such as a cat or mouse. In this form, it has time to mature and earn its draconic wings.

A dragonette develops quickly while adventuring with its master, becoming an eager (and sometimes foolhardy) adolescent and then a mature adult, often in a few weeks time. Upon reaching maturity, a dragonette takes up a magical profession, though it always remains behind its master (its level never equals or exceeds its master's level).

Legends describe scoundrels who seek to kidnap a dragonette and hold it for random in exchange for its master's coin or magical services. Only ruin comes to such fools.

Dragonette (lvl 2)

Dragonettes have the following statistics.

Type Dragon
Size Tiny
Alignment Usually chaotic neutral
DC 14

Senses Darkvision
Perception +1 ; Stealth +25
Languages Common, Draconic, plus 1 of the following: Abyssal, Celestial, Infernal or Sylvan
Initiative +5

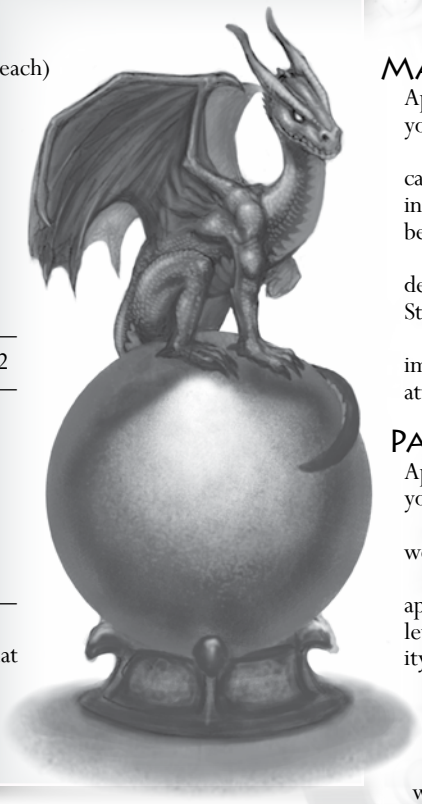
Speed 20 ft ; Fly 60 ft
Attack d20+6
Weapons Bite (1d3, no reach)
Damage -3

Armor Light scales ; DR 2
Wounds 2
Vitality 16
Fortitude 11, Reflex 18, Will 13
Special Dodge, Evasion

Q&D Damage -1 ; Vitality 12

Str 4, Con 14, Dex 21, Int 14, Wis 12, Cha 15
Prime Dexterity and Charisma
Skills Acrobatics +15, Appraise +7, Arcana +5, Trick +7

FP 1 ; Deity Palendine, Greenwyrm or Tiamat
Multiclassing Bard, sage, witch or wizard
Treasure Items worth 200 gp in its lair



Base Abilities

Dragonettes have the following abilities.

Alternate Form: Dragonettes rarely show their true form. Instead, each dragonette has a unique disguise such as a cat, mouse or snake. The disguise is selected when the dragonette is summoned and cannot be changed. While disguised, it can still use all of its abilities except flying, if able to do so. A dragonette enjoys a +20 bonus on Disguise checks to be confused with a normal animal of the kind selected. Showing or hiding its true form is a swift action.

Dodge: As an immediate action, the cherub ignores 1 melee weapon attack before it knows whether it has been hit. Requires Dexterity 15+ and works only in light or no armor. Costs 2 vitality.

Evasion: When a dragonette attempts a Reflex save that delivers partial damage even on a successful save, the dragonette instead takes no damage. It still takes full damage on a failed save. A dragonette does not gain this benefit when it is helpless.

Mortal Bond: A dragonette enjoys a special bond with its master, the creature that conjured it. It is completely loyal and does its best to provide aid. The dragonette and master always know each other's general health and disposition.

Young Dragonette (lvl 4)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Arcane Bite[M]: An adjacent foe suffers 2d4 damage if the dragonette beats its Reflex. The dragonette enjoys a +1 bonus on its attack roll when using the bite. Also, the bite counts as a magical weapon.

Dodge: As an immediate action, the young dragonette chooses to ignore 1 impending melee weapon attack before it knows whether the attack hits. Costs 2 vitality.

Minor Energy Resistance: The dragonette enjoys +2 DR against all energy types.

Resist Enchantment: Apply a +2 bonus on saves to resist magic abilities that allow a Will save.

Sleep Immunity: The dragonette is immune to Sleep, Slumber, and similar magical effects that cause sleep.

Sorcerous Magic[M]: The dragonette knows minor magic. Select 1 basic magic ability for which it qualifies from any class. The dragonette can use the selected ability.

Spell Ready: Boost Arcana and Perception checks by +5.

Mature Dragonette (lvl 6)

Apply +28 vitality, +2 saves, +2 attacks, +2 DR, the abilities of the young dragonette, and the following additional abilities.

Arcane Instruction: Each day, the dragonette's owner can select 1 magic ability from any class for which he qualifies to use in addition to other magic abilities he knows. The selected ability can be of any tier he has access to except paragon tier.

Invisible Step[M]: The dragonette is invisible for the remainder of its turn. Any attack by it negates the effect. Invisibility boosts Stealth checks by +10 and refuses line of sight. Costs 1 vitality.

Swift Retreat: The dragonette can take a 5-ft step as an immediate action whenever a foe larger than it initiates a melee attack against it.

Paragon Dragonette (lvl 8)

Apply +42 vitality, +3 saves, +3 attacks, +3 DR, the abilities of the young and mature dragonettes, and the following additional abilities.

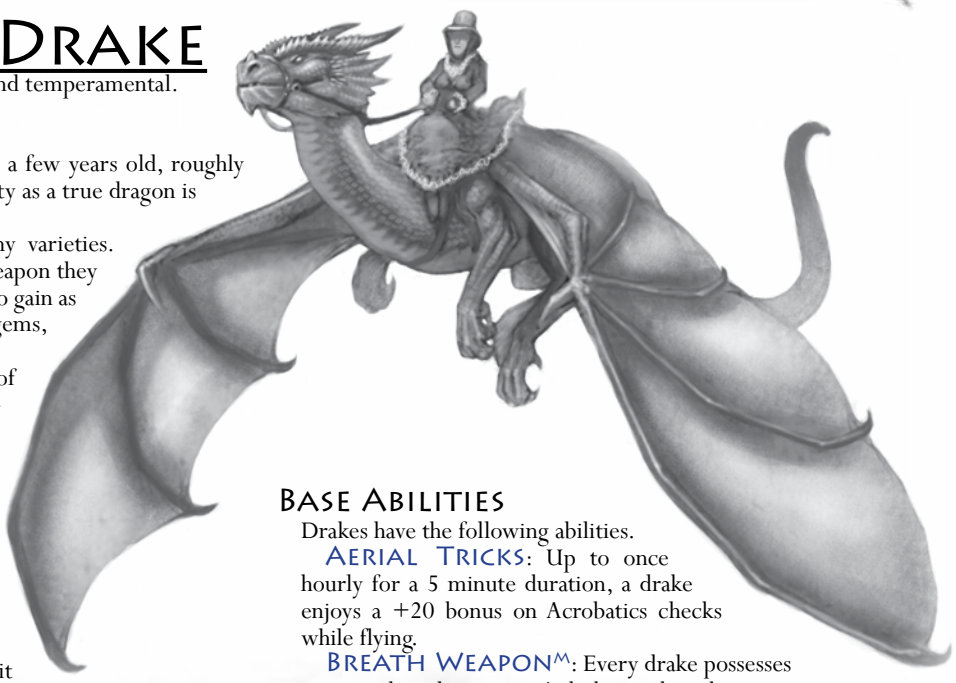
Draconic Blood[M]: Once daily the dragonette can heal all wound damage plus 4d6 vitality.

Polymorph[M]: For 2 minutes, the dragonette acquires the appearance and statistics of any creature (without class levels) with a level up to ½ its own. It retains its own Intelligence, alignment, vitality points, saves, and magic abilities. It can end the effect as a swift action and regains 1d4 wounds when doing so. If it falls unconscious or dies, it returns to its normal form. Costs 10 vitality.

See Invisibility[M]: As a standard action, the dragonette clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Drake

These winged serpents are vicious, vain, and temperamental.



Appearance & Culture

A drake is an immature dragon. It is only a few years old, roughly the size of a large horse, and its immortality as a true dragon is not yet assured.

Like all dragons, drakes come in many varieties. Their color betrays what kind of breath weapon they use. They love treasure and spare nothing to gain as much as they can. They particularly love gems, jewels, and magic items.

Drakes must consume large quantities of magic in order to gain immortality. Specifically, a drake must consume 25,000 gp worth of magic items in order to become a true dragon, and it cannot benefit from more than 5,000 gp per week. After consuming the required magic, the drake finds a safe spot to sleep for many years. When it awakens, it has grown to adult size and is no longer a drake but a dragon.

Drakes lack the grace, creativity, and wit of true dragons, and they are not particularly bright or wise, be they good or evil, lawful or chaotic. Thus, they tend to get themselves into trouble and many fall to the sword or a spell before making the "great nap", as some sages call it. That said, drakes are nothing if determined and resourceful.

Drakes make fine steeds if they are raised from birth and provided with adequate magical rewards.

Drake (lvl 6)

Drakes have the following statistics.

Type Dragon
Size Medium
Alignment Any
DC 22

Senses Darkvision, low-light vision, scent.
Perception +3 ; Stealth +12
Languages Common and Draconic
Initiative +2

Speed 20 ft ; Fly 60 ft ; Swim 10
Attack d20+6 (+8 bite) ; MA
Weapons Bite (3d6), 4 claws (2d4 each) or tail swipe (2d4)
Damage +3

Armor Scales ; DR 4
Wounds 20
Vitality 44
Fortitude 16, Reflex 17, Will 16
Special Immune to sleep, paralysis, and the energy type of its breath weapon

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Q&D Damage +9 ; Vitality 32

Str 17, Con 14, Dex 14, Int 10, Wis 8, Cha 15
Prime Strength and Charisma
Skills Acrobatics +12, Appraise +4 (+9 with magic), Arcana -1 (+9 to activate magic items), Athletics +18, Endurance +7, Intimidate +12

FP 3 ; Deity Palendine, Greenwyrm or Tiamat
Multiclassing Bard, shifter, sorcerer or witch
Treasure Items worth 600 gp in its lair

Base Abilities

Drakes have the following abilities.

Aerial Tricks: Up to once hourly for a 5 minute duration, a drake enjoys a +20 bonus on Acrobatics checks while flying.

Breath Weapon[M]: Every drake possesses a unique breath weapon. A drake can breathe once every 1d4 rounds. The breath weapon is a 30-ft cone or a 60-ft line (as the drake desires) of 1 energy type as shown in the table above. The breath weapon inflicts 2d8 damage of that energy type, or ½ damage if Reflex resists. Costs 2 vitality.

Bull Rush: A drake can shove an adjacent target. If it beats the target's Fortitude, the target is pushed back 1d4 x 5 ft. The drake must move at least 10 ft just prior to using this ability.

Detect Treasure[M]: When a drake concentrates as a standard action, it notes the presence or absence of gold coins, precious gems, magic items, quality artwork and similar treasure out to a distance of 5 ft per level (typically, 30 ft). When it concentrates for a second round in the same area, it learns the distance and direction to the most valuable of treasure.

Metal	Energy Type
Copper	Fire
Bronze	Electricity
Silver	Cold
Gold	Acid
Platinum	Sonic
Mithral	Force
Adamantine	Psychic

Heritage Skills: Drakes receive bonuses for skills corresponding to their moral and ethical alignment as shown in the table below. For example, a lawful good drake gains the benefits listed under both lawful and good in the table. If a drake's alignment changes, it retains its original bonuses.

Alignment	Skill Bonuses
Good	Healing +5, Insight +5
Moral neutrality (not good or evil)	Diplomacy +5, Religion +5
Evil	Intimidate +5, Warcraft +5
Lawful	Literacy +5, Nobility +5
Ethical neutrality (not lawful or chaotic)	History +5, Nature +5
Chaotic	Bluff +5, Music +5

Improved Carry Capacity: A drake can carry 250 pounds, or 1 Medium or 2 Small creatures, in addition to any other weight normally allowed, and not be overloaded, and can drag up to 1,250 pounds or support +8 encumbrance slots. This bonus is equivalent to a donkey.

Second Wind: Once daily, a drake can recover 4d6 vitality after 1 minute of rest.

Drone

A drone is a small flying construct that can spy, hunt or attack.

Appearance & Culture

Drones are aerial constructs, approximately 3-ft in diameter, that come in various models. While they are forged to obey a specific master, some drones go rogue or fall into the hands of artificers and others who know how to reset their allegiances.

Drones possess a simple intelligence to fulfill verbal commands up to 5 words such as "scout the local area", "search for the blue goblin" or "attack intruders on the ridge". A command can be conditional.

With its varied sensors, a drone enjoys excellent perception and a modicum of insight. It can puzzle out intent and, when needed, emit a confident voice to spread news or warnings. Drones rarely answer questions or offer chit-chat unless instructed to do so.

Drone (lvl 3)

Drones have the following statistics.

Type Construct
Size Small
Alignment Usually lawful neutral
DC 16

Senses Low-light vision, darkvision
Perception +15 ; Stealth +22
Languages Common and Mechan
Initiative +12

Speed 5 ft ; Fly 40 ft
Attack d20+8
Weapons Light crossbow (1d8, 80 ft, has 20 bolts)
Damage -3

Armor Metallic plating ; DR 5
Wounds 5
Vitality 24
Fortitude 15, Reflex 20, Will 12
Special Construct Traits

Q&D Damage +0 ; Vitality 18

Str 4, Con 16, Dex 24, Int 4, Wis 10, Cha 4
Prime Constitution and Dexterity
Skills Acrobatics +17, Athletics +2, Insight +5, Intimidate +2, Mechanics +17, Pilot +17

FP 2 ; Deity Asmodius, Mithrais, Palendine or Phane
Multiclassing Artificer, elementalist, savant or warlock
Treasure Chasis worth 300 gp in scrap parts

Base Abilities

Drones have the following abilities.

Construct Traits: A drone does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

Control Sigil: Every drone is keyed at creation to a specific owner using a magical sigil that is imprinted on both the drone and tattooed on the owner. The drone only obeys the owner and no one else.

Endure Elements: A drone ignores the effects of extreme temperature. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear is also protected. This ability is continuously in effect even when it is unconscious.

Battle Drone (lvl 5)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Dodge: As an immediate action, the drone ignores 1 melee weapon attack before it knows whether the attack hits. Requires Dexterity 15+ and works only in light or no armor. Costs 2 vitality.

Fireball[M]: This drone projects a red ray out to 90 ft that blossoms into a 15-ft-radius ball of fire. Creatures in the area suffer 1d6 fire damage per level (max 10d6), or ½ damage when Reflex resists. Costs 2 vitality.

Magic Resistance: This drone enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, its foe must beat its Fortitude anyway, and if the drone successfully resists then the magic has no effect.

Mirror Image[M]: The drone conjures 1d4+1 duplicates of itself for 2 minutes. Whenever a foe successfully strikes it, it has a 50% chance to strike and dispel 1 image instead. This is a visual illusion. Costs 2 vitality.

War Training: The drone has practical knowledge of warfare. Boost Warcraft checks by +5, or by +10 once daily.

Hunter Drone (lvl 5)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Hold Person[M]: One person within 30 ft is aware but helpless and cannot do actions for 1d4 rounds. Will resists. Costs 2 vitality.

Infiltrator: This drone moves quietly and attentively through shadows. Apply a +5 bonus on Perception and Stealth checks.

Invisibility[M]: The drone turns invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and refuses line of sight. Costs 2 vitality.

Nondetection[M]: For 1 hour the drone cannot be targeted by the following abilities: Detect Alignment, Detect Magic, Detect Magic User, Detect Thoughts, Far Sight, Forced Sense Link, Learn True Name, Locate Creature, Probe Thoughts, Scrying, and See Invisibility. These abilities detect nothing about it. This ability protects it even when it is unconscious. Costs 2 vitality.

See Invisibility[M]: As a standard action, the drone clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Track: Boost Survival checks by +5, or by +10 when tracking in natural environments.

Spy Drone (lvl 5)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Detect Thoughts[M]: This drone notes the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, it learns the number of thinking minds and the Intelligence of each. After concentrating for a third round, it "hears" the current surface thoughts of 1 creature of its choice within range for 2 minutes if it beats its Will. Costs 2 vitality.

Penta-Mnemoniscope[M]: This drone possesses a 1-pound biotronic sensor. The sensor grants a +5 bonus on Perception checks. Moreover, up to 5x daily, the done may review a single 1-minute scene from the past 24 hours and make a Perception check as if it were there again, even if it did not make a check at the time. The sensor counts as worn equipment, cannot be removed or destroyed, and fully restores itself after a night's rest if damaged. Reviewing a scene costs 1 vitality.

Sending[M]: The drone sends a 1-way message of 25 words or less to its owner or other willing creature that it has met before and knows by name on the same world or realm of existence. Costs 5 vitality.

Spotlight[M]: The drone brightly illuminates a 5-ft square up to 90 ft away for 2 minutes. It indicates a spot, not a creature or object.

Dryad

Dryads are alluring, elusive fey who live within trees.

Appearance & Culture

Dryads stand 5 to 5½ ft tall and weigh 100 to 120 pounds. They have brown or green skin with flowers and leaves growing in their hair. All dryads are female. Like nymphs and satyrs, they are nature spirits made manifest in human-like form. Dryads are most at home in thick woods and are strongly linked to trees, particularly oak trees.

Dryads are wild, beautiful, and fun. They enjoy wine, song, animals, nature, and sex. They can vanish into their fey realm to enjoy respite and play pranks or offer gifts (wondrous or cruel) to those they deem deserving. At their best, they immerse themselves in the moment and bring love and laughter in dark times.

Dryads sometimes take lovers, particularly comely and charismatic humans, elves, half-elves, nymphs and satyrs. The offspring are always dryads if female and satyrs if male.

Some dryads are cruel and delight in the suffering of "mere mortals". These dryads savor nature's uncaring cruelty and happily transform trespassers and discarded lovers into twisted trees.

Dryad (lvl 4)

Dryads have the following statistics.

Type Fey
Size Medium
Alignment Usually chaotic neutral
DC 18

Senses Low-light vision
Perception +8 ; **Stealth** +1
Languages Common and Sylvan
Initiative +1

Speed 30 ft
Attack d20+7
Weapons Slam (1d4)
Damage -1

Armor Fey aura ; **DR** 3 (0 vs cold iron)
Wounds 6
Vitality 28
Fortitude 12, **Reflex** 15, **Will** 19
Special Immune to charm and sleep magic

Q&D Damage +3 ; Vitality 20

Str 8, **Con** 10, **Dex** 12, **Int** 10, **Wis** 17, **Cha** 21
Prime Wisdom and Charisma
Skills Acrobatics +6, Diplomacy +15, Handle Animal +13, Heal +13, Insight +13, Music +15, Nature +5, Survival +13

FP 2 ; **Deity** Corvis, Greenwyrm, Iris or Tanish
Multiclassing Bard, druid, gallant or witch
Treasure Items worth 400 gp in its grove

Base Abilities

Dryads have the following abilities.

Comely Distraction: The dryad's elegance distracts others. When she targets a person or animal within 15 ft, the target suffers a -5 penalty on Perception checks for 1 round. Costs 1 vitality.

Entangle[M]: A dryad can evoke and animate plant life in a 30-ft radius around a point up to 120 ft away. Each round, creatures in the area must resist using Reflex. Those that fail are held tightly and unable to move or take actions. All others move at ½ speed and suffer a -2 penalty on all d20 rolls. The effect lasts 5 minutes. Costs 2 vitality.

Lasting Vigor: A dryad ignores the negative effects of aging although she still dies of old age when her time is up.

Seduction: A dryad targets 1 person. If she beats the target's Will, she consumes the person's attention with romance for 4 hours + 1 hour per level, during which time the person suffers a -5 penalty to Perception checks and does not move more than 30 ft from the dryad. Even a person who resists is distracted for 1 minute. If the locale is romantic, apply a +2 bonus on the attack roll. The target gets a new chance to resist whenever he notices an attack roll.

Speak With Plants[M]: For 5 minutes, the dryad asks questions and receives answers from natural plants. They are cooperative but only report what they observe without inferences. A plant will watch a 10-ft-square area for the dryad for 1 day. Costs 2 vitality.

Tree Shape[M]: The dryad becomes a tree. In tree form, she sees and hears normally but can take no other actions. She enjoys a +20 bonus on Disguise checks to be mistaken for a normal tree and radiates faint magic. She can return to her normal form as a move action. Lasts 4 hours + 1 hour per level. Costs 2 vitality.



Dryad Matriarch (lvl 6)

A matriarch is a beauteous leader among dryads. Add +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Blue Rose[M]: Once daily, a dryad matriarch can conjure a blue flower that if eaten within 1 round cures 4d6 vitality.

Create Food and Water[M]: Once daily, a dryad matriarch can conjure nutritious vegetarian food and wine to satisfy 3 persons or 1 mount per level. Costs 2 vitality.

Fey Affair: This improves Tree Shape such that 1 willing adjacent Medium or Small person may accompany the dryad when she expends 5 vitality rather than 2. While in tree form, the loving couple suffers a -5 penalty on Perception checks as they while away the hours in a state of faerie bliss.

Trackless Step: A dryad matriarch leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail.

Woodlands Curse[M]: A targeted creature within 30 ft must resist using Will or begin turning into a normal tree. Each round it has a 50% chance to halt the process. On the first failed try, it is limited to a single move or standard action. On the second failed try, it cannot act but can defend itself as its feet become roots and its arms branches. On the third failed try it turns into a tree. Three successful tries in a row end the magic. The dryad matriarch can halt, delay or reverse the effect at any time. Otherwise, Miracle or Wish reverses the effect.

Dryad Sapling (lvl 2)

A sapling is a juvenile dryad. Apply -14 vitality, -1 saves, -1 attacks, and -1 DR. Also, a dryad sapling lacks the Entangle, Lasting Vigor, and Seduction abilities. All other features remain the same.

D'VISH

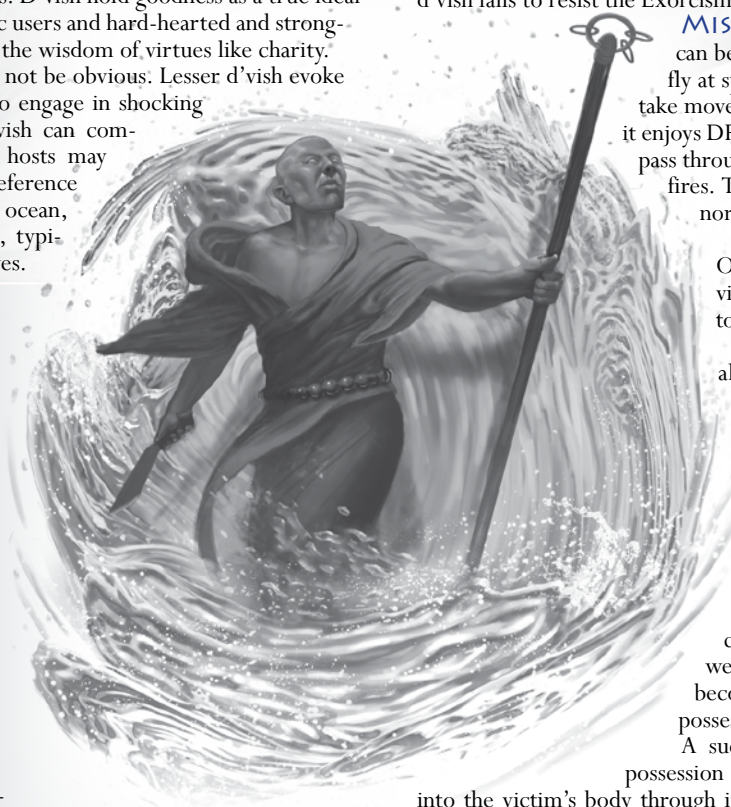
This pure, misty celestial possesses and enlightens mortals in need.

Appearance & Culture

D'vish, both singular and plural, descend from the rare union of genies and celestials. A d'vish appears as a blue humanoid or a cloud of sea mist. As a humanoid, it stands 7 ft tall, sports deep blue or green skin and chalk-white hair, and prefers the trident and studded armor. In mist form, these creatures can surprise and possess mortals with ease. Although immortal, d'vish can be slain by violence and they are adept at binding spirits of ancient spirits into themselves.

D'vish seek to possess and guide mortals to promote virtue and engage in purifying rituals, particularly for the purpose of fostering enlightenment for third parties. D'vish hold goodness as a true ideal and love to target foolish magic users and hard-hearted and strong-willed souls in order to reveal the wisdom of virtues like charity.

Possession by an d'vish may not be obvious. Lesser d'vish evoke impulses that drive the host to engage in shocking goodness, while a master d'vish can completely control a host. Such hosts may speak in the genie tongue, reference odd knowledge, smell like the ocean, and show unusual eye colors, typically blue, green, and white eyes.



D'vish (lvl 7)

D'vish have the following statistics.

Type Elemental and Celestial
Size Medium
Alignment Usually neutral good
DC 22

Senses Darkvision, low-light vision
Perception +18 ; **Stealth** +13
Languages Common, Aquan, Celestial, Genie, and Sylvan
Initiative +3

Speed 40 ft ; **Swim** 40 ft
Attack d20+6 (or +8 with trident and kukri) ; **MA**
Weapons Dagger (1d4, 10 ft), trident (3d6, 10 ft) or 2 kukri (2d4 each)
Damage +2

Armor Magical leather ; **DR** 5
Wounds 10
Vitality 51
Fortitude 15, **Reflex** 18, **Will** 16
Special Not There ; ignore the effects of cold down to -40° F.

Q&D Damage +8 ; Vitality 32

Str 14, **Con** 15, **Dex** 16, **Int** 11, **Wis** 16, **Cha** 12
Prime Dexterity and Wisdom
Skills Arcana +5, Athletics +7, Diplomacy +13, History +5, Nature +5, Religion +5, and Survival +13

FP 4 ; **Deity** Any good deity
Multiclassing Elementalist, monk, sage or shaman
Treasure Armaments and other items worth 600 gp on itself and in its lair

Base Abilities

D'vish have the following abilities.

Drowning Touch[M]: One adjacent corporeal foe suffers 1d6 damage per level (typically 5d6 damage) due to a sudden build up of salt crystals in its body, or ½ damage if Fortitude resists. If the foe dies, its body turns to water and evaporates. Costs 2 vitality.

Frost Runes: All foes within 15 ft suffer 3d6 cold damage. Alternatively, the d'vish can target 1 foe within 90 ft. Costs 2 vitality.

Healer[M]: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

Minor Celestial Pact[M]: Once daily after a 10 minute ceremony, a d'vish calls into itself a ghostly celestial spirit of yore to empower it. While bound, it enjoys a +2 bonus on Diplomacy checks and may select for the day any 1 basic magic ability for which it qualifies from any class. The binding lasts 24 hours or until the d'vish fails to resist the Exorcism ability.

Misty Form[M]: At any time, a d'vish can become a fresh glowing mist and can fly at speed 30 ft. In this form, it can only take move actions, it can perceive as normal, it enjoys DR 10, and ignores all ailments. It can pass through cracks but cannot enter or cross fires. The Gust of Wind ability affects it normally.

Revitalize By Water: Once daily, a d'vish can recover 4d6 vitality after 1 minute of rest adjacent to or within water.

True Sight[M]: You see through all illusions, disguises, and concealments for 1 round. This reveals secret doors and invisibility. It also bypasses the Nondetection ability. Costs 5 vitality.

Virtuous Influence[M]: Once daily while in misty form, a d'vish can attempt to possess a living or dead person or animal. Possession of a dead creature causes it to animate and act as if it were alive—the creature does not become undead, and the d'vish cannot possess undead. Will resists the effect.

A successful attack results in a subtle possession as the d'vish's misty form vanishes into the victim's body through its mouth, eyes, and other orifices. The host mostly retains control of its body and mind. However, the d'vish can influence the host if it spends 2 vitality and beats the person's Will. The influence lasts 1 hour and is a suggestion to help fulfill a kind sacrifice or engage in prayer and calisthenics, particularly in concert with other possessed hosts. While possessed and also under a suggestion, a host enjoys a +5 bonus to damage rolls and Perception checks and its eyes turn white, blue, or sea green. The host has no access to the d'vish's abilities and the d'vish cannot use its other abilities while possessing its host. The d'vish can sustain possession indefinitely although the host enjoys a Will save each day at a -5 penalty to resist.

A d'vish can choose to exit a creature to end the possession. During the round that it exits a host, it suffers a -5 penalty to resist magic abilities. However, it also radiates a fearful aura. Foes within 15 ft are frightened if the d'vish beats their Will.

Not There[M]: As an immediate action, a d'vish can wink out of existence until the start of its next turn. Costs 2 vitality.

See Invisibility[M]: As a standard action, you clearly notice for 1 round any invisible or incorporeal creatures within 30 ft.

Water Breathing[M]: A d'vish can breathe in water as easily as in air for up to 4 hours + 1 hour per level per day. It can use the hours nonconsecutively and may expend hours to grant touched allies the ability to breathe water too. Costs 2 vitality.

Eagle

Royal eagles rule daytime skies and make fine aerial mounts.



Appearance & Culture

A royal eagle is an intelligent version of its smaller common cousins. It is 10 ft tall with a 20-ft wingspan and weighs up to 500 pounds. It sports bronze, silver or white feathers, as appropriate to its environment of mountains, woodlands or the arctic, respectively.

Royal eagles are often raised or recruited to act as flying mounts. They are skilled at attacking or grabbing foes in mid-swoop, can evade attacks, and are swift with keen vision.

Royal eagles are inquisitive, knowledgeable of nature, and insightful of other's motives as betrayed from body language and voice tone. Even if a royal eagle prefers to not assist a party in combat, it can usually provide valuable advice about survival, travel, and persons in the local area, such as what's safe to eat or which paths to avoid.

Royal Eagle (lvl 6)

Royal eagles have the following statistics.

Type Magical beast
Size Large
Alignment Usually neutral
DC 22

Senses Low-light vision, farsight
Perception +12 ; Stealth -4 (+9 while flying)
Languages Sylvan plus Celestial or Common
Initiative +6

Speed 10 ft ; Fly 80 ft
Attack d20+7 (+9 with bite) ; MA
Weapons Bite (4d6) or 2 claws (2d6 each)
Damage +4

Armor Thick feathers ; DR 3
Wounds 15
Vitality 45
Fortitude 16, Reflex 15, Will 16
Special Evasion ; ignore the effects of cold down to -40° F.

Q&D Damage +10 ; Vitality 33

Str 18, Con 17, Dex 12, Int 10, Wis 15, Cha 12
Prime Constitution and Wisdom
Skills Acrobatics +4, Athletics +7, Endurance +11, Insight +10, Nature +3, Survival +10

FP 3 ; Deity Esmariah, Iris or Tanish.
Multiclassing Bard, druid, elementalist or witch
Treasure Items worth 600 gp in its nest

Base Abilities

Royal eagles have the following abilities.

Evasion: When a royal eagle successfully resists an attack using Reflex, it takes no damage from the attack, even if it might normally suffer partial damage, as it dodges out of the way. The eagle still takes full damage when it fails to resist. The eagle does not gain this benefit when it is helpless, wearing heavy barding, or over-loaded.

Farsight: A royal eagle can observe details, including the presence of Tiny creatures, out to a distance of 1 mile.

Fly-By Attack: A royal eagle may fly both before and after it makes an attack, provided its total distance moved is not greater than its fly speed.

Great Carry Capacity: A royal eagle can carry 750 pounds, 3 Medium or 6 Small creatures, in addition to any other weight normally allowed, and not be overloaded, and can drag up to 3,750 pounds or support +25 slots. This is equivalent to a warhorse.

Multi-Grapple: The eagle grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the eagle must expend a swift action to maintain the grapple, and the foe can try to beat the eagle's Fortitude as a standard action to break the grapple. The eagle may block a grappled foe's mouth with 1 claw to prevent speech. As a standard action, the eagle may move the grappled foe 5 ft, either moving at the same time with the foe or repositioning the foe. Also, the eagle can grapple 2 foes at once, 1 in each claw.

Heavensent Eagle (lvl 14)

A heavensent eagle is a celestial creature. Its typical alignment is neutral good. Apply +56 vitality, +4 saves, +4 attacks, +4 DR, and the following abilities.

Call Lightning[M]: A heavensent eagle can call down lightning upon a single target within 120 ft. The strike inflicts 1d8 electrical damage per level (max 10d8, no save). Costs 2 vitality.

Control Weather[M]: After 1 minute of concentration, a heavensent eagle can direct the weather in a 5-square-mile area to shift 1 grade to become clearer or stormier, hotter or colder, calmer or windier. The new weather takes effect after 10 minutes and lasts while the eagle concentrates + 1d4 hours before reverting to normal. See RPG, page 237 regarding weather. Costs 10 vitality.

Detect Evil[M]: The heavensent eagle learns whether fiends and/or undead are present within a 30-ft cone.

Great Holy Circle[M]: A heavensent eagle can evoke a stationary 30-ft-radius circle around itself inscribed with angelic runes. Evil creatures cannot pass or break the circle's perimeter as long as it concentrates as a standard action each round + an additional 2 minutes. Exiting the circle ends the effect. Costs 2 vitality.

Lay on Hands[M]: A heavensent eagle's touch heals a willing creature's wound damage. The amount of wounds healed equals 1d8 + the eagle's level. A creature can benefit 3x per day if it is good, 2x per day if it is neutral, and once per day if it is evil.

Lore: Apply a +5 bonus on Arcana, Diplomacy, Handle Animal, Heal, History, Nature, Nobility, Religion, and Warcraft checks.

Self-Healing[M]: Once daily, the eagle heals all vitality damage.

Squawk: Creatures in 30-ft cone are deafened for 5 minutes and suffer 1d6 sonic damage per level, or ½ that amount if Fortitude resists.

True Sight[M]: A heavensent eagle can see through all illusions, disguises and concealment for 1 round. This also reveals secret doors and invisibility. Costs 5 vitality.

Wounding Strike: As a swift action, add +1d4 wound damage to the eagle's next attack in addition to any other damage.

Elemental

These spirits hold great sway over nature's base elements.

Appearance & Culture

This creature is an animated elemental mass. It might appear as a fiery humanoid shape, whirlwind or watery sphere. Although elementals have physical bodies of sorts, they are best understood by the effects they produce, such as a fiery wall or ocean whirlpool.

Elementalists and other magic users often conjure elementals in order to employ them, either to harm foes, aid allies, or alter the physical landscape. For example, an earth elemental can cause a small earthquake, produce a stone wall, or transmute rock into mud. Given the right spells, an elemental can be bound to a machine to power it for a long period. More rarely, a spellcaster can bind with an elemental spirit to gain its powers for a few minutes.

Elementals are sentient and can communicate with people, though they often choose not to, as their goals and existence are utterly foreign to mortal minds. They are at home with elemons, genies, mephits, and other elemental beings.

Elemental (lvl 6)

Elementals have the following statistics.

Type Elemental
Size Large
Alignment Usually neutral
DC 22

Senses Darkvision
Perception +4 ; Stealth +0
Languages Common and Genie plus Aquan, Auran, Ignan, Mechan or Terran (select 1 that suits the elemental's affinity)
Initiative +0

Speed See below
Attack d20+8 ; MA
Weapons 2 slams (2d6 each + Energy Slam)
Damage See below

Armor Magical aura ; DR See below
Wounds 15
Vitality 47
Fortitude 20, Reflex 15, Will 17
Special Immune to sleep magic ; See below

Q&D Damage +6 ; Vitality 35

Str 10, Con 20, Dex 10, Int 10, Wis 18, Cha 10
Prime Constitution and Wisdom
Skills Arcana +5, Nature +5

FP 4 ; Deity Any
Multiclassing Elementalist
Treasure None

Base Abilities

All elementals have the following abilities.

Affinity: Each elemental has a special affinity for 1 base element: air, earth, fire, metal or water. The affinity modifies the elemental's statistics as shown in the upcoming table.

Energy Slam: An elemental's slam attack does extra damage based on its favored element: sonic for air, force for earth, fire for fire, electricity for metal, and cold for water. The damage amount equals 1d6 per 2 levels (typically +3d6).

Immortal[M]: Elementals do not age, do not need to breathe, eat or sleep, and cannot be raised from death if slain.

Resist Energy: An elemental enjoys total immunity to the energy type listed for its favored element under "energy" in the table.

Element	Speeds	Damage	DR	Defenses	Energy
Air	10 ft ; Fly 70 ft	+0	0	Reflex +5	Sonic
Earth	20 ft	+15	6	Fort +5	Force
Fire	40 ft ; Climb 40 ft	+0	0	Reflex +5	Fire
Metal	20 ft	+10	8	Fort +5	Electrical
Water	30 ft ; Swim 60 ft	+5	0	Reflex +5	Cold

Air Elemental (lvl 6)

Air elementals can provide the following effects.

Airy Gift[M]: This improves Gaseous Form such that the elemental now has the option to grant the effect on an adjacent ally.

Gaseous Form[M]: The elemental becomes a dark insubstantial gas and wafts slowly for 5 minutes. In this form, it has a 10 ft fly speed, can only take move actions, perceives as normal, has DR 10, enjoys a +5 bonus on Stealth checks, and enjoys immunity to all ailments. It can pass through cracks but cannot enter liquids. The Gust of Wind ability affects it normally. Costs 2 vitality.

Gust of Wind[M]: The elemental projects a 60-ft line of forceful wind. Medium and smaller creatures cannot move toward it for 1 round. If it beats targets' Reflex, they are also knocked prone (or are pushed back 1d6 x 10 ft if flying). The wind grants a sailed ship standard speed for 1 round. Costs 2 vitality.

Overland Flight[M]: The elemental and up to 5 touched allies can use Fly but with a speed of 120 ft for up to 4 hours + 1 hour per level. An ally who touches solid ground ends the effect for himself only. Requires Fly. Costs 2 vitality per recipient.

Whirlwind[M]: The elemental conjures a windy funnel that is up to 40 ft high and 10 ft in diameter. The funnel moves at a speed of 60 ft in any direction it desires and inflicts 2d8 damage on creatures in its path. A creature in the funnel is thrown 10-60 ft and lands prone if the elemental beats its Reflex. The funnel lasts as long as the elemental concentrates as a standard action each round + an additional 1d4 rounds. Costs 5 vitality.

Earth Elemental (lvl 6)

Earth elementals can provide the following effects.

Burrow[M]: For 5 minutes, the elemental gains a burrow speed of 30 ft. It can move through earth but not stone or metal. It leaves a 2-ft diameter path. Costs 5 vitality.

Drying Touch[M]: One touched wet object, mass or person weighing up to 250 pounds becomes dry. Items such as firearms that are harmed by immersion become usable again. Costs 1 vitality.

Meld Into Stone[M]: The elemental vanishes into an adjacent 5-ft-cube stone volume for up to 5 minutes. It can hear but not see and can take no actions except to end the effect as a standard action. It is undetectable from outside the stone. Costs 2 vitality.

Move Earth[M]: This works like Control Water, except that it moves loose or packed earth (but not stone) instead. Costs 5 vitality.

Rock to Mud[M]: Up to 1 5-ft cube per level of stone within 60 ft changes to mud. Creatures in the area must resist using Fortitude to move 5 ft per turn or else they are stuck with a 0-ft speed and suffer a -5 penalty on d20 rolls. The mud hardens after 1 minute. Stone buildings suffer 1d6x100 damage. Costs 10 vitality.

Sudden Burial[M]: One creature within 30 ft that is touching soft ground (dirt, mud or snow but not stone or ice) is drawn into the earth and buried up to its neck for 5 minutes, or is slowed for 1 round if Reflex resists. A buried creature is physically restrained but can use magic or verbal abilities, and his allies can spend 1 minute to extract him. Apply -5 on the elemental's attack roll if a target is above 5th level. Costs 1 vitality.

Tremor[M]: This improves Stomp, such that the elemental affects creatures up to Large size out to a distance of 30 ft, and creatures must resist using Fortitude or suffer 1d8 damage per 2 levels. Buildings in the area suffer the same damage and collapse if reduced to 0 hit points. Costs 2 vitality.

Wall of Stone[M]: The elemental conjures a 1-ft-thick stone

slab that is 5 ft x 20 ft or 10 ft x 10 ft. The slab appears within 30 ft of the elemental in any spot where it can anchor (meld) into existing voluminous stone or dense earth on at least 1 side. The wall has DR 10 and 120 hit points per 5-square-ft area. It lasts 5 minutes. Costs 2 vitality.

Fire Elemental (lvl 6)

Fire elementals can provide the following effects.

Burning Hands[M]: All creatures within a 15-ft cone suffer 1d4 fire damage per level (max 5d4) or ½ damage when they resist using Reflex. Costs 1 vitality.

Cone of Fire[M]: The elemental inflicts 1d6 fire damage per level to all creatures in a 60-ft cone. Reflex resists for ½ damage. Costs 5 vitality.

Fireball[M]: The elemental projects a red ray out to 90 ft that blossoms into a 15-ft-radius ball of fire. Creatures in the area suffer 1d6 fire damage per level (max 10d6), or ½ damage when Reflex resists. Costs 2 vitality.

Meteor Swarm[M]: The elemental calls down 4 meteors. Each explodes on impact and inflicts 2d6 force damage, 2d6 sonic damage, and 2d6 fire damage on foes and objects in a 60-ft-radius burst. The elemental can conjure each meteor up to 500 ft away from itself. A creature caught in the area of multiple meteors suffers damage from each. Costs 10 vitality.

Scorching Rays[M]: The elemental targets up to 4 foes within 60 ft with ruby red rays. Each foe suffers 1d6 fire damage per 2 levels (max 5d6), or ½ that amount when Reflex resists. Costs 2 vitality.

Torch[M]: The elemental conjures fire on an unattended object that it touches. The fire does not consume or harm the object. Rather, it produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. The elemental can use and dismiss this ability at will but can maintain only 1 torch at a time.

Wall of Fire[M]: The elemental conjures an opaque 20-ft-high sheet of flame for 5 minutes that is either a curtain up to 20-ft long per level or a ring with a radius up to 5 ft per 2 levels. Creatures within 10 ft of the flame suffer 1d6 fire damage. Those caught in the flame or who pass through it suffer 4d6 damage and catch fire, suffering 1d6 fire damage per round until they spend a standard action to extinguish it. Applying 10 points of cold damage to a 5-ft square of wall extinguishes that section. The elemental can maintain 1 Wall of Fire at a time. Costs 5 vitality.

Metal Elemental (lvl 6)

Metal elementals can provide the following effects.

Blade Barrier[M]: The elemental evokes around itself or a point within 30 ft a stationary 15-ft-radius ring or 90-ft-long wall of slashing blades for 5 minutes. Creatures that start within or pass through the ring suffer 1d6 damage per level or ½ damage if Reflex resists. Costs 5 vitality.

Levitate Metal[M]: This improves Mentech's Hand so that the elemental mentally moves 1 metallic or metal-clad target weighing up to 1 ton a distance of 90 ft up or down. It can move the target out to a distance of 180 ft from itself. The target's composition must be at least ¼ metal to move it. Unwilling targets may resist using Will. Costs 2 vitality.

Magnetize[M]: One target within 30 ft attracts nearby unattended metal objects. The environment is either sparse, average or rich in such objects. The objects must be loose, including nails, and not continuous metal pieces. An affected target suffers 1d4 damage in sparse environments, or 3d6 damage or 5d8 damage in average or rich environments, respectively. Moreover, if the target fails to resist using Fortitude, modify its speed for 2 minutes by -5 ft per damage die dealt (minimum 0 ft speed). Costs 2 vitality.

Mentech's Hand[M]: The elemental mentally moves a single metallic unattended object within 30 ft weighing up to 25 pounds. It can move the object up to 30 ft in any direction. The item's composition must be at least ¼ metal to move it. Costs 1 vitality.

Rusting Grasp[M]: The elemental targets an exposed metal item of an adjacent foe. If Reflex fails, the item rusts and is destroyed. Magic items enjoy a +5 bonus to resist. The elemental may target a construct for wound damage equal to 1d4 + 1 point per level. Reflex negates. Costs 5 vitality.

Shape Metal[M]: After 1 minute of concentration, the elemental molds adjacent unattended metal into a new shape. It affects up to 1 cubic ft per level. It can form a metal armor suit into a door, warp a metal sword to uselessness, open a hole in a metal hull, or so forth. It cannot alter the type of metal or its DR. Crafting functional gear with parts such as armor requires a Craft, Mechanics or Warcraft check. Shaping an electrotech device may damage or destroy it as the GM decides. Costs 2 vitality.

Spike Finger[M]: An adjacent foe suffers 1d6 damage per level (max 5d6) as the elemental briefly produces a piercing melee weapon. Reflex resists for ½ damage. Costs 1 vitality.

Wall of Steel[M]: The elemental conjures a 3-in-thick metal slab that is 5-ft x 20-ft or 10-ft x 10-ft. The slab appears within 30 ft of the elemental in any spot where it can anchor (meld) into existing voluminous metal (such as a hull but not a personal object such as an armor suit or sword) on at least 1 side. The wall has DR 15 and 150 hit points per 5-square-ft area. It lasts 5 minutes. Costs 5 vitality.

Water Elemental (lvl 6)

Water elementals can provide the following effects.

Create Water[M]: The elemental conjures up to 10 gallons per level of fresh water. One person requires 1 gallon of water to survive for a day. Costs 1 vitality.

Control Water[M]: The elemental raises or lowers the level of water within 500 ft of itself. It can affect up to 1 10-ft-square area per level, raising or lowering it by 2 ft per level. The effect lasts while the elemental concentrates + 2d6 rounds. Costs 5 vitality.

Rip Tide[M]: The elemental moves 1 foe immersed in water within 30 ft up to 120 ft in any direction so long as the foe remains in or adjacent to water. Only foes with a Swim speed can resist using Fortitude to end the effect. Costs 1 vitality.

Swim Spell[M]: For 5 minutes, the elemental enjoys a Swim speed of 30 ft. This also grants it a +10 bonus on Athletics checks in water. Costs 1 vitality.

Water Breathing[M]: The elemental can breathe in water as easily as in air for up to 4 hours + 1 hour per level over a 24 hour period. It can use the hours nonconsecutively and may expend hours to grant touched allies the ability to breathe water too. Costs 2 vitality.

Watery Grasp[M]: A foe within 30 ft who is within 15 ft of water is pulled into the water, or pulled only 5 ft if Fortitude resists. Costs 2 vitality.

Whirlpool[M]: As Rip Tide, but up to 1 immersed foe per level within 120 ft, and targets suffer 4d6 damage. Costs 10 vitality.

Elemon

Elemons are weird creatures of air, earth, fire, and water.

Appearance & Culture

Elemons are strange predatory creatures born of primordial forces. They cluster with their own kind in otherworldly realms or Mortal niches where their element predominates. The 4 most common elemons include the stony xorn, inchoate invisage, fiery magman, and watery podform.

Invisage: An invisage is a whirlwind force that prowls from the air. It is essentially invisible at all times and has an amorphous form. It is approximately 8 ft tall and 3 ft in diameter, weighing almost nothing. A See Invisibility spell shows only a dim outline of a cloud, while True Seeing reveals a roiling cloud of vapor. These creatures speak Common, Genie, and Auran. Blood is their favorite treat. When particularly hungry or provoked, an invisage attacks by using the air itself as a weapon. It creates a sudden, intense blast of wind that pounds a targets. When an invisage wanders alone, it may spend significant time quietly tracking and probing the capabilities of prey until it is sure to win surprise and safely taste a fine meal. Sometimes a flock of these creatures will assault a band of mortals. As a flock, they tend to be more fearless, particularly against earth-bound foes.

Magman: Magman are ever-burning salamander-like hunters. They stand about 5 ft tall and weigh about 75 pounds. Their bodies are a supernatural mixture of flesh and fire, ever-flaming with scales that radiate intense heat. These creatures speak Common, Genie, and Ignan. They can smell warm-blooded creatures up to 30 ft away and are naturally aggressive, as suits their fiery nature. Magman are immune to fire and enjoy setting alight their environment, which is particularly fun in the Mortal Realm where there is so much to burn. Magmen sometimes travel alone as scouts but more often they move in loose packs, each member shifting in unpredictable ways yet somehow unified with his brothers.

Podform: A podform is a luminous jellyfish-like creature that lures, dazzles, and drowns its prey. A podform is a largish 5-ft-cube mass with 15-ft long tentacles. It glows with a soft light and can, when desired, produce alluring lights around itself or blast foes with blinding light. Worse yet, it easily grabs prey and constricts them. Like other elemons, it savors the sweet taste of blood and focuses on bleeding opponents before all others. These creatures speak Common, Genie, and Aquan. Podforms travel alone or in schools. When a loner is encountered, it is often scouting to establish new hunting grounds before calling its siblings, while schools tend to swarm in warm lagoons near habitable areas to lure land creatures to their doom.

Xorn: A xorn glides through solid stone with ease in search of delicious gems and precious metals. An adult xorn stands 5 ft tall and wide, weighing about 600 pounds. Xorns speak Common, Genie, and Terran. Xorns do not attack fleshly beings except to defend themselves or their property, since they cannot digest meat. They are indifferent to creatures of the Mortal Realm—with the sole exception of anyone carrying a significant amount of precious metals or minerals, which xorns eat. A xorn can be quite aggressive when seeking food, especially in the Mortal Realm where such sustenance is harder to find than at home. A xorn's favorite mode of attack is to wait just beneath a stone surface until a foe comes within reach, then emerge suddenly.

Elementalists may summon these creatures to perform specific tasks such as excavating earth, razing an enemy holdout, or stalking a target. A summoned elemon undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. However, elemons resent protracted missions or complex tasks that take them away from their familiar homes and may seek to pervert instructions accordingly.

An elemon can be killed only when it is on its home realm, which is never the Mortal Realm. When performing a task elsewhere, it automatically returns to its home realm when it takes damage sufficient to incapacitate it.

Elemon (lvl 7)

Elemons have the following statistics.

Type Elemental
Size Medium
Alignment Always neutral
DC 24

Senses Darkvision
Perception +11 ; **Stealth** +7
Languages Common and Genie plus 1 other language (see below)
Initiative +2

Speed 30 ft ; **See below**
Attack d20+10 ; **MA**
Weapons 3 slams (2d6)
Damage +4

Armor Magical hide ; **DR** 5
Wounds 13
Vitality 56
Fortitude 22, **Reflex** 17, **Will** 14
Special Immune to disease and poison

Q&D Damage +11 ; Vitality 42

Str 16, **Con** 24, **Dex** 14, **Int** 7, **Wis** 12, **Cha** 8
Prime Constitution and Wisdom
Skills Arcana +3, Athletics +8, Dungeoneering +3, Endurance +17, Nature +3, Survival +11

FP 4 ; **Deity** Maiya
Multiclassing Elementalist, monk, sage or shaman
Treasure None

Base Abilities

All elemons have the following abilities.

Life Drain: A living creature that ends its turn adjacent to an elemon automatically suffers 1 wound damage due to exposure to an imbalance of elemental forces. Fortitude resists.

Primal Life-Force: An elemon lives indefinitely unless and until it is reduced to negative hit points. If this occurs away from its home realm, then it automatically returns to its home realm. If this occurs within its home realm, a killing blow snuffs out the elemon's primal life-force and causes it to die such that it cannot be restored from death except by Miracle or Wish.

Invisage Abilities (Air)

An invisage has the following abilities in addition to the base abilities.

Fly: An invisage can fly at speed 30 ft. It drops gently to the ground if it becomes incapacitated while airborne. Costs 1 vitality per minute of use.

Gust of Wind: The invisage projects a 60-ft line of forceful wind. Medium and smaller creatures cannot move toward it for 1 round. If the invisage beats their Reflex, they are also knocked prone (or are pushed back 1d6 x 10 ft if flying). The wind grants a sailed ship standard speed for 1 round. Costs 2 vitality.

Improved Initiative: Apply a +5 bonus to initiative checks or +2 when over-loaded. An invisage reacts quickly.

Improved Invisibility: This improves Invisibility (below), such that attacking does not end the effect. Costs 10 vitality

Invisibility: An invisage can turn invisible for 5 minutes. Invisibility grants a +10 bonus on Stealth checks and refuses line of sight. Costs 2 vitality.

See Invisibility: As a standard action, an invisage clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Spell Weakness: A Gust of Wind spell that target's an invisage within 30 ft inflicts 1d6 damage per level or ½ damage if Forti-

tude resists. Moreover, a Whirlwind spell cast on an area containing an invisage flings the creature back 30 ft and also stuns it for 1 round unless it resists using Fortitude.

Track: An invisage is a consummate tracker. Apply a +5 bonus on Survival checks, or +10 when tracking in natural environments.

Magman Abilities (Fire)

A magman has the following abilities in addition to the elemon base abilities.

Burn: When a magman hits with a slam attack and expends vitality as a swift action, the target must resist using Reflex or catch fire. The flame burns for 1d4 rounds if not extinguished sooner as a standard action. Each round after the first, a burning target suffers 2d6 fire damage.

Burning Hands: All creatures within a 15-ft cone suffer 1d4 fire damage per level (maximum 5d4) or ½ damage when Reflex resists. Costs 1 vitality.

Climb: A magman has a Climb speed of 30 ft, enjoys a +10 bonus on Athletics checks while climbing, and is not defenseless while climbing.

Fiery Nature: A magman is immune to fire but suffers 2x damage from cold attacks.

Heat: Merely touching or being touched by a magman automatically deals 2d6 fire damage.

Meteor Swarm[M]: A magman can call down 4 meteors. Each explodes on impact and inflicts 2d6 force damage, 2d6 sonic damage, and 2d6 fire damage on foes and objects in a 60-ft-radius burst. A magman can conjure a meteor up to 500 ft away from itself. A creature caught in the area of more than 1 meteor suffers damage from each meteor. Costs 10 vitality.

Spell Weakness: A Flash Freeze spell that targets a magman within 30 ft inflicts 1d6 damage per level, or ½ damage if Fortitude resists. Moreover, a Cone of Cold spell cast on an area containing a magman flings the creature back 30 ft and also stuns it for 1 round unless it resists using Fortitude.

Wall of Fire[M]: A magman conjures an opaque 20-ft-high sheet of flame for 5 minutes that is either a curtain up to 20-ft long per level or a ring with a radius up to 5 ft per 2 levels. Creatures within 10 ft of the flame suffer 1d6 fire damage. Those caught in the flame or who pass through it suffer 4d6 damage and catch fire, suffering 1d6 fire damage per round until they spend a standard action to extinguish it. Ten points of cold damage applied to a 5-ft square of wall extinguishes that section. A magman can maintain a single Wall of Fire at a time. Costs 5 vitality.

Podform Abilities (Water)

Podforms have the following abilities in addition to the elemon base abilities.

Blinding Pulse: Creatures within 30 ft must resist using Fortitude or be rended blind for 2 minutes. Costs 2 vitality.

Constrict: A podform inflicts 4d6 damage each round while grappling a foe beginning on the round after achieving the grapple.

Grab: When a podform hits using 1 of its tentacles, it can attempt to use Improved Grapple as a swift action.

Improved Grapple: The podform grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the podform must expend a move action to maintain the grapple, and the foe can try to beat the podform's Fortitude as a standard action to break the grapple. The podform may block a grappled foe's mouth with 1 tentacle to prevent speech.

Illusionist[M]: A podform can conjure 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

Rip Tide: A podform can move 1 foe immersed in water within 30 ft up to 120 ft in any direction so long as the target remains in or adjacent to water. Only foes with a Swim speed can resist using Fortitude to end the effect. Costs 2 vitality.

Spell Weakness: A Fireball spell that target's a podform within 30 ft inflicts 1d6 damage per level or ½ damage if Fortitude resists. Moreover, a Wall of Fire spell cast on an area containing a podform flings the creature back 30 ft and also stuns it for 1 round unless it resists using Fortitude.

Swim: A podform has a Swim speed of 30 ft, enjoys a +10 bonus on Athletics checks while swimming, and is not defenseless while swimming.

Tentacles: A podform has 3 long tentacles to deliver its slams. This grants the podform a 15 ft reach for its attacks.

Xorn Abilities (Earth)

Xorn have the following abilities in addition to the elemon base abilities.

All-Around Vision: A xorn's symmetrically placed eyes allow it to look in any direction, ensuring that it can never be surprised.

Earth Glide: A xorn can glide through stone, dirt, or almost any other sort of earthy material except metal as easily as a fish swims through water. It has a burrow speed of 30 ft. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. Costs 1 vitality per move action.

Earth Skin: Apply a +2 bonus to DR (a typical xorn has DR 7 rather than DR 5).

Spell Weakness: A Stone Shape spell that target's a xorn within 30 ft inflicts 1d6 damage per level or ½ damage if Fortitude resists. Moreover, a Move Earth spell cast on an area containing a xorn flings the creature back 30 ft and also stuns it for 1 round unless it resists using Fortitude.

Stone Shape[M]: A xorn can mold adjacent stone into new shapes. It affects up to 10 cubic ft + 1 cubic ft per level. It can form rocks into a stone bridge, warp a pillar to make it fall, form a hole in a wall, or so forth. Costs 2 vitality.

Tremorsense[M]: A xorn can detect and pinpoint any creature or object within 60 ft that is in contact with the ground or a shared support such as webbing.

Elder Elemon (lvl 11)

An elder element is size Large. Apply +10 wounds, +28 vitality, +4 saves, +2 attacks, +2 DR and +15 damage to its slam attacks. Also, it suffers no penalty when using Multi-Attack. Finally, it has the following abilities.

Elemental Sage: Boost History and Nature checks by +5.

Wounding Slam: Up to once per round when the elder elemon successfully strikes a foe using its slam attack, it may apply +1d3 wound damage in addition to other damage dealt. Costs 2 vitality.

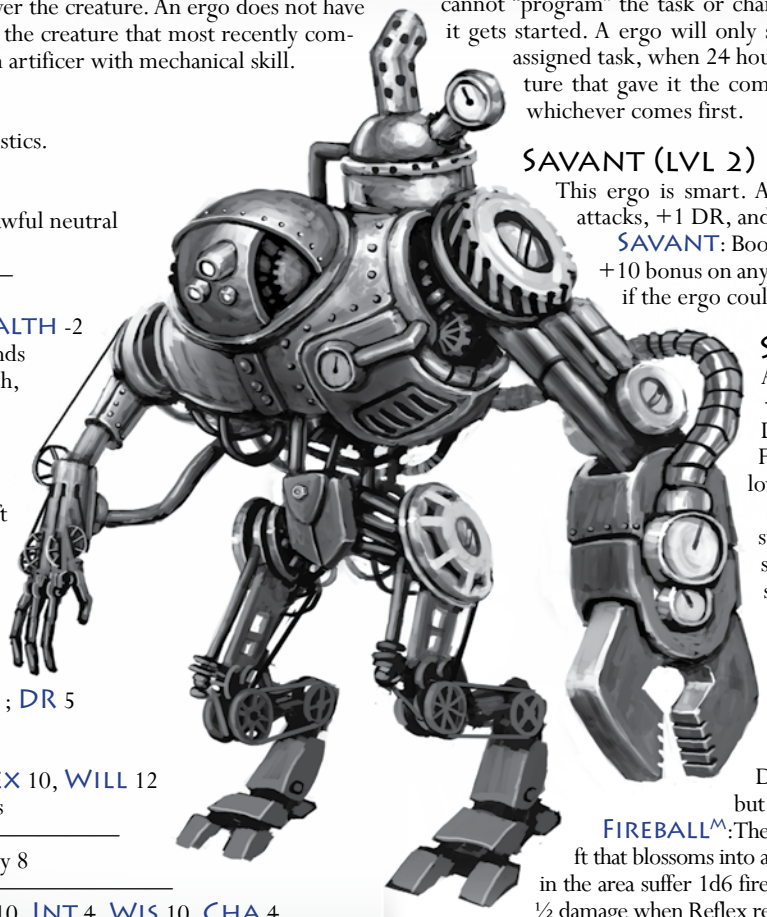
Ergo

These large, bulky constructs act as wondrous hardworking laborers.

Appearance & Culture

Ergos are lumbering, formidable ironwrought servants designed to do menial labor. Each ergo is equipped somewhat differently but all of them consist of whirring and clicking gears, magnets, ropes, and so forth like giant walking windmills. A ergo's chassis is similar to platemail and may be plain or sport ornate flourishes.

Crafting an ergo requires knowledge of machines and command of magical energies that can power the creature. An ergo does not have a specific owner. Its master is the creature that most recently commanded it, which is usually an artificer with mechanical skill.



Ergo (lvl 1)

Ergos have the following statistics.

Type Construct
Size Large
Alignment Usually lawful neutral
DC 12

Senses Standard
Perception +0 ; **Stealth** -2
Languages Understands Common, Dwarven, Gnomish, and Mechan
Initiative +0

Speed 30 ft ; **Fly** 10 ft
Attack d20+3 (10 ft reach)
Weapons Slam (2d6, x3 damage vs stone and metal)
Damage +3

Armor Metallic plating ; **DR** 5
Wounds 15
Vitality 10
Fortitude 15, **Reflex** 10, **Will** 12
Special Construct Traits

Q&D Damage +4 ; Vitality 8

Str 16, **Con** 16, **Dex** 10, **Int** 4, **Wis** 10, **Cha** 4
Prime Strength and Constitution
Skills Athletics +13, Endurance +13, Mechanics +5

FP 1 ; **Deity** Mithrais or Rorax
Multiclassing Artificer, elementalist, fighter or monk
Treasure Chasis worth 200 gp in scrap parts

Base Abilities

Ergos have the following abilities.

Construct Traits: An ergo does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

Endure Elements: An ergo ignores the effects of extreme temperature. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear is also protected. This ability is continuously in effect even when it is unconscious.

Light Worker: A light load is 200 pounds, a medium load 350 pounds, and a heavy load 500 pounds. It can fly or swim only with a light load. It can lift up to 1,000 pounds to a height of 15 ft. It can push of drag 2,500 pounds, and can excavate 7,000 pounds of loose rock each minute, which allows it to clear a 5-ft cube in 3 rounds. A ergo can excavate sand or loose dirt in 2x the time, or stone in ½ the time. It can throw rocks up to 120 ft to cause 2d6 damage when the target fails to resist using Reflex.

Service: An intelligent creature can command an ergo to perform various simple, physical tasks that can be described in 25 words or less. This requires a verbal command in a language it understands plus success on DC 19 checks using Arcana and Mechanics. A creature can order an ergo to perform the same work over and over but cannot "program" the task or change it based on conditions once it gets started. A ergo will only stop when it has completed the assigned task, when 24 hours has passed, or when the creature that gave it the command instructs it to halt work, whichever comes first.

Savant (lvl 2)

This ergo is smart. Apply +7 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Savant: Boost Intelligence by +4 and apply a +10 bonus on any 2 Intelligence-based skills. Also, if the ergo could not speak before, it can now.

Supron (lvl 5)

Apply +28 vitality, +5 wounds, +2 saves, +4 attacks, and +3 DR. It has a 24 Strength, giving it Fortitude 20. Also, it has the following abilities.

Control Sigil: Each supron is keyed at creation to a specific owner using a magical sigil that is imprinted on both the supron and tattooed on the owner. The supron only obeys the owner and no one else.

Darkvision: A supron sees in conditions of total darkness as easily as full daylight. Darkvision is black and white only, but it is otherwise like normal sight.

Fireball^{M}: The supron projects a red ray out to 90 ft that blossoms into a 15-ft-radius ball of fire. Creatures in the area suffer 1d6 fire damage per level (max 10d6), or ½ damage when Reflex resists. Costs 2 vitality.

Heavy Worker: A light load is 350 pounds, a medium load 700 pounds, and a heavy load 1,000 pounds. A supron can fly or swim only with a light load. It can lift up to 2,000 pounds to a height of 15 ft. It can push or drag 5,000 pounds, and can excavate 20,000 pounds of loose rock each minute, which allows it to clear a 5-ft cube in 1 round. A supron can excavate sand or loose dirt in 2x the time, or stone in ½ the time. It can throw rocks up to 120 ft to cause 4d6 points of damage.

Improved Service: A person can concentrate as a standard action to control the supron's actions, change its behavior from round to round, and specify a simple program of up to 5 different activities in a sequence, or alternately, command it using 3 if-then statements.

Jump: The supron leaps outward, downward or upward up to 30 ft as a standard action without a running start or Athletics check or fear of suffering harm upon landing. Costs 1 vitality.

Magic Resistance: A supron enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, its foe must beat its Fortitude anyway, and if the supron successfully resists then the magic has no effect.

Stomp: Creatures up to size Medium within 15 ft and in contact with the ground must resist using Reflex or fall prone. Costs 1 vitality.

Dalrok (lvl 8)

This ergo is a dangerous hunter. It hovers, gathers information, and slays with a deadly ray. Apply a +15 vitality, +2 saves, +2 attacks, +2 DR, +5 Intelligence, and the following abilities.

Detect Thoughts[M]: The dalrok notes the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, it learns the number of thinking minds and the Intelligence of each one. After concentrating for a third round, it learns the current surface thoughts of 1 creature of its choice that is within range if the dalrok beats its Will. Costs 2 vitality.

Disintegrate[M]: A dalrok targets a single 10-ft cube volume or 1 creature within 120 ft. If it targets a volume, unattended mundane material and force effects (such as Wall of Force) vanish. If it targets a foe and beats its Fortitude, the foe suffers 4d6 wound damage and permanently vanishes if it dies. Miracle or Wish restores disintegrated items and creatures. Costs 10 vitality.

Electrotech: A dalrok is familiar with invisible mundane forces of nature. It can make checks using the Technics skill and enjoys a +2 bonus on Mechanics and Technics checks (not in the standard ergo's statistics block). See RPG, page 177 for details.

Levitate[M]: When the dalrok concentrates as a standard action, it mentally moves 1 target weighing up to 250 pounds a distance of 30 ft up or down. It can move itself, a willing creature, or an unattended object out to a distance of 60 ft. Costs 2 vitality.

Dreadnought (lvl 10)

Dreadnoughts stand 40 to 50 ft tall and many weigh tons. They smash and crash, spew alchemical fire, dig trenches in minutes, and resist magic. Few fortresses and armies, even those defended by potent wizards, can last long against these terrors. Although they possess basic intelligence, dreadnoughts are built for war and strictly follow their master's instructions. Typically, a dreadnought contains a carriage area nestled inside its massive chassis to hold its master. If they have a weakness, it is artificers who can harm and control constructs.

Dreadnought (lvl 10)

Dreadnoughts have the following statistics.

Type Construct
Size Huge
Alignment Usually lawful neutral
DC 30

Senses Darkvision, low-light vision
Perception +7 ; **Stealth** -9
Languages Common, Dwarven, Gnomish, and Mechan
Initiative +1

Speed 50 ft ; **Fly** 10 ft ; **Swim** 10 ft
Attack d20+14 ; **MA**
Weapons 2 slams (4d6, 15 ft, 3x damage vs stone and metal)
Damage +9

Armor Metal plating ; **DR** 15
Wounds 45
Vitality 78
Fortitude 26, **Reflex** 16, **Will** 19
Special Construct Traits, Magic Resistance

Q&D Damage +19 ; Vitality 58

Str 29, **Con** 27, **Dex** 12, **Int** 9, **Wis** 14, **Cha** 10
Prime Strength and Constitution
Skills Athletics +16, Endurance +18, Warfare +9

FP 5 ; **Deity** Mithrais, Rorax or Phane
Multiclassing Artificer, elementalist, fighter or mageblade
Treasure Chasis worth 2,000 gp in scrap parts

Dreadnought Base Abilities

Dreadnoughts have all the abilities of the ergo and supron (but not the dalrok) plus the following additional abilities.

Alchemical Fire Blast: A dreadnought inflicts 1d6 fire damage per level to all creatures in a 30-ft cone, or ½ damage when it fails to beat a foe's Reflex. Costs 2 vitality.

Cleave: Up to once per round, when 1 of a dreadnought's slam attacks drops a foe (it falls unconscious or dies), it may immediately make 1 additional slam attack against any foe within range. A successful strike inflicts 4d6 damage as usual.

Cockpit: This ergo seats 1 Medium or Small person in a chest cage 30 ft off the ground that offers a view behind an opaque window with metal bars. Entering or exiting the cockpit takes 1 round.

Great Worker: A light load is 500 pounds, a medium load 1,000 pounds, and a heavy load 1,500 pounds. It can fly or swim only with a light load. It can lift up to 3,000 pounds to a height of 15 ft. It can push or drag 5,000 pounds, and can excavate 100,000 pounds of loose rock each minute, which allows it to clear 5 5-ft cubes in 1 round. A dreadnought can excavate sand or loose dirt in twice the time, or stone in half the time. It can throw rocks up to 120 ft to cause 8d6 points of damage.

Magic Resistance: This ergo enjoys a +5 bonus on saves to resist magic abilities. Moreover, whenever it is targeted by a magic ability that does not allow a save, its foe must succeed on an attack roll anyway against Fortitude, and if it successfully resists then the magic has no effect.

Armagon (lvl 20)

An armagon has the features of a dreadnought. Also, apply +70 vitality, +5 saves, +5 attacks, +5 DR, and the following additional abilities.

Blade Barrier[M]: The armagon evokes around itself or a point within 30 ft a stationary 15-ft-radius ring or 90-ft-long wall of slashing blades for 5 minutes. Creatures that start within or pass through the ring suffer 1d6 damage per level or ½ damage if Reflex resists. Costs 5 vitality.

Cone of Alchemical Cold: An armagon inflicts 1d6 cold damage per level to all creatures in a 60-ft cone, or ½ damage when the armagon fails to beat a foe's Reflex. Costs 5 vitality.

Fling Foe: An armagon can target a foe within reach. If it beats the target's Reflex, it throws the foe 1d6 x 10 ft. The foe lands prone, suffers 1d6 damage per 5 ft thrown, and is dazed for 1d4 rounds.

Great Thunder: An armagon can knock prone all creatures in a 30-ft cone (no save). A Huge creature with Stability can ignore this. Costs 5 vitality if only Large or smaller foes are present. Otherwise, costs 10 vitality

Improved Overrun: An armagon can push past a foe as a swift action. If the armagon beat its foe's Fortitude, it can freely pass it at its current speed. If not, it moves adjacent to its foe it does not pass it. An armagon enjoys a +5 bonus to initiate or resist Overrun attacks.

Mirror Image[M]: The armagon conjures 1d4+1 duplicates of itself for 2 minutes. Whenever a foe successfully strikes the armagon, it has a 50% chance to strike and dispel 1 image instead. This is a visual illusion. Costs 2 vitality.

Nightmare Assault: As a swift action, apply +25 damage to the armagon's next melee weapon or slam attack, or +10 if the foe resists using Fortitude. Costs 5 vitality.

Stability: Once per round, an armagon may ignore any non-magical ability that attempts to move it or knock it prone such as Bull Rush or Trip.

Stunning Blow: As a swift action when the armagon makes a single melee attack, the target must resist using Fortitude or be stunned for 1d4 rounds. Costs 5 vitality.

Whirlwind Pushback: Each and every foe within reach suffers 4d6 + 20 damage, or 2d6 damage if Reflex resists. Moreover, all foes who suffer damage are pushed back 1d4 x 5 ft. If a foe has no space to move back (the space is occupied or does not exist), the foe falls prone instead.

Fungus

These giant plants are a menace to cave and swamp travelers.

Appearance & Culture

There are many varieties of giant fungi. Most are shades of purple, or gray with purple spots.

The most common fungus is the shreiker, which emits a loud noise to attract prey or when disturbed. Shriekers live in dark, subterranean places, often in the company of its cousin the violet fungi, whose poison they are immune. The 2 often work together to attract and kill prey. When the shriekers' hellish racket attracts a curious creature, the violet fungus tries to kill it. Both creatures enjoy the fruits of a successful hunt.

Very rarely, a nightmare fungus settles in with the other fungi. This vile plant releases spores that seem to just fall off after an assault. However, those who are slain rise hours later as demons, and the unlucky survivors slowly turn evil over the course of days and weeks.

Many other kinds of fungi exist. For example, the phantom fungus is often found in graveyards near ghosts and other undead, and it can become incorporeal. Even wierder is the lava fungus, which thrives in warm areas including in jungles and around volcanos.

Giant Fungus (lvl 2)

Fungi have the following statistics.

TYPE Plant
SIZE Medium
ALIGNMENT Usually neutral
DC 14

SENSES Low-light vision
PERCEPTION +6 ; STEALTH -1
LANGUAGES None
INITIATIVE -6

SPEED 10 ft
ATTACK d20+4
WEAPONS Bite (1d4) or slam (1d6)
DAMAGE +2

ARMOR Rubbery hide ; DR 3
WOUNDS 10
VITALITY 17
FORTITUDE 16, REFLEX 10, WILL 19
SPECIAL Immune to all poison and disease

Q&D Damage +4 ; Vitality 13

STR 14, CON 16, DEX 8, INT 2, WIS 12, CHA 4
PRIME Strength and Constitution
SKILLS Endurance +13, Survival +6

FP 1 ; DEITY Greenwyrm, Lilith, Maurob or Tiamat
MULTICLASSING Druid, elementalist, monk or shaman
TREASURE Items worth 100 gp around its base

Base Abilities

All fungi have the following abilities.

SPORE CLOUD[M]: The fungus emits a noxious 30-ft-radius cloud of spores. Each round a creature is in the area, it suffers 1d4 wound damage, is blinded due the allergic reaction in its eyes, and is reduced to a 5 ft speed due to mental disorientation. The cloud remains for 2 minutes. A Gust of Wind or Whirlwind spell instantly disperses the cloud. The fungus must wait 5 minutes between each use of this ability. Costs 5 vitality.

TREMORSENSE: A fungus can detect and pinpoint any creature or object within 60 ft that is in contact with the ground or a shared support such as webbing.

Nightmare Fungus (lvl 5)

Apply +21 vitality, +5 wounds, +1 DR, +1 attacks, +1 saves, and the following abilities.

BURROWING SPORE CLOUD: The fungus releases a cloud of harmful spores. Adjacent foes suffer 1d4 damage per round for 2 minutes as the spores burrow into their skin. After 2 minutes, the effect seems to end and the growths fall off unless the creature was slain by the spores, in which case it rises 1d4 hours later as a demon (page 58) of equal level. Cure Ailment ends the burrowing effect but only Miracle or Wish restores a victim who is transmuted into a demon. Costs 2 vitality.

CORRUPTING SPORES[M]: A person who survives Burrowing Spore Cloud suffers from a corrupting urge. The urge cause the person to slowly become evil. Each day, it feels an evil urge. It must resist using Will or commit an evil act. After it commits more evil acts than it has levels, its alignment permanently changes to evil. Only Miracle or Wish negates the effect.

SLEEP SPORES: Creatures within 30 ft fall asleep for 5 minutes, or are dazed for 1 round if Will resists. A sleeping creature's allies can use a standard action to wake it. When the fungus detects motion after the sleep effect, it usually produces another puff of spores to induce sleep again. Costs 5 vitality.

Shrieker Fungus (lvl 5)

Apply +21 vitality, +5 wounds, +1 DR, +1 attacks, +1 saves, and the following abilities.

INVISIBILITY: The shrieker fungus turns invisible for 5 minutes or until it makes an attack, at which time the invisibility ends. Invisibility grants a +10 bonus on Stealth checks and refuses line of sight. Costs 2 vitality.

SHRIEK: Movement or a light source within 15 ft of a shrieker fungus causes it to emit a piercing sound that lasts for 1d4 rounds. The sound attracts nearby creatures that are inclined to investigate it. Some creatures that live near shriekers come to learn that the fungus's noise means there is food nearby. Deaf creatures are unaffected. Costs 1 vitality.

STUNNING SHRIEK: The shrieker fungus's noise stuns all living creatures within 30 ft for 1 round. Deaf creatures are unaffected. Costs 5 vitality.

SUGGESTIVE SPORE CLOUD: The shrieker fungus releases a cloud of suggestive spores. Creatures within 30 ft that fail to resist using Will fall under the fungus's influence. They do their best over a 1 hour period to remain near the fungus to protect and feed it, though they will not deliberately harm themselves. However, a creature might find it perfectly reasonable to offer a starving fungus the body parts of another nearby creature. After all, the fungus doesn't need limbs so why should it? Costs 10 vitality.

Violet Fungus (lvl 5)

Apply +21 vitality, +5 wounds, +1 DR, +1 attacks, +1 saves, and the following abilities.

CLOUDKILL: The violet fungus emits a noxious 30-ft-radius cloud around itself. Each round that a creature is in the area, it suffers 1d4 acid wound damage, is blinded, and is reduced to a 5 ft speed. The cloud remains for 2 minutes. Gust of Wind affects it normally. The fungus can only maintain 1 cloud at a time. Costs 5 vitality.

IMPROVED GRAPPLE: The fungus grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the fungus must expend a move action to maintain the grapple, and the foe can try to beat the fungus's Fortitude as a standard action to break the grapple. The fungus may block a grappled foe's mouth with 1 tentacle to prevent speech.

IMPROVED INVISIBILITY: The violet fungus turns invisible for 2 minutes. Attacking does not end the effect. Invisibility grants a +10 bonus on Stealth checks and refuses line of sight. Costs 10 vitality.

Fustiblig

These small, weird carnivores are a terror.

Appearance & Culture

Fustibligs are crafty monstrosities that hunt and kill for pleasure. An adult fustiblig is the size of a large dog, with 4 legs, a stinger, and 2 pseudopods that it uses to sense its surroundings. It is otherwise blind. Its huge toothy maw leaves little room for a brain or digestive track, yet somehow the creature remains smart and capable. In as much as a fustiblig has a sex, it is both male and female as reproduces by injecting eggs within paralyzed humanoid or animal hosts.

Sages believe fustibligs were first created from astral spider eggs and the remains of a powerful mageblade as an eternal punishment for the mageblade's alleged crimes against a coven of witches.

Within every nest of fustibligs are a few with silver, gold, or ruby-red stripes across their fur. These variants are truly fearsome.

Fustiblig (lvl 3)

Fustibligs have the following statistics.

Type Magical beast
Size Small
Alignment Neutral evil
DC 16

Senses Blindsense
Perception +5 ; **Stealth** +18
Languages Undercommon
Initiative +6

Speed 40 ft
Attack d20+7 (tentacles have 10 ft reach) ; **MA**
Weapons Bite (1d6), 2 tentacles (1d2+paralysis), 2 pincers (1d2 wounds each + pin), or hind stinger (1d3)
Damage +1

Armor Furry chiten ; **DR** 3
Wounds 5
Vitality 25
Fortitude 16, **Reflex** 19, **Will** 10
Special Dodge

Q&D Damage +4 ; Vitality 19

Str 12, **Con** 18, **Dex** 22, **Int** 10, **Wis** 6, **Cha** 4
Prime Dexterity and Constitution
Skills Acrobatics +21, Athletics +11, Dungeoneering +5, Survival +3, Trick +16

FP 2 ; **Deity** Lilith or Tiamat
Multiclassing Blackguard, rogue, shadowcaster or warlock
Treasure 1d6 x 5 gp worth of metal and gems in gullet

Base Abilities

Fustibligs have the following abilities.

Blind: A fustiblig has no eyes and is immune to attacks and effects that cause blindness. Similarly, its senses are not affected by invisibility, illusions or other visual tricks. It senses vibrations through its fur and pads at the end of its tentacles.

Dodge: As an immediate action, a fustiblig ignores a single melee weapon attack before it knows whether the attack hits. Requires Dexterity 15+ and light or no armor. Costs 2 vitality.

Horrid Procreation: A fustiblig performs unspeakable acts against a living person or animal in order to reproduce.

As a standard action, it holds a pinned or helpless adjacent target against its underbelly, and inflicts 1d4 wound damage as it injects tiny eggs. The target also suffers paralysis for 5 minutes, with a 25% chance each round after the first to end the paralysis for that round.

The eggs hatch after 5 minutes and begin devouring their host from the inside at the rate of 1 wound point per round for 2 minutes, after which they emerge and skittle away if threatened, or stay to devour the remains of their host if safe. A successful DC 25 Heal check, a Cure Ailment spell, or 25 points of electrical damage will neutralize the eggs before they hatch.

Paralysis: As a swift action, the next target struck that round by any of the fustiblig's tentacles must resist using Fortitude or be limited to a single move or standard action on its turn for 1d4+1 rounds. Multiple paralysis effects do not stack. Costs 2 vitality.

Pin: As a swift action, the next target struck that round by any of the fustiblig's pincers must resist using Fortitude or be pinned and unable to leave its current space until the fustiblig is dead or chooses to release the target (which it must do in order to move from its own space). Alternatively, a pinned target may attempt a DC 20 Athletics check as a standard action to end the pin. Costs 1 vitality + 1 vitality per round to maintain the pin.

Goldbrite Fustiblig (lvl 5)

Apply +14 vitality, +5 wounds, +1 DR, +1 attacks, +1 saves, and the following abilities.

Dimension Step[M]: The fustiblig can vanish and reappear up to 30 ft away in an open space of its choice within line of sight. After it arrives, it is dazed for the rest of its turn. It can take gear, a paralyzed captive or another fustiblig weighing up to 250 pounds. Costs 2 vitality.

Mirror Image[M]: The fustiblig conjures 1d4+1 duplicates of itself for 2 minutes. Whenever a foe successfully strikes it, the foe has a 50% chance to strike and dispel 1 image instead. This is a visual illusion. Costs 2 vitality.

Steadfast: A goldwrought fustiblig cannot be dazed, frightened, shaken or stunned.

Silverback Fustiblig (lvl 5)

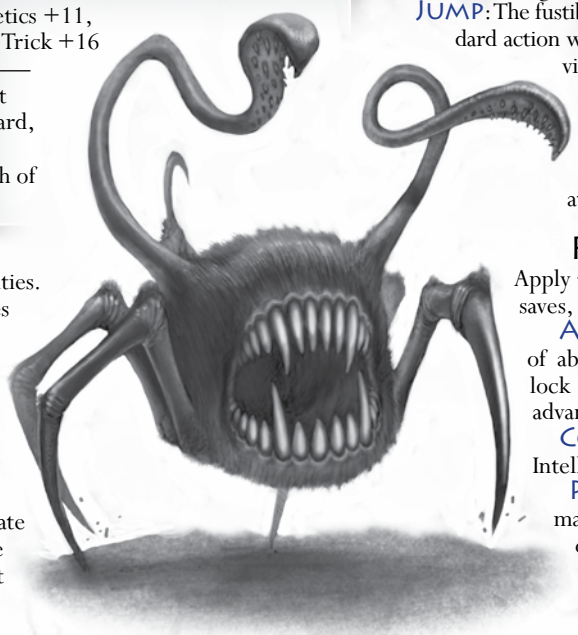
Apply +14 vitality, +5 wounds, +1 DR, +1 attacks, +1 saves, and the following abilities.

Anti-Mage Spasm: When an adjacent creature uses a magic ability, the fustiblig may use some or all of its natural weapons to make a melee attack against that foe as an immediate action. Costs 2 vitality.

Jump: The fustiblig leaps outward or upward up to 30 ft as a standard action without a running start or Athletics check. Costs 1 vitality.

Steadfast: This fustiblig cannot be dazed, frightened, shaken or stunned.

True Strike: Once daily as a move action, apply a +20 bonus to the fustiblig's next attack roll that round.



Fustiblig Mastermind (lvl 12)

Apply +63 vitality, +5 wounds, +5 DR, +5 attacks, +5 saves, +5 damage, and the following abilities.

Arcane Power: Add 35 points total worth of abilities drawn from the shadowcaster and warlock classes. Typically, the fustiblig has 2 paragon, 2 advanced, 3 intermediate, and 5 basic.

Combat Guile: A mastermind fustiblig has 16 Intelligence and deals +2 damage on all of its attacks.

Poisonous Stinger: A foe struck by the mastermind fustiblig's stinger suffers 1d10 wound damage + an additional 1d10 wound damage 5 minutes later. Halve the damage if Fortitude resists.

Gargoyle

These stony creatures are patient and vicious predators.

Appearance & Culture

Gargoyles often appear to be winged stone statues. They can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water, sleep or air, but often eat or toy with their foes out of fondness for inflicting pain.

Gargoyles are hermaphrodites and reproduce by laying clutches of stony eggs in well-hidden nests. Warlocks and similar folk often seek these eggs to raise a troop of gargoyles to act as bullies, tracks, guards, and such, though even trained gargoyles are unreliable.

Gargoyle (lvl 5)

Gargoyles have the following statistics.

Type Elemental
Size Medium
Alignment Usually chaotic evil
DC 20

Senses Darkvision
Perception +5 ; Stealth +7
Languages Common, Abyssal, Undercommon, and Terran
Initiative +4

Speed 40 ft ; Fly 60 ft
Attack d20+5 ; MA
Weapons Bite (2d6), 2 claws (2d6 each) or tail swipe (1d6)
Damage +3
Special If 2 claws hit, apply +1d6 raking wound damage

Armor Stony hide ; DR 5
Wounds 10
Vitality 39
Fortitude 16, Reflex 16, Will 12
Special Immun to poison

Q&D Damage +8 ; Vitality 29

Str 16, Con 18, Dex 14, Int 8, Wis 10, Cha 6
Prime Strength and Constitution
Skills Athletics +13, Acrobatics +7

FP 3 ; Deity Lilith, Maurob or Tiamat
Multiclassing Blackguard, elementalist, ranger or warlock
Treasure Coins and gems worth 500 gp scattered near its roost

Base Abilities

Gargoyles have the following abilities.

Freeze Form[M]: A gargoyle can freeze its form to look like a stone statue. A DC 25 Perception check spots the gargoyle for its true nature.

Unnatural Body[M]: A gargoyle does not require air, food, sleep or water though it may partake if it wishes.

Kapoacinth (lvl 5)

This is an aquatic gargoyle. It has a 60 ft Swim speed rather than a Fly speed, and it can breathe underwater as well as breathe air.

Butch Gargoyle (lvl 7)

This hearty, muscular gargoyle enjoys crushing foes. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Crushing Hug: A butch gargoyle automatically succeeds on hugging a grappled foe to inflict 4d6 damage. Moreover, it enjoys a +5 bonus on any other attack rolls against that foe.

Fast Healing: This gargoyle always stabilizes. Also, each round at the end of its turn, it automatically heals 1 wound point. This occurs even if it is unconscious but not dead.

Improved Grapple: The gargoyle grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the gargoyle must expend a move action to maintain the grapple, and the foe can try to beat the gargoyle's Fortitude as a standard action to break the grapple. The gargoyle may block a grappled foe's mouth with 1 hand to prevent speech.

Margoyle (lvl 8)

This 4-armed gargoyle can turn prey into stone. Apply +21 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Bully: An adjacent person must resist using Fortitude or lose 1d6 vitality and either move back 5 ft or fall prone if there is no space to move back.

Four Arms: A margoyle has 4 arms. It can use the arms to claw at foes, climb, use Improved Grapple or wield Light weapons. This gives it 4 claw attacks each round rather than 2. A margoyle also enjoys a +5 bonus on Strength-based skill checks and a +5 bonus to initiate or resist grappling.

Nethersight[M]: This improves Darkvision, such that the margoyle can see in magical darkness as well as normal darkness.

Petrifying Gaze[M]: A target within 30 ft and line of sight must resist using Reflex or begin turning into stone. The save assumes the target wishes to resist the gargoyle's tricks and avoid its gaze. Each round, it has a 25% chance to end the effect. On the first failed try, it is limited to a single move or standard action. On the second failed try, it cannot act but it can still defend itself. On the third failed try it turns to stone. Three successful tries ends the magic. Dispel Magic halts the progress, but only Remove Curse, Miracle or Wish reverses the final effect. The margoyle may reverse the effect at any time. Costs 5 vitality.

Poison Bite: As a move action, the margoyle coats its bite and claws with poison. The next creature struck by the bite or claws suffers 1d10 vile wound damage with a 50% chance to suffer an additional 1d10 vile wound damage 5 minutes later. The poison has 1 use and dissipates after 5 minutes in any event. Costs 5 vitality.

Heart-Ripper Gargoyle (lvl 9)

This crafty hunter can walk in disguise among people. Apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Aggressive: Boost Athletics and Intimidate checks by +5.

Extract Heart[M]: An adjacent living foe with 0 vitality must resist using Fortitude or immediately die as the margoyle heart-ripper draws forth its heart. Costs 10 vitality.

Humanoid Disguise[M]: A heart-ripper gargoyle can look like a person of any race for up to 24 hours. In this form, it enjoys a +20 bonus on Disguise checks to appear as a normal member of that race. It radiates faint magic in this form. If it tries to look like a specific person, it enjoys only a +5 bonus on its Disguise check. Costs 2 vitality.

Humiliate: An adjacent person loses 4d6 vitality, or ½ that amount when Fortitude resists. On a failed save, the person also suffers 1 wound damage, bursts into tears, soils itself, and either moves back 5 ft or falls prone, as the gargoyle desires.

Impaling Barbs[M]: As a swift action, infernal barbs sprout from the gargoyle's skin for 1 round. If it uses a standard action and beats an adjacent target's Fortitude, it impales the target on the barbs, causing 3d6 damage + 1 per level. The barbs are magical vile weapons. This ability does not hinder or augment any spikes the gargoyle might already possess. Costs 2 vitality.

Rend Armor: When a heart-ripper gargoyle hits with a claw, it may choose to deliver 4d8 damage + 1 per level to its foe's armor instead of harming its foe. Armor that is reduced to 0 hit points is destroyed and no longer provides protection.

Second Wind: Once daily after 1 minute of rest a heart-ripper gargoyle recovers 4d6 vitality.

Track: These gargoyles relish hunting for prey. Apply a +5 bonus on Survival checks, or +10 when tracking in natural environments.

Genie

These clever spirits are wise masters of the essential elements.

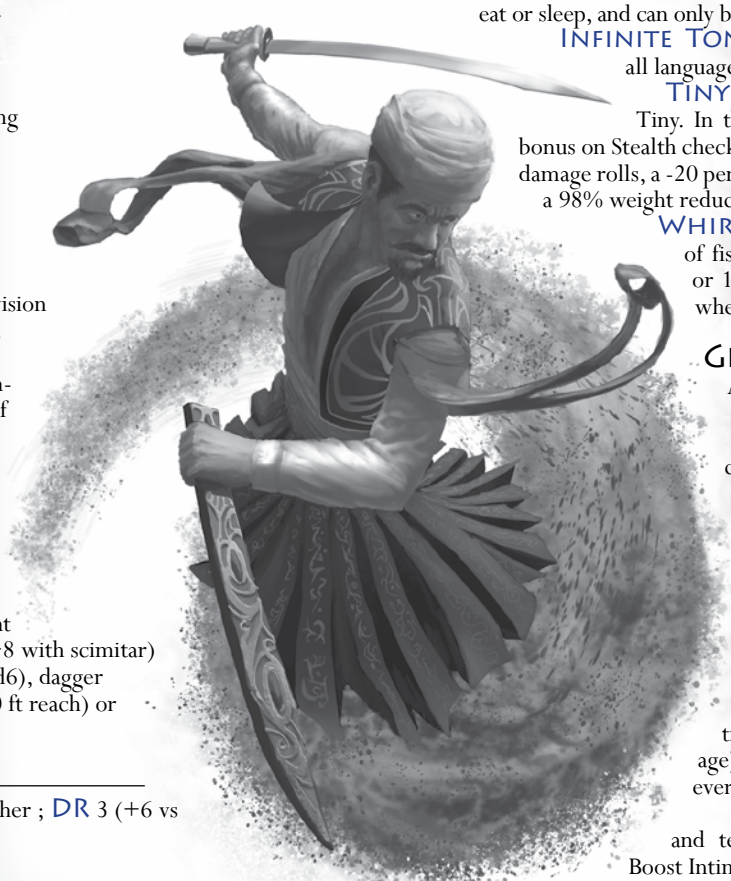
Appearance & Culture

Genies travel realms of existence and build citadels in the most wondrous places with breathtaking vistas, whether upon great oceans, titanic volcanos, raging hurricanes, or caverns with diamonds the size of a child.

Genies are large with a terrible and majestic countenance, though some disguise themselves as mortals. They pride themselves on their civilization, artistry, and skill with magic and prowess in warfare. Legends say noble genies can grant wishes, and the claim holds some truth.

Genies organize into gilded courts under powerful lords, and when they travel in search of treasure (gold, magic, and slaves), they take their loyalties, servants, and grand plans with them. Though mortals prize genie magic items, these items are linked to the Tempest, a fabled genie land, and rarely last in mortal hands.

Genies are at home in all elements, but each of the 5 races of genie-kind prefer 1 element. The most notorious of these races is the efreet, a crafty fire genie.



Genie (lvl 7)

Genies have the following statistics.

TYPE Elemental
SIZE Large
ALIGNMENT Any
DC 24

SENSES Low-light vision
PERCEPTION +8 ;
STEALTH +2
LANGUAGES Common and Genie plus 2 of the following: Abyssal, Celestial, Infernal or Sylvan
INITIATIVE +2

SPEED 40 ft, plus the form of movement indicated in table at right
ATTACK d20+6 (+8 with scimitar)
WEAPONS Fist (1d6), dagger (1d6), scimitar (4d6, 10 ft reach) or long bow (2d6, 120 ft)
DAMAGE +3

ARMOR Magic leather ; DR 3 (+6 vs most energy types)
WOUNDS 15
VITALITY 50
FORTITUDE 18, REFLEX 15, WILL 18

Q&D Damage +10 ; Vitality 36

STR 17, CON 12, DEX 14, INT 14, WIS 17, CHA 14
PRIME Strength and Wisdom
SKILLS Acrobatics +7, Athletics +13, Appraise +7, Arcana +7, Diplomacy +7, Insight +13, Music +7, Warcraft +7

FP 4 ; DEITY Maiya or Voktra.
MULTICLASSING Artificer, bard, elementalist or gallant
TREASURE Armaments and other items worth 1,400 gp on itself and in its lair

Base Abilities

Genies have the following abilities.

CREATE FOOD AND DRINK^{M}: The genie conjures food and water or wine that acts as a single meal for 3 persons, 1 mount or 1 genie. Costs 2 vitality.

ELEMENTAL HEALING: A genie heals wound damage rather than suffers harm by the energy type corresponding to its element. For example, a cold attack heals a water genie's wounds.

ENERGY BLAST^{M}: A genie can project a 15-ft-cone of energy causing 1d6 damage per level (max 5d6). The energy corresponds to the genie's favored element. Costs 1 vitality.

ENERGY RESISTANCE: Apply +3 DR against all energy types.

ENERGY WEAPON^{M}: Add +2d6 energy damage to a genie's weapon damage. The energy type corresponds to the genie's favored element. This bonus damage only works for genies.

FAVORED ELEMENT: Select a favorite element (air, earth, fire or water). Each element has a corresponding energy type and movement as shown in the table below. A genie is immune to the indicated energy type and gains the indicated movement.

IMMORTAL BEING^{M}: Genies do not age, do not need to breathe, eat or sleep, and can only be raised from death using Miracle or Wish.

INFINITE TONGUES^{M}: Genies speak and understand all languages.

TINY FORM: A genie can reduce itself to size Tiny. In this form, it has 2 wound points, a +20 bonus on Stealth checks, a +10 bonus on Reflex, a -5 penalty on damage rolls, a -20 penalty on Athletics checks, -20 ft speed, and a 98% weight reduction. Lasts 2 minutes. Costs 2 vitality.

WHIRLWIND OF FISTS: A genie's flurry of fists inflicts 4d6 damage on 1 adjacent foe or 1d6 on all adjacent foes. Apply ½ damage when Fortitude resists.

Genie Noble (lvl 10)

Apply +21 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

GRANT WISH^{M}: A genie noble can grant a mortal person's wish. It cannot grant wishes to itself or any other creature type. A wish can duplicate any non-paragon class ability without error. It can provide gear or property worth up to 5,000 gp but the recepient permanently loses 5 vitality. The chance of success equals 70% + 1% per level of the genie, with failure indicating a negative outcome equivalent to an advanced tier ability (such as suffering 10d6 damage). A creature is limited to 3 wishes total ever from the same genie.

NOBLE FURY: A noble genie is regal and terrible in its aristocratic temperament. Boost Intimdate and Nobility checks by +10.

MORTAL FORM^{M}: A genie can alter its appearance for 1 hour to blend amongst mortals. In this form, apply a +10 bonus on Bluff and Disguise checks to appear as a Medium or Small humanoid. Costs 1 vitality.

Element	Genie Race	Energy Type	Movement
Air	Djinni	Sonic	Fly 30 ft
Earth	Hajirah	Acid	Burrow 30 ft
Fire	Efreeti	Fire	Climb 50 ft
Metal	Ahdna	Electricity	None*
Water	Marid	Cold	Swim 50 ft

* A metal genie enjoys +13 damage (rather than +3) and DR 8 (or 14 vs most energy types).

Ghost

These spirits of the dead haunt the living and refuse to pass on.

Appearance & Culture

Ghosts are known by many names: banshees, haunts, poltergeists, spectres, wraiths, and more. All share a common origin. They are born from a soul that died by violence and never tasted justice. Sadly, those slain by ghosts often become ghosts themselves due to their violent deaths.

A ghost usually looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or drawing. In many cases, the evidence of a violent death is visible on its body. As an incorporeal creature, a ghost is weightless and can only be struck by magic except for brief moments when they materialize.

Among varieties of ghosts, the haunt is the most harmless though it is perhaps the most difficult to vanquish. A poltergeist can throw objects and draw a hapless victim into its astral realm. The banshee is said to be the spirit of a betrayed lover. It can appear as a beautiful object of desire that, when scorned, produces a mortifying wail. A nightmare lulls victims to sleep and transforms into a deadly terror of tentacles and fangs against those who resist. A phantasm evokes people's greatest fears. A wraith kills through aging and halting the heart. Worst of all is the spectre. Though powerless in sunlight, it can appear in multiple places at once and, by its touch, drain a creature's vital energy.

Ghosts come in every alignment. Even good and innocent souls may reach beyond the grave to avenge wrongs or seek to keep working against the misdeeds of evil creatures including other ghosts. That said, ghosts are often blind to the effects of their unlife.

Ghost (lvl 6)

Ghosts have the following statistics.

Type Undead
Size Medium
Alignment Any (usually neutral evil)
DC 22

Senses Darkvision
Perception +0 ; Stealth +12 (+17 in darkness)
Languages Common or 1 other language spoken in life
Initiative +2

Speed 10 ft ; Fly 30 ft in darkness, 10 ft in shadow, 0 ft in light.
Attack d20+5
Weapons Slam (1d6)
Damage +0

Armor None ; DR 0
Wounds 5
Vitality 42
Fortitude 14, Reflex 15, Will 17
Special Incorporeal Traits, Undead Traits

Q&D Damage +6 ; Vitality 30

Str 10, Con 10, Dex 11, Int 11, Wis 11, Cha 14
Prime Dexterity and Charisma
Skills Endurance +5, and +2 on 2 skills from its former life

FP 3 ; Deity Lilith or Nefriti
Multiclassing Bard, necromancer, shadowcaster or shaman
Treasure Keepsake items worth 600 gp in its lair

Base Abilities

All ghosts have the following abilities.

Bound By Death: A ghost cannot move more than 120 ft from its place of death until it completes its Task of Vengeance (below), after which it may roam freely up to 10 miles per level from its place of death. No ability or agent or force except Miracle or Wish can break this limitation.

Detect Living[M]: The ghost learns whether an adjacent creature is alive.

Far Hand[M]: A ghost can telekinesis a single unattended object weighing up to 5 pounds out to a distance of 30 ft.

Ghostly Spawn[M]: A creature slain by a ghost rises as a ghost 1 week after death unless it resists using Will or the ghost's killer is slain beforehand.

Incorporeal Traits[M]: A ghost is naturally incorporeal. Mundane attacks against incorporeal creatures have a 90% miss chance and magic attacks have a 50% miss chance. Incorporeal creatures cannot handle solid objects, can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks, and must materialize to make attack rolls. Materializing and dematerializing are swift actions that cost 5 vitality each.

Indestructible[M]: One week after being slain as a ghost, it returns to its state of unlife with 1 wound point. This ability fails if the ghost's original bodily remains are burned with salt to ash (requires 2 minutes plus 1 vial of salt and a source of fire).

Revitalizing Touch[M]: When a ghost successfully slams a foe, it heals ½ the damage dealt up to its normal maximum wounds.

Task of Vengeance: When a ghost's original killer is slain or dies a natural death, the ghost may choose to end its state of undeath. This is resolved by overcoming its own Will. A cleric or other agent or spell might help it move on.

Undead Traits: A ghost is immune to all ailments including disease and poison. It need not breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It regains wound points from necrotic energy, regains no wound points from rest, and is harmed by holy and cure energy on a point-for-point basis. It is immortal and cannot be raised from death if slain.

Unnatural Aura: Animals, whether wild or domestic, sense the unnatural presence of a ghost at a distance of 30 ft. They do not willingly approach and panic if forced to do so. They remain frightened as long as they are within 30 ft.

Banshee (lvl 6)

These scorned ghosts have the following additional abilities.

Romantic Disguise[M]: A banshee's surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant it a +10 bonus on Disguise checks for up to 1 hour to look highly appealing to 1 nearby person of its choice. It can grow or shrink 1 ft. While in this form, it also enjoys a +5 bonus on Diplomacy checks, or +10 in romantic situations. Costs 1 vitality.

Wail of the Banshee[M]: All persons within 30 ft must resist using Will or be reduced to -1 wound points and begin dying. Targets that resist suffer 3d6 damage instead. Costs 10 vitality.

Haunt (lvl 6)

These frightening but harmless ghosts have the following additional abilities.

Dodge: As an immediate action, the haunt chooses to ignore 1 impending melee weapon attack before it knows whether the attack hits. Costs 2 vitality.

Frightful Moan[M]: All living creatures in a 30-ft cone panic and flee for 4 hours + 1 hour per level if they fail to resist using Will. If a creature cannot flee, it cowers defensively. Even if the save succeeds, a creature is shaken for 1 round. Costs 5 vitality.

Ghostly Possession[M]: Once daily, a ghost can attempt to possess a living or dead person or animal. Possession of a dead creature causes it to animate and act as if alive—the corpse does not become undead, and the ghost cannot possess undead. A living creature may use Will to resist. If the ghost's attack succeeds, it merges with the target. The host loses its free will and is under the total control of the ghost for 5 minutes or until Exorcism is successful against

it, at which time the possession ends. Costs 10 vitality.

Illusionist[M]: A haunt can conjure 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

Nightmare (lvl 6)

These frightening ghosts have the following additional abilities.

Form of Doom[M]: The ghost acquires a nightmarish form of ooze-slick skin, lashing tentacles, and fright-inducing countenance. It gains DR 10, a +10 bonus to Strength-based checks, nethersight, fast healing 5, and a nest of tentacles that grant it 4 bonus melee attacks per round at a -2 penalty on its attack roll. Each tentacle has 15 ft range, inflicts 2d8 damage and causes a struck foe to be frightened if the ghost beats its Will. Costs 25 vitality.

Slumber[M]: Up to 1 living creature per level within 30 ft falls asleep for 5 minutes, or is dazed for 1 round if Will resists. Apply -5 on the attack if the target is above 5th level. A sleeping creature's allies can use a standard action to wake him. Costs 2 vitality.

Phantasm (lvl 6)

These ghosts have the following additional abilities.

Mirage[M]: A phantasm can create an illusion of 1 creature or object with full auditory, visual, tactile, olfactory, and thermal elements. The illusion can be as small as a coin or house fly (size Tiny) or as large as a keep or ancient dragon (size Huge). The illusion functions as if it were real. If a creature actively attempts to disbelieve, the ghost must beat its Will or the effect ends for that creature. The illusion lasts as long as the phantasm concentrates as a standard action each round + an additional 1d4 rounds. Costs 10 vitality.

Phantasmal Killer[M]: The phantasm targets 1 sentient person within 15 ft and conjures an apparition of the most frightening thing he can imagine. Only the target sees the apparition. If Will fails, he believes the apparition is real and must resist using Fortitude or fall unconscious for 5 minutes. Nothing but wound damage wakes him. Persons immune to sleep or fear ignore this ability. Costs 2 vitality.

Poltergeist (lvl 6)

These angry and destructive ghosts have the following additional abilities.

Etheric Maze[M]: One adjacent target vanishes as it is drawn into an incorporeal trap. Due to disorientation and the poltergeist's malevolent power, the target is caught in a maze for 5 minutes. Each and any round on its turn, the subject can escape unless the poltergeist beats its Will. When it escapes, the subject reappears in the space it departed from, or the nearest open space. Costs 10 vitality.

Force Push[M]: One target up to size Large within 15 ft is pushed back 10 ft, or 5 ft if Fortitude resists. Costs 1 vitality.

Windstorm[M]: A ghost can conjure a 15-ft-radius windstorm and cause objects under 5 pounds to fly dangerously. Creatures in the area suffer 1d6 damage per level (max 10d6) if Reflex fails to resist, otherwise they suffer ½ damage. The ghost is unaffected by the windstorm. Costs 2 vitality.

Spectre (lvl 6)

These despairing ghosts have the following additional abilities.

Aura of Despair[M]: Foes with 10-ft of a spectre automatically suffer a -2 penalty on their saves due to its malign aura. The aura persists even when the spectre it is unconscious.

Energy Drain[M]: When the spectre beats an adjacent creature's Reflex, the creature suffers 1d6 necrotic damage per level (max 10d6). Simultaneously, the spectre gains temporary wound points for 5 minutes equal to the damage dealt. It can only benefit from a single use of this ability at a time.

Mirror Image[M]: A spectre can conjure 1d4+1 duplicates of itself for 5 minutes. Whenever a foe successfully strikes the spectre, it has a 50% chance to strike and dispel 1 image instead. Costs 2 vitality.

Spectral Hand[M]: The spectre conjures a ghostly hand for 5 minutes that can manipulate objects at a distance out to 120 ft. By concentrating as a move action, the spectre moves the hand up to 30 ft. The hand has the same agility as its own and can deliver abilities that normally affect adjacent foes. It has DR 10, 1 vitality point per level, and saves equal to its own. Costs 1 vitality.

Sunlight Powerlessness: Spectres are powerless in natural sunlight and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action each round.

Wraith (lvl 6)

These ghosts have the following additional abilities.

Deadly Wasting[M]: All living creatures within 30 ft permanently age 1 category, or are merely dazed for 1 round if Fortitude resists. Multiple attacks stack such that a creature may die of old age. Remove Curse reverses the aging but cannot undo death. Costs 5 vitality.

Stop the Heart[M]: The wraith targets 1 adjacent living creature. If the target fails to resist using Will, it is reduced to -1 wound points. If the wraith beats its Fortitude 1 round later, the target dies. Costs 5 vitality.

Sunlight Powerlessness: Wraiths are powerless in natural sunlight and flee from it. A wraith caught in sunlight cannot attack and can take only a single move action each round.

Vengeful Ghost (lvl 9)

These ghosts are more powerful than most and often hunt specific living prey who remind them of hated foes in life. Apply +21 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Levitate[M]: When the ghost concentrates as a standard action, it mentally moves 1 target weighing up to 250 pounds a distance of 30 ft up or down. It can move itself, a willing creature or an unattended object out to a distance of 60 ft. Costs 2 vitality.

Locate Creature[M]: The ghost concentrates for 1 minute to locate a specific familiar creature or type of creature within 500 ft. If the creature is present, it learn the distance and direction. Costs 5 vitality.

Multi-Slam: This ghost can make 2 slam attacks as a standard action, without penalty, against foes adjacent to it.

Track: Apply a +5 bonus on Survival checks, or a +10 bonus when tracking in natural environments.

Vengeful Slam: As a move action, apply +1d6 necrotic damage per level (typically +9d6 damage), or ½ that amount if Will resists, to the ghost's next slam attack that round. Costs 2 vitality.

Elder Ghost (lvl 12)

These undead are leaders among ghosts and can call their own kind. In addition to the abilities of 1 type of ghost above, apply +42 vitality, +3 saves, +3 attacks, +3 DR, and the following abilities.

Ancient Lore: An elder ghost has lived decades if not centuries or millennia and enjoys a +10 bonus on Arcana, History, Insight, and Religion checks. If a character moves the elder ghost to friendly status, then the ghost may use these skills to assist the character.

Death Zone[M]: An elder ghost fills a 30-ft-radius area around it with vile energy that lasts 4 hours + 1 hour per level. In the area, undead enjoy a +2 bonus to all d20 rolls and living creatures do not heal damage. This ability negates the effect of the Consecrate ability. Costs 10 vitality.

Redouble: Twice daily, an elder ghost may recover 4d6 vitality after 1 minute of rest.

Summon Ghosts[M]: An elder ghost can perform a 1-minute ritual to summon 1 or more standard ghosts to serve it for 1 hour, after which they return to their home realm. Their total levels equal the elder ghost's level (typically, 2 ghosts). These ghosts will seek to pervert the elder's instructions when possible in order to slay the living. Costs 10 vitality.

Weird[M]: As Phantasmal Killer (under the phantasm ghost above), but affects all living creatures within a 30-ft-radius around the elder ghost. Costs 10 vitality.

Ghoul

These cunning and ravenous undead are quick and noxious.

Appearance & Culture

Ghouls exist in a shadowy realm of sin, savagery, and insanity. At best, they recall random bits of their mortal lives and lurk near civilized areas. They often hoard half-remembered items of value and stay close to people and places that remind them dimly of their past lives. Most of all, however, they are hungry and angry, and seek to kill the living to relieve some of their undead pain.

Ghouls look similar to how they did in life, but with gaunt features, bloodshot eyes, and purplish skin that looks burnt by the sun or buried for years. A ghoul's stench and touch can panic and paralyze the living, and its bite inflicts disease or worse. Those killed by these feral undead usually rise to join their killers within a night. Ghouls flee from sunlight, which dazes, burns, and blinds them.

Ghouls hunt alone or in packs. They rarely organize themselves long-term and will only consider orders from necromancers and more powerful undead. Even then, a ghoul may turn on its master at any time. Ghouls lack a unique culture. They usually keep a lair in a cemetery, underground crypt or cave complex and may be found guarding evil temples. Advanced ghouls are called ghoul kings or ghasts.

Ghoul (lvl 2)

Ghouls have the following statistics.

Type Undead
Size Medium
Alignment Any evil
DC 14

Senses Darkvision
Perception +5 ; **Stealth** +16
Languages Common
Initiative +4

Speed 40 ft
Attack d20+7 (+9 bite)
Weapons Bite (3d6) or 2 claws (1d4 each)
Damage +4

Armor Tough skin ; **DR** 1
Wounds 10
Vitality 16
Fortitude 15, **Reflex** 19, **Will** 13
Special Undead Traits

Q&D Damage +6 ; Vitality 12

Str 19, **Con** 14, **Dex** 23, **Int** 9, **Wis** 10, **Cha** 6
Prime Strength and Dexterity
Skills Acrobatics +11, Athletics +19, Endurance +7

FP 1 ; **Deity** Lilith, Nefriti or Thulzuur
Multiclassing Barbarian, necromancer, rogue or shadowcaster
Treasure None

Base Abilities

Ghouls have the following abilities.

Daylight Damage: While in natural daylight or a Daylight spell's area, a ghoul is blinded and suffers 2 wound points per round (no save). Also, it is dazed for 1 round when first exposed to such light.

Paralyzing Touch[M]: An adjacent creature must resist using Reflex or be paralyzed for 2 minutes. Each round on its turn, the creature has a 50% chance to briefly recover and take a single action that round. Otherwise, it cannot move, attack, use abilities or take other actions except use divine boons. A creature can be affected once by this ability in a 24-hour period. Costs 5 vitality.

Spawn[M]: A person slain by a ghoul rises as a ghoul on the first midnight after its death but no earlier than 24 hours after death.

Taint Aura[M]: As a swift action, an adjacent living creature must resist using Will or gain 1 point of taint. When a creature's taint exceeds its Wisdom score, its goes insane.

Undead Traits: A ghoul is immune to all ailments including disease and poison. It need not breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It regains wound points from necrotic energy, regains no wound points from rest, and is harmed by holy and cure energy on a point-for-point basis. It is immortal and cannot be raised from death if slain.

Bonus Abilities

A ghoul selects 2 abilities from the following list.

Agile Prowess: Boost Athletics and Acrobatics checks by +5.

Aquatic Adaptation: Halve the ghoul's land speed and give it a swim speed of 40 ft. The ghoul must submerge itself for at least 1 hour daily or suffer fatigue until the next day.

Blinding Spittle: The ghoul targets 1 foe within 15 ft with vile spittle. If the ghoul beat the target's Reflex, the target suffers 1 wound damage and is blind for 2 minutes.

Caustic Vomit: Living creatures within a 15-ft cone suffer 1d6 acid damage per level (typically 5d6, max 10d6) as the ghoul expels foul, tar-like vomit. Costs 2 vitality.

Cunning: Apply a +5 bonus on Perception and Stealth checks.

Facade of Life[M]: The ghoul enjoys a +10 bonus on Disguise checks to look, sound, and smell like a person.

Ghoul Fever: A bitten person must resist using Fortitude or become fatigued and infected with a vile disease. Each day, an infected victim has a 50% chance to end the effect. After 3 failed tries, the victim transforms into a ghoul. Three successful tries ends the magic. Only Miracle or Wish reverses the final effect. A target that makes its initial save is immune to the disease transmitted by that particular ghoul.

Grave Sage: Apply a +5 bonus on Religion and Intimidate checks.

Pack Tactics: Apply a +2 bonus on attacks when adjacent to another ghoul. This ability does not stack with itself.

Smell Fear: The ghoul detects the presence and location of the nearest person within 15 ft who fails resist using Will.

Stench: The ghoul emits a putrid stench. Living creatures within 5 ft are sickened for 2 minutes if they fail to resist using Fortitude. A sickened creature suffers a –2 penalty on all dice rolls and saves. Costs 2 vitality.

Unholy Form[M]: The ghoul enjoys +2 DR but suffers 1d8 holy damage from a direct hit by holy water.

Weapon Use: The ghoul is proficient with 1 weapon group.

Ghast (lvl 5)

Apply +21 vitality, +1 saves, +1 attacks, and +2 DR.

Bonus Abilities: Select 3 more bonus abilities from the list above (for 5 total).

Fast Healing: A ghast always stabilizes. Also, each round at the end of its turn while touching the earth, it automatically heals 1 wound point. This occurs even if it is unconscious but not dead.

Rake: When both claws hit, the ghast automatically rakes to inflict an additional 1d6 wound damage.

Giant

These huge people stomp much, eat often, and anger quickly.

Appearance & Culture

Giants are huge humanoids that tower 25 ft to 50 ft high. Their strength is so prodigious that they can wrestle dragons, divert rivers, and consume a herd of oxen. Some giants are terrible, most keep to themselves in far places, and a few kind-hearted ones aid their much smaller kin.

Giants make homes in many environments, from ice palaces atop chilly snow-capped mountains to iron-clad towers in the heart of fiery volcanos and noxious tree-lined forts in the bowels of acidic swamps. It is not surprise: In addition to notorious skills including throwing rocks and blowing down smaller creatures, some giants can pull down thunderbolts and perform other astounding feats.

Giants are proud and egalitarian. Most admire a charismatic king or queen yet they rarely act together or bow before others. They tend to work alone and gather in rowdy groups for celebrations. The best among them are legendary craftsmen, skilled at the forge and talented at music and literature.

Giants are always hungry and their quest for food often invites the wrath of the smaller races.

Giant (lvl 8)

Giants have the following statistics.

Type Mutant
Size Huge
Alignment Any
DC 26

Senses Scent, low-light vision
Perception +5 ; Stealth -10
Languages Common and Giant
Initiative +0

Speed 50 ft
Attack d20+13
Weapons Fist (4d6), foot (4d6, 10 ft reach) or huge club (4d6, 15 ft reach)
Damage +14

Armor Hide over tough skin ; DR 4
Wounds 30
Vitality 62
Fortitude 25, Reflex 12, Will 15
Special Immune to preferred energy type

Q&D Damage +22 ; Vitality 46

Str 29, Con 23, Dex 10, Int 6, Wis 10, Cha 8
Prime Strength and Constitution
Skills Athletics +19, Craft +3, Endurance +16, Handle Animal +5, Nature +3, Survival +5

FP 4 ; Deity Any, though typically Stolgar if good, Mithrais if lawful, Corvis if chaotic, or Lilith if evil.
Multiclassing Barbarian, bard, druid or elementalist
Treasure Items worth 1,600 gp on itself or in its sack or lair

Base Abilities

Giants have the following abilities.

Endure Elements: Giants ignore the effects of extreme temperature. They can exist comfortably in conditions between -40° and 140° F without harm. Their gear is likewise protected. This ability is continuously in effect even when unconscious.

Fling Foes: A giant can toss adjacent foes of size Large or smaller. If he beats a target's Reflex, the foe travels 1d6 x 5 ft, lands prone, and is dazed for 1d4 rounds. Costs 2 vitality.

Gust of Wind: A giant can gather its breath and project a 60-ft line of forceful wind. Medium and smaller creatures cannot move toward the giant for 1 round. Those that fail a Reflex save are also knocked prone (or are pushed back 1d6 x 10 ft if flying). The wind grants a sailed ship standard speed for 1 round. Costs 2 vitality.

Giant Race	Energy Type
Cloud	Electricity
Dune	Fire
Frost	Cold
Grave	Necrotic
Mountain	Sonic
Swamp	Acid
Void	Psychic

Mighty Carry Capacity: A giant can carry 2,500 pounds, 10 Medium creatures or 20 Small creatures, in addition to any other weight normally carried, and not be overloaded. He can drag up to 12,500 pounds and support +80 slots. This bonus is equivalent to an elephant.

Resist Energy: A giant enjoys +5 DR against the energy type listed for its race.

Rock Throwing: A giant can throw a rock or similar object (weighing 5 and 25 pounds) out to a range of 15 ft, or 30 ft if elevated above the target. If the giant beats its target's Reflex, the target suffers 1d6 damage per 5 pounds of rock and is stunned for 1 round. Requires 15+ Strength. Costs 1 vitality.

Scent: Giants have keen noses to compensate for their mediocre perception. They can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Second Wind: Once daily, after 1 minute of rest, a giant recovers 4d6 vitality.

Stomp: A giant can stomp to express wrath. Creatures up to size Medium within 15 ft and in contact with the ground must resist using Reflex or fall prone. Costs 1 vitality.

Ghost-Faced Giant (lvl 11)

This giant is undead. Apply +21 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Incorporeal Traits[M]: A ghost-faced dispatcher is incorporeal. Mundane attacks against incorporeal creatures have a 90% miss chance and magic attacks have a 50% miss chance. Incorporeal creatures cannot handle solid objects, can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks, and must materialize to make attack rolls. Materializing and dematerializing are swift actions that cost 5 vitality each.

Undead Traits: A ghost-faced dispatcher is immune to all ailments including disease and poison. It need not breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It regains wound points from necrotic energy, regains no wound points from rest, and is harmed by holy and cure energy on a point-for-point basis. It is immortal and cannot be raised from death if slain.

Noble Giant (lvl 11)

Apply +21 vitality, +1 saves, +1 attacks, +5 DR due to breastplate armor, and the following abilities.

Craft Magic Armaments[C]: A noble giant enjoys a +5 bonus on Warcraft checks, or +10 when crafting armor or weapons. Also, the giant can craft magic armor and weapons as if it possessed the Craft Magic Item ability. See pages 191-195 for rules and examples of magic weapons and armor.

Energy Blast[M]: A noble can inflict 1d6 damage per level to all creatures in a 60-ft cone. The energy type corresponds to the giant's race. Reflex resists for ½ damage. Costs 5 vitality.

Noble Giant Skills: Apply a +5 bonus on Craft, Intimidate, Music, and Nobility checks.

Smash: An adjacent foe suffers 3d4 wound damage. Costs 5 vitality.

Weapon Use: A noble giant is proficient with Medium armor and 1 weapon group of his choice, typically spears.

Globerex

This insane, many-eyed monstrosity roams underground.

Appearance & Culture

A globerex is a paragon of madness and insanity. It looks like a large rubbery sphere, 8 ft in diameter, with a giant toothy maw, large central eye, and 10 additional small eyestalks sprouting from its head.

Much of the time, it roams about randomly, vascillating between fits of madness and lucidity. Sages believe the first globerex was created as a horrid experiment by a demigod from the severed heads of 10 magic users. Whever the origin, the scent of combat quickly focuses a globerex's mind. A globerex makes copies of itself by transforming a captured humanoid over the course of several weeks.

A globerex is a fearsome combatant to behold. On its turn, it can open or close its central eye, and wherever its gaze falls, all magic is suspended. Moreover, each of the eyestalks comes to life, granting it numerous, simultaneous ray attacks. The monster is tactically savvy, flies with ease, and can project its rays quite far. Thus, even a small army of many opponents rarely stands a chance.

Globerex (lvl 13)

A globerex has the following statistics.

Type Aberration
Size Large
Alignment Usually lawful evil
DC 36

Senses All-around vision, darkvision
Perception +6 ; Stealth +5 (+10 in underground areas)
Languages Common, Goblin, Infernal, plus any 2 additional languages
Initiative +7

Speed 5 ft ; Fly 20 ft
Attack d20+10
Weapons Bite (1d6) + 1 eye ray (but see table at right)
Damage +0

Armor Vile rubbery skin ; DR 6 (11 vs fire)
Wounds 9
Vitality 95
Fortitude 20, Reflex 22, Will 20

Q&D Damage +13 ; Vitality 69

Str 10, Con 18, Dex 14, Int 18, Wis 12, Cha 14
Prime Constitution and Intelligence
Skills Acrobatics +7 (+12 flying), Arcana +14, Dungeoneering +14, Intimidate +5 ; also, 2 other Intelligence-based skills, each +14.

FP 0 ; Deity None
Multiclassing Sage, shadowcaster, warlock or wizard
Treasure Gems in stomach worth 1,750 gp

Base Abilities

Globerexes have the following abilities.

All-Around Sight: A globerex cannot be surprised and may ignore Sneak Attack damage. This ability does not work while the globerex is unconscious.

Antimagic Gaze[M]: Up to once per round as a swift action, a globerex can either open or close its central eye. When the eye is open, all magical attacks and effects, both new and ongoing, that fall within the central eye's gaze are suppressed—even the globerex's own eye rays. Treat the gaze as a 120-ft cone. Opening or closing the eye costs 5 vitality.

Eye Rays[M]: A globerex has 10 eye rays. Each eye ray has a unique color and effect. Without any effort, as a standard action, a globerex can make a bite attack and use 1 eye ray. However, when it uses Many-Fold Mind, it uses 2, 4 or 8 eye rays at once, but never all 10. Consult the table below regarding the globerex's options. In all cases, targets resist using Reflex against each ray.

Ideally, the GM handles each ray as a story unto itself. For example, Lurking Fear might suggest that another globerex is coming or show the struck character a vision of his own death.

Ray Color	Ray Effect
Gray	**Lurking Fear**: The target is shaken for 5 minutes. If the target is at least 5 levels below the globerex's level (typically level 8 or lower), then it is frightened instead, fleeing the best it can or cowering if it cannot flee. Costs 1 vitality.
Red	**Blistering Fire**: The target suffers 5d6 fire damage. Costs 1 vitality.
White	**Veil of Sleep**: The target falls asleep for 5 minutes. A sleeping creature's allies can use a standard action to wake him. Costs 1 vitality.
Yellow	**Beguiling Gold**: The target is friendly to the globerex for 5 minutes. While charmed, the target will not act in a way that brings harm to the globerex, itself or its allies. Otherwise, it follows the globerex and responds aggressively to creatures that threaten it. The target will take the globerex to safety if it is incapacitated. This ability does not grant a shared language or alter the target's alignment. Costs 2 vitality.
Purple	**Upending Whirlwind**: If the target is an unattended object or creature weighing up to 1 ton, then the globerex mentally moves it a distance of 30 ft up or down, typically raising the target to drop from a height, deposit in a cage, or leave it stuck in a pit. Costs 2 vitality.
Blue	**Drowning Tide**: The target is limited to a single move or standard action for 2 minutes, with a 25% chance to end the effect each round after the first. Costs 2 vitality.
Orange	**Consuming Envy**: The target suffers 1d8 acid wound damage + 1 wound point per level as the globerex's ray twists the target's flesh and bones. Costs 2 vitality.
Green	**Ravaging Plague**: The target is reduced to -1 hit points and begins dying. Costs 5 vitality.
Brown	**Failed Destiny**: The target begins turning into stone. Each round, it has a 50% chance to end the effect. On the first failed try, it is limited to a single move or standard action. On the second failed try, it cannot act but it can still defend itself. On the third failed try it turns to stone. Three successful tries ends the magic. Dispel Magic halts the progress, but only Remove Curse, Miracle or Wish reverses the final effect. The globerex may reverse the effect at any time. Costs 5 vitality.
Black	**Lonely Void**: The globerex targets a 10-ft cube volume or a creature. Against a struck volume, unattended mundane material and force effects (such as Wall of Force) vanish. A targeted creature suffers 4d6 wound damage and vanishes if it dies. Miracle or Wish restores disintegrated items and creatures. Costs 10 vitality.

Many-Fold Mind[M]: As a move action, a globerex can split its mind into 2, 4 or 8 distinct parts. For the rest of its turn, each part can control an eyestalk to make a separate attack. Thus, it can make 2, 4 or 8 simultaneous attacks that round using its eyestalks in addition to its bite attack. Costs 4 vitality for 2 minds, 12 vitality for 4 minds or 28 vitality for 8 minds. While using this ability, the globerex is immune to attacks that target its Will and cannot improve its attacks by any other means.

Naturally Insane: At the start of each 10-minute period in which it is not engaged in combat, roll 1d4 to determine the globerex's behavior: 1) Acts sanely, 2) Floats aimlessly and perhaps mumbles, counts or sings to itself, 3) Moves urgently in a random direction, or 4) Initiates combat against the nearest creature or shouts obscenities and bites at the air if it is alone.

Globerex King (lvl 17)

This globerex is superior to its peers. Apply +28 vitality, +5 saves, +5 attacks, and +5 DR. Also, it has the abilities of a single townie profession, typically a townie with Intelligence as a prime attribute.

Gnoll

These savage hyena-like humanoids enjoy eating victims alive.

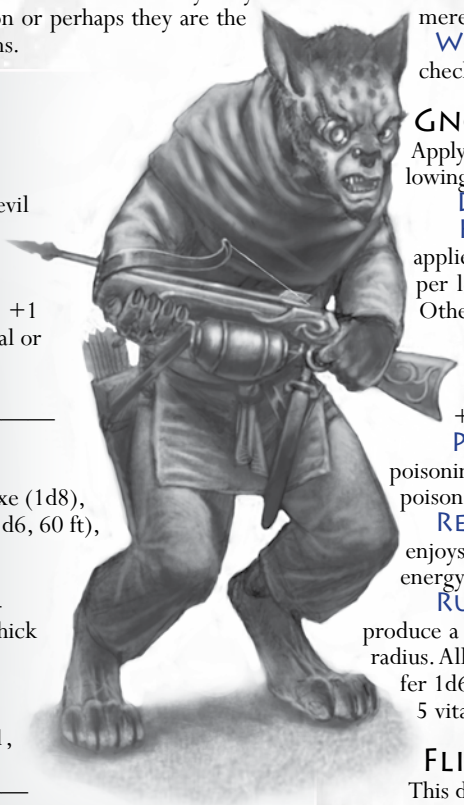
Appearance & Culture

A gnoll is a savage hyena-like humanoid with a snout, toothy maw, and beady eyes. Adult gnolls stand 7½ ft tall and weigh 300 pounds. They have brown or gray fur but tend to dye their hair in orange, red or blue stripes.

Gnolls are rapacious and cruel. Their ceaseless hunger and foul temper drives them to hunt and eat prey alive, preferably still kicking and screaming. Gnolls tend to gather around the strongest pack member and hunt without coherent tactics. Individual gnolls kill for personal glory and fun rather than to support their tribe. Gnolls rarely cooperate for long with other creatures or even each other.

Gnoll culture emphasizes strength and fertility. The most warlike become ravagers, who are insane warriors that deftly stalk prey and keep fighting until the moment of death. In each tribe, a few pups are born capable of magic. The most adept of these pups slays the others as part of claiming the title of tribal shaman.

Legends describe demonic gnolls called flinds. They may be possessed after eating demon carrion or perhaps they are the spawn of gnoll warriors with demons.



Gnoll (lvl 2)

Gnolls have the following statistics.

Type Mutant
Size Medium
Alignment Usually chaotic evil
DC 14

Senses Darkvision, scent
Perception +5 ; Stealth +1
Languages Gnoll plus Abyssal or Common
Initiative +1

Speed 30 ft
Attack d20+4 (+6 flail)
Weapons Bite (1d6), battle axe (1d8), flail (3d6, 10 ft reach), short bow (1d6, 60 ft), or hunting rifle (2d10, 80 ft)
Damage +3

Armor Studded leather over thick fur ; DR 4
Wounds 13
Vitality 16
Fortitude 15, Reflex 11, Will 10

Q&D Damage +5 ; Vitality 12

Str 17, Con 15, Dex 12, Int 8, Wis 10, Cha 8
Prime Strength and Constitution
Skills Athletics +10, Endurance +18, Intimidate +10, Nature +1, Survival +7, Warcraft +6

FP 1 ; Deity Phane, Thulzuur or Tiamat
Multiclassing Barbarian, ranger, shaman or warlock
Treasure Armaments, poisons, and other items worth 200 gp on itself or in its lair.

Base Abilities

Gnolls have the following abilities.

Firearms Proficiency: A gnoll knows firearms.
Longstrider: A gnoll can boost its speed by +10 ft for 1 hour. Costs 1 vitality.
Scent: As a standard action, a gnoll can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.
Second Wind: Once daily after 1 minute of rest, a gnoll recovers 4d6 vitality.
Trip: An adjacent foe must resist using Reflex or be knocked to the ground, suffer 1d6 damage, and be made prone.

Gnoll Ravager (lvl 4)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Multi-Attack: A gnoll ravager can make a bite attack and use its melee weapon at the same time. When it does so, it suffers a -2 penalty on all its attack rolls that round.
Diehard: When a gnoll ravager falls below 0 wound points, it remains conscious and continues to take a single move or standard action each round until it reaches -10 hit points, at which time it dies.
Self-Healing: Once daily, the gnoll heals all vitality damage.
Terrifying Howl: A gnoll ravager's cry frightens foes. All foes within 30 ft who hear the cry suffer a -5 penalty on attacks and saves for 2 minutes if the gnoll beats their Will. Otherwise, they are merely shaken. Costs 5 vitality.
Woodland Sneak: Apply a +5 bonus to Stealth checks, or a +10 bonus in outdoor areas.

Gnoll Shaman (lvl 4)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Divine Healer: Boost Heal and Religion checks by +5.
Healing Touch: The gnoll's fresh spittle, when applied to an adjacent ally, cures 1d8 wound points + 1 point per level. A gnoll can benefit only 3x daily from this ability. Other creatures can benefit once daily. Costs 1 vitality.
Invisibility[M]: The gnoll shaman or a touched ally turns invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and refuses line of sight. Costs 2 vitality.
Poison Use: A gnoll shaman never risks accidentally poisoning itself when applying poison to a blade, and it may apply poison as a move action (rather than the usual standard action).
Resist Energy[M]: The gnoll shaman or a touched ally enjoys +10 DR against 1 energy type or +2 DR against all energy types for 5 minutes. Costs 1 vitality.
Ruinous Chant[M]: A gnoll shaman can chant to produce a wave of crackling energy that flashes outward in a 90-ft radius. All creatures except gnolls and fiends caught in the area suffer 1d6 vile damage per level, or ½ damage if Will resists. Costs 5 vitality.

Flind (lvl 8)

This demonic gnoll is taller than its cousins and reeks with disease and poison. Apply +42 vitality, +3 saves, +3 attacks, +3 DR, and the following abilities.

Disease Carrier[M]: Every flind is host to a magical disease to which it is immune. A flind has a 5% chance per round of transmitting its disease to adjacent living creatures except other gnolls. A diseased creature is permanently fatigued, and each day it suffers 1d6 vitality damage and 1 wound damage until healed using both Cure Ailment and Remove Curse.
Oversized Double Flail: A flind is proficient with a Large double flail, which has 15-ft reach. Also, the flind enjoys 2 attacks as a standard action without penalty using this flail and each side of the flail delivers 5d6 damage. Finally, a Medium or smaller foe struck by this flail must resist using Fortitude or fall prone.
Poison Bite and Claws: As a swift action, a foe struck by the flind's bite or claws must resist using Fortitude or suffer an additional 1d4 vile wound damage.

Golem

These animated humanoid constructs act as strong servants.

Flesh Golem Appearance & Culture

Flesh golems are ghoulish reanimated humanoids, sometimes from a single cadaver but usually stitched together from the body parts of multiple humanoids. Some are small or medium, usually the result of a desperate attempt to restore a loved one to life. More often, powerful spellcasters craft large flesh golems to act as guards, servants, and warriors. Such monsters are made from donors to craft 2 legs, 2 arms, a head with a brain, and a torso. The donors must have died within the past 24 hours. Flesh golems are typically clothed to suit their task, whether overalls or armor, and tend to stand with unnerving stillness when not tasked by their creator.

Unlike other unliving creatures, a flesh golem is more construct than undead, and although it lacks an undead creature's hunger pangs, it is prone to fits of anger and fear from what dim memories it has of its former life or lives.

Crafting a flesh golem requires at least 6 human-sized corpses, 2,500 gp in special unguents and bindings, inscribing of magical runes using rare alchemical inks, the application of electrical energy equal to its maximum normal hit points delivered in a single round (overshooting by up to 10% is okay), and successful DC 13 Craft and Heal checks.

Flesh Golem (lvl 8)

Flesh golems have the following statistics.

Type Construct
Size Large
Alignment Neutral, lawful neutral or chaotic neutral
DC 26

Senses Low-light vision, darkvision
Perception +0 ; Stealth -3
Languages Understands Common or 1 other language of the creator's choice
Initiative -1

Speed 30 ft
Attack d20+14 (10-ft reach) ; MA
Weapons 2 slams (6d6 each)
Damage +6
Special If 2 slams hit, apply +1d6 wound damage

Armor Thick skin, leather armor, and magic runes ; DR 6 (or 11 in breastplate, but breastplate blocks its Fast Healing ability)
Wounds 18
Vitality 61
Fortitude 27, Reflex 18, Will 21
Special Fast Healing 2, Immunity to Magic, Special Energy Effects

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Q&D Damage +14 ; Vitality 45

Str 22, Con 20, Dex 8, Int 4, Wis 10, Cha 4
Prime Strength and Constitution
Skills Athletics +21, Endurance +20, Intimidate +16

FP 4 ; Deity Mithrais, Nefriti or Rorax
Multiclassing Barbarian, blackguard, fighter or warlock
Treasure Weapon worth 50 gp

Base Abilities

Flesh golems have the following abilities.

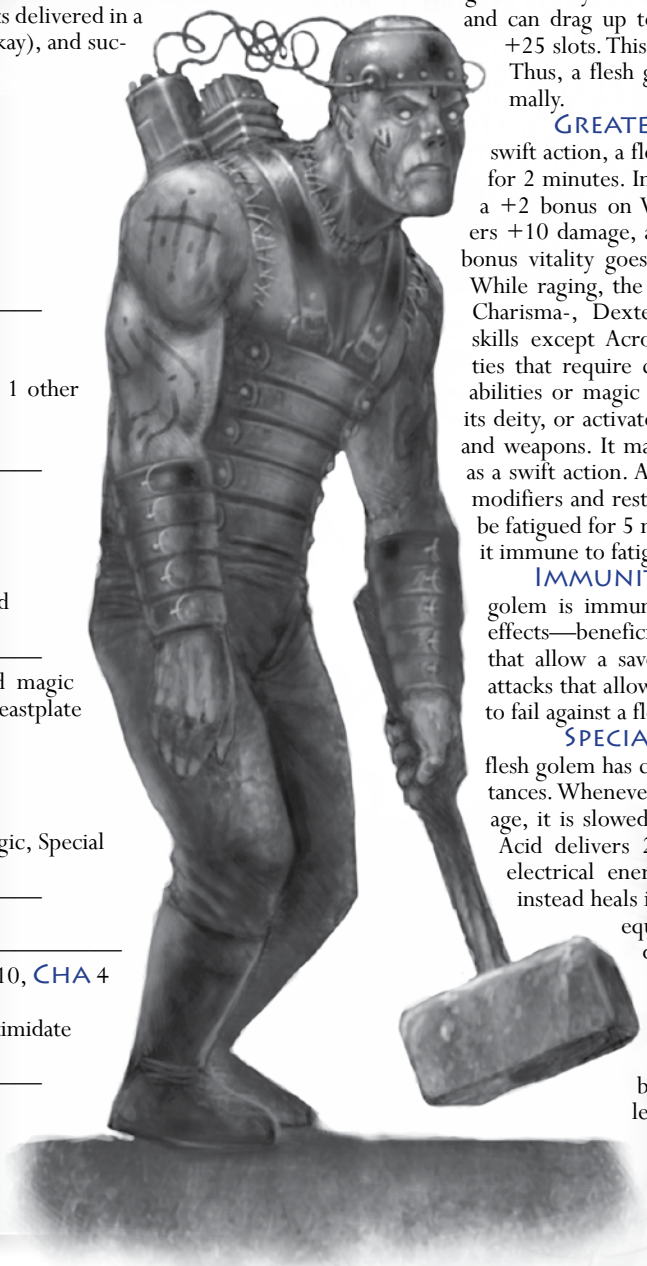
Construct Traits: A flesh golem does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

Control Pearl: Each flesh golem is keyed to its creator using a magical pearl that is placed within its brain case during creation. So long as the pearl is present and intact, the flesh golem only obeys the master and no one else.

However, whenever the flesh golem suffers wound damage, there is 10% chance that it will go berserk for 2 minutes, during which time it seeks to attack and kill its master, after which it cries and moans remorsefully.

Fast Healing: A flesh golem automatically heals 2 wound points at the start of each turn. This occurs even if it is unconscious.

Great Carry Capacity: A flesh golem can carry 750 pounds, or 3 Medium or 6 Small creatures, in addition to any other weight normally allowed, and not be overloaded, and can drag up to 3,750 pounds or support +25 slots. This is equivalent to a warhorse. Thus, a flesh golem carries 47 slots normally.



Greater Rage: Once daily as a swift action, a flesh golem can fly into a rage for 2 minutes. In a rage, it temporarily gains a +2 bonus on Will and attack rolls, delivers +10 damage, and enjoys +10 vitality. The bonus vitality goes away when the rage ends. While raging, the flesh golem cannot use any Charisma-, Dexterity- or Intelligence-based skills except Acrobatics. It cannot use abilities that require concentration, activate craft abilities or magic abilities except boons from its deity, or activate magic items except armor and weapons. It may prematurely end the rage as a swift action. After raging, it loses the rage modifiers and restrictions and might normally be fatigued for 5 minutes (but as a construct is it immune to fatigue).

Immunity to Magic: A flesh golem is immune to all magic attacks and effects—beneficial, baleful or otherwise—that allow a save to resist. Moreover, even attacks that allow no save have a 50% chance to fail against a flesh golem.

Special Energy Effects: A flesh golem has certain weaknesses and resistances. Whenever it suffers cold or fire damage, it is slowed to ½ speed for 2 minutes. Acid delivers 2x normal damage. Finally, electrical energy causes it no harm and instead heals it a number of wound points equal to the damage normally dealt.

Trackless Step: A flesh golem leaves no trail in natural surroundings and cannot be tracked. It may choose to leave a trail.

Guard Golem Appearance & Culture

A guard golem is a 10-ft tall humanoid statue made of basic materials of the earth and then inscribed with a sigil of animating power as part of a ritual. Typically, the guard golem's creator commands it by placing a written message up to 10 words in length into its mouth, upon its head or heart, or in some other emblematic location. Some, however, can be commanded by an amulet instead.

As a construct, a guard golem is impervious to most mortal needs and assaults, and a powerful magic user can improve it in various ways. While useful as a supernatural creature, it can also be quite dangerous. It is dumb, uncivilized, slow, and fundamentally aimless unless commanded. Even when commanded, a guard golem will perform an instruction literally, which may give the appearance that it is uncooperative. Worse, a golem predictably reacts with violence against a master that yells at it, criticizes it, or treats it poorly. The easiest, most reliable command is to defend a place, object or person from intrusion or harm.

A guard golem's strength and defenses depend on the materials that comprise it. A basic guard golem is made from clay. When clay is animated, it is highly flexible and impervious. Weapons seem to just sink right into it. More potent guard golems include wood and metal in their making. They enjoy the equivalent of breastplate. However, these added materials block their fast healing, which may be a liability.

Greatest of all is the shield guardian. This golem usually acts to protect nobility. It can absorb damage meant for another, teleport, erect a protective force mantle, and much more. Its charge need not even be next to it to benefit from many of its abilities.

Rarely, a guard golem can be transformed into a flesh-and-blood person or giant through the use of a Miracle or Wish spell.

Guard Golem (lvl 15)

Guard golems have the following statistics.

TYPE Construct
SIZE Large
ALIGNMENT Lawful good, lawful neutral or lawful evil
DC 40

SENSES Low-light vision, darkvision
PERCEPTION +5 ; STEALTH +7
LANGUAGES Understands Common or 1 other language of the creator's choice
INITIATIVE -1

SPEED 20 ft
ATTACK d20+17 (10-ft reach) ; MA
WEAPONS 2 slams (12d6 each)
DAMAGE +8
SPECIAL If both slam attacks hit, apply +6d4 wound damage

ARMOR Clay and magic runes ; DR 15 (or 20 in breastplate, but breastplate blocks its Fast Healing ability)
WOUNDS 20
VITALITY 110
FORTITUDE 34, REFLEX 16, WILL 26
SPECIAL Fast Healing 2, Immunity to Magic, Special Energy Effects

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Q&D Damage +23 ; Vitality 80

STR 26, CON 20, DEX 8, INT 4, WIS 10, CHA 1
PRIME Strength and Constitution
SKILLS Athletics +23, Endurance +20, Intimidate +23

FP 8 ; DEITY Asmodius, Mithrais, Palendine, Phane, Rorax or Solari
MULTICLASSING Barbarian, blackguard, fighter or shifter
TREASURE Weapon worth 350 gp

Base Abilities

Guard golems have the following abilities.

CONSTRUCT TRAITS: A guard golem does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

FAST HEALING: A flesh golem automatically heals 2 wound points at the start of each turn. This occurs even if it is unconscious.

GREAT CARRY CAPACITY: A flesh golem can carry 750 pounds, or 3 Medium or 6 Small creatures, in addition to any other weight normally allowed, and not be overloaded, and can drag up to 3,750 pounds or support +25 slots. This is equivalent to a warhorse. Thus, a flesh golem carries 51 slots normally.

IMMUNITY TO MAGIC: A flesh golem is immune to all magic attacks and effects—beneficial, baleful or otherwise—that allow a save to resist. Moreover, even attacks that allow no save have a 50% chance to fail against a guard golem.

OBEY COMMANDS: A guard golem obeys literal commands given by its master, who is its creator or another creature designated by the creator at the time of forging. Commands may be up to 10 words and require a DC 5 Literacy to be communicated accurately. Typical commands include, "Attack anyone who enters this chamber except your master" and "Kill all orcs within 150 ft of this location." Disguises to appear as like master do not fool the golem, as its link to its master is magical. If the guard golem's master is slain or abondons it, it carries out its last command and an artificer might control it.

SPECIAL SPELL EFFECTS: A guard golem has certain weaknesses and resistances. A Move Earth spell inflicts 3d4 wound damage and a Stone Shape spell inflicts 1d4 wound damage. Finally, electrical energy causes it no harm and instead heals a number of wound points equal to the damage normally dealt.

TRACKLESS STEP: A flesh golem leaves no trail in natural surroundings and cannot be tracked. It may choose to leave a trail.

Shield Guardian (lvl 20)

Apply +35 vitality, +3 saves, +3 attacks, +3 DR, and the following abilities.

DEFENSIVE BLOCK: As an immediate action, the shield guardian hampers 1 adjacent foe that is physically moving. If the shield guardian beats its foe's Reflex, the foe cannot willingly move (or keep moving) that round though it may take other actions as normal.

DIMENSION STEP[M]: The shield guardian vanishes and reappears up to 30 ft away in an open space of its choice within line of sight. After it arrives, it is dazed for the rest of its turn. It can take with it gear or an ally weighing up to 250 pounds. Costs 2 vitality.

FORCE MANTLE[M]: As an immediate action, the shield guardian erects a 15-ft-square invisible field directly in front of, behind, above or below it. The field blocks movement and attacks from both sides and lasts until the start of its next turn. Costs 5 vitality.

LOCATE OBJECT OR PERSON[M]: The shield guardian concentrates as a standard action to locate a specific familiar creature or object, or type of creature or objct, within 500 ft. If the target is present, it learns the target's distance and direction. Costs 5 vitality.

PROTECTIVE AURA: For the purpose of adjudicating a shield guardian's abilities, treat allies within 15 ft as adjacent allies.

SHIELD OTHER[M]: When an adjacent ally suffers damage, the shield guardian may choose as an immediate action to lessen its damage by 50% and transfer the same amount to itself as if it were the target.

SPELL STORAGE: A shield guardian can store within itself 1 advanced magic ability—or 2 basic magic abilities and 1 intermediate magic ability—of its creator's choice that the creator knows. The creator still maintains access to these abilities and the golem spends any vitality as usual to use the abilities. Resolve attacks using the creator's attack bonus. Adding or replacing abilities takes 1 round each.

STAND TALL[M]: A guard golem cannot be knocked prone.

Gremlin

This tiny pesky creature lurks in caves, hovels, and homes.

Appearance and Culture

Gremlins are tiny monstrous humanoids that lurk in dark nooks such as attics, basements, caverns, sewers, trees hallows, and tunnels. Sometimes they are mistakenly described as evil fey. However, they are accursed people—naughty children, misguided do-gooders, corrupt officials, vain courtiers, and others—who were caught and hideously transformed.

The most common gremlin is known as a midge, measle or mite. It stands 9 to 12 inches high, has grayish vermin-like features, and wears stinky rags. It has a rat's keen sense of smell and is incredibly adept at crafting traps, rigging machines, using poison, and moving about quietly in shadows. Gremlins are nocturnal, dazzled by light, and most comfortable in darkness.

Gremlins tend to operate in loose packs and rely on traps to waylay, torment, and rob. They often build snares in and around their lairs and wait until potential victims are alone, asleep or distracted before pouncing as a group. They aim to insult, maim, and denigrate. Slaying a few gremlins will often cause the others to flee (after which they usually regroup and return for vengeance). They are quick at stripping foes of their gear. They delight to daze foes, strip them naked, tie them up, and leave them helpless to be found in a humiliating state. If a hungry monster happens upon a hapless victim, all the more fun as the gremlins watch and snicker. Gremlins frequently damage property and carry disease, and are thus unfit for civilization. There are no tame or kind gremlins.

There are terrible gremlins of obscene power. The bloodwort gremlin can brew poisons, climb walls, move magically past barriers, and devastate unsuspecting foes.

Gremlin (lvl 1)

Gremlins have the following statistics.

Type Mutant
Size Tiny
Alignment Usually neutral evil
DC 12

Senses Darkvision, low-light vision, scent
Perception +21 ; Stealth +24
Languages Undercommon, Common, Sylvan, and Terran
Initiative +9

Speed 40 ft
Attack d20+4 (+5 with dart)
Weapons Bite (1d2) or dagger (1d4, 10 ft) or 3 darts (2d4 each)
Damage -4

Armor Cloth and thick hide ; DR 2
Wounds 1
Vitality 6
Fortitude 10, Reflex 16, Will 12

Q&D Damage -3 ; Vitality 4

Str 3, Con 8, Dex 18, Int 8, Wis 12, Cha 5
Prime Dexterity and Wisdom
Skills Acrobatics +14, Appraise +4, Athletics +1, Craft +4, Handle Animal +11, Mechanics +14, Survival +11, Trick +14

FP 1 ; Deity Rorax, Corvis, Lilith or Tiamat
Multiclassing Druid, elementalist, rogue or shaman
Treasure Coins and shiny items worth 100 gp on itself



Base Abilities

All gremlins have the following abilities.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a Daylight spell) blinds gremlins for 1 round and leaves them dazzled as long as they remain in the lit area. A dazzled gremlin suffers a -1 penalty on dice rolls and saves.

Poison Use: A gremlin never risks accidentally poisoning itself when applying poison to a blade, and it may apply poison as a move action (rather than the usual standard action).

Quick Strip: Five or more gremlins working together can strip a dazed or helpless adjacent target of its gear—perhaps to total nakedness—after 1 full round, from the start of their turn to the start of their next turn. A dazed target can resist using Reflex. If the number of gremlins is reduced to 4 or fewer during the round then the attempt fails. Success indicates each gremlin carries away 20% of the person's gear to a maximum of 30 pounds each. This ability costs each gremlin 1 vitality.

Scent: A gremlin can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Set Trap: A gremlin can craft and set a single-use nonmagical trap such as a deadfall after 2 minutes of work. The trap activates when a creature steps into a designated 5-ft space. The trap has Perception and Mechanics DCs of 15. When triggered, the trap dazes the creature for 1 round (no save). Adjacent creatures must also resist using Reflex or be dazed for 1 round. The trap does not reset itself. The gremlin can maintain a number of traps at once equal to 4x its level.

Snatch: A gremlin can target an item held by an adjacent foe that is Tiny, Small or prone. If the gremlin beats the target's Reflex, it takes the item for itself. It must have at least 1 free hand and the object must weigh 5 pounds or less (or 3 pounds if it is Small or Tiny, which is typical, or 10 pounds if it is Large or Huge).

Bloodwort Gremlin (lvl 3)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Apothecary[C]: A bloodwort gremlin can brew drugs and poisons (RPG, pg 162) for ½ their listed market price. One dose requires 1 hour of work, though it can prepare 10 doses in a day. Also, it can identify a drug or ingested poison after 1 minute of careful visual and olfactory inspection with an accuracy of 70% + 1% per level.

Assassination: Once daily as a swift action, the next adjacent target that the gremlin hits with a weapon that same round that is surprised, helpless or defenseless suffers +15 damage. Costs 5 vitality.

Blink[M]: As a move action the gremlin briefly vanishes and then reappears up to 15 ft away in a spot of its choice. Costs 2 vitality.

Dodge: As an immediate action, the gremlin ignores 1 melee weapon attack before it knows whether it is hit. Costs 2 vitality.

Poison[M]: As a move action, the gremlin can poison 1 weapon or cup of liquid in its possession. When a creature is struck by the weapon or ingests the liquid, it immediately suffers 1d10 vile wound damage plus an additional 1d10 vile wound damage 5 minutes later if the gremlin beats its Fortitude. Unused poison dissipates after 5 minutes. Costs 5 vitality.

Spider Climb[M]: The gremlin gains a climb speed of 30 ft for 5 minutes. While climbing, it is not defenseless and it enjoys a +10 bonus to Athletics and Acrobatics checks. Costs 1 vitality.

Griffon

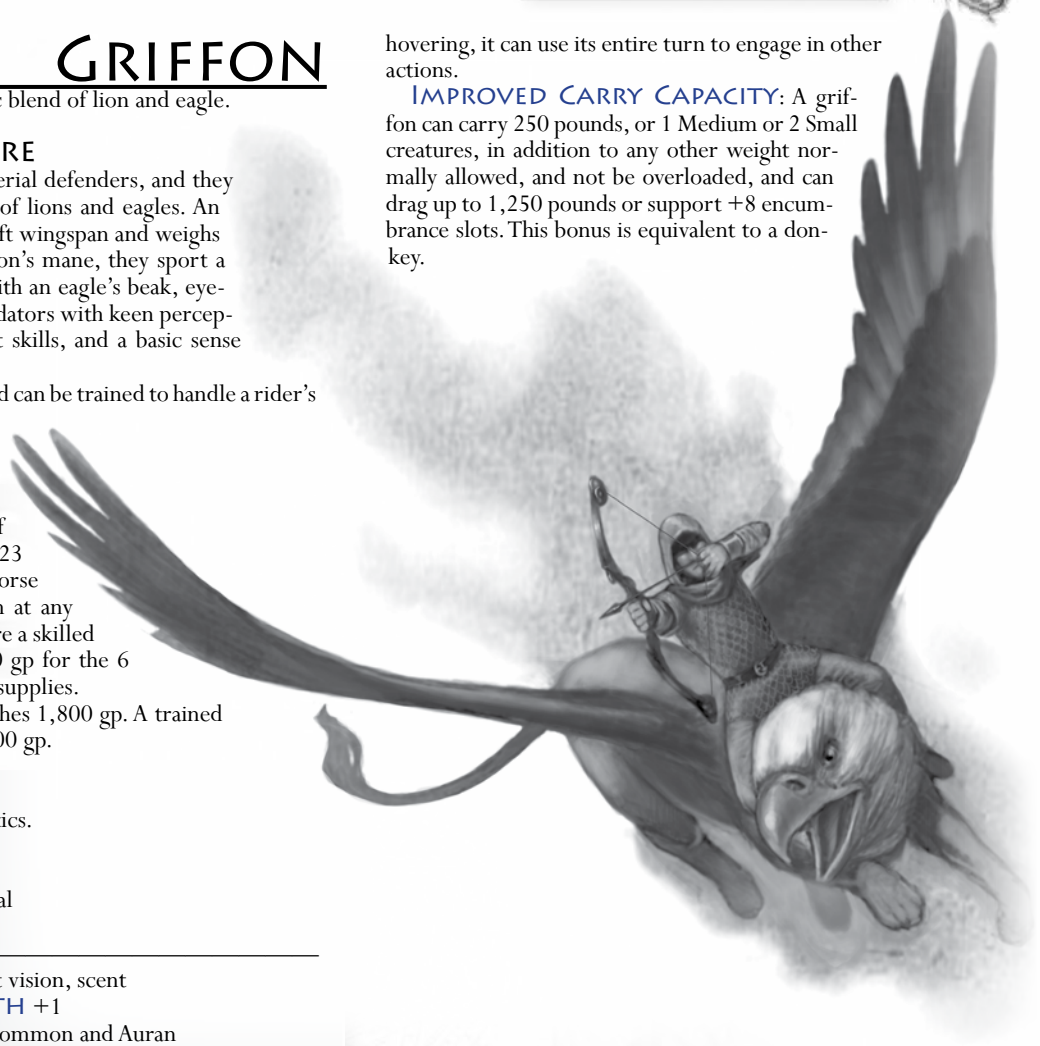
This powerful mount is a majestic blend of lion and eagle.

Appearance & Culture

Griffons make fine mounts and aerial defenders, and they blend many of the best qualities of lions and eagles. An adult is about 8 ft long with a 25-ft wingspan and weighs 500 pounds. While they lack a lion's mane, they sport a lion's tail, claws, and fur along with an eagle's beak, eyesight, and wings. Griffons are predators with keen perception, fearlessness, acrobatic flight skills, and a basic sense of warcraft.

Griffons are fairly intelligent and can be trained to handle a rider's instructions even in the thick of battle. Training a friendly griffon takes 6 weeks of work (at least 1 hour per day) and a DC 28 Handle Animal check at the end of the training period (or use DC 23 when you provide 10 pounds of horse meat per day). Training a griffon at any age is dangerous work. You can hire a skilled trainer for 15 gp per day, or 600 gp for the 6 weeks. This includes all food and supplies.

An untrained adult griffon fetches 1,800 gp. A trained adult, juvenile or egg fetches 1,600 gp.



Griffon (lvl 6)

Griffons have the following statistics.

Type Magical beast
Size Large
Alignment Usually neutral
DC 22

Senses Darkvision, low-light vision, scent
Perception +6 ; Stealth +1
Languages Understand Common and Auran
Initiative +3

Speed 30 ft ; Fly 80 ft
Attack d20+7 ; MA
Weapons Bite (2d6) or 2 claws (1d4 each)
Damage +4
Special When both claws hit, rake adds 1d6 wound damage

Armor Thick hide ; DR 5
Wounds 15
Vitality 44
Fortitude 17, Reflex 18, Will 16

Q&D Damage +10 ; Vitality 32

Str 18, Con 14, Dex 16, Int 5, Wis 12, Cha 8
Prime Strength and Dexterity
Skills Acrobatics +13, Athletics +14, Endurance +5, Intimidate +12, Survival +4, Warcraft +0

FP 3 ; Deity Corvis, Greenwyrm or Iris
Multiclassing Barbarian, Druid, Ranger or Shifter
Treasure Items worth 600 gp scattered in and below its nest

Base Abilities

Griffons have the following abilities.

Fearlessness: Griffons are immune to fear effects.

Hover: While flying, a griffon can halt its forward motion and hover in place as a move action. It can then fly in any direction including straight up or straight down at ½ speed. If it begins its turn hovering, it can use its entire turn to engage in other actions.

Improved Carry Capacity: A griffon can carry 250 pounds, or 1 Medium or 2 Small creatures, in addition to any other weight normally allowed, and not be overloaded, and can drag up to 1,250 pounds or support +8 encumbrance slots. This bonus is equivalent to a donkey.

Limited Flyby Attack: While flying and attacking with its bite or claws, a griffon can move both before and after the attack, provided that the total distance moved is not greater than ½ its fly speed (45 ft).

Charge: As a swift action, apply +5 damage to the griffon's next bite or claw attack that round. The griffon must move at least 10 ft just prior to using this ability.

Scent: Griffons can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Alphon Griffon (lvl 8)

This lordly griffon, called an alphon, often heads a pride of a half-dozen adult and juvenile griffons. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Great Rallying Cry: This griffon can summon 1d4 griffons within a 2-mile radius. The griffons arrive in 1 minute to support the alphon to the best of their ability and remain for up to 1 hour or until the alphon is dead or dismisses them.

Majestic Aura: Creatures within 30 ft with fewer levels than the alphon suffer a -5 penalty on their initiative roll as they hesitate in awe of the alphon.

Juvenile Griffon (lvl 4)

A juvenile griffon or griffonette is a formidable and fearless defender or mount for Small riders. Apply -14 vitality, -1 saves, -1 attack, and -1 DR. Also, it loses the adult griffon's Hover, Improved Carry Capacity, and Limited Flyby Attack abilities.

Grub

These flesh-eating parasites make you infect others before they eat you.

Appearance & Culture

Grubs are nauseating whitish-brown parasites. They vary from 1 inch to 2 ft in length, survive on flesh and soft wood, and typically nest in corpses, though they will shelter in discarded food and rubbish if needed, and some are known to den in fettid swamp water or in rotting wood and rusting iron as typical of old doors and walls.

Wherever they nest, several grubs typically infest the same area. Sometimes, they make wheezing noises that draw the foolish to investigate. When a living creature draws adjacent to a corpse or other infected site, the grubs burst forth to attack. Due to the anesthetic they produce, a victim may not feel the attack. Also, water, darkness, and other impediments may slow discovery of an infestation.

An active DC 15 Perception check notices a grub infestation from 10 ft away, as does a DC 12 Heal check, with an unobscured view. The DC is 20 in shadowy conditions, 25 in water, and 30 in darkness. Elves enjoy a +5 bonus on their check due to their innate revulsion to these creatures.

Sages believe grubs are the base creature used to create the first symbionts. In fact, a grub can be transmuted into a functioning symbiont using the medicant abilities Grow Symbiont and Rebirthing (RPG, pg 71). The chance of success equals 70% + 1% per level. Working with grubs is dangerous and more than a few careless medicants and their assistants have met untimely ends.

Across the multiverse, there are many kinds of grubs including transparent etheric parasites that feed on magical energy, black grave grubs that seem to never die, red bloodworms that provide a medicinal benefit, and so forth. A DC 12 Nature check helps distinguish what kind of grub one is dealing with.

Grub (lvl 1)

Grubs have the following statistics.

Type Animal
Size Tiny
Alignment Usually neutral
DC 12

Senses Tremorsense
Perception +5 ; Stealth +19
Languages None
Initiative +9

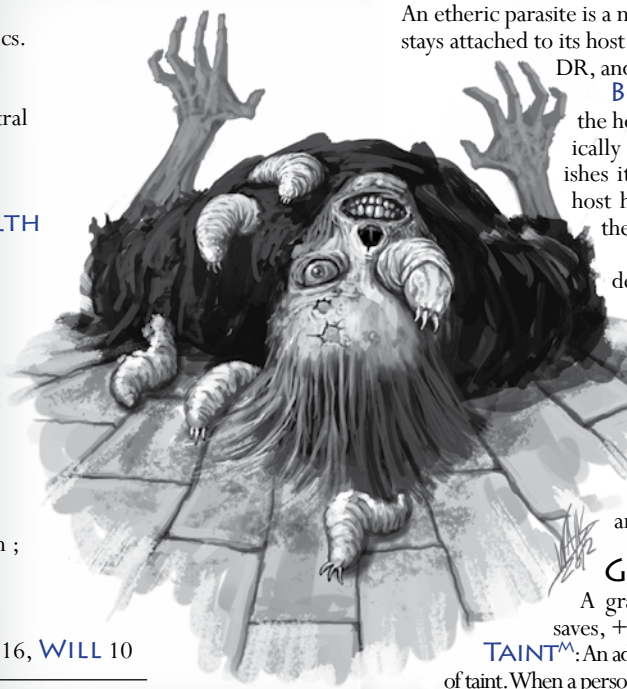
Speed 10 ft ; Burrow 10 ft ; Climb 10 ft ; Swim 10 ft
Attack d20+7
Weapons Bite (1d6)
Damage -4

Armor Tough rubbery skin ; DR 2
Wounds 1
Vitality 14
Fortitude 19, Reflex 16, Will 10

Q&D Damage -3 ; Vitality 12

Str 2, Con 24, Dex 18, Int 1, Wis 10, Cha 1
Prime Constitution and Dexterity
Skills Acrobatics +5, Athletics +5, Endurance +5, Survival +5

FP 1 ; Deity Greenwyrm, Nefriti, Thulzuur or Tiamat
Multiclassing Psion, shaman, shifter or warlock
Treasure Items worth 1d4 x 5 gp in its nest



Base Abilities

Rot grubs have the following abilities.

Anesthetic: A grub secretes a potent anesthetic when it bites. Thus, a host only knows it is infested on a DC 15 Heal or Perception check. If successful, the host and/or adjacent creatures spot rippling beneath the host's skin. Otherwise, the grub does unnoticed for 1d4 rounds.

Flesh Burrowing: A burrowing grub deals 1d2 wound damage per round. During the first 2 rounds, it is killed by applying fire damage or cutting open the infested host with any slashing weapon. Either method deals 1d2 wound damage to the victim in addition to harming the grub, though the attacker only fails his attack roll against the grub on a natural 1. From round 3 onward, the grub is killed by Cure Ailment or a successful DC 25 Heal check that also inflicts 1d6 wound damage to the host. Although Cure Ailment kills a grub, resistance to disease or poison is no prophylactic.

Tremorsense[M]: As a swift action, a grub detects and pinpoints any creature or object within 60 ft that is in contact with the ground or a shared support such as webbing.

Bloodworm (lvl 1)

This varient grub halts its attack on round 3 and stays attached to the host to provide a mixed blessing.

Blood Letting: At the start of each day, the bloodworm's host suffers 1d4 vitality damage and 1 wound damage as the bloodworm nourishes itself on the host's blood.

Delay Ailments[M]: At the start of each day, the bloodworm automatically delays for 24 hours 1 ailment afflicting its host. Ailments include blindness, confusion, deafness, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as lycanthropy. Costs 2 vitality.

Etheric Parasite (lvl 3)

An etheric parasite is a magical beast. It halts its attack on round 3 and stays attached to its host. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Blood Letting: At the start of each day, the host suffers 1d6 vitality damage per level (typically 3d6 damage) as the etheric parasite nourishes itself on the host's mental energy. When the host has 0 vitality for 3+ days, the parasite exits the host in search of a replacement.

Detect Life: The etheric parasite detects the presence of living creatures within 30 ft. After concentrating for a second round, it learns the direction and distance to move to locate which creature has the highest vitality.

Invisibility[M]: An etheric parasite can turn invisible for 5 minutes or until it attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and refuses line of sight. Costs 2 vitality.

Grave Grub (lvl 4)

A grave grub is undead. Apply +21 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Taint[M]: An adjacent person must resist using Will or gain 1 point of taint. When a person's taint exceeds his Wisdom score, he goes insane.

Undead Curse: A person slain by a grave grub rises after 1d4 rounds as an undead of equal level, and a character may keep excess levels as class levels. For example, a 4th-level wizard might become a vampire while a 5th-level wizard will retain 1 level of the wizard class.

Undead Traits: Grave grubs are immune to all ailments including poison, necrosis, and disease. They do not need to breathe, eat or sleep and have no need to make Endurance checks. They regain hit points from necrotic or vile energy and are harmed by holy and cure energy. They are immortal and cannot be raised from death if slain.

Harpy

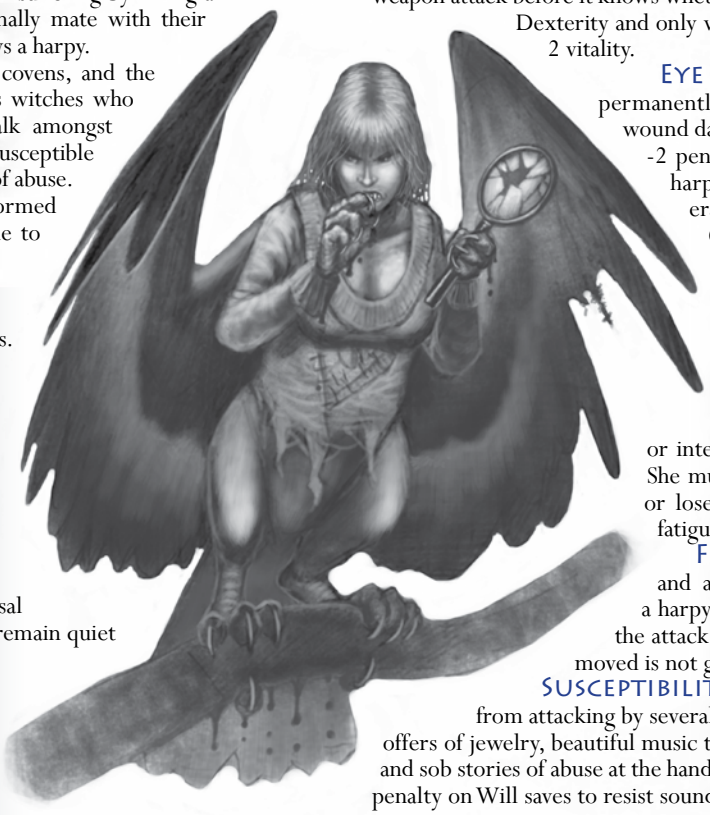
These foul, bitter creatures sing to lure prey to their doom.

Appearance & Culture

Harpies are cursed creatures with a humanoid bust on the body of a winged bird. Their coloring is usually dull except for the face and hair, which they decorate with makeup and baubles. Almost all harpies are female. Harpies with male heads reproduce as females and behave in all ways as the females do.

Harpies easily entrance travelers with their magical songs and lead these hapless folk to unspeakable torments. They prefer males with 15+ Comeliness or Charisma, particularly those who can play a musical instrument, and they keep these victims around the longest. A harpy often blinds its victims so they perceive its beautiful voice but not its hideous body. Only when a harpy has finished playing with its new "toys" will it release them from suffering by killing and consuming them. Harpies occasionally mate with their doomed prey. The offspring is always a harpy.

Harpies tend to roost in small covens, and the most powerful among them act as witches who can take humanoid form and walk amongst their prey with ease. Harpies are susceptible to music and enjoy hearing stories of abuse. Legends claim that the first harpy formed from a venal woman who died due to abuse by her lover.



Harpy (lvl 4)

Harpies have the following statistics.

Type Mutant
Size Medium
Alignment Usually chaotic evil
DC 18

Senses Darkvision
Perception +6 ; Stealth +2
Languages Common, Abyssal and Sylvan ; they prefer to sing or remain quiet rather than speak
Initiative +0

Speed 20 ft ; Fly 50 ft.
Attack d20+5
Weapons Club (1d6) or claws (2d4)
Damage +0

Armor Thick feathers; DR 2
Wounds 10
Vitality 28
Fortitude 14, Reflex 14, Will 15
Special Dodge ; suffers a -5 penalty to resist sonic attacks

Q&D Damage +4 ; Vitality 20

Str 10, Con 10, Dex 15, Int 12, Wis 6, Cha 17
Prime Dexterity and Intelligence
Skills Appraise +6 (+11 jewelry), Athletics +5 (+10 when flying), Bluff +13, Intimidate +5, Music +13

FP 2 ; Deity Lilith or Tiamat. A harpy's Deity will almost always be female.
Multiclassing Bard, rogue, warlock or witch
Treasure Jewels worth 400 gp scattered in and below its nest

Base Abilities

Harpies have the following abilities.

Captivating Song[M]: A harpy's most insidious ability is its song. Once daily, when a harpy sings, all persons within 240 ft must resist using Will or become captivated. The harpy may sing this way for up to 10 minutes. A person who successfully resists cannot be affected again by the same harpy's song for 24 hours. A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flames, off a cliff, etc), the creature gets a second opportunity to resist. Captivated persons can take no actions except to defend themselves. Thus, they cannot run away or attack. A victim within 5 ft of the harpy stands still and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. Persons who are immune to charm are also immune to this ability.

Dodge: As an immediate action, a harpy can ignore 1 melee weapon attack before it knows whether the attack hits. Requires 15+ Dexterity and only works in light or no armor. Costs 2 vitality.

Eye Gouge[M]: One adjacent foe permanently loses an eye, suffers 1d4 wound damage, and endures a permanent -2 penalty to Perception checks if the harpy beats the foe's Reflex. Regenerate or Heal restores the eye. Costs 2 vitality.

Fiendish Ritual[M]: Once daily a harpy and 2 of her allies (usually also harpies, but possibly lesser minions) can conduct a 1-minute ritual to tap fiendish powers. The harpy may select any 1 basic or intermediate warlock magic ability. She must use the ability within 1 hour or lose it. After using it, the harpy is fatigued.

Flyby Attack: While flying and attacking with natural weapons, a harpy can move both before and after the attack, provided that the total distance moved is not greater than her fly speed.

Susceptibilities: Harpies are discouraged from attacking by several means, namely through flattery, offers of jewelry, beautiful music to accompany their lovely voices, and sob stories of abuse at the hands of men. Harpies also suffer a -5 penalty on Will saves to resist sound-based attacks.

Harpy Witch (lvl 7)

Apply +21 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Mortal Form[M]: A harpy witch can alter its appearance for 1 hour to blend amongst mortals. In this form, apply a +10 bonus on Bluff and Disguise checks to appear as a Medium or Small humanoid. Costs 1 vitality.

Venal Descent[M]: Once daily for 5 minutes, the harpy witch gains DR 10, fast healing 5, Multi-Attack, immunity to fire and poison, and black claws that each inflict 4d6 damage. Costs 25 vitality.

Wretched Apotheosis[M]: A harpy witch can target the adjacent corpse of a person who has died in the past 3 days, provided that person died due to suicide or physical harm. After 1 minute, the target undergoes a startling transformation and returns to life as a harpy of equal level. It retains the likeness of its original face and can be recognized as its previous self, though it has only vague memories of its prior life. If the target was above 4th level, then it retains the difference. For example, an elf wizard 7 becomes a harpy wizard 3.

Wounding Claws: As a move action, the harpy witch's next claw attack that round inflicts +1d4 wound damage.

Heirian

This heir of ancient titans is a flying hero or villain of the people.

Appearance & Culture

Every heirian has a unique story that explains the source of the powers he gained from a primordial titan of yore.

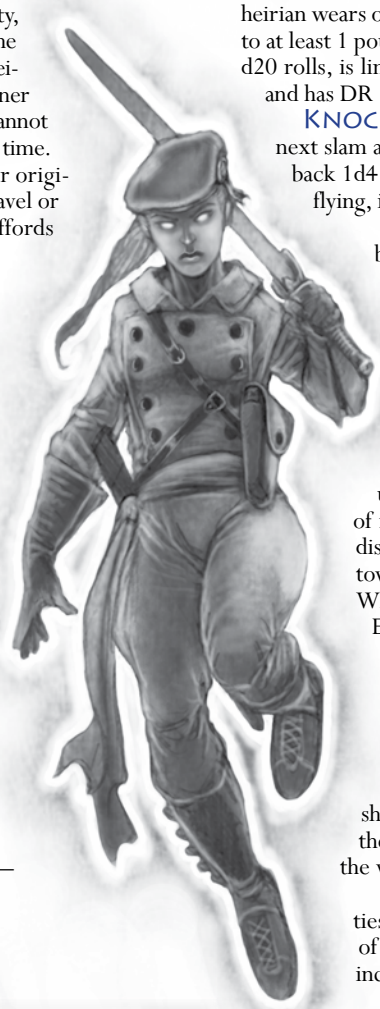
Sages believe that when the multiverse was new, the gods created powerful servants called titans. There was a titan for each class from artificer to wizard. A titan could appear as a vortex of raw energy or a towering humanoid. In time, the titans rebelled against their makers. The gods captured and imprisoned them in soul traps deep in the ageless wastes of the Astral Realm. Each soul trap offered a different punishment befitting the titan within. The titans are said to float and suffer until the end of time. However, sometimes these imprisoned beings find a way to reach out to the Mortal Realm and infuse a person with a bit of their power and purpose.

Each heirian has a unique story. For example, a warlock titan's spirit might appear as a spider that bites an unsuspecting person, transforming him into an oddity that can climb like a spider and cast webs. Or the elementalist titan might appear as a sacred coral branch that, when consumed, grants the person the ability to swim like a fish and breathe water. There are no reliable ways to conjure a titan or gain its power, though several heirians might be born around the same time. What is certain is that a heirian always starts life as a young adult townie. All other creatures and characters are too tainted already with a particular life path to receive a titan's power.

The transformation begins randomly and unfolds over 1d4 days. The affected youth first falls gravely ill, vanishes into thin air, goes insane or otherwise suffers a bizarre condition. However, he soon returns to full health and presence and he suddenly commands new abilities, extraordinary attributes, incredible vitality, and a gift for self-repair. Most strikingly, he gains the power of magical flight at will. At any time, if the heirian desires, he may regain the appearance and manner of his original self and townie abilities, though he cannot function as both a townie and a heirian at the same time.

Some heirians become quiet protectors of their original community while others acquire a taste for travel or conquest as their temperament and conscience affords to become notable heroes or villains.

The term heirian refers to being an heir, or inheritor of power. However, most heirians are unfamiliar with titans or origin of their powers.



Heirian (lvl 13)

Heirians have the following statistics.

Type Mutant
Size Medium
Alignment Any (often chaotic)
DC 34

Senses Darkvision
Perception +14 ; **Stealth** +14
Languages Common plus any 4 additional languages
Initiative +9

Speed 40 ft ; **Fly** 50 ft
Attack d20+10 (+12 slam)
Weapons Slam (3d6+knock back) or by weapon (usually 1d8)
Damage +9

Armor Leather and magic skin ; **DR** 8
Wounds 12
Vitality 95
Fortitude 28, **Reflex** 28, **Will** 28
Special Fast Healing 1, Magic Resistance

Q&D Damage +22 ; Vitality 69

Str 18, **Con** 18, **Dex** 18, **Int** 18, **Wis** 18, **Cha** 18
Prime Strength and Charisma
Skills Acrobatics +9, Athletics +14, Diplomacy +14, Endurance +9, Intimidate +14

FP 0 ; **Deity** None
Multiclassing The class linked to their unique abilities
Treasure Gear, jewelry, and property worth 3,000 gp

Base Abilities

Heirians have the following abilities.

Endure Elements[M]: A heirian ignores effects of extreme temperature. He can exist comfortably in conditions between -40° and 140° F without harm. His gear is also protected. This ability is continuously in effect even when the heirian is unconscious.

Energy Blast[M]: A heirian can inflict 1d6 damage per level (typically 13d6) to all creatures in a 120-ft line or 30-ft cone. Fortitude, Reflex or Will resists for ½ damage. The damage type and defense to resist are decided when creating the heirian and cannot be changed thereafter. Costs 5 vitality.

Eternal Return: When an hierian is slain, he reappears after 2d20 years, alive and well, at his homebase or place of birth.

Great Weakness: Every heirian suffers a weakness to or dependence on a very rare substance. Finding a meaningful quantity of this substance requires a successful DC 34 Dungeoneering check after 1d6 days of mining or similar work. The search automatically fails if the miner or others have tried the same locale before. When a heirian wears or holds the object made of the substance, or is adjacent to at least 1 pound of the substance, then he suffers a -5 penalty on all d20 rolls, is limited to a single move or standard action each round, and has DR 3 (rather than DR 8).

Knock Back[M]: As a move action, the hierian augments his next slam attack that round. If his slam hits, the target is knocked back 1d4 x 5 ft, or 2x the distance if either the hierian or foe is flying, in addition to any damage dealt. Costs 2 vitality.

Magic Resistance: A heirian enjoys a +5 bonus on saves to resist magic abilities. Also, when targeted by a magic ability that does not allow a save, the heirian's foe must beat his Fortitude anyway, and if he saves then the magic has no effect.

Rapid Disguise[M]: As a swift action, the heirian appears as a normal townie with his original looks, gear, and profession before he transformed into a heirian. In this form, he enjoys a +20 bonus on Bluff and Disguise checks to go unrecognized for his alter ego. Moreover, all forms of magic that target him such as Detect Thoughts fail to discern his true identity. The heirian may shift from his townie disguise back to his heirian form as a swift action. While in disguise, the heirian uses his usual statistics. Each change costs 1 vitality.

Titan Powers: Every heirian has either 1 advanced ability, 2 intermediate abilities, or 1 intermediate and 2 basic abilities from 1 class. For example, a heirian might have Detect Thoughts and Id Insinuation from the psion class, or Mindsight from the sage class, or Darkness and Shadow Step from the shadowcaster class, or Swim and Water Breathing from the elementalist class, or Web and Spider Climb from the warlock class. See the options at right for details.

Universal Power: A titan's magic abilities work as normal in antimagic zones, within realms of existence with modified magic, and similar locations including mundane versions of the Mortal Realm.

Famous / Infamous Heirians

Here are 8 specific heirians, each of a different alignment.

Ariba Shoal, "White Glove" (CE)

Ariba's townie disguise is as an eccentric healer who loves alchemical experiments involving blood. Her titan heritage is the medicant and her alignment is chaotic evil. Her energy blast is a cruel glance that assaults Will to inflict pain damage. Her weakness is the bloodstone gem which must be bathed in warm blood.

Apothecary[C]: Ariba can brew drugs and poisons (RPG, pg 144) for ½ their listed market price. One dose requires 1 hour of work, though she can prepare 10 doses in a day. Also, she can identify a drug or ingested poison after 1 minute of careful visual and olfactory inspection with an accuracy of 70% + 1% per level.

Bubbling Blood[M]: One living target within 30 ft suffers 1d6 acid damage per level, or ½ damage if Fortitude resists. Costs 2 vitality.

Knitting Salve[M]: Ariba transmutes 1 vial of fresh blood into a potent salve. One minute after applying the salve, the patient heals 1 wound point per round for 1d8 rounds + 1 round per level. Any ailments within the blood infect the patient. Costs 1 vitality.

Calico Vritik, "The Piper" (CN)

Calico's townie disguise is as a playful minstrel who loves romantic trysts. His titan heritage is the bard and his alignment is chaotic neutral. His energy blast is a shout that assaults Fortitude to inflict sonic damage. His weakness is the harvest-white flower, which blooms under a moonless night sky.

Alluring Music[M]: When Calico plays or sings as a standard action, foes within 120 ft that hear him and fail to resist using Will suffer a -2 penalty on Perception checks and spend a move action on their next turn moving toward him. Costs 2 vitality.

Lucky: As a move action, apply a +1d6 bonus to his next d20 roll that round. Costs 2 vitality.

Romantic: Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

Galis Glorm, "Lord General" (LN)

Galis's townie disguise is as a self-important aristocrat who loves fine food. His titan heritage is the fighter and his alignment is lawful neutral. His energy blast is a wave of invisible weapons that assaults Reflex to inflict force damage. Galis's weakness is electrum washed with a virgin's tears.

Rapid Attack: Galis may make 2 attacks with the same melee weapon in rapid succession as a standard action. He may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls.

Respect: Boost Intimidate and Nobility checks by +5.

Warlord: As a move action, Galis directs allies to act with tactical coherence. All allies within hearing range or line of sight out to a distance of 60 ft enjoy a +2 bonus on attack and damage rolls until the start of his next turn. Costs 2 vitality.

Hayn Embler, "Poisonblade" (NE)

Hayn's townie disguise is as an obnoxious ruffian who loves poison blades. His titan heritage is the blackguard and his alignment is neutral evil. His energy blast is a mass of green tendrils that assaults Reflex to deliver vile damage. Hayn's weakness is a rare form of jade.

Aura of Despair[M]: Adjacent foes suffer a -2 penalty on saves due to his malign aura. The aura persists even if he is unconscious.

Infernal Wound[M]: Whenever Hayn inflicts damage with a melee weapon, the wound persists and the injured foe loses 1d6 hit points each round after the first until a DC 15 Heal check or cure magic is applied to the wound.

Poison Use: Hayn never risks accidentally poisoning himself when applying poison to a blade, and he may apply poison as a move action (rather than the usual standard action).

Jeth Neptrun, "Waveglider" (NG)

Jeth's townie disguise is as a sailor who loves the ocean and mermaids. His titan heritage is the elementalist and his alignment is neutral good. His energy blast is a storm of lightning bolts that assaults Fortitude to inflict electrical damage. His weakness is a rare coral that grows in the ocean's depths.

Create Water[M]: Jeth conjures up to 10 gallons per level of fresh water. One person requires 1 gallon of water to survive for a day. Costs 1 vitality.

Swim Spell[M]: For 5 minutes, he gains a Swim speed of 30 ft. This grants a +10 bonus on Athletics checks in water. Costs 1 vitality.

Water Breathing[M]: Jeth can breathe in water as easily as in air for up to 4 hours + 1 hour per level per day. He can use the hours nonconsecutively and may expend hours to grant touched allies the ability to breathe water too. Costs 2 vitality.

Kara Lys, "Solaris" (LG)

Kara's disguise is a bumbling investigator who loves aiding the innocent. Her titan heritage is the paladin and her alignment is lawful good. Her energy blast is a red-hot solar ray that assaults Fortitude to inflict fire damage. Her weakness is copper that has been exposed to a vacuum environment.

Aura of Courage: Kara is totally immune to fear and all allies within 30 ft enjoy a +5 bonus on saves to resist fear.

Detect Evil[M]: Kara immediately learns whether fiends and/or undead are present within a 30-ft cone.

Holy Smite[M]: When Kara successfully strikes an evil foe, add +1 holy damage per level to her damage roll.

Nissa Lionquest, "Mysteria" (CG)

Nissa's townie disguise is as a sensual courtesan who loves jewelry and gems. Her titan heritage is the witch and her alignment is chaotic good. Her energy blast is a phantasm of hunting cats that assaults Will to deliver psychic damage. Her weakness is anything woven from a mage-bred lamb.

Disguise Self[M]: Nissa's surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant her a +10 bonus on Disguise checks for 1 hour. She can grow or shrink 1 ft and modify her Comeliness by +/- 5 points. Costs 1 vitality.

Invisible Step[M]: Nissa is invisible for the rest of her turn. She enjoys a +10 bonus on Stealth checks while invisible. Any attack by her ends the effect. Costs 1 vitality.

Suggestion[M]: If Nissa beats the Will of a person within 30 ft, that person does his best over a 1-hour period to complete a task that she phrases in 10 words or less. The person will not deliberately harm himself and the effect has a 50% chance to end each round that his life or any of his allies' lives are in danger. Costs 2 vitality.

Sharni Plith, "Snow Widow" (LE)

Sharni's townie disguise is as a heartless barrister who loves to quote law and etiquette. Her titan heritage is the warlock and her alignment is lawful evil. Her energy blast of ice crystals assaults Fortitude to inflict cold damage. Her weakness is silk spun from a rare mage-bred silk worm.

Spider Climb[M]: Sharni gains a climb speed of 30 ft for 5 minutes. While climbing, she is not defenseless and she enjoys a +10 bonus to Athletics and Acrobatics checks. Costs 1 vitality.

Stolen Visage[M]: Sharni acquires the appearance of 1 touched corpse of a person, granting her a +15 bonus to Disguise checks to look like that person (when alive) for 1 hour. Costs 1 vitality.

Web[M]: Sharni shoots a sticky web that covers a 10-ft-square area out to 60 ft. Creatures in the webbed area are instantly held fast. Each round beginning on its turn, a stuck creature can attempt a DC 20 Athletics check or DC 20 Acrobatics check to free itself and move out of the web. The web remains for 5 minutes, until dismissed, or it if suffers 40 points of fire damage (10 fire damage destroys 1 5-ft-square space). Costs 2 vitality.

Homunculus

These tiny artificial creatures make ideal laboratory helpers.

Appearance & Culture

Homunculi are common magical companions of artificers, wizards, and other spellcasters. They are tiny, stealthy, and intelligent constructs crafted from leather, tin, and so forth. They make wonderful scouts and spies. Unfortunately, homunculi are weak and a careless newling is prone to be slain from a single blow.

Homunculi are brought to life by magic. A character with the Summon Familiar ability may purchase materials that he knits into a puppet and then conducts the proper ritual to animate it. A newling homunculus can see in darkness, sneak around, deliver a poisonous bite, survive heat and cold with ease, and assist its master in the repair and creation of items in his laboratory.

As the homunculus gains confidence and stability, its master can augment it with wings and other features in a few weeks time. A crafty master can augment a homunculus in order to "see" and "hear" through its senses.

Upon reaching maturity, a homunculus takes up a magical profession, though it always remains behind its master (its level never equals or exceeds its master's level).

Homunculus (lvl 2)

Homunculi have the following statistics.

Type Construct
Size Tiny
Alignment Usually lawful neutral
DC 14

Senses Darkvision
Perception +5 ; **Stealth** +23
Languages Common (or other language of its creator)
Initiative +0

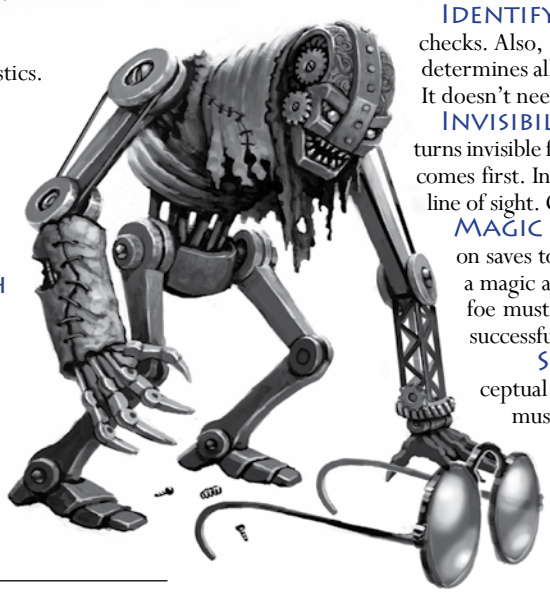
Speed 20 ft ; **Fly** 30 ft
Attack d20+4
Weapons Bite (1d3 + poison, no reach)
Damage -1

Armor Light metal skin ; **DR** 3
Wounds 8
Vitality 15
Fortitude 11, **Reflex** 15, **Will** 12
Special Construct Taits, Evasion

Q&D Damage +1 ; Vitality 11

Str 8, **Con** 12, **Dex** 17, **Int** 13, **Wis** 10, **Cha** 6
Prime Dexterity and Intelligence
Skills Acrobatics +13, Appraise +11, Arcana +11, Craft +11, Literacy +11, Mechanics +13, Technics +18, Trick +11

FP 1 ; **Deity** Maiya, Mithrais or Rorax
Multiclassing Artificer, rogue, sage or wizard
Treasure Items worth 200 gp in its lair



Base Abilities

Homunculi have the following abilities.

Construct Traits: A homunculus does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

Endure Elements: A homunculus ignores the effects of extreme temperature. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear is also protected. This ability is continuously in effect even when it is unconscious.

Evasion: When a homunculus attempts a Reflex save that delivers partial damage even on a successful save, the homunculus instead takes no damage. It still takes full damage on a failed save. A homunculus does not gain this benefit when it is helpless or overloaded.

Mortal Bond: A homunculus enjoys a special bond with its master, the creature that created it. It is completely loyal and does its best to provide aid. The homunculus and master always know each other's general health and disposition.

Somnolent Bite: Whenever a homunculus successfully bites a foe, it may add a mild poison to the bite as a swift action. The foe must resist using Fortitude or fall asleep for 2 minutes or for 1d4 rounds if the target is above 5th level. Costs 1 vitality.

Advanced Homunculus (lvl 4)

An advanced homunculus is highly useful. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Identify: The homunculus enjoys a +5 bonus on Appraise checks. Also, after expending 1 hour of study and 1 vitality, it determines all properties of an adjacent magic item within view. It doesn't need to touch the item when doing so.

Invisibility[M]: The homunculus or its adjacent master turns invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and refuses line of sight. Costs 2 vitality.

Magic Resistance: A homunculus enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, the homunculus's foe must beat its Fortitude anyway, and if the homunculus successfully resists then the magic has no effect.

Sense Link[M]: A homunculus can establish a perceptual bond with its master for 5 minutes. The master must be within 30 ft to form the bond. Each round, the master can see and hear through the homunculus's eyes and ears as if the master were in its place. The master is defenseless while using this ability. Once the bond forms, it persists out to any distance. The master or homunculus can dismiss the bond as a swift action. Costs 1 vitality.

Trapfinding: Apply a +5 bonus to Perception checks, or +10 to notice traps.

Arcane Homunculus (lvl 5)

This homunculus has access to a wide range of spells. Apply +5 vitality and the following abilities.

Mnemonic Enhancer: Each day, an arcane homunculus can select and use 2 basic artificer, wizard or sage abilities and 1 intermediate artificer, wizard or sage ability of its choice for which it qualifies in addition to abilities normally available to it.

Message[M]: At any time, an arcane homunculus can whisper a message that is clearly audible to a target within 90 ft. It doesn't need line of sight, only line of effect.

Technic Homunculus (lvl 5)

The technic homunculus is adept with steam gear and electrotech. Apply +5 vitality and the following abilities.

Electrotech: A homunculus is familiar with invisible mundane forces of nature. It can make checks using the Technics skill and enjoys a +2 bonus on Mechanics and Technics checks. See RPG, page 177 for details.

Technical Skills: Apply a +10 bonus on Mechanics and Technics checks.

Hydra

These mindless multi-headed reptiles are difficult to defeat.

Appearance & Culture

Hydras are multi-headed reptilian swamp monsters. A typical hydra is gray-brown to dark brown with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 ft long and weighs about 4,000 pounds. Hydras are voracious, temperamental, and usually too stupid to speak.

Hydras are known for their many nasty serpentine heads. In combat, they can easily attack with all their heads, even when they move or charge. A hydra can be killed either by severing all its heads or by slaying its body. Cauterization by acid, cold or fire works well.

Hydras reproduce magically. A severed head slowly transforms over 1d4 weeks into an adult. During this time, the budding creature is entirely defenseless and is treated as a stationary object with DR 5 and 5 wound points. Typically, buds survive only when submerged or otherwise far from a predator's detection.

The standard hydra has 5 heads. Older hydras sport up to 12 heads. Also, some hydras can breathe acid, cold or fire.

Hydra (lvl 7)

Hydras have the following statistics.

Type Magical beast
Size Huge
Alignment Usually neutral or chaotic evil
DC 24

Senses Darkvision, low-light vision, scent
Perception +6 ; Stealth -5
Languages None
Initiative +0

Speed 20 ft ; Swim 20 ft
Attack d20+9 ; MA
Weapons 5 Bite (each 3d6, 15-ft reach)
Damage +6

Armor Tough magical hide ; DR 5
Wounds 20
Vitality 55
Fortitude 21, Reflex 14, Will 16
Special Fast Healing 10, Magic Resistance

Q&D Damage +13 ; Vitality 41

Str 22, Con 22, Dex 12, Int 3, Wis 12, Cha 8
Prime Strength and Constitution
Skills Athletics +21, Endurance +21, Intimidate +21, Survival +11.

FP 4 ; Deity Greenwyrm or Tiamat
Multiclassing Druid, elementalist, shifter or sorcerer. A hydra with magical abilities is limited to using 1 magic ability per round regardless of its number of heads.
Treasure Items worth 700 gp scattered in its lair.

Base Abilities

Hydras have the following abilities.

Fast Healing: As a swift action, a hydra heals 10 wound damage. Damage dealt by acid, cold, and fire does not heal this way.

Head Regrowth: Each time a head is severed, 2 new heads spring from the stump in 1d4 rounds, though a hydra can never have more than 2x its original number of heads at once and extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into 2 heads, at least 5 points of acid, cold or fire damage must be dealt to the stump before the new heads appear. A hydra does not die from losing its heads until all its heads have been cut off and the stumps are cauterized.

A character can attempt this by making a regular attack (using a torch, Burning Hands, or such) and forfeiting the attack's usual effect if he succeds to cauterize the stump instead. Damage from an area effect such as a Fireball spell can cauterize multiple stumps in addition to dealing damage to the hydra's body.

Magic Resistance: A hydra enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, the hydra's foe must beat its Fortitude anyway, and if the hydra successfully resists then the magic has no effect.

Opportunity Attack: When a foe within 15 ft attempts an attack against the hydra, the hydra enjoys a single free bite attack as an immediate action. A hydra is limited to using this ability a number of times per round equal to its number of heads. Costs 1 vitality.

Scent: A hydra can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Severing Weakness: To sever a hydra's head, a foe within 15 ft must beat the hydra's Fortitude using a slashing weapon. A foe can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's heads writhe and whip about in combat. A character can ready an action to attempt to sever a head when it bites at him.

This severing attack is made at a -5 penalty. If the attack succeeds, the hydra suffers 2 wound damage and 5 vitality damage rather than the usual damage dealt by the weapon. Once severed, the neck seals shut to prevent further blood loss. A hydra can no longer attack with a severed head but suffers no other penalties.

Primordial Hydra (lvl 9)

This hydra can breathe acid, cold or fire. Add +14 vitality, +1 attacks, +1 saves, +1 DR, and the following abilities.

Breath Weapon: Each of a hydras heads can breathe a 30-ft cone of acid, cold, or fire (pick 1). Each breath weapon inflicts 3d8 damage of that energy type, or ½ damage if Reflex resists. The hydra must wait 1d4 rounds between each use. Costs 2 vitality per head.

Energy Immunity: A hydra is immune to the energy type corresponding to its breath weapon. Thus, a hydra that breathes fire or acid enjoys immunity to fire or acid, respectively.

Demonic Hydra (lvl 11)

This hydra is a fiend. It hails from the realm of Abyss and its incredibly sharp teeth deal wound damage. Add +28 vitality, +2 attacks, +2 saves, +2 DR, and the following abilities.

Abyssal Resistances: The demonic hydra enjoys +5 DR against acid, cold, and fire.

Immortal^{M}: This hydra does not age, has no need to breathe, eat or sleep, and can only be raised from death using Miracle or Wish.

Taint Aura^{M}: As a swift action, an adjacent living creature must resist using Will or gain 1 point of taint. When a creature's taint score exceeds its Wisdom score, its goes insane.

Wounding Bites: Each bite from the demonic hydra's heads deals 1d4 wound damage in addition to any other damage dealt.

Bonus Heads

A hydra can host up to 12 heads. For each additional head beyond the usual 5, boost its statistics as shown in the table below.

Lvl	Heads	Vitality	Attack	Saves	DR	Int*
8	6	62	+10	22/15/17	6	4
9	7	69	+10	22/15/17	6	4
10	8	76	+11	23/16/18	7	5
11	9	83	+11	23/16/18	7	5
12	10	90	+12	24/17/19	8	6
13	11	97	+12	24/17/19	8	6
14	12	104	+13	25/18/20	9	7

* A hydra 8+ heads knows Common or any 1 other language.

Illithrix

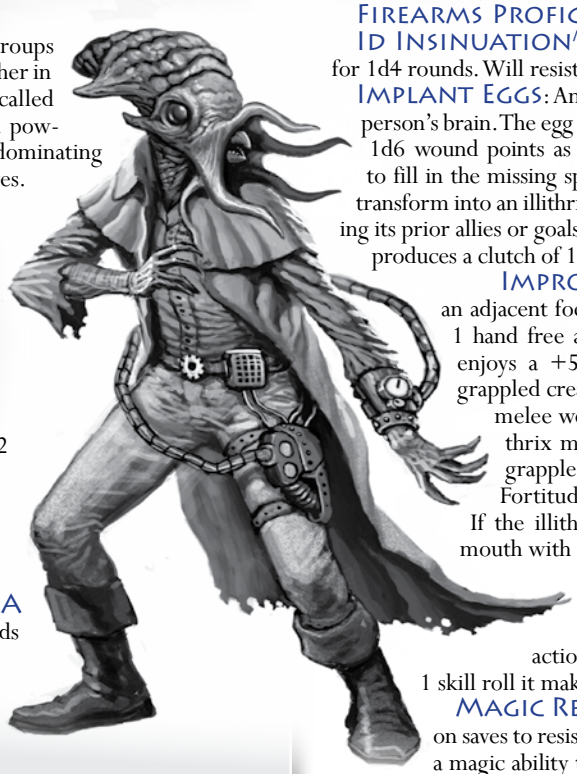
These aberrations of nature devour brains to gain mental power.

Appearance & Culture

An illithrix is a bizarre squid-like humanoid that surely hails from another dimension or suffers a horrifying curse. It stands about 6 ft high and sports a squid-like head with huge black pools for eyes and a cluster of 4 tentacles around its beak-like mouth. Its slick mauve skin is rubbery and hairless, and the creature's delicate fingers and long nails belie its dexterity.

An illithrix requires brains to survive and humanoid bodies to reproduce. Thought it can nourish itself minimally from any warm brain, it prefers highly intelligent victims such as psions, sages, and wizards. It deteriorates mentally and hibernates if it fails to feed. An illithrix is asexual and reproduces by implanting tiny eggs in the brains of helpless victims. The eggs hatch after a few days, replace the victim's brain, and transform the person into an illithrix. For some reason, only humans are suitable hosts.

Illithrixes tend to work in small groups called clutches, and clutches tend to gather in enclaves around a central super-brain called a ulortix. Most illithrixes specialize in powers of the mind and magic, and enjoy dominating lesser creatures to function as their slaves.



Illithrix (lvl 8)

Illithrixes have the following statistics.

Type Aberration
Size Medium
Alignment Usually lawful evil
DC 26

Senses Darkvision
Perception +2 ; Stealth +2
Languages Common, Aquan, Undercommon, and telepathy 120 ft
Initiative +7

Speed 30 ft
Attack d20+10 (+15 grapple) ; MA
Weapons 4 tentacles (1d3 wounds each)
Damage +1

Armor Psychic shield over leathery skin ; DR 6
Wounds 8
Vitality 57
Fortitude 14, Reflex 18, Will 20
Special Immune to charm and sleep magic ; Magic Resistance

Q&D Damage +9 ; Vitality 41

Str 12, Con 12, Dex 14, Int 21, Wis 14, Cha 17
Prime Intelligence and Charisma
Skills Arcana +15, Disguise +13, Heal +7, History +15, Insight +7, Literacy +15, Mechanics +4, Technics +12, Trick +7

FP 4 ; Deity Beyos, Maurob, Voktra or Ymuri
Multiclassing Medicant, psion, sage or wizard
Treasure Items worth 800 gp on itself and in its lair

Base Abilities

Illithrixes have the following abilities.

Brain Dependency: An illithrix hungers for intelligent brains. It must consume 21 Intelligence points worth of brains each month. Otherwise, its mental attributes decrease to match the total Intelligence points consumed, to a minimum score of 5. If it fails to consume any brains, it hibernates until a sentient creature comes within 120 ft, at which time it wakes to feed.

Detect Thoughts[M]: An illithrix notes the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, it learns the number of thinking minds and Intelligence of each one. After concentrating for a third round, it learns the current surface thoughts of 1 creature of its choice within range for 2 minutes if the illithrix beats its Will. Costs 2 vitality.

Electrotech: An illithrix is familiar with invisible mundane forces of nature. It can make checks using the Technics skill and enjoys a +2 bonus on Mechanics and Technics checks (already in the statistics block). See RPG, page 177 for details.

Extract Brain: An illithrix that hits a foe with all 4 of its tentacles extracts the foe's brain as a swift action, killing that creature. This ability has no effect on constructs, undead, and creatures without a brain, and is not fatal to those with multiple brains.

Firearms Proficiency: An illithrix knows firearms.

Id Insinuation[M]: One sentient foe within 30 ft is stunned for 1d4 rounds. Will resists. Costs 2 vitality.

Implant Eggs: An illithrix can implant a tiny egg in a helpless person's brain. The egg hatches after 1d4 days, whereupon it inflicts 1d6 wound points as it consumes the person's brain and grows to fill in the missing space. This causes the victim to immediately transform into an illithrix that possesses no memory or care regarding its prior allies or goals. Typically, its first act is to feed. An illithrix produces a clutch of 1d4+1 eggs per month.

Improved Grapple: The illithrix grapples an adjacent foe up to 1 size larger than itself when it has 1 hand free and beats the foe's Fortitude. The illithrix enjoys a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the illithrix must expend a move action to maintain the grapple, and the foe can try to beat the illithrix's Fortitude as a standard action to break the grapple. If the illithrix desires, it can block a grappled foe's mouth with 1 hand to prevent speech.

Jack of All Trades: Due to its exposure to a diversity of brains, an illithrix can mimic many skills. As a move action, the illithrix can apply a +2 bonus to any 1 skill roll it makes that round.

Magic Resistance: An illithrix enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, its foe must beat its Will anyway, and if it successfully resists then the magic has no effect.

Psionic Blast[M]: Sentient creatures within a 30-ft cone are stunned for 1d4 rounds. Will resists. Costs 5 vitality.

Telepathy[M]: An illithrix can wordlessly hear and speak with one, some or all sentient beings within 120 ft. Communication is as natural and quick as normal speech but requires no shared language. Affected creatures cannot telepathically communicate with each other. Costs 1 vitality per round.

Etherlix (lvl 10)

This illithrix interacts with incorporeal creatures. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Etheric Echo[M]: For 2 minutes, the etherlix perceives and interacts with incorporeal creatures as if they were corporeal. When doing so, however, it can be struck by incorporeal creatures (that haven't materialized) and has DR 0 against such attacks. Its abilities and magic items work normally and its nonmagical gear only affects corporeal targets. Costs 5 vitality.

Ghost Lore: The etherlix enjoys a +5 bonus on Arcana, History, Perception, and Religion checks.

Last Suggestion[M]: When the etherlix falls unconscious, it instantly and automatically influences an adjacent sentient foe. If the target fails to resist using Will, it does its best over a 1-hour period to complete a task that the etherlix phrased earlier in 5 words or less. The target understands it is compelled but cannot seem to act otherwise, as if possessed, though it will not deliberately harm itself. Typically, the target is compelled to protect and heal the etherlix. An Exorcism spell ends the effect. Costs 2 vitality.

See Invisibility[M]: As a standard action, the etherlix clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Mastermind Illithrix (lvl 11)

Apply +21 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Far Dreaming[M]: The illithrix targets a sleeping creature within 5 miles and phrases a task for it in 10 words or less. It doesn't need line of sight but it must know the target's name and approximate locale. Once affected, the target immediately wakes, performs the task for up to 1 hour, and returns to sleep (if possible). The target will not deliberately harm itself and the effect has a 50% chance to end each round that it or its allies' lives come in danger. Costs 2 vitality.

Phrenic Mark-Master[M]: One foe within 30 ft must resist using Will or be marked: the illithrix learns its common name and knows its approximate locale for up to 1 day per level. This helps it to use Far Dreaming on it. The illithrix can maintain up to 1 mark per level. Costs 2 vitality.

Mindblank[M]: For 5 minutes, the illithrix ignores all attacks that allow it to resist using Will or that affect its mind. Costs 5 vitality.

Astralorix (lvl 12)

This illithrix travels the Astral Realm. Apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Astral Lore: Boost Arcana, History, Insight, and Religion checks by +5, or by +10 on checks regarding the Astral Realm.

Astral Shift[M]: An astralorix can move itself to the Mortal Realm from the Astral Realm, or vice versa, as a standard action. The astralorix must have a specific destination in mind, and it must succeed on an Arcana check to arrive there. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. A failed check means the astralorix arrives 1d6 miles away from its desired destination, possibly in a dangerous locale. If the astralorix wishes, it may take 1 person or 250 pounds of gear with it. Costs 10 vitality.

Astral Web[M]: An astralorix can create an invisible 5-ft-wide, 10-ft-high portal into an extra-dimensional space. Wisps of translucent webs swirl and grab willing and helpless creatures within 30 ft of the portal, moving them into a 15-ft-cube extradimensional chamber (the chamber exists in the Astral Realm). Only creatures (not unattended objects or natural phenomena such as wind) can pass through the portal. The chamber holds comfortably up to 8 Medium creatures and lasts for 4 hours + 1 hour per level. Creatures in the chamber cannot exit, and when the magic ends they are dumped at its entrance. The astralorix can freely move into or out of the chamber and can only maintain 1 such chamber at a time. Costs 2 vitality.

Dimension Step[M]: The astralorix vanishes and reappears up to 30 ft away in an open space of its choice within line of sight. After it arrives, it is dazed for the rest of its turn. It can take gear weighing up to 250 pounds. Costs 2 vitality.

Secret Chest[M]: The astralorix can craft a magic chest costing a minimum of 5,000 gp. The chest holds up to 1 cubic ft of material per level. When not in use, the chest resides safely in an extradimensional space (in the Astral Realm) that the astralorix can call from anywhere. Summoning or stowing the chest is a standard action.

Ulortix (lvl 20)

An ulortix has the following statistics.

Type Aberration
Size Large
Alignment Always lawful evil
DC 26

Senses Mindsight
Perception +2 ; **Stealth** -2
Languages All plus telepathy 120 ft
Initiative -2

Speed 5 ft
Attack d20+18 ; **MA**
Weapons 4 tentacles (2d4 each + paralysis) plus 16 tentacles (1d4 each)
Damage -2

Armor Psychic shield ; **DR** 12
Wounds 15
Vitality 141
Fortitude 23, **Reflex** 28, **Will** 36
Special Immune to charm and sleep magic ; Magic Resistance

Q&D Damage +18 ; Vitality 101

Str 6, **Con** 12, **Dex** 6, **Int** 26, **Wis** 14, **Cha** 19
Prime Intelligence and Charisma
Skills Arcana +23, Bluff +19, Craft +18, Disguise +14, Dungeoneering +18, Heal +7, History +23, Insight +12, Intimidate +8, Literacy +23, Nature +18, Religion +7, Trick +3, Warcraft +18. Also, +5 any 1 other skill.

FP 10 ; **Deity** Beyos, Maurob, Voktra or Ymuri
Multiclassing Psion, sage, witch or wizard
Treasure Items from worth 2,500 gp in its lair

Ulortix Base Abilities

An ulortix is a collection of illithrix brains. It has the standard illithrix abilities plus the following additional abilities.

Diverse Abilities: A ulortix learns abilities from the brains it collects. It knows 10 points worth of magic abilities from any class. Typically, it knows 1 advanced, 2 intermediate, and 2 basic abilities.

Dominate Monster[M]: The ulortix can utterly subjugate the mind of 1 sentient creature within 60 ft for 5 minutes, such that the subject obeys the ulortix even to its own death. The ulortix must beat the target's Will to dominate it. Costs 5 vitality against persons, or 10 vitality against all other creature types.

Mindsight[M]: The ulorix perceives its environment normally regardless of perceptual impairment (such as blindness or deafness) or natural environmental effects (such as darkness or mist).

Paralyzing Touch: As a swift action when successfully striking a target with 1 of its tentacles, the ulortix causes the target to be frozen in place for 2 minutes. While paralyzed, the creature cannot move from its space on its own though it can use magic abilities normally. Costs 2 vitality.

Psychic Rebound: As an immediate action, when an attack against the ulortix's Will fails, the attacker must resist using Will or enter a hypnotic trance for 2 minutes. Each round of trance, it has a 50% chance to be defenseless and a 50% chance to be limited to a single move action. Costs 5 vitality.

Quadric Mind[M]: As a swift action, the ulortix splits its mind into multiple parts for 1 round. During this time, it can use either 2 or 4 of its magic abilities as a single standard action and ignore attacks that allow it to resist using Will. Costs 5 vitality to create 2 parts or 10 vitality to create 4 parts.

Repletion[M]: The ulortix does not need to eat or drink for 24 hours. Costs 1 vitality.

Tap Hidden Potential[M]: Once daily an ulortix can focus as a move action and select any 1 psion magic ability of any tier except paragon. It can and must immediately use the ability or it loses it.

Imp

These tiny poisonous fiends teach mortals vile magic.

Appearance & Culture

Imps look like tiny fiends with black, green or red leathery skin, bat-like wings, and leering eyes. They enjoy snickering and harmful pranks. Sages believe they are formed from the souls of evil children. An imp stands about 18 inches high and weighs around 8 pounds.

Although imps thirst for power like other fiends, they are cowards in practice. They typically attack from ambush, using their alternate form and invisibility to get within reach to use the wicked stinger on their tail. Then they quickly fly out of reach if a foe manages to strike back effectively.



Imp (lvl 2)

Imps have the following statistics.

Type Fiend
Size Tiny
Alignment Always evil
DC 14

Senses Nethersight
Perception +6 ; Stealth +10
Languages Common, Abyssal, Celestial, and Infernal
Initiative +6

Speed 20 ft ; Fly 50 ft.
Attack d20+4
Weapons Bite (1d3 + poison, no reach) or 2 claws (1d2 each)
Damage -1

Armor Vile leathery skin ; DR 3
Wounds 2
Vitality 14
Fortitude 13, Reflex 16, Will 13
Special Dodge ; immune to fire and poison

Q&D Damage +1 ; Vitality 10

Str 8, Con 10, Dex 17, Int 15, Wis 12, Cha 10
Prime Dexterity and Intelligence
Skills Arcana +12, Bluff +5, Religion +6, Trick +13

FP 1 ; Deity Any evil deity such as Asmodius (LE), Phane (LE), Lilith (NG), Voktra (NE) or Tiamat (CE).
Multiclassing Bard, blackguard, warlock or witch
Treasure Items worth 200 gp in its lair

Base Abilities

Imps have the following abilities.

Alternate Form: Imps rarely show their true form. Instead, each imp has a unique disguise such as a bat, cat, monstrous centipede, toad or wolf. The disguise is selected when the imp is created and cannot be changed. An imp enjoys a +20 bonus on Disguise checks to be confused with a normal animal of the kind selected. Changing to or from its disguise is a standard action that costs 1 vitality. While disguised, an imp can use its usual attacks and abilities.

Close Wounds: Once daily as a move action, an imp may heal 2d6 wound points. It may heal itself, another fiend, or the person selected for the Mortal Bound ability.

Detect Good[M]: An imp immediately learns whether celestials and/or clerics and paladins are present within a 30-ft cone.

Dodge: As an immediate action, the imp ignores 1 melee weapon attack before it knows whether it has been hit. Requires Dexterity 15+ and works only in light or no armor. Costs 2 vitality.

Invisibility[M]: The imp, an allied adjacent fiend, or the imp's adjacent master turns invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and refuses line of sight. Costs 2 vitality.

Mortal Bond: An imp may enter into a special bond with an evil mortal. It can maintain only 1 such bond at a time. When bonded, it is completely loyal and does its best to provide aid. The imp and its master always know each other's general health and disposition.

Poisonous: A creature bitten by an imp must resist using Fortitude or suffer 1d4 vile wound damage with a 50% chance of suffering an additional 1d4 vile wound damage 5 minutes later. Multiple bites against the same foe do not stack. Costs 1 vitality.

Hellfire Imp (lvl 4)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Detect Magic[M]: A hellfire imp immediately learns whether magic is present or absent within a 15-ft cone. The next time it scans the same area, it learns the exact location (within 5 ft) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions.

Minor Pact[M]: Once daily after a 10-minute ritual, a hellfire imp can call into itself a fiendish spirit to empower it. While bound, it enjoys a +2 bonus on Arcana checks and may select for the day any 1 basic magic ability for which it qualities from any class. The binding lasts 24 hours or until the imp fails to resist the Exorcism ability.

Rings of Fire[M]: This imp can project 1 ring of magical flames per 2 levels. Each ring hits a foe of its choice within 90 ft for 4d6 fire damage. Reflex negates. Costs 5 vitality.

Suggestion[M]: If the imp beats the Will of a person within 30 ft, the person does his best over a 1-hour period to complete a task that the imp phrases in 10 words or less. The person will not deliberately harm himself and the effect has a 50% chance to end each round that his life or any of his allies' lives are in danger. Costs 2 vitality.

Vilelore Imp (lvl 6)

Apply +28 vitality, +2 saves, +2 attacks, and +2 DR. A vilelore imp has all the abilities of a hellfire imp plus the following abilities.

Fear Aura[M]: As a swift action, adjacent foes must resist using Will or be shaken for 2 minutes. Costs 2 vitality.

Secret Teaching[M]: A vilelore imp can teach others its abilities. An evil-aligned person who spends at least 1 month in daily contact with the imp may add any 1 of the imp's abilities except Mortal Bond to his list of class abilities. The person may learn the ability any time later in his career in lieu of a same-tier class ability. The imp's Poison Bite, Rings of Fire, and Weekly Commune abilities are advanced tier. Its Alternate Form, Close Wounds, Invisibility, Minor Pact, and Suggestion abilities are intermediate tier. All others are basic tier abilities.

Weekly Commune[M]: Once weekly after a 1-hour ritual, a hellfire imp receives a response (yes/no/maybe/irrelevant) from a fiendish master regarding a number of questions up to its level. Questions must be 10 words or less. Costs 10 vitality.

Cacodem Imp (lvl 8)

Apply +42 vitality, +3 saves, +3 attacks, and +3 DR. A cacodem imp has all the abilities of a vilelore imp plus the following abilities.

Lash[M]: An adjacent person suffers 6d6 vile damage. Costs 5 vitality.

Summon Fiends[M]: The imp performs a 1-minute ritual to summon 1 or more fiends such as demons or devils. Their total levels cannot exceed the cacodem imp's level. These fiends immediately obey commands the imp communicates to them in Abyssal or Infernal but will seek to pervert the instructions whenever possible. They serve for 1 hour and then vanish. Costs 10 vitality.

Thaumaturgic Specialty: Select 1 specific creature such as a devil. Boost the imp's effective level by +8 when using the Summon Fiend ability to summon that specific creature, or +2 when summoning creature of the same type (such as fiend).

Kitsune

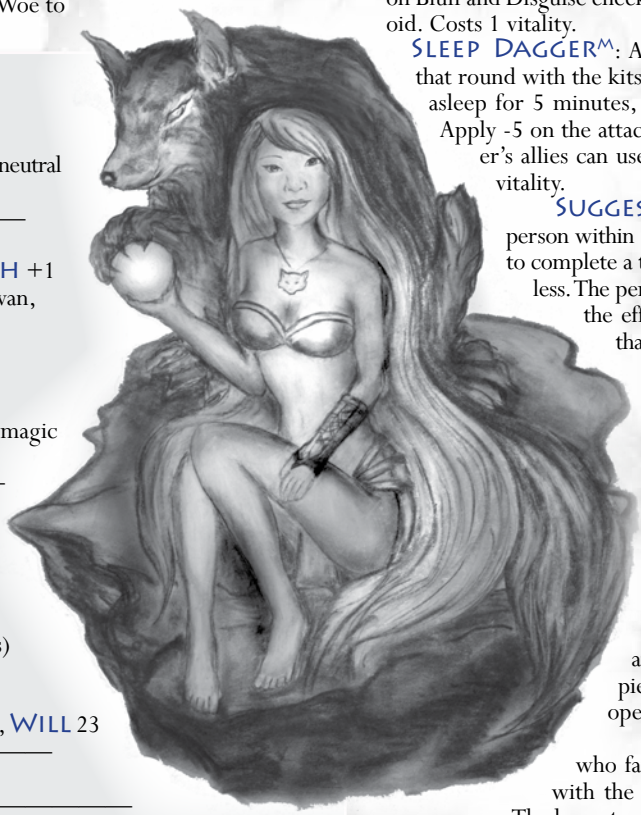
These magical fox spirits are wise and crafty.

Appearance & Culture

A kitsune is a magical, fey fox with 1 to 9 tails. The number of tails indicates its power, age, and wisdom. Mischievous by nature and talented at shapeshifting, kitsune often live among people as they assume humanoid forms of any gender, race or appearance.

A kitsune may come to mortals to serve as a guardian, friend or lover, though it is as likely to pursue selfish desires as it is to lend aid. The youngest kitsune, with 1 tail, is the most arrogant, unreliable, and likely to dwell with mortals, flaunting its charms on the unwary. It is also the most likely to show its tail. In contrast, older, wiser, and more powerful kitsune tend to hold to fey wisdom, avoid mortal concerns, and rarely show their tails.

While generally non-combative, kitsune are skilled manipulators and powerful magic users. They are hard to capture or subdue. With age as no concern, they are patient and cunning, spending years on what they view as a clever prank. Woe to those who underestimate them.



Kitsune (Level 5)

Type Fey
Size Medium
Alignment Usually chaotic neutral
DC 20

Senses Darkvision
Perception +9 ; Stealth +1
Languages Common, Sylvan, plus any 1 other language
Initiative +6

Speed 30 ft
Attack d20 + 8 (+9 using magic or +12 attacks vs Will)
Weapons Dagger (1d3 + sleep, 10 ft)
Damage -1

Armor Magical fur with enchanted silk clothes or leather armor ; DR 4 (0 vs iron weapons)
Wounds 7
Vitality 38
Fortitude 12, Reflex 12, Will 23

Q&D Damage +4 ; Vitality 25

Str 8, Con 10, Dex 12, Int 12, Wis 18, Cha 22
Prime Wisdom and Charisma
Skills Bluff +16

FP 3; Deity Corvis, Maiya, Tanish
Multiclassing Bard, elementalist, psion or witch
Treasure Gems, jewelry and magical items such as potions worth 500 gp on itself or in its lair

Base Abilities

Kitsune have the following abilities.

Alter Memory[M]: One sentient creature within 30 ft forgets events of the past 5 minutes and "recalls" memories planted by the kitsune. If Will resists, the creature is dazed for 1 round instead. The effect lasts 5 minutes, or is permanent if the kitsune beats its Will a second time. Costs 5 vitality.

Detect Thoughts[M]: The kitsune notes the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, it learns the number of thinking minds and the Intelligence of each. After concentrating for a third round, it "hears" the current surface thoughts of 1 creature of its choice within range for 2 minutes if it beats the target's Will. Costs 2 vitality.

Illusionist[M]: A kitsune can conjure 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

Immortal[M]: Kitsune do not age like mortals. They maintain a youthful appearance and do not die unless slain. However, age is linked to power. As years pass, they grow more tails. Each tail takes 1 century to grow. Also, due to their fey nature, they do not require food, water or sleep, though they may choose to indulge if they wish.

Kitsune Blessing[M]: Once daily as an immediate action, the kitsune may ignore 1 attack as if it never happened.

Mortal Form[M]: A kitsune can alter its appearance for 1 hour to blend amongst mortals. In this form, it enjoys a +10 bonus on Bluff and Disguise checks to appear as a Medium or Small humanoid. Costs 1 vitality.

Sleep Dagger[M]: As a swift action, the next person struck that round with the kitsune's dagger must resist using Will or fall asleep for 5 minutes, or be dazed for 1 round if Will resists. Apply -5 on the attack if the target is above 5th level. A sleeper's allies can use a standard action to wake him. Costs 1 vitality.

Suggestion[M]: If the kitsune beats the Will of a person within 30 ft, he does his best over a 1-hour period to complete a task that the kitsune phrases in 10 words or less. The person will not deliberately harm himself and the effect has a 50% chance to end each round that his life or any of his allies' lives are in danger. Costs 2 vitality.

Mature Kitsune (lvl 10)

This kitsune has 5 tails. Apply +35 vitality, +3 saves, +3 attacks, +3 DR, and the following abilities:

Fey Escape[M]: Once daily, the kitsune may teleport itself and 1 adjacent person or held object weighing up to 250 pounds out to 500 ft as an immediate action. If the destination space is occupied, the kitsune is shunted to the nearest open space and suffers 1d6 damage.

Love Spell[M]: A person within 30 ft who fails to resist using Will falls madly in love with the kitsune or another person within 30 ft. The love-struck target is friendly with overt gestures of passion. The effect lasts until the love is consummated or the target of desire is slain. If the kitsune has a belonging or piece of the target, apply a +2 bonus to the attack. This is a curse. Costs 2 vitality.

Storm of the Fox[M]: The kitsune projects 1 ray per level out to 60 ft. Each ray can target the same foe or different foes, hits unerringly, and inflicts 1d6 damage with an energy type of the kitsune's choice. Will resists for ½ damage. Rays aimed at the same target count as 1 ray for purposes of adjudicating DR. Costs 5 vitality.

Tongues[M]: The kitsune can understand and fluently use any 1 language for 10 minutes. Costs 2 vitality.

Wise Beauty: A five-tails kitsune enjoys a +2 bonus on all Wisdom-based and Charisma-based skill checks.

You Belong to Me[M]: An adjacent creature must resist using Will or be reduced to 0 vitality and enter a deep sleep for 1 hour. Sleeping or helpless targets cannot resist. An attack against the target automatically wakes it, ready to act that round. Otherwise, after 1 hour, the target wakes with 1 vitality and is exhausted. Remove Curse ends this effect but does not restore lost vitality. Costs 10 vitality.

Krakan

These huge, brilliant creatures are cruel lords of the deep ocean.

Appearance & Culture

A kraken is a massive squid of great age and keen intellect. It tends to stay in the deep ocean where it hunts for prey large and small, including ships full of tasty humanoid morsels to feed its prodigious appetite. A kraken's body is a huge blubbery mass. Six of the beast's tentacle arms are 30 ft long. The other 2 tentacles are 60 ft long and covered with barbs. The creature's beak-like mouth is located where the tentacles meet the lower portion of its body.

Kraken (lvl 14)

Krakens have the following statistics.

Type Animal
Size Huge
Alignment Usually neutral evil
DC 38

Senses Darkvision, low-light vision
Perception +10 ; Stealth +0
Languages Speaks Aquan and understands Common
Initiative +5

Speed 5 ft ; Swim 20 ft.
Attack d20+17 ; MA
Weapons Bite (4d6), 2 tentacles (2d6, 60-ft reach) or 6 arms (1d6, 30-ft reach)
Damage +10

Armor Vile leathery skin ; DR 9 (14 vs cold)
Wounds 20
Vitality 103
Fortitude 27, Reflex 20, Will 22
Special The body has 10 wounds and 35 vitality ; each tentacle has 2 wounds and 5 vitality ; each arm has 1 wound and 5 vitality ; reducing the body to negative wounds knocks in unconscious

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Q&D Damage +24 ; Vitality 75

Str 30, Con 20, Dex 10, Int 16, Wis 16, Cha 16
Prime Strength and Intelligence
Skills Arcana +13, Athletics +20, Diplomacy +8, Intimidate +20, History +13, Insight +8, Handle Animal +8 (+13 with sea animals), Nature +8, Survival +8

FP 7 ; Deity Beyos, Lilith or Tiamat
Multiclassing Druid, elementalist, psion or witch
Treasure Items worth 4,000 gp scattered in its lair

Base Abilities

Krakens have the following abilities.

Constrict: As a swift action against a grappled foe, a kraken delivers 4d6 damage using a tentacle or 2d6 damage using an arm.

Ink Cloud: While in water, a kraken can emit a 90-ft-cube cloud of black ink every 1 minute as a swift action. The cloud remains for 1 minute, obscures all vision, and provides total concealment.

Jet: Move 240 ft backward as a standard action. Costs 5 vitality.

Keen Scent: A kraken notices creatures by scent in a 180-ft radius and detects blood in the air or water at ranges of up to a mile.

Power Grapple: The kraken grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the kraken must expend a move action to maintain the grapple, and the foe can try to beat the kraken's Fortitude as a standard action to break the grapple. The kraken may block a grappled foe's mouth with 1 tentacle to prevent speech. As a standard action, the kraken may move the grappled foe 5 ft, either moving at the same time with the foe or repositioning the foe.

Regrow: A kraken regrows a lost tentacle or limb after 1d10+10 days.

Rip Tide: A kraken can move 1 foe immersed in water within 30 ft up to 120 ft in any direction so long as the foe remains in or adjacent to water. Only foes with a Swim speed can resist using Fortitude to negate the effect. Costs 1 vitality.

Nautilus (lvl 16)

A nautilus is a construct. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Construct Traits: A nautilus does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

Fast Healing: As a swift action up to once per round, a nautilus heals 2 wound points.

Magic Resistance: A nautilus enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, its foe must beat its Fortitude anyway, and if the nautilus successfully resists then the magic has no effect.

Thralken (lvl 19)

A thralken is an aberration. Apply +35 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Mindlink[M]: A thralken can form a telepathic bond for 5 minutes with a sentient ally within 30 ft. Once the bond is formed, it works over any distance. A thralken can maintain only 1 bond at a time.

Psionic Blast[M]: Sentient creatures within a 30-ft cone are stunned 1d4 rounds. Will resists. Costs 5 vitality.

Dominate Creature[M]: A thralken can utterly subjugate the mind of 1 creature within 60 ft for 5 minutes that fails to resist using Will, such that it obeys the thralken even to its own death. Costs 10 vitality.

Mental Barrier: Apply a permanent +5 bonus to Will.

Mindsight[M]: A thralken perceives its environment normally regardless of perceptual impairment (such as blindness or deafness) or natural environmental effects (such as darkness or mist).

Mindbar[M]: As an immediate action, the thralken ignores 1 attack that allows it to resist using Will. Costs 5 vitality.

Repletion[M]: By expending 1 vitality point, the thralken does not need to eat or drink for 24 hours.

Leviathan (lvl 20)

A leviathan is a magical beast. Apply +42 vitality, +3 saves, +3 attacks, +3 DR, and the following abilities.

Control Weather[M]: After 1 minute of concentration, a leviathan directs the weather in a 5-square-mile area to shift 1 grade to become clearer or stormier, hotter or colder, calmer or windier. The new weather takes effect after 10 minutes and lasts while the leviathan concentrates + 1d4 hours before reverting to normal. See RPG, page 237 regarding weather. Costs 10 vitality.

Etheric Limbs[M]: For 2 minutes, the leviathan can strike incorporeal creatures without a miss chance. Costs 1 vitality.

Grab: When a leviathan hits using its arms or tentacles, it can attempt to use Power Grapple as a swift action.

Magic Resistance: A leviathan enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, the attacker must beat the leviathan's Fortitude anyway, and if the leviathan saves then the magic has no effect.

See Invisibility[M]: As a standard action, a leviathan clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Whirlpool: This improves Rip Tide to target 1 immersed foe per level within 120 ft. Costs 10 vitality.

Manticore

These bizarre creatures lurk in ruins, swamps, and moist underground caves.

Appearance and Culture

A manticore is a magically-bred beast with a lion's body and mane, a person's face, a scorpion-like tale, and draconic wings. A typical manticore is about 10 ft long and weighs about 1,000 pounds.

Manticores are stupid, brutish, covetous, and often hungry. They are just smart enough to speak, recognize their monstrous nature, and know the value of treasure. Their keen senses allow them to notice and track down foes, particularly ones with gold. A manticore typically begins encounters with a volley of spikes, then closes for melee combat.

When facing a mix of foes, it knows enough to first pick-off spell-casters or other powerful opponents. In the outdoors, it often uses its powerful wings to stay aloft during battle. A manticore will happily prolong a hunt to instill fear in its prey, and it enjoys hearing the screams of its victims as it eats them alive. Against particularly strong foes, it will flee, only to quietly stalk in the shadows or from the air and reappear later when its prey's guard is down.

There are many manticore breeds. Devils often keep infernal manticores, and xill often keep ghostly manticores as hunting pets. Manticores are known to even turn against these powerful masters.

Manticore (lvl 5)

Manticores have the following statistics.

Type Magical beast
Size Large
Alignment Usually lawful evil
DC 20

Vision Darkvision, low-light vision, scent
Perception +6 ; Stealth +5
Languages Common
Initiative +2

Speed 30 ft ; Fly 50 ft
Attack d20+7 ; MA
Weapons Bite (1d4) or 2 claws (2d6 each) or 6 spikes (2d4 each, 120 ft)
Damage +5

Armor Tough furry hide ; DR 4
Wounds 10
Vitality 39
Fortitude 19, Reflex 15, Will 14
Special Immune to its own poison

Q&D Damage +10 ; Vitality 29

Str 20, Con 18, Dex 14, Int 7, Wis 12, Cha 5
Prime Strength and Constitution
Skills Acrobatics +7, Athletics +15, Intimidate +15, Survival +6 (+11 when tracking)

FP 3 ; Deity Asmodius, Mithrais, Phane or Lilith
Multiclassing Barbarian, druid, shifter or sorcerer
Treasure Items worth 500 gp in its lair

Base Abilities

Manticores have the following abilities.

Bull Rush: The manticore shoves an adjacent target. If it beats the foe's Fortitude, the foe is pushed back 1d4 x 5 ft. The manticore must move at least 10 ft just prior to using this ability.

Endure Elements: A manticore ignores the effects of extreme temperature. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear is also protected. This ability is continuously in effect even when it is unconscious.

Fly-By Attack: While flying and attacking with natural weapons, a manticore can move both before and after it attacks, provided the total distance moved is not greater than its fly speed.

Scent: The manticore can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Etheric Manticore (lvl 7)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Incorporeal Shift[M]: This manticore is naturally incorporeal. Mundane attacks against incorporeal creatures have a 90% miss chance and magic attacks have a 50% miss chance. Incorporeal creatures can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks, and must materialize to make attack rolls. Materializing is a move action that costs 5 vitality. Dematerializing take 2 rounds, during which time the manticore is immobile and dazed. As it fades, it becomes harder to hit with a 20% miss chance the first round and a 50% miss chance the second round. A manticore can shift with 1 willing, grappled or helpless creature, which remains incorporeal for 72 hours thereafter.

See Invisibility[M]: As a standard action, the manticore clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Infernal Manticore (lvl 8)

This manticore is a fiend. Apply +21 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Infernal Resistances: Apply +5 DR against cold and fire.

Poison Spikes[M]: As a move action, the manticore poisons its tail spikes. For each spike that strikes, the target immediately suffers 1d2 vile wound damage with a 50% chance to suffer an additional 1d2 vile wound damage 5 minutes later. Unused poison dissipates after 5 minutes. Costs 5 vitality.

Wounding Bite: As a move action, the manticore's next bite attack that round inflicts +1d4 wound damage.

Mantis

These tyrannical insectoids possess strange mental powers.

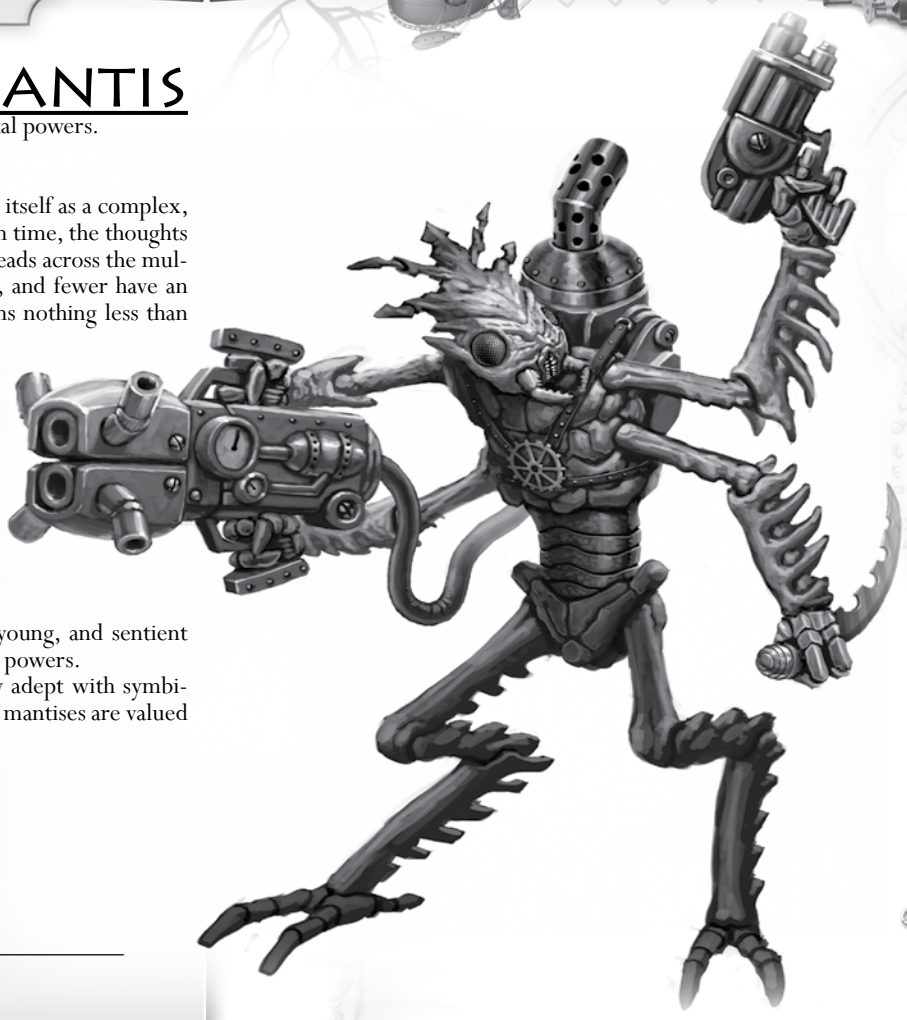
Appearance and Culture

According to legend, the first mantis manifested itself as a complex, diabolical thought drifting in the Astral Realm. In time, the thoughts took physical form, and the mantis race now spreads across the multiverse. Few claim to understand their purpose, and fewer have an accurate inkling. A mantis's maze-like mind plans nothing less than consumption of all other creatures.

Mantises are unnerving, if not hideous, by human standards, with 6 limbs, hard chitin, mandibles, and multi-faceted eyes. They come in many varieties, each with different appendages and abilities that fill roles decided by their hive at birth. Some have wings. Others are telepathic, highly learned, skilled with sigils, or able to entrance foes with hypnotic sounds they produce by using their limbs as fiddles and their lungs as pipe organ chambers.

Mantises rely on live hosts to nurture their young, and sentient hosts produce mantises with mental and musical powers.

A few members of the mantis race are highly adept with symbionts, electrotech, and even stranger items. These mantises are valued above all others besides a queen mantis.



Mantis (Lvl 4)

Mantises have the following statistics.

Type Aberration
Size Medium
Alignment Lawful evil
DC 18

Vision Darkvision, blindsense
Perception +2 ; **Stealth** +2
Languages Common, Infernal, and Mantis
Initiative +7

Speed 30 ft
Attack d20+4
Weapons Bite (1d4), 4 claws (1d2 each), 2 longspears (1d8 each), 2 longswords (1d8 each) or 2 revolvers (2d6 each, 30 ft)
Damage +2

Armor Chitin ; **DR** 4
Wounds 10
Vitality 30
Fortitude 15, **Reflex** 16, **Will** 20
Special Apply +5 save to resist disease and poison

Q&D Damage +6 ; Vitality 22

Str 14, **Con** 15, **Dex** 14, **Int** 15, **Wis** 14, **Cha** 5
Prime Constitution and Intelligence
Skills Acrobatics +2, Athletics +5, Craft +10, Mechanics +6 (+9 for firearms), Technics +9

FP 2 ; **Deity** Asmodius or Phane
Multiclassing Bard, mageblade, psion or sage
Treasure Armaments and items worth 300 gp on itself

Base Abilities

Mantises have the following abilities.

Blindsense: A mantis has bat-like echolocation. It emits odd noises that allow it to notice and locate creatures within 30 ft from all directions.

Detect Astral Portal^{M}: The mantis instantly learns whether an extra-dimensional portal that leads to the Astral Realm is present within a 30-ft cone. If the mantis scans the area again, it learns the exact space the portal lies. It cannot detect portals to any other realms.

Electrotech: A mantis is familiar with invisible mundane forces of nature. It can make checks using the Technics skill and enjoys a +2 bonus on Mechanics and Technics checks (already in the statistics block). See RPG, page 172 for details.

Firearms Proficiency: A mantis is proficient with firearms and enjoys a +2 bonus on Mechanics checks, or +5 to make and repair firearms.

Insect Mind: A mantis's insectile mind is inscrutable. It enjoys a +5 bonus on Will (already in the statistics block).

Meditative Trance: Mantises need more rest than humanoids (12 hours rather than 6) but they do not fully sleep. Instead, they enter a meditative trance during which they suffer no penalty to Perception checks though it still requires a standard action to rise from prone to act in combat.

Bonus Abilities

A mantis possesses 1 ability from the following list.

Aerial Scout: This mantis has a fly speed of 30 ft. Its land speed is ½ normal. Also, boost Perception and Stealth checks by +5.

Dream Singer: This mantis enjoys a +10 bonus on Music checks. Moreover, after 1 minute of listening to the mantis's music, people and animals within 60 ft must resist using Will or fall asleep for 2 minutes. Sleeping creatures can be awakened by an adjacent ally who expends a standard action.

Hive Tender: This mantis enjoys a +5 bonus on Dungeoneering and Heal checks. Moreover, it can shoot a 10-ft-square sticky gob

out to 60 ft. Creatures in the area are instantly held fast. Each round beginning on its turn, a caught creature can attempt a DC 20 Acrobatics check or DC 20 Athletics check to free itself and move out of the web. The web remains for 5 minutes or until it suffers 40 points of acid or fire damage (10 damage destroys a single 5-ft-square area).

Monitor Mind[M]: This mantis enjoys telepathic communication with none, some or all sentient creatures (including mantises) within 100 ft. The communication is as natural and quick as normal speech but does not require a shared language. This is a continuous effect. Other creatures can speak with the mantis but not with each other.

Scientist: Boost Craft, Heal, Literacy, Mechanics, and Pilot checks by +3. Also, boost Mechanics and Technics checks by +5, or by +10 each once per day.

Warrior Drone: This mantis enjoys a +5 bonus on Perception and Warcraft checks. Also, it has a poison bite: An adjacent foe must resist using Reflex to avoid 1d4 bite damage and, if bitten, also resist using Fortitude or suffer 1d4+1 wound damage plus an additional 1d4+1 wound damage 1 minute later.

Mantis Medicant (lvl 6)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Cure Wounds[M]: One touched ally heals 1d6 wound damage per 2 levels (maximum 5d6) as the mantis magically knits its flesh and bones. A creature can benefit only once daily from this ability. Costs 1 vitality.

First Aid: Apply a +5 bonus on Heal checks, or +10 to halt bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

Graft Symbiont[C]: A mantis medicant enjoys a +5 bonus on Heal checks. Also, it can place a symbiont into a patient after spending 10 minutes and 250 gp worth of materials. The process inflicts 1 wound damage on the patient.

Grow Symbiont[C]: A mantis medicant can grow a symbiont from freshly harvested organs. The process take 1 day and costs 1,000 gp. The market price is 2,000 gp. Growing a symbiont requires fresh water, a surgical bay, and the body part specified in the symbiont's description. See RPG, page 190 for details.

Laboratory: A mantis medicant has 1,000 gp worth of personal scientific laboratory items including toolkits, alchemical items, and/or symbionts weighing 80 pounds that is stores on its body in a silk and metal backpack.

Simulacrum[C]: A mantis medicant can grow a replicant townie (RPG, pg 269) or a duplicate of a living creature with 5 Intelligence or less from a vial of its fresh blood. Per level of the simulacrum, creation takes 1 week and costs 1,000 gp. The process fails if its level exceeds the mantis's level. The simulacrum starts with no memories, follows the mantis's verbal commands, and gains free will if the mantis dies.

Mantis Technician (lvl 6)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Laboratory: A mantis technician has 1,000 gp worth of personal scientific laboratory items including toolkits, alchemical items, and/or steamgear and electrotech. It normally stores these items in its Secret Chest (see below).

Mending[M]: The mantis's touch repairs minor breaks and tears in an unattended mundane adjacent object up to 5 pounds in weight or 2 square-ft in size, whichever is greater. This ability does not affect living creatures, including constructs.

Recharging Touch[M]: A mantis technician can emit electrical energy in a skillful way that recharges or even directly motivates (activates and runs) an electrotech device within 15 ft. Once daily, it may build up in itself a reserve of 2 energy points per level. It may expend the points all at once or release them gradually over the course of the day. The mantis cannot target creatures with this ability. Costs 2 vitality.

Secret Chest[M]: The mantis can craft a magic chest costing a minimum of 5,000 gp. The chest holds up to 1 cubic ft of material per level. When not in use, it resides safely in an extradimensional space (in the Astral Realm) that the mantis can call from anywhere. The mantis can summon or stow the chest as a standard action.

Resist Electricity[M]: A mantis technician enjoys +5 DR versus electrical attacks.

Zap Gun: The mantis technician owns a zap gun or equivalent electrotech weapon with a 2,000 gp price (RPG, pg 177). Unlike a standard zap gun, this is keyed to the mantis and only works for it.

Mantis Queen (lvl 14)

This mantis is size Large. Apply +70 vitality, +5 saves, +5 attacks, +5 DR, and the following abilities.

All-Knowing Queen[M]: A mantis queen enjoys a +5 bonus on Arcana, Heal, History, Intimidate, Music, Nobility, Religion and Warcraft checks.

Astral Shift[M]: A mantis queen and up to 5 allies or 1,000 pounds of gear move from her current realm to the Astral Realm, or from the Astral Realm to the Mortal Realm. The trip is 1 way. She must have a specific destination in mind, and she must succeed on an Arcana check to arrive there. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. Costs 10 vitality + 2 vitality for each ally or 200 pounds of gear to a maximum of 20 vitality. A failed check means she arrives 1d6 miles away from her desired destination, possibly in a dangerous locale.

Detect Thoughts[M]: A mantis queen notes the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, she learns the number of thinking minds and the Intelligence of each one. After concentrating for a third round, she can "hear" the current surface thoughts of 1 creature of her choice within range for 2 minutes if she beats its Will. Costs 2 vitality.

Dominate Person[M]: A mantis queen can utterly subjugate the mind of 1 person within 60 ft for 5 minutes, such that the person obeys the queen even to its own death. Will negates. Costs 5 vitality.

Dominate Monster[M]: This improves Dominate Person, except the mantis queen may affect any kind of sentient creature. Costs 10 vitality.

Egg Laying[M]: A mantis queen can implant an adjacent living creature with an egg cluster. The eggs are magically held fast. After 3 days, the eggs hatch, inflicting 3d6 wound damage on the host and producing 3d6 tiny helpless mantis larva. Remove Curse removes the eggs harmlessly. Other attempts inflict 3d6 wound damage on the host, and kill the host if the eggs are removed.

Id Insinuation[M]: A sentient foe within 30 ft is stunned for 1d4 rounds. Will resists. Costs 2 vitality.

Large Size: A queen mantis is size Large. She has 2x height and experiences a -2 penalty to Reflex, a +2 bonus to damage rolls, a +5 bonus on Athletics checks, +3 wound points, +10 ft speed, a +5 bonus to resist Bull Rush, Grapple, and Trip attacks, a -5 penalty on Stealth checks, and a 8x weight increase.

Mass Dominate Person: This improves Dominate Person to target persons within 30 ft. Costs 20 vitality.

Multiple Lasting Sense Links[M]: The mantis queen can establish a perceptual bond with a touched or mindlinked ally for 4 hours + 1 hour per level. Each round, she sees and hears through the ally's senses as if she were in its place. The queen is defenseless while using this ability. Once the bond forms, it persists out to any distance. The queen can end the bond as a swift action and can maintain a number of bonds at once equal to her level. Costs 1 vitality.

Psionic Blast[M]: Sentient creatures within a 30-ft cone are stunned 1d4 rounds. Will resists. Costs 5 vitality.

Split Mind[M]: As a swift action, a mantis queen can split her mind into 2 parts for 1 round. During this time, she can use 2 magic abilities as a single standard action and ignore attacks that allow her to resist using Will. Costs 5 vitality.

Marauder

Marauders are burrowing pack animals that hunt for warm flesh.

Appearance and Culture

Marauders are hunters. The common version of this creature is nasty while its ghostly cousin is far worse. A savvy observer differentiates them by color. Common marauders are sandy brown, brown or taupe in color while ghostly marauders vary from bright blue to deep violet. The ghostly version is not undead. Both types stand about 4 ft tall with an overall length of about 7 ft and weigh about 200 pounds.

Marauders tend to quietly lie in wait for passersby and then dart out to attack. Although modestly intelligent, they speak no known languages. Survivors of their attacks say they emit an eerie, high whine that varies in pitch depending on the creature's speed and health. This is similar to a bat, and betrays their blindsense in action.

The ghostly marauder relies on an ingenious tactic. It hunts while incorporeal. Once it locates prey, it materializes to attack, attempting to catch its victim by surprise. The creature bites its victim, then quickly returns to incorporeal form.

Marauders rarely fight to the death. Once they suffer wound damage, they seek to escape by either burrowing underground or turning incorporeal. That said, they are patient and tenacious and will often resume tracking the same prey.

Marauders lay eggs in small clutches, either a few feet beneath the surface or in an incorporeal state, which keeps the eggs safe. A marauder can be trained from birth to act as a hunter or attacker. In some places, these creatures are used in arena combat.

Marauder (lvl 3)

Marauders have the following statistics.

Type Animal
Size Medium
Alignment Always neutral
DC 16

Senses Darkvision, blindsense
Perception +11 ; **Stealth** +6
Languages Understand Terran
Initiative +5

Speed 40 ft ; **Burrow** 30 ft
Attack d20+3 ; **MA**
Weapons Bite (1d6), 2 claws (1d4 each), barbed tail (1d3) or barbed tongue (1d6, 10 ft)
Damage +2

Armor Tough hide ; **DR** 3
Wounds 10
Vitality 22
Fortitude 14, **Reflex** 13, **Will** 13

Q&D Damage +5 ; Vitality 16

Str 14, **Con** 12, **Dex** 12, **Int** 5, **Wis** 12, **Cha** 10
Prime Strength and Wisdom
Skills Athletics +12, Endurance +6, Intimidate +12, Survival +11

FP 2 ; **Deity** Greenwyrm, Lilith or Stolgar
Multiclassing Barbarian, druid, elementalist or shifter
Treasure None

Base Abilities

All marauders have the following abilities.

Blindsense: A marauder has bat-like echolocation. It emits odd noises that allow it to notice and locate creatures within 30 ft from all directions.

Ghostly Marauder (lvl 5)

This creature is a magical beast. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Final Escape: Once daily, a ghostly marauder can become incorporeal without expending vitality.

Incorporeal Traits[M]: A ghostly marauder is naturally incorporeal. Mundane attacks against incorporeal creatures have a 90% miss chance and magic attacks have a 50% miss chance. Incorporeal creatures cannot handle solid objects, can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks, and must materialize to make attack rolls. Materializing and dematerializing are swift actions that cost 5 vitality each.

Stealthy: These marauders are extremely quiet, hard to spot, and observant. Apply a +5 bonus on Perception and Stealth checks.

Razormaw Marauder (lvl 5)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Horrid Bite[M]: Apply +15 damage to the beast's bite attack.

Poison[M]: As a move action, the marauder can poison its barbed tongue. When a creature is struck by the tongue, it immediately suffers 1d10 wound damage with a 50% chance to suffer an additional 1d10 wound damage 5 minutes later. Unused poison dissipates after 5 minutes. Costs 5 vitality.

Ghoul Marauder (lvl 6)

This creature is undead. Apply +21 vitality, +2 saves, +2 attacks, +4 DR, and the following abilities.

Daylight Damage: While in natural daylight or a Daylight spell's area, a ghoul marauder is blinded and suffers 2 wound points per round (no save). Also, it is dazed for 1 round when first exposed to such light.

Ghoul Spawn[M]: A living person slain by a ghoul marauder rises as a ghoul (page 86) on the first midnight after its death but no earlier than 24 hours after death. Similarly, a living animal so slain rises as a ghoul marauder instead.

Paralyzing Tongue[M]: As a swift action, the next living creature struck that round by the ghoul marauder's tongue is paralyzed for 2 minutes when its Fortitude fails to resist. A paralyzed creature is frozen in place, unable to move or take physical actions though it can take purely mental actions. Each round on its turn, the target has a 50% chance to briefly recover and take a single move or standard action that round. A creature can be affected once by this ability in a 24-hour period. Costs 5 vitality.

Stench: As a standard action, the ghoul marauder blasts creatures within a 15-ft cone with the stench of its horrid undead breath. Living targets are sickened for 2 minutes if they fail to resist using Fortitude. Sickened characters suffer a -2 penalty on all dice rolls and saves. Costs 2 vitality.

Taint Aura[M]: As a swift action, an adjacent living creature must resist using Will or gain 1 point of taint. When a creature's taint score exceeds its Wisdom score, its goes insane.

Undead Traits: A ghoul marauder is immune to all ailments including disease and poison. It need not breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It regains wound points from necrotic energy, regains no wound points from rest, and is harmed by holy and cure energy on a point-for-point basis. It is immortal and cannot be raised from death if slain.

Unholy Form[M]: The ghoul marauder enjoys +2 DR but suffers 1d8 holy damage from a direct hit by holy water. The DR bonus is already reflected in its modified statistics, above.

Marauder Newt (lvl 1)

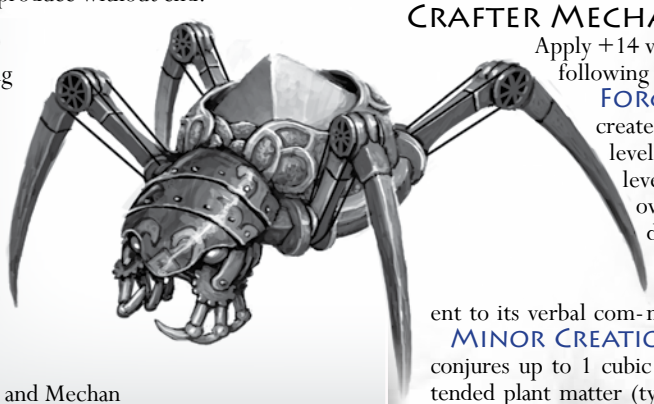
A marauder newt is a hungry juvenile. Apply -14 vitality, -1 saves, -1 attacks, and -1 DR. Also remove their skill boosts, 2 claws, and barbed tail attacks. All other features are the same.

Mechanite

These small insectoid constructs tend to wreck havoc.

Appearance & Culture

Mechanites are small, spider-like clockwork creatures made of wood, metal, leather, glass, and similar materials. Magic animates their limbs while an enchanted gem that contains fragments of their creator's psyche animates their minds. Although first created as useful aids, they quickly formed their own society with an inflexible ethic: to build, repair, and reproduce without end.



Mechanite (lvl 2)

Mechanites have the following statistics.

Type Construct
Size Small
Alignment Usually lawful evil
DC 14

Senses Darkvision, low-light vision
Perception +4 ; Stealth +18
Languages Common and Mechan
Initiative +6

Speed 30 ft ; Climb 30 ft
Attack d20+7
Weapons Stinger (1d4) or spike (1d4+1, 30 ft)
Damage -2

Armor Platemail chassis ; DR 5
Wounds 5
Vitality 17
Fortitude 16, Reflex 19, Will 15
Special Construct Traits ; mmune to disease and poison ; suffer 2x damage from electrical and psychic attacks

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Q&D Damage +0 ; Vitality 13

Str 6, Con 16, Dex 22, Int 10, Wis 8, Cha 4
Prime Dexterity and Intelligence
Skills Acrobatics +16, Appraise +10, Arcana +10, Craft +10, Diplomacy -8, Insight -6, Mechanics +16 (+21 using a toolkit or laboratory), Pilot +4, Warcraft +10

FP 1 ; Deity Asmodius, Mithrais or Phane
Multiclassing Artificer, mageblade, rogue or savant
Treasure One 200 gp gem (or a 400 gp gem for a level 4 mechanite)

Base Abilities

Mechanites have the following abilities.

Construct Traits: A mechanite does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

Make Whole[M]: As Mending (below), but completely repairs 1 mundane object of up to 10 cubic ft per level regardless of damage so long as at least 75% of the original material is present. Body parts mend into a whole corpse. This ability reattaches a construct's severed limbs and can mend a broken magic item at a cost equal to ¼ the item's original creation cost. Costs 2 vitality.

Message[M]: A mechanite can whisper a message that is clearly audible to 1 target within 90 ft. Typically, it whispers in Mechan to its own kind. It does not need to have line of sight, only line of effect.

Mending[M]: A mechanite's touch repairs minor breaks and tears in an unattended mundane object up to 5 pounds in weight or 2 square ft in size, whichever is greater. This ability does not affect creatures.

Scatter Spray[M]: The mechanite conjures a mass of sharp baubles that fly from its mouth to slice and bruise creatures in a 15-ft cone. Targets suffer 1d4 damage per 2 levels (max 5d4), or ½ damage when Reflex resists. Costs 1 vitality.

Crafter Mechanite (lvl 4)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Forge Construct[C]: This mechanite can create a construct type creature. The construct's level must be equal to or less than the mechanite's level. Typically, the mechanite makes more of its own kind. Each level costs 10,000 gp and 10 days of uninterrupted work or 160 hours of nonconsecutive work. The new construct begins as loyal to the mechanite and obedient to its verbal commands.

Minor Creation[M]: After 1 minute of work, the mechanite conjures up to 1 cubic ft per level of nonmagical, nonliving, unattended plant matter (typically, furniture and clothing). The item or items last 4 hours + 1 hour per level or until dismissed by the mechanite. Costs 2 vitality plus 1 cubic ft of any raw material.

Major Creation[M]: This improves Minor Creation such that the mechanite can create nonvegetable material (such as metal armor). It is limited to 1 pound per level when conjuring precious metals and gems. Costs 5 vitality.

Seeker Mechanite (lvl 4)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Extended Invisibility[M]: The mechanite turns invisible for 1 hour or until it attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and refuses line of sight. Costs 2 vitality.

Jump: A seeker mechanite can leap outward, downward or upward up to 30 ft as a standard action without a running start or Athletics check or fear of harm on impact. Costs 1 vitality.

Nondetection[M]: For 1 hour the mechanite ignores the following abilities. Detect Alignment, Detect Magic User, Detect Thoughts, Far Sight, Forced Sense Link, Learn True Name, Locate Creature, Probe Thoughts, and Scrying. When targeted by such abilities, the caster detects nothingness. This ability works even when the mechanite is unconscious. Costs 2 vitality.

See Invisibility[M]: As a standard action, the mechanite clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Track: Apply a +5 bonus on Survival checks, or a +10 bonus when tracking in natural environments.

Warrior Mechanite (lvl 4)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Lightning Bolts[M]: The warrior mechanite inflicts 1d6 electrical damage per level to all creatures in either a 15-ft cone or along a 60-ft line, as it desires. Apply ½ damage if Reflex resists. Targets that don't resist are also dazed for 1 round. Costs 2 vitality.

Repair Construct[C]: The mechanite can repair 1d4 wound points per level to itself or an adjacent construct. Costs 2 vitality.

Steam Blast[M]: The mechanite projects a 30-ft-cone of billowing steam. Creatures in the area suffer 1d6 fire damage per level (max 10d6), or ½ damage when Reflex resists. Costs 2 vitality.

Wounding Strike: As a swift action, the mechanite's next successful stinger or spike attack that round deals +1d6 wound damage. Costs 5 vitality.

Medusa

These cursed creatures ensnare prey with their serpentine gaze.

Appearance & Culture

A medusa is a spiteful monstrosity—usually female but not always—who is cursed with serpents for hair and serpentine eyes that turn foes to stone. From a distance of 30 ft or more, a medusa appears human or human-like assuming she takes pains to paint her eyes and cover her hair.

Medusae prize fine art, jewelry, and luxuries of all kinds except mirrors, which remind them of their curse. Legends claim that the first medusa was a stunningly beautiful woman who prided herself above even a goddess. The gods punished her with a hideous form, which drove her mad. Since then, more medusae have spread by magic, divine curse, or the spiteful hand of medusae themselves.

A medusa can, when she wishes, pass on her curse to the beautiful and vain. She targets a comely person, preferably a young girl to raise as her own. Rarely, a medusa transforms an adult male to act as a consort and lover. More often, medusae take lovers while disguised and then turn them to stone when the romance proves unsatisfying.

Medusae are often skilled artisans, gardeners or musicians and place themselves in these roles to meet people outside their lair. Medusae also relish raw meat, especially human flesh, and cannot abide the bland taste of normal food. A medusa will break a petrified captive into parts, then reverse the curse and consume the broken bits of flesh.

Due to their particular cravings, medusae often reside in urban areas, keeping a manse above a secret lair. Some study magic to enhance their lair with enchanting music, hypnotizing lights, and lush plant-life in addition to beautiful statues of their victims.

Medusa (lvl 5)

Medusae have the following statistics.

Type Mutant
Size Medium
Alignment Usually chaotic evil
DC 20

Senses Darkvision, low-light vision
Perception +6 ; **Stealth** +8
Languages Common
Initiative +3

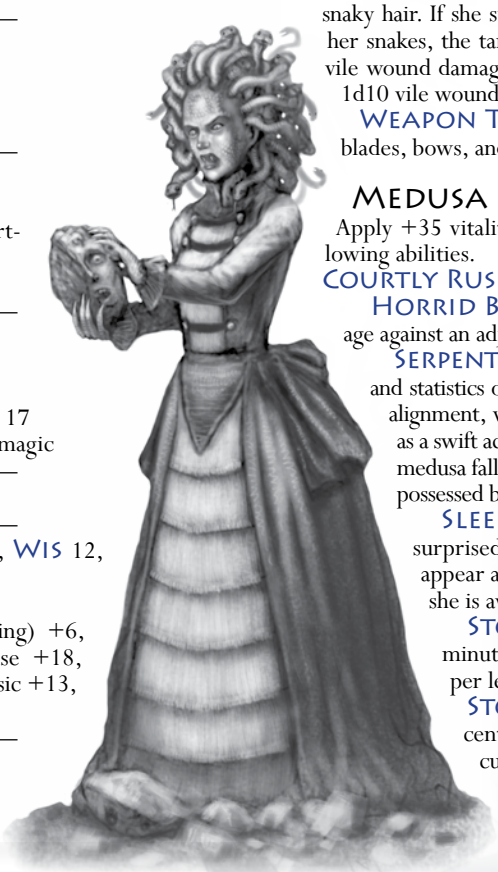
Speed 30 ft
Attack d20+5 (+10 grapple)
Weapons Dagger (1d4, 10 ft) or shortbow (1d6, 60 ft) or snakes (1d4 + poison)
Damage +0

Armor Stony skin ; **DR** 2
Wounds 6
Vitality 36
Fortitude 12, **Reflex** 17, **Will** 17
Special Immune to poison and sleep magic

Q&D Damage +5 ; Vitality 26

Str 10, **Con** 12, **Dex** 17, **Int** 12, **Wis** 12, **Cha** 17
Prime Dexterity and Charisma
Skills Bluff +18, Craft (stoneworking) +6, Diplomacy +13 (+18 romance), Disguise +18, Handle Animal +6 (+11 with snakes), Music +13, Trick +13

FP 3 ; **Deity** Lilith or Tiamat. A medusa's deity is usually female.
Multiclassing Bard, elementalist, warlock or witch
Treasure Weapons plus artwork, gems, jewels, musical instruments, and magic items worth 1,000 gp on itself and in its lair



Base Abilities

Medusae have the following abilities.

Alluring Form[M]: A medusa can alter its appearance at any time to blend comfortably amongst mortals. In this form, a medusa applies a +20 bonus on Bluff and Disguise checks to appear as herself without monstrous features. However, a medusa cannot use her magical abilities while in this form.

Improved Grapple: The medusa grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the medusa must expend a move action to maintain the grapple, and the foe can try to beat the medusa's Fortitude as a standard action to break the grapple. If the medusa desires, it can block a grappled foe's mouth with 1 hand to prevent speech.

Medusa Curse: A medusa can save up her snakes' venom for 1 week and release the venom against a single target, who must resist using Will or fall into a coma for 10 minutes and transform into a medusa. The poison fails against a creature with a Comeliness below 13. Good creatures enjoy a +5 bonus to resist, while evil creatures suffer a -5 penalty to resist. The curse is so powerful that removing it requires the death of the original medusa plus the spells Cure Ailment, Remove Curse, and Atonement. Miracle or Wish work too.

Petrifying Gaze[M]: A target within 30 ft and line of sight must resist using Will or begin turning into stone. Each round, it has a 25% chance to end the effect. The save assumes the target wishes to resist the medusa's allure and avoid its gaze. On the first failed try, it is limited to a single move or standard action. On the second failed try, it cannot act but it can still defend itself. On the third failed try it turns to stone. Three successful tries ends the magic. Dispel Magic halts the progress. Remove Curse, Miracle or Wish reverses the final effect. The medusa may reverse the effect at any time. Costs 5 vitality.

Poison: As a swift action, the medusa evokes poison in her snaky hair. If she succeeds on a bite attack that same round using her snakes, the target must resist using Fortitude or suffer 1d10 vile wound damage with a 50% chance of suffering an additional 1d10 vile wound damage 5 minutes later. Costs 5 vitality.

Weapon Training: Medusae are proficient with light blades, bows, and the whip.

Medusa Queen (lvl 10)

Apply +35 vitality, +3 saves, +3 attacks, +3 DR, and the following abilities.

Courtly Ruse: Boost Bluff and Nobility checks by +5.

Horrid Bite: The medusa's bite inflicts 3d4 wound damage against an adjacent foe.

Serpent Form[M]: The medusa acquires the appearance and statistics of a level 4 snake while retaining her Intelligence, alignment, vitality, and magic abilities. She can end the effect as a swift action and regain 1d4 wounds when doing so. If the medusa falls unconscious or dies, she returns to the form she possessed before becoming a medusa. Costs 10 vitality.

Sleeping Sight[M]: A medusa queen cannot be surprised, and she enjoys a +20 bonus on Bluff checks to appear awake when sleeping and to appear asleep when she is awake.

Stoneskin[M]: The medusa enjoys DR 10 for 2 minutes or until the spell blocks 10 points of damage per level, whichever comes first. Costs 5 vitality.

Stone Shape[M]: The medusa can mold adjacent stone into new shapes. She can affect up to 10 cubic ft + 1 cubic ft per level. She can form rocks into a stone bridge, warp a pillar to make it fall, form a hole in a wall, or so forth. Costs 2 vitality.

Mephit

These small elementals are mischievous servants of genie lords.

Appearance and Culture

Mephits are minor creatures that labor in tempestuous genie courts and wander across the far, primal corners of supernatural realms.

All mephits appear as small, winged creatures with more or less humanoid features. While they are often described as impish, their elemental origins are apparent at first glance. The fire mephit is wreathed in flames, the ooze mephit drips mud, the dust mephit exudes a cloud of fine musty grit, and so forth. Mephits are 3 to 4 ft tall, and their weight varies by their heritage. The air mephit weights a mere 1 pound while the earth mephit weights 80 pounds. Other mephits lie in between. The rare and enigmatic void mephit is weightless and represents a complete absence of elements.

Elementalists often summon mephits to act as scouts, guardians, craftsmen, and troublemakers. Typically, mephits fight by biting and clawing or by using a breath weapon, the nature of which varies according to the mephit's heritage. Mephits also love to snatch tiny objects from foes and then destroy them with their breath weapon, because destroying things is as fun for them as forging and building.

Mephits who please their masters improve their skills and often supervise lesser mephits. Among the boons, they can freely speak to their genie masters and enjoy immortality. These viziers tend to quite busy directing their own and fearful of their master's scorn. Some sages suggest that mephits are eventually reborn as genies, though genies consider this theory implausible and insulting.

Mephit (lvl 2)

Mephits have the following statistics.

Type Elemental
Size Small
Alignment Any neutral
DC 14

Senses Darkvision
Perception +5 ; Stealth +14
Languages Common, Aquan, Auran, Ignan, and Terran ; also, mephits understand but do not speak Genie
Initiative +7

Speed 30 ft ; Fly 50 ft
Attack d20+3
Weapons 2 claws (1d3 each) or bite (1d2)
Damage +0

Armor Tough skin ; DR 3 (5 against all energy types)
Wounds 2
Vitality 14
Fortitude 11, Reflex 13, Will 12
Special Dodge

Q&D Damage +2 ; Vitality 10

Str 10, Con 10, Dex 15, Int 6, Wis 10, Cha 13
Prime Dexterity and Charisma
Skills Acrobatics +12, Arcana +3, Bluff +11, Craft +3, Diplomacy +11, Disguise +11, Mechanics +12, Trick +12

FP 1 ; Deity Maiya
Multiclassing Bard, elementalist, rogue or witch
Treasure None

Base Abilities

All mephits have the following abilities.

Dodge: As an immediate action, a mephit ignores 1 melee weapon attack before it knows whether the attack hits. Requires Dexterity 15+ and works only in light or no armor. Costs 2 vitality.

Breath Weapon[M]: A mephit has a 15-ft cone breath weapon that inflicts the result indicated in the table below according to its heritage. Targets can resist for lesser damage, also as indicated. A mephit can use its breath weapon once every 1d4 rounds as a standard action. Costs 1 vitality.

Elemental Healing Surge[M]: Once daily, a mephit taps into its link to elemental realms and heals 2d4 wound damage.

Elemental Heritage: There are many races of mephits. See the table below. A mephit's race determines his breath weapon.

Mephit Subtype	Favored Element/s	Breath Weapon	Breath Effect
Air	Air	Billowing air	Pushed back 10 ft, or 5 ft when Fortitude resists.
Dust	Air + earth	Blinding dust	Blinded for 5 minutes, or 1 round when Fortitude resists.
Earth	Earth	Sharp pebbles	Cut for 1d6 damage, or 1 damage when Fortitude resists.
Fire	Fire	Scorching flames	Burnt for 1d6 fire damage, or 1 damage when Fortitude resists.
Ice	Air + water	Icy shards	Chilled for 1d6 cold damage, or 1 damage when Fortitude resists.
Magma	Earth + fire	Broiling coals	Burnt for 1d2 fire wound damage, or 0 damage when Fortitude resists.
Ooze	Earth + water	Acidic mud	Stung for 1d6 acid damage, or 1 damage when Fortitude resists.
Salt	Air + fire	Itchy crystals	Dazed for 1 round due to intense itching, or no effect when Fortitude resists.
Steam	Fire + water	Boiling steam	Burnt for 1d3 fire damage and blinded for 1 round, or 1 fire damage when Fortitude resists.
Water	Water	Drenching water	Knocked prone, or no effect when Fortitude resists.
Void	—	Concussive vacuum	Deafened and blinded for 1d4 rounds, and suffer 1 vitality damage.

Mephit Vizier (lvl 4)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Bonus Damage: Apply +2d6 damage from the mephit's breath weapon in addition to other effects. The damage is supernatural and untyped.

Elemental Lore: Apply a +5 bonus to Arcana, Bluff, History, Insight, and Perception checks when dealing with an elemental or recalling lore about elementals. Also, the mephit speaks Genie.

Immortal Being[M]: A vizier mephits does not age, does not need to breathe, eat or sleep, and cannot be raised from death if slain.

Message[M]: At any time, a vizier mephit can whisper a message that is clearly audible to 1 target within 90 ft. It does not need to have line of sight, only line of effect.

Summon Mephit[M]: This mephit can summon a standard level 2 mephit of the same variety, but with only a 50% chance of success. A summoned mephit appears within 15 ft and remains for 5 minutes before vanishing. Costs 2 vitality.

Mimic

This shapechanging creature can easily catch explorers unaware.

Background & Adventures

A mimic is a supernatural chameleon. Its natural shape is a malleable blob. It can assume the general shape of any object that fills roughly 125 cubic ft (a 5-ft cube), such as a massive chest, a stout bed, or an ample frame. Its body is hard and has a rough texture, no matter what appearance it might present. It cannot substantially alter its size, and it cannot slink under doors or through crevices. A mimic weights about 4,000 pounds.

Mimics are intelligent and often present themselves as convincing lures to entice prey toward them. When prey come close, the mimic then lashes out with a heavy pseudopod. A mimic does not necessarily fight to the death if it can succeed in extorting treasure or food. Because it moves slowly, it tends to place itself in areas that might take more than a moment to reach or exit.

Mimics reproduce by budding. After it feeds, it buds, and the number of buds depends on the size of its recent prey. A newling mimic can be captured and sold for 800 gp to be trained to guard a treasure room or such. Such mimics are reliable as long as they are fed.

There are many mimic subspecies. Some exude a sticky slime that adheres well to flesh. Others craft traps or lure prey with songs. A few elder mimics can do all of the above.

Mimic (lvl 4)

Mimics have the following statistics.

Type Aberration
Size Large
Alignment Usually neutral
DC 18

Senses Darkvision
Perception +5 ; Stealth +6
Languages Common and Undercommon
Initiative +1

Speed 10 ft
Attack d20+6 (+11 grapple)
Weapons Bite (1d4) or slam (2d6, 10-ft reach)
Damage +4

Armor Tough rubbery skin ; DR 4
Wounds 15
Vitality 31
Fortitude 18, Reflex 13, Will 14
Special Immune to poison and sleep magic

Q&D Damage +8 ; Vitality 23

Str 18, Con 16, Dex 12, Int 12, Wis 10, Cha 10
Prime Strength and Intelligence
Skills Acrobatics +6, Appraise +11, Athletics +14, Bluff +5, Craft +11, Disguise +10, Dungeoneering +10, Mechanics +11, Survival +5, Trick +6

FP 2 ; Deity Maiya or Maurob
Multiclassing Barbarian, rogue, sage or shifter
Treasure Items worth 400 gp scattered in its lair

Base Abilities

Mimics have the following abilities.

Bud Offspring: A mimic can quickly reproduce offspring after it feeds. The number of newling mimics equals 1 for each Large prey, 2 Medium prey, or 8 Small prey or 24 Tiny prey. Budding takes 1 minute. The newling is a level 2 Medium creature with the following adjustments: -14 vitality, -1 saves, -1 attacks, -1 DR, and only standard Grapple without the +5 bonus of Improved Grapple.

Improved Grapple: The mimic grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the mimic must expend a move action to maintain the grapple, and the foe can try to beat the mimic's Fortitude as a standard action to break the grapple. The mimic may block a grappled foe's mouth with 1 pseudopod to prevent speech.

Mimic Shape[M]: A mimic can assume the general shape of any object that fills roughly 125 cubic ft (a 5-ft cube), such as a massive chest, a stout bed, a bulky statue or an ample frame. The shape can stand alone or fit into something else and it may consist of multiple colors and patterns. However, a mimic cannot substantially alter its size. Anyone who moves adjacent to the mimic and examines it can detect the ruse with a successful Dungeoneering check opposed by the mimic's Disguise check.

Glue Mimic (lvl 6)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following additional abilities.

Adhesive: The mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. Grappled foes always fail to escape an ongoing grapple, and a weapon that strikes an adhesive-coated mimic is stuck fast, though a successful DC 20 Athletics check will pry off the weapon. Strong alcohol dissolves the adhesive. A mimic can dissolve its adhesive at will, and the substance breaks down 2 minutes after the creature dies. Costs 5 vitality.

Improved Bite: A glue mimic's bite inflicts 2d4 damage.

Skills Boost: Apply +5 bonus on Athletics and Dungeoneering checks in addition to a standard mimic's skill boosts.

Siren Mimic (lvl 6)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following additional abilities.

Captivating Song[M]: When the mimic sings, all animals and persons within 240 ft must resist using Will or be captivated. The mimic may sing this way for up to 10 minutes. A person who successfully resists cannot be affected again by the same mimic's song for 24 hours. A captivated victim walks toward the mimic, taking the most direct route available. If the path leads into a dangerous area (through flames, off a cliff, etc), then creatures have a 50% chance to be immediately free of the effect. Captivated persons can take no actions except to defend themselves. Thus, they cannot run away or attack. A victim within 5 ft of the mimic stands there and offers no resistance to the monster's attacks. The effect continues for as long as the mimic sings and for 1 round thereafter. Targets who are immune to charm are also immune to this ability. Costs 5 vitality.

Master Singer: Boost Literacy and Music checks by +10.

Rapid Silence[M]: When the mimic concentrates as a move action, it is surrounded by a 15-ft-radius sphere past which no sound may enter or escape. Costs 1 vitality per round.

Trapper Mimic (lvl 6)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following additional abilities.

Greater Trap: The mimic can make a single-use nonmagical trap such as a deadfall after 1 minute of work. The trap activates when a creature steps into a predesignated 5-ft space. The trap has Perception and Mechanics DCs of 15. When triggered, the trap either dazes the creature for 1d4+1 rounds, stuns it for 1 round, or inflicts 3d8 damage (the mimic's choice). Adjacent creatures must resist using Reflex or be similarly affected. The mimic can maintain a number of traps at once equal to 2x its level.

Magic Trap[M]: This improves Greater Trap, such that crafting a trap only requires a standard action and has a Mechanics and Perception DC of 20. Costs 5 vitality.

Minotaur

Minotaurs are brutish horned creatures with keen senses.

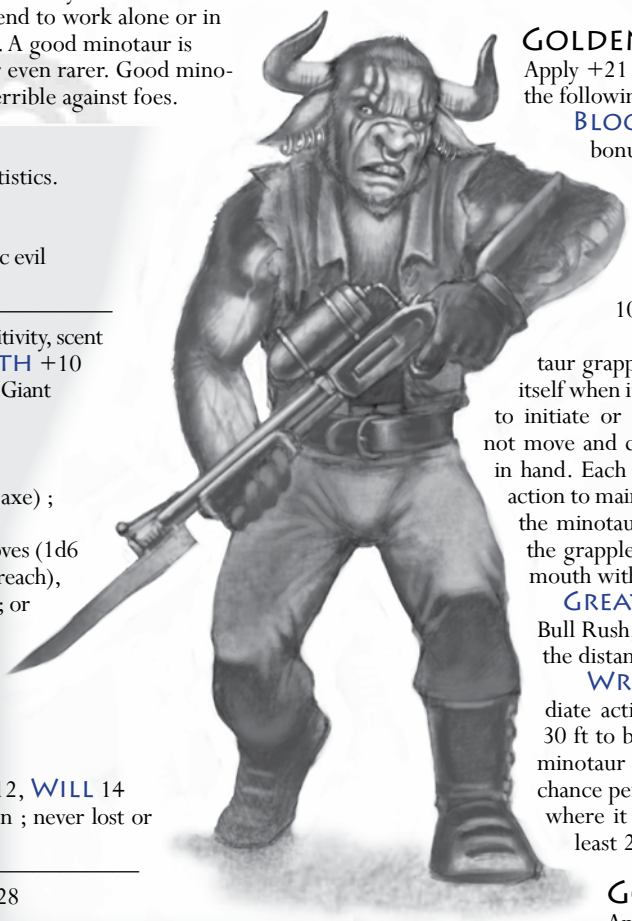
Appearance & Culture

Minotaurs stand 7 to 7 ½ ft tall and weigh 310 to 350 pounds. They have a bull's head with horns and the body of a muscular, hairy humanoid. They bellow when angry or confused.

Minotaurs are aggressive. They make excellent punishers on the front lines of battle. However, they are undisciplined and tend to ignore plans and orders. Despite their nature, a maiden (or lad) with a fair song may quiet their anger for a time.

Minotaurs are generally unpleasant. They bellow and strike first, then ask questions later. The smell of blood excites them, and they happily knock down anything in their way.

Minotaurs shun sunlight and tend to work alone or in pairs in dark, underground areas. A good minotaur is uncommon, an orderly minotaur even rarer. Good minotaurs are gentle with allies and terrible against foes.



Minotaur (lvl 5)

Minotaurs have the following statistics.

Type Mutant
Size Large
Alignment Usually chaotic evil
DC 18

Senses Darkvision, light sensitivity, scent
Perception +5 ; **Stealth** +10
Languages Common and Giant
Initiative +0

Speed 40 ft
Attack d20+8 (+10 battle axe) ; MA
Weapons Bite (2d6), 2 hooves (1d6 each), large battle axe (4d6, 10 ft reach), large gutter rifle (3d6, 60 ft range; or 1d6 by bayonet)
Damage +6

Armor Thick fur ; **DR** 3
Wounds 15
Vitality 38
Fortitude 20, **Reflex** 12, **Will** 14
Special Immune to confusion ; never lost or surprised

Q&D Damage +11 ; Vitality 28

Str 23, **Con** 17, **Dex** 10, **Int** 8, **Wis** 10, **Cha** 8
Prime Strength and Constitution
Skills Endurance +13, Insight +5, Intimidate +16, Literacy -6, Survival +5 (+10 when tracking)

FP 3 ; **Deity** Maurob or Lilith
Multiclassing Barbarian, blackguard, monk, or shifter
Treasure Battle axe and other items worth 500 gp on itself

Base Abilities

All minotaurs have the following abilities.

Bull Rush: A minotaur can shove an adjacent target. If it beats the target's Fortitude, the target is pushed back 1d4 x 5 ft. The minotaur must move at least 10 ft just prior to using this ability.

Confusion Immunity: Minotaurs are immune to Confusion, Lesser Confusion, Insanity, Maze, Wrong Turns, and similar magical effects that cause disorientation. Also, minotaurs never become lost when traveling.

Firearms Proficiency: A minotaur knows firearms.

Gore: A minotaur uses his horns to gore an adjacent target for 2d6 damage if it beat's the foe's Reflex.

Light Sensitivity: Minotaurs are dazzled in sunlight or within the area of Daylight or a similar spell. A dazzled creature takes a –2 penalty on attack rolls and Perception checks.

Redouble: Twice daily, the minotaur may recover 4d6 vitality after 1 minute of rest.

Scent: Detect creatures within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range is 15 ft.

Unsurprised: A minotaur is never surprised.

Weakness For Music: Apply a -2 penalty on saves to resist musical attacks and effects such as a bard's lullaby.

Weapon Training: Minotaurs are proficient with axes.

Golden Minotaur (lvl 8)

Apply +21 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Bloodied Fury: Once daily, apply a +10 bonus to damage rolls for 5 minutes after the first time the minotaur suffers wound damage in combat.

Charge: As a swift action, apply +5 damage to the minotaur's next melee attack. The minotaur must move at least 10 ft just prior to using this ability.

Improved Grapple: The minotaur grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the minotaur must expend a move action to maintain the grapple, and the foe can try to beat the minotaur's Fortitude as a standard action to break the grapple. The minotaur may block a grappled foe's mouth with 1 hand to prevent speech.

Greater Bull Rush: This ability improves Bull Rush, such damage equals 2d6 + 1 per level and the distance knocked back is 1d6 x 5 ft.

Wrong Turns[M]: Once daily as an immediate action, a minotaur may cause all foes within 30 ft to be somewhat confused for 5 minutes. If the minotaur beats a foe's Will, that foe suffers a 25% chance per round of moving in a direction other than where it believes it's moving, provided it moves at least 20 ft.

Gorgon Minotaur (lvl 9)

Apply +21 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Petrification Immunity: A gorgon minotaur cannot be petrified by any means.

Petrifying Breath[M]: All creatures within 30 ft must resist using Will or begin turning into stone. Each round, a creature has a 25% chance to end the effect. On the first failed try, it is limited to a single move or standard action. On the second failed try, it cannot act but it can still defend itself. On the third failed try it turns to stone. Three successful tries ends the magic for that creature. Dispel Magic halts the progress, but only Remove Curse, Miracle or Wish reverses the final effect. The gorgon minotaur may reverse the effect at any time. Costs 5 vitality.

Poison Bite: As a move action, the minotaur coats its bite and battle axe with poison. The next creature struck by the bite or axe immediately suffers 1d10 vile wound damage with a 50% chance to suffer an additional 1d10 vile wound damage 5 minutes later. The poison has 1 use and dissipates after 5 minutes in any event. Costs 5 vitality.

Wounding Axe: Add +1d4 wound damage to each ax attack.

Misanthrope

These aberrant humanoids lurk among mortals for nefarious ends.

Appearance & Culture

A misanthrope is a hybrid of a human and an illithrix. It stands 6 ft tall and its human-like head sports a noticeably embiggened cranium. Its skin is grayish-white, with twisted glistening features. It wears humanoid clothing that is neat and well-kept, belying its fastidious mentality and memories of its human life.

Misanthropes are notoriously hard to detect. Though quiet and drawn to lurk in shadows, they are not invisible per se. Rather, a misanthrope exudes a subtle psychic aura that causes people to forget they saw the misanthrope. All but the most experienced persons who look away forget its existence. This aura allows misanthropes to infiltrate settlements for long periods to observe, take prisoners, and so forth. That said, misanthropes hate human society and only lurk amongst humans at the behest of their illithrix masters.

Like their illithrix masters, misanthropes do not subsist on normal food and drink. However, they do not consume brains either. Instead, they gain sustenance from the psychic energy of people. Where misanthropes lurk, townsfolk often fall unconscious or drop dead for little reason. And though a misanthrope has a mouth, it will starve without psychic nourishment. Thus, a misanthrope is by its nature a creature that brings suffering and death.

Misanthropes lack sex organs and can transform a captured person into its own kind after a gruesome surgery. After the transformation, the person is still recognized as himself on a successful DC 18 Perception check. Misanthropes have an unnatural interest in biological functions and often explore the medicant class.

Misanthrope (lvl 5)

Misanthropes have the following statistics.

Type Aberration
Size Medium
Alignment Usually lawful evil
DC 20

Senses Darkvision
Perception +12 ; **Stealth** +12
Languages Common, Aquan, Undercommon and 1 other language of their choice, typically as possessed in mortal life
Initiative +2

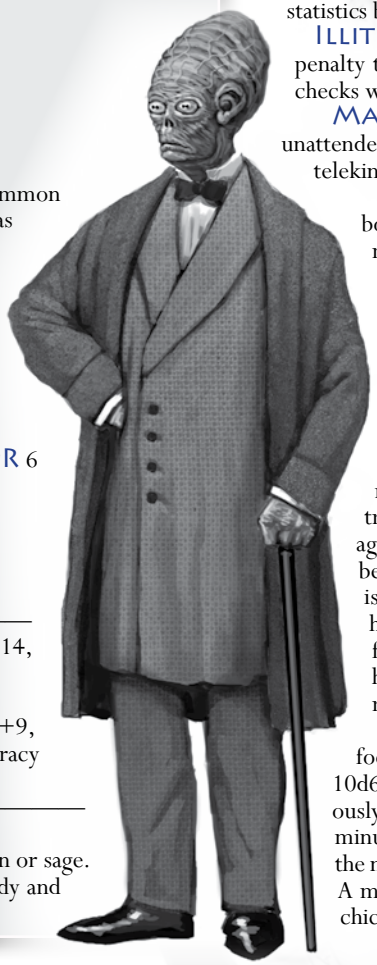
Speed 30 ft
Attack d20+6
Weapons Slam (1d6)
Damage +1

Armor Psychic shield over thick skin ; **DR** 6
Wounds 7
Vitality 36
Fortitude 13, **Reflex** 16, **Will** 21

Q&D Damage +6 ; Vitality 26

Str 12, **Con** 12, **Dex** 14, **Int** 18, **Wis** 14, **Cha** 8
Prime Intelligence and Wisdom
Skills Arcana +14, Bluff +4, Disguise +9, Heal +12, History +14, Insight +12, Literacy +14, Mechanics +4, Technics +11, Trick +7

FP 3 ; **Deity** Ymuri
Multiclassing Medicant, monk, psion or sage.
Treasure Items worth 500 gp on its body and in its lair



Base Abilities

Misanthropes have the following abilities.

Amnesiac Aura[M]: As an immediate action, a misanthrope can radiate a confusing psychic aura that lasts 1 round. While the aura is active, any living person within 500 ft who fails to have the misanthrope in his line of sight immediately forgets the misanthrope's existence. A person may resist using Will only if he has 5 or more levels than the misanthrope. The amnesia is permanent, and if the person happens to encounter the misanthrope again, he will believe it is a first encounter. An affected person cannot target or otherwise take actions that concern the misanthrope. Costs 5 vitality.

Detect Aberrations[M]: The misanthrope detects the presence or absence of aberration type creatures within a 15-ft cone. After a second round of concentrating in the same area, the misanthrope learns what kind of aberrations are present.

Detect Thoughts[M]: The misanthrope notes the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, it learns the number of thinking minds and the Intelligence of each one. After concentrating for a third round, it can "hear" the current surface thoughts of 1 creature of its choice within range for 2 minutes if it beats the target's Will. Costs 2 vitality.

Dimension Step[M]: The misanthrope vanishes and reappears up to 30 ft away in an open space of its choice within line of sight. After it arrives, it is dazed for the rest of its turn. It can take gear weighing up to 250 pounds. Costs 2 vitality.

Disguise Self[M]: The misanthrope's surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant it a +10 bonus on Disguise checks for 1 hour. It can grow or shrink 1 ft and modify its Comeliness by +/- 5 points. Costs 1 vitality.

Electrotech: A misanthrope is familiar with invisible mundane forces of nature. It can make checks using the Technics skill and enjoys a +2 bonus on Mechanics and Technics checks (already in the statistics block). See RPG, page 172 for details.

Illithrix Obedience[M]: A misanthrope suffers a -20 penalty to oppose Intimidate checks, and a -10 penalty on Will checks when targeted by an illithrix (page 100).

Mage Hand[M]: The misanthrope can telekinesis a single unattended object weighing up to 5 pounds and within 30 ft. It can telekinesis the object up to 10 ft.

Mindlink[M]: The misanthrope forms a telepathic bond for 5 minutes with a sentient ally within 30 ft. Communicating is as natural and quick as normal speech. Once the bond is formed, it works over any distance. The misanthrope can maintain only 1 bond at a time.

Misanthropic Transformation[M]: A misanthrope can transform a helpless or willing human with a 13+ Intelligence into a misanthrope after a 1-hour surgical operation that requires a DC 17 Heal check and 1d4 wound points worth of the misanthrope's own brain fluids. A failed Heal check means the target suffers 3d6 wound damage and no transformation occurs, through the misanthrope may try again. A transformed human loses his normal statistics and becomes a misanthrope in all ways. However, if the target is 6th level or higher, he retains the difference in levels in his former class. A misanthrope recalls most details of its former life (70% + 1% chance per level) though it now hates its former allies and loved ones. Miracle or Wish reverses the effect.

Psychic Feeding[M]: An adjacent sentient living foe suffers 1d6 psychic damage per 2 levels (maximum 10d6), or ½ that amount when Reflex resists. Simultaneously, the misanthrope gains temporary wound points for 5 minutes equal to the damage dealt. Such feeding also negates the need for normal food and water sustenance for 24 hours. A misanthrope cannot benefit from more than a single psychic feeding at a time. Costs 5 vitality.

Mivix

These semi-sentient blood-soaked clouds drain the living.

Appearance & Culture

This frightening fog resides wherever mundane fogs or mists occur, such as fens, swamps, and similar moist areas. Often, a mivix nests in graveyards, battlefields or other sites of great death. Although not social, mivixes sometimes roam in small gangs.

A mivix is somewhat timid, avoids sunlight, and tends to seek prey only when fog naturally rolls in, making it hard to detect or fight. One tell-tale sign is its natural crimson color and, if it has recently fed, the presence of bloody rain drops hanging in the fogged air.

A mivix's appearance varies based on its most recent victim. Its amorphous body forms a rough humanoid outline if it fed on a person. Or it might look like an animal or other creature it recently tasted. With a humanoid shape, they are often mistaken for vampires.

Little is known of a mivix's origins. Sages believe they spawn when fog, magic, evil, and death commingle in the same place, such as after a deadly battle, where a powerful creature left a quest unfulfilled.

Mivix (lvl 4)

Mivixes have the following statistics.

Type Undead
Size Medium
Alignment Any evil
DC 18

Senses Darkvision, sense blood
Perception +6 ; **Stealth** +18
Languages Common, Auran, and Undercommon
Initiative +9

Speed 5 ft ; **Fly** 30 ft
Attack d20+7
Weapons Slam (1 wound point + bleed)
Damage -5

Armor Amorphous body ; **DR** 3
Wounds 5
Vitality 17
Fortitude 15, **Reflex** 18, **Will** 15
Special Undead Traits

Q&D Damage -1 ; Vitality 23

Str 1, **Con** 16, **Dex** 19, **Int** 12, **Wis** 13, **Cha** 5
Prime Constitution and Dexterity
Skills Acrobatics +11 (+19 flying), Arcana +6, Endurance +8, Religion +6

FP 2 ; **Deity** Any evil deity
Multiclassing Medicant, necromancer, sage or warlock
Treasure Items worth 200 gp in its lair

Base Abilities

Mivixes have the following abilities.

Bleed: Whenever a mivix strikes a living creature and causes wound damage, the creature continues to bleed and lose 1 wound point per round until magical healing or a DC 15 Heal check is applied.

Fog[M]: A misty vapor rises from the ground in a 15-ft radius sphere around a point within 90 ft of the mivix. The vapor obscures all sight including darkvision beyond 5 ft. Creatures more than 5 ft from each other have concealment (50% miss chance). The fog is unnatural and resists normal wind, though Gust of Wind disperses it immediately. This ability does not work underwater. Costs 2 vitality.

Greater Gaseous Form[M]: As a move action, the mivix becomes a dark insubstantial gas and wafts slowly for 1 hour. In this form, it has a 10 ft fly speed, can only take move actions, perceives as normal, has DR 10, enjoys a +5 bonus on Stealth checks, and enjoys immunity to all ailments. It can pass through cracks but cannot enter liquids. The Gust of Wind ability affects it normally. Costs 2 vitality.

Illusionist[M]: The mivix conjures 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

Sense Warm Blood: A mivix immediately senses the presence of living creatures in a 60-ft radius as if by scent. Moreover, it can detect exposed warm blood within a mile.

Taint Aura[M]: As a swift action, an adjacent living creature must resist using Will or gain 1 point of taint. When a creature's taint exceeds its Wisdom score, its goes insane.

Undead Traits: A mivix is immune to all ailments including disease and poison. It need not breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It regains wound points from necrotic energy, regains no wound points from rest, and is harmed by holy and cure energy on a point-for-point basis. It is immortal and cannot be raised from death if slain.

Vampiric Touch[M]: An adjacent living creature suffers 1d6 necrotic damage per 2 levels (max 10d6), or ½ damage when Reflex resists. Simultaneously, the mivix gains temporary wound points for 5 minutes equal to the damage dealt. The mivix can benefit from only 1 use of this ability at a time.

Mivix Inquisitor (lvl 6)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Fast Flyer: Boost the mivix's fly speed by +20 ft.

Intense Pain[M]: An adjacent living creature suffers 4d6 pain damage (no save) and is stunned for 1 round if it fails to resist using Will. Costs 5 vitality.

Pain Touch[M]: An adjacent living creature suffers 1d4 pain damage per 2 levels (max 5d4). Moreover, if its Will fails, it is dazed for 1 round. The mivix's touch leaves no markings. Costs 1 vitality.

Track: Apply a +5 bonus on Survival checks, or +10 when tracking in natural environments.

Mivix Necromancer (lvl 6)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Animate Dead[M]: A mivix necromancer can create skeletons (pg 143) or zombies (pg 173) from humanoid corpses within 60 ft. It can animate a number of levels of undead up to 2x its level, and it can maintain a number of levels at once equal to 4x its level. The undead obey its mental commands and remain for 1 hour per level before turning to dust. Costs 2 vitality.

Fast Flyer: Boost the mivix's fly speed by +20 ft.

Speak With Dead[M]: After a 10-minute rite, the mivix necromancer can ask 1 question per 2 levels over the course of 5 minutes from a corpse that it touches. The corpse only knows what the creature did in life, including languages it spoke. If the creature was good, it can resist using Will. The corpse must be mostly intact and have a larynx. The mivix can use this ability up to once weekly on the same corpse. Costs 2 vitality.

Mivix Warlock (lvl 6)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Blink[M]: As a move action, the mivix warlock briefly vanishes and then reappears up to 15 ft away in an empty space of its choice. Costs 2 vitality.

Fast Flyer: Boost the mivix's fly speed by +20 ft.

Stunning Screech[M]: The mivix warlock's screech stuns all nonevil creatures within 30 ft for 1 round, or dazes them if Will resists. Creatures that cannot hear are unaffected. Costs 5 vitality.

Moa

Moas are terrible giant flightless birds that enjoy fresh meat.

Appearance & Culture

Moas are carnivorous flightless birds. They stand 10 to 12 ft tall with neck outstretched and weigh about 500 pounds. The females are taller and heavier than the males. Both reach adulthood at 10 years. Females hunt during daytime or at night while males tend to the nest, which hosts 5 to 7 eggs. A moa will fight to the death to protect its eggs but otherwise will retreat (and try again 10 to 60 minutes later) if a foe proves too aggressive.

Although moas usually prefer warm arid climates such as plains or light forests, they are found in all locales such as jungles, beaches, and rugged mountains. They tend to roam in large packs in open areas like plains and wander 1 or 2 at a time in rugged areas such as caves and mountains.

Sages describe fiendish moas called achaierai. These massive, four-legged, 15-ft tall moas are avian warriors of the war god, Phane. They speak infernal and weigh 750 pounds. Among these sentient monsters, some become hellmount moas.

Some religious sects adopt moas as hatchlings and through the power of divine coercion, imbue the birds with their god's power. These moas act as druids or invokers and, though no less stupid than their mundane cousins, may be worshiped by ignorant tribes as demigods in their own right. The feathers of these magical moa are known to act as potent shamanic implements.

Moa (lvl 2)

Moas have the following statistics.

Type Animal
Size Large
Alignment Neutral
DC 14

Senses Low-light vision
Perception +11 ; **Stealth** +1
Languages None
Initiative +1

Speed 50 ft
Attack d20+4 (bite +6)
Weapons 2 claws (each 2d6, 10-ft reach) or bite (4d6, 10 ft reach)
Damage +3

Armor Thick feathery hide ; **DR** 3
Wounds 13
Vitality 16
Fortitude 16, **Reflex** 14, **Will** 12
Special Dodge

Q&D Damage +5 ; Vitality 12

Str 16, **Con** 14, **Dex** 12, **Int** 6, **Wis** 12, **Cha** 8
Prime Strength and Constitution
Skills Acrobatics +7, Athletics +13, Endurance +12, Survival +6

FP 1 ; **Deity** Corvis, Greenwyrm or Lilith
Multiclassing Barbarian, druid, invoker or warlock
Treasure Items worth 200 gp scattered in its nest

Base Abilities

All moas have the following abilities.

Bull Rush: The moa shoves an adjacent target. If the moa beats its foe's Fortitude, the foe is pushed back 1d4 x 5 ft. The moa must move at least 10 ft just prior to using this ability.

Dodge: As an immediate action, the moa chooses to ignore 1 impending melee weapon attack before it knows whether the attack hits. Costs 2 vitality.

Fearful Squawk: All living creatures in a 30-ft cone are shaken for 5 minutes or 1 round if Will resists. Foes that are 5+ levels below the moa's level are frightened instead, fleeing as best they can or cowering if they cannot flee.

Spring Attack: When attacking with its bite or claws, a moa can move both before and after it attacks provided its total distance moved is not greater than its speed. The moa cannot do this if it is wearing heavy armor. Requires Dodge or Evasion.

Berserker Moa (lvl 4)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Dazing Blow: As a swift action when making a melee attack while using the Rage ability, the berserker moa's target must resist using Fortitude or be dazed for 1 round in addition to any damage the moa inflicts. Costs 2 vitality.

Diehard: When a berserker moa falls below 0 wounds, it is not unconscious. Instead is it conscious and can continue to take a single move or standard action each round until it reaches -10 hit points, at which time it dies.

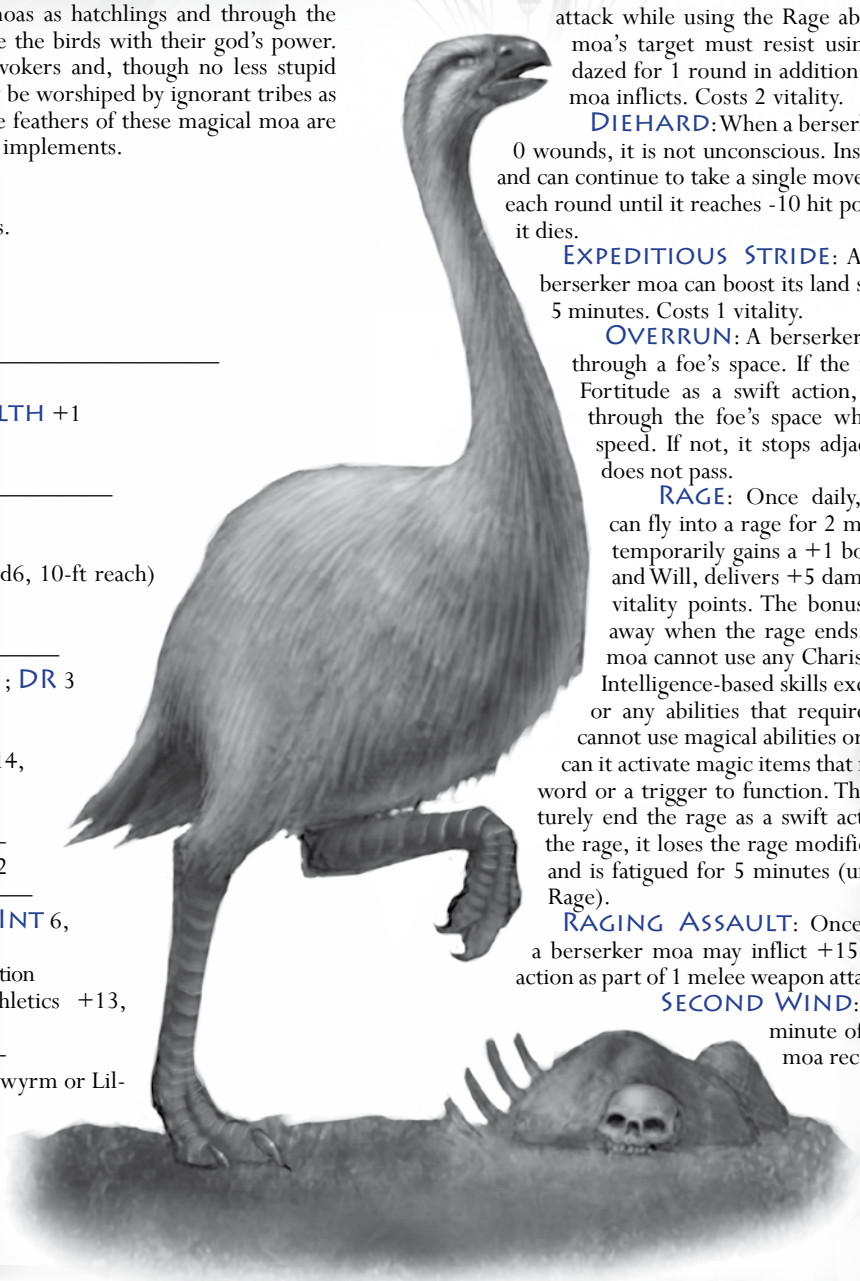
Expeditious Stride: As a swift action, a berserker moa can boost its land speed by +30 ft for 5 minutes. Costs 1 vitality.

Overrun: A berserker moa easily pushes through a foe's space. If the moa beats its foe's Fortitude as a swift action, it can freely pass through the foe's space while maintaining its speed. If not, it stops adjacent to its foe and does not pass.

Rage: Once daily, a berserker moa can fly into a rage for 2 minutes. In a rage, it temporarily gains a +1 bonus on attack rolls and Will, delivers +5 damage, and enjoys +5 vitality points. The bonus vitality points go away when the rage ends. While raging, the moa cannot use any Charisma-, Dexterity- or Intelligence-based skills except for Acrobatics, or any abilities that require concentration. It cannot use magical abilities or craft abilities. Nor can it activate magic items that require a command word or a trigger to function. The moa may prematurely end the rage as a swift action. At the end of the rage, it loses the rage modifiers and restrictions and is fatigued for 5 minutes (unless it has Tireless Rage).

Raging Assault: Once per use of Rage, a berserker moa may inflict +15 damage as a swift action as part of 1 melee weapon attack. Costs 5 vitality.

Second Wind: Once daily after 1 minute of rest the berserker moa recovers 4d6 vitality.



Magebred Moa (lvl 4)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Battle Training: A magebred moa enjoys a +5 bonus on Intimidate and Acrobatics checks.

Fast Swimmer: Boost Athletics checks by +5. Also, when swimming, the moa moves at its normal speed (rather than ½ speed) and it is not defenseless.

Fear Immunity: A magebred moa is immune to fear.

High Endurance: Boost Endurance checks by +5. Also, a magebred moa enjoys a +5 bonus to resist abilities that cause fatigue or exhaustion, and it can sleep in armor or while carrying gear without experiencing fatigue the next day.

Improved Carry Capacity: A magebred moa can carry 250 pounds, or 1 Medium or 2 Small creatures, in addition to any other weight normally allowed, and not be overloaded, and can drag up to 1,250 pounds or support +8 encumbrance slots. This bonus is equivalent to a donkey.

Sprint: A magebred moa can move 10x its normal speed. Each round costs 2 vitality.

Track: Boost Survival checks by +5, or by +10 when tracking in natural envirnments.

Cave Moa (lvl 5)

Apply +21 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Darkvision: A cave moa can see in darkness as easily as in daylight, though vision is black and white only.

Fast Climber: Boost Athletics checks by +5. Also, when climbing, a cave moa moves at its normal speed (rather than ½ speed) and it is not defenseless.

Improved Grapple: The cave moa grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the moa must expend a move action to maintain the grapple, and the foe can try to beat the moa's Fortitude as a standard action to break the grapple. The moa may block a grappled foe's mouth with 1 claw or wing to prevent speech.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a Daylight spell) blinds a cave moa for 1 round and leaves it dazzled as long as it remains in the lit area. A dazzled moa suffers a -1 penalty on dice rolls and saves.

Rend: When a cave moa hits with both claws, it rends a foe for +4d6 damage. If a creature is reduced to below 0 vitality by this attack, then it loses a limb (roll 1d4: 1=left leg, 2=right leg, 3=left arm, 4=right arm). If rending causes a creature to die, then the moa has removed the creature's head. A creature that loses a limb automatically fails to stabilize until it receives cure magic or a DC 15 Heal check.

See Invisibility: As a standard action, a cave moa clearly notices for 1 round any invisible or incorporeal creatures within 30 ft. This is a nonmagical ability that relies on highly acute senses.

Wilding: An adjacent foe suffers 1d6 damage per 2 levels (no save). Typically, this inflicts 3d6 damage. Costs 2 vitality.

Wounding Strike: Up to once per round when the moa successfully strikes a foe using its bite or claws, it may apply +1d3 wound damage in addition to other damage dealt. Costs 2 vitality.

Achaierai (lvl 7)

Achaierais have the following statistics.

Type Fiend
Size Large
Alignment Lawful evil, neutral evil or lawful neutral
DC 24

Senses Low-light vision, nethersight
Perception +11 ; **Stealth** +1
Languages Common, Abyssal, and Infernal
Initiative +1

Speed 50 ft
Attack d20+7 (bite +9)
Weapons 4 Claws (each 2d6, 10-ft reach), bite (4d6, 10-ft reach)
Damage +4

Armor Thick feathery hide ; **DR** 5 (10 vs fire)
Wounds 15
Vitality 51
Fortitude 17, **Reflex** 16, **Will** 15
Special Dodge, Magic Resistance

Q&D Damage +11 ; Vitality 37

Str 18, **Con** 14, **Dex** 12, **Int** 10, **Wis** 12, **Cha** 14
Prime Strength and Constitution
Skills Acrobatics +7, Athletics +14, Endurance +12, Intimidate +14, Survival +6, Warcraft +5

FP 4 ; **Deity** Asmodius, Lilith or Phane
Multiclassing Barbarian, druid, warlock or witch
Treasure Items worth 700 gp scattered in its nest

Base Abilities

Achaierais have standard moa abilities plus the following additional abilities.

Black Cloud: An achaierai can release a toxic, choking black cloud. Living nonfiendish creatures within 15 ft suffer 2d6 vile wound damage and must resist using Fortitude or be confused for 5 minutes (50% chance each round to terminate the effect). To resolve a confused creature's actions on its turn, roll 1d10 to determine the result: 1) attack allies, 2) act normally, 3-5) do nothing, 6-7) flee the scene at top speed, or 8-0) attack the nearest creature. Costs 5 vitality.

Magic Resistance: An achaierai enjoys a +5 bonus on saves to resist magic abilities (already in the statistics block). Also, when an achaierai is targeted by a magic ability that does not allow a save, its foe must beat its Fortitude anyway, and if the achaierai successfully resists then the magic has no effect.

Profane Lore: An achaierai enjoys a +5 bonus to Arcana, Bluff, History, Insight, and Perception checks when dealing with fiends or recalling lore about fiends. Also, it speaks Abyssal and Infernal and has a permanent fiendish sigil on its body that betrays its allegiance.

Rider's Brand: The achaierai sports a brand that indicates its specific owner (rider), which is typically a devil or similar fiend.

Hellmount Achaierai (lvl 9)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, the abilities of the standard achaierai, plus the following abilities.

Battle Training: A hellknight achaierai enjoys a +5 bonus on Intimidate and Acrobatics checks.

Diehard: When the hellknight achaierai falls below 0 wound points, it is not unconscious. Instead is it conscious and can continue to take a single move or standard action each round until it reaches -10 hit points, at which time it dies.

Fear Immunity: A hellknight achaierai is immune to fear.

See Invisibility: As a standard action, the achaierai clearly notices for 1 round any invisible or incorporeal creatures within 30 ft. This is a nonmagical ability that relies on highly acute senses.

Wilding: An adjacent foe suffers 1d6 damage per 2 levels (no save). Typically, this inflicts 4d6 damage. Costs 2 vitality.

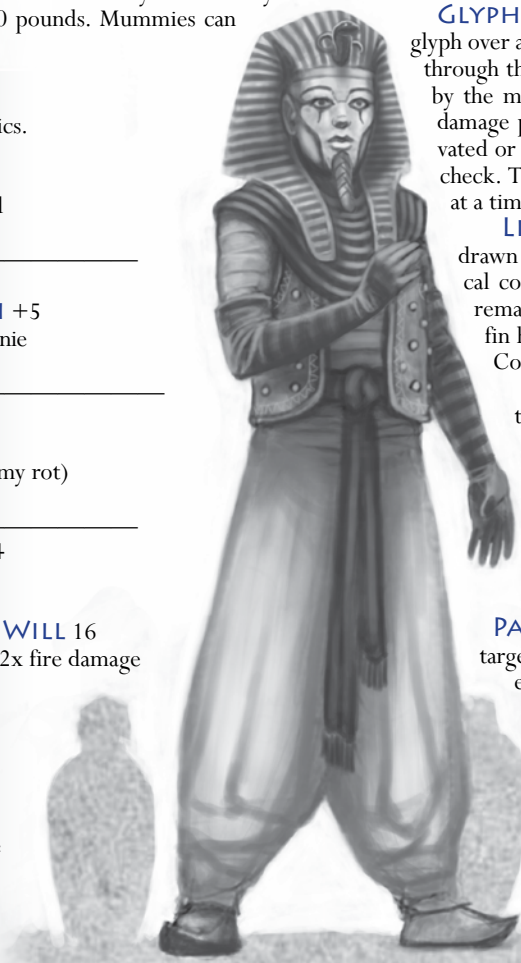
Wounding Strike: Up to once per round when the hellknight achaierai successfully strikes a foe using its bite or claws, it may apply +1d3 wound damage in addition to other damage dealt. Costs 2 vitality.

Mummy

Mummies are undead that protect treasures and tombs.

Appearance & Culture

Mummies are preserved corpses animated through the auspices of dark gods or due to anger at the desecration of their burial place. Often, they are wrapped in herb-infused bandages and their innards including their brain have been removed. They are usually medium sized and weigh about 120 pounds. Mummies can speak, but seldom bother to do so.



Mummy (lvl 5)

Mummies have the following statistics.

Type Undead
Size Medium
Alignment Always lawful evil
DC 20

Senses Darkvision
Perception +7 ; Stealth +5
Languages Common and Genie
Initiative +0

Speed 20 ft
Attack d20+11
Weapons Slam (3d6 + mummy rot)
Damage +7

Armor Vile wrappings ; DR 4
Wounds 15
Vitality 35
Fortitude 21, Reflex 12, Will 16
Special Undead Traits ; suffer 2x fire damage

Q&D Damage +12 ; Vitality 25

Str 25, Con 10, Dex 10, Int 6, Wis 14, Cha 15
Prime Strength and Charisma
Skills Appraise +3, Endurance +5, Intimidate +17, Nobility +12, Religion +7

FP 3 ; Deity Asmodius, Nefriti or Thulzuur
Multiclassing Invoker, marshal, necromancer, or warlock
Treasure Items worth 1,000 gp in its burial shroud

Base Abilities

All mummies have the following abilities.

Despair[M]: At the mere sight of a mummy, a person must resist using Will or be paralyzed with fear for 1d4 rounds. A person cannot be affected again by the same mummy's despair for 24 hours.

Doom Scarabs[M]: A mummy can exhale a cloud of ghostly grave beetles. Living foes within a 30-ft cone suffer 1d6 damage per 2 levels and the mummy heals 1d4 wound points. Costs 2 vitality.

Mummy Rot[M]: One adjacent foe acquires the mummy rot curse. After 1 minute, its vitality points drop to 0. After 1 hour, its wound points drop to 0. After 24 hours, it dies and its body turns to sand and dust that blows away in the wind. Remove Curse halts the rot. Costs 5 vitality.

Taint Aura[M]: As a swift action, adjacent living creatures must resist using Will or gain 1 point of taint. When a creature's taint score exceeds its Wisdom score, its goes insane.

Undead Traits: A mummy is immune to all ailments including disease and poison. It need not breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It regains wound points from necrotic energy, regains no wound points from rest, and is harmed by holy and cure energy on a point-for-point basis. It is immortal and cannot be raised from death if slain.

Mummy King (lvl 9)

Apply +28 vitality, +2 saves, +2 attacks, +2 DR, +4 Intelligence, and the following abilities.

Glyphs of Warding[M]: A mummy king can conjure a glyph over a doorway or similar portal. Any creature that passes through the portal that does not utter the password (selected by the mummy when conjuring the glyph) suffers 1d6 fire damage per 2 levels. The glyph lasts 24 hours or until activated or dispelled. Noticing the glyph is a DC 30 Perception check. The mummy king can maintain up to 1 glyph per level at a time. Creating a glyph costs 2 vitality.

Living Burial[M]: A targeted foe within 90 ft is drawn 30 ft down into solid earth into a conjured magical coffin if the mummy beats the foe's Will. The target remains there for 1 day per level or until freed. The coffin holds 1 day of air, and has DR 10 and 30 hit points. Costs 5 vitality.

Locate Object[M]: The mummy king learns the distance and direction to locate a specific familiar object or type of object within 500 ft (if such object is present). Costs 2 vitality.

Locate Person[M]: A mummy king can concentrate for 1 minute to locate a specific familiar creature or type of creature within 500 ft. If the creature is present, the mummy king learns its distance and direction. Costs 5 vitality.

Parching Desert Wind[M]: A mummy king can target up to 1 20-ft-cube area per level within 500 ft and extinguish all nonmagical fires in the area. Alternatively, it can extinguish 1 magical fire effect (such as a Wall of Fire) within 90 ft for 5 minutes, or it can target a single creature within 90 ft for 1d6 vile damage per level (half if Fortitude resists).

Dreamwalker Mummy (lvl 13)

Apply +56 vitality, +4 saves, +4 attacks, +4 DR, the mummy king's abilities, and the following additional abilities.

Create Mummy[C]: A dreamwalker mummy can create a standard mummy from a corpse. The process takes 1 hour at night and requires a 250 gp be placed within the corpse. This ability grants no special control over the newly minded mummy. Costs 5 vitality.

Etheric Senses: This mummy is quiet, hard to spot, and observant. It enjoys a +5 bonus on Perception and Stealth checks.

Incorporeal Traits[M]: This mummy is naturally incorporeal. Mundane attacks against incorporeal creatures have a 90% miss chance and magic attacks have a 50% miss chance. Incorporeal creatures cannot handle solid objects, can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks, and must materialize to make attack rolls. Materializing and dematerializing are swift actions that cost 5 vitality each.

Lore: Boost Appraise, Arcana, History, and Nobility checks by +5.

Mage Hand[M]: A dreamwalker mummy can telekinesis a single unattended object weighing up to 5 pounds and within 30 ft. It can telekinesis the object up to 10 ft.

Magic Resistance: A dreamwalker mummy enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, its foe must beat its Fortitude anyway, and if it successfully resists then the magic has no effect.

Munchkin

These fat, irascible mutants enjoy playing games and tricks.

Appearance & Culture

Munchkins are small, highly intelligent savage humanoids that enjoy playing pranks, tricks, and games of chance and choice, including "playing pretend", which involves acting as various persons and creatures from adventurers to dragons and zombies. Thusly, encounters with munchkins can be highly confusing.

Munchkins are familiar with the rules of many games, including crafty loopholes and stealthy methods of outright cheating. Munchkins sometimes craft their own props. When they can't get what they want—or what they want soon enough—or when reality becomes too unpleasant, they draw upon their most fearsome power, granting wishes. Thus by magical words, fantasy becomes reality.

Sages suspect that munchkins are cursed relatives of gnomes or perhaps the direct prodigy of the deity Rorax, Merchant of Nonesuch. Legends say that when Rorax's imaginary twin tried to steal the secret of wish-making from the goddess Maiya, she shattered the twin into a thousand pieces. Each piece sprouted into a munchkin.

Munchkins, male or female, do not reproduce in a typical manner. Instead, a clutch of them sprouts from a specially prepared cluster of mushrooms. A wish is then needed to evoke the process.

Although highly intelligent, munchkins cannot coexist with people in civilized society or work toward useful ends. Instead, they neglect bodily needs in favor of play, and their minds quickly stray to nonsense over practical endeavors. Beware hungry munchkins, who will seek trade all sorts of things, including what does not belong to them, to gain a few sweet foodstuffs for the day.

Powerful munchkins, called rouses and gygaxes, can conjure traps, creatures, weather or illusions thereof to mislead the unwary.

Munchkin (lvl 2)

Munchkins have the following statistics.

Type Mutant
Size Small
Alignment Chaotic neutral, lawful neutral or neutral evil
DC 14

Senses Low-light vision
Perception +4 ; **Stealth** +14
Languages Arcanum, Common and Munchkin
Initiative +2

Speed 20 ft
Attack d20+4
Weapons Bite (1d3)
Damage +0

Armor Thick skin and rags ; **DR** 1
Wounds 5
Vitality 15
Fortitude 17, **Reflex** 21, **Will** 17

Q&D Damage +2 ; Vitality 11

Str 10, **Con** 12, **Dex** 14, **Int** 16, **Wis** 8, **Cha** 6
Prime Dexterity and Intelligence
Skills Appraise +13, Arcana +13, Bluff +3, Craft +13, Disguise +3, Dungeoneering +13, Literacy +13, Mechanics +12, Nature +13, Trick +17, Warcraft +12.

FP 1 ; **Deity** Rorax.
Multiclassing Artificer, mageblade, rogue or wizard
Treasure Items worth 50 gp in its tree hollow

Base Abilities

All munchkins have the following abilities.

Blink[M]: As a move action the munchkin briefly vanishes and then reappears up to 15 ft away in a spot of its choice. Costs 2 vitality.

Wish[M]: Once daily, a munchkin can verbalize a desire and duplicate the effect of any 1 advanced ability, any 2 intermediate abilities, any 4 basic abilities (this includes core abilities) or the Raise Dead spell. It can duplicate the effects of classes, deities, and/or monsters. It can gain gear or property worth up to 5,000 gp but permanently lose 5 vitality when doing so. The chance of success equals 70% + 1% per level. Alternatively, it can roll against 70% + a Literacy check. Using a wish is taxing. The munchkin is fatigued after making a wish. Requires Words of Magic.

Words of Magic[M]: A munchkin can speak and understand Arcanum, a purely magical cant that is only understood by others who know it. No other magic comprehends it.

Rouse Munchkin (lvl 8)

This munchkin often acts as a "game master". Apply +42 vitality, +3 saves, +3 attacks, +3 DR, and the following abilities.

Actor: Boost Bluff and Disguise checks by +5.

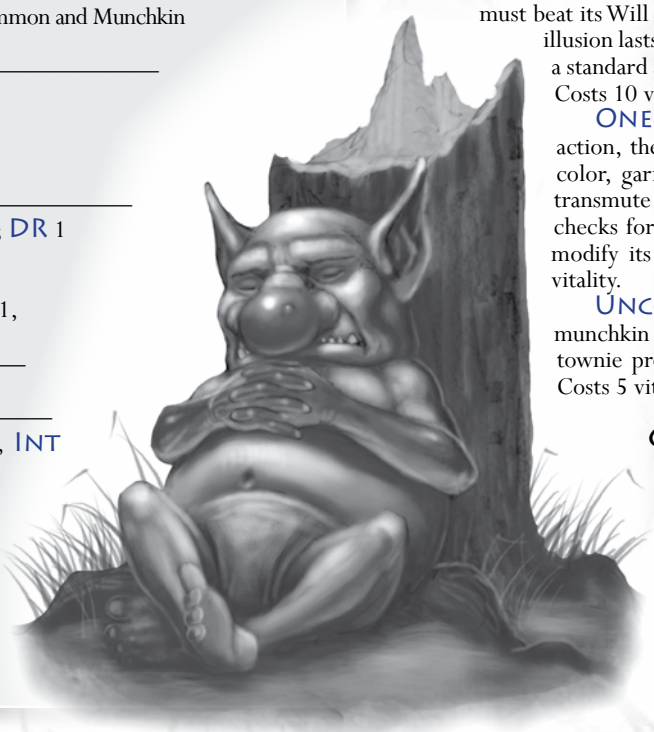
Baleful Polymorph[M]: A target within 30 ft turns into a harmless Tiny animal. It uses the animal's statistics except it retains its Intelligence, alignment, saves, and vitality. On its next turn, the rouse munchkin assaults the target's Will. If it resists, it returns to normal. If it fails, it remains in animal form for 24 hours before the munchkin tries a final attack. If the target's Will fails, it permanently acquires the form and only the munchkin, or a Miracle or Wish, can end the effect. Costs 10 vitality.

Figment[M]: As Mirage, but only visual and auditory elements. A creature that touches the illusion has a 50% chance to notice the ruse. Costs 5 vitality.

Mirage[M]: The rouse munchkin creates an illusion of 1 creature, object, corpse or building with full auditory, visual, tactile, olfactory, and thermal elements. The illusion can be as small as a house fly or as large as a keep or ancient dragon. The illusion functions as if it were real. If a creature actively attempts to disbelieve, the munchkin must beat its Will or the effect ends for that creature. The illusion lasts as long as the munchkin concentrates as a standard action + 1d4 rounds. Requires Figment. Costs 10 vitality.

One Thousand Faces[M]: As a swift action, the rouse munchkin's surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant it a +20 bonus on Disguise checks for 1 hour. It can grow or shrink 1 ft and modify its Comeliness by +/- 5 points. Costs 1 vitality.

Uncommon Self[M]: For 5 minutes, the munchkin acquires the abilities indicated under 1 townie profession chosen at the start of the day. Costs 5 vitality.



Gygax Munchkin (lvl 12)

This improves the rouse munchkin. Apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Four Wishes: A gygax munchkin views itself as a living god and can use its Wish ability 4 additional times daily, for 5 times total.

Naga

Nagas are mystical serpents with human faces and voices.

Appearance and Culture

Nagas have long, snakelike bodies covered with glistening scales and mostly human faces. They range in length from 10 to 20 ft and weigh from 200 to 500 pounds. The eyes of a naga are bright and intelligent, burning with an almost hypnotic inner light. Most nagas are female. Those that look male still have female parts and all nagas reproduce with humanoid males, whom they either send away, turn into snakes, or devour after mating. Juvenile nagas has the statistics of giant snakes.

Nagas favor magic over martial combat. Because they are almost always found in its lairs that they guard and know well, they can arrange most encounters to suit their wishes. With their power of beguilement, lesser beings often guard their lairs. To a naga, even a kind and ethical one, nothing is as beautiful, bold, and powerful as herself except the vatic naga, which is a matriarch among naga-kind.

Naga (lvl 10)

Nagas have the following statistics.

Type Mutant
Size Large
Alignment Usually lawful evil, lawful good, chaotic evil or chaotic good
DC 30

Senses Darkvision, low-light vision
Perception +8 ; Stealth +1
Languages Common, Draconic, and Goblin
Initiative +1

Speed 40 ft ; Swim 30 ft ; Climb 30 ft
Attack d20+9 (bite +10)
Weapons Slam (2d6) or bite (3d6 + poison)
Damage +4

Armor Magic scales ; DR 5
Wounds 15
Vitality 74
Fortitude 19, Reflex 18, Will 20
Special Immune to poison ; immune to charm and sleep magic

Q&D Damage +14 ; Vitality 54

Str 18, Con 18, Dex 13, Int 12, Wis 16, Cha 16
Prime Strength and Charisma
Skills Acrobatics +6, Appraise +6, Arcana +6, Athletics +14, Craft +8, Diplomacy +13, Disguise +13, Dungeoneering +6, Handle Animal +8, Heal +8, Insight +8, Intimidate +13, Literacy +6, Music +13, Nature +6, Nobility +13, Survival +8

FP 5 ; Deity Esmariah or Iris if good, or Lilith or Tiamat if evil.
Multiclassing Bard, druid, elementalist or witch
Treasure Jewels and other items worth 2,000 gp on itself and in its lair

Base Abilities

All nagas have the following abilities.

Beguile[M]: As Charm Person (see below,) but lasts 24 hours. Costs 5 vitality.

Blinding Spittle: A target within 30 ft must resist using Reflex or be blinded for 5 minutes, after which the target has a 50% chance to regain normal sight and a 50% chance to be permanently blinded. Cure Ailment removes the blindness. Costs 2 vitality.

Charm Person[M]: A targeted person within 15 ft is friendly to the naga for 5 minutes if she beats the person's Will. While charmed, the person will not act in a way that brings harm to the naga, himself or his allies. Otherwise, he follows the naga and responds aggressively to creatures that threaten her. He will take the naga to safety if she is incapacitated. The naga can dismiss the charm as a swift action. If the naga treats the person well, he may remain friendly after the charm wears off. This ability does not grant a shared language or alter a person's alignment. Costs 1 vitality.

Detect Thoughts[SM]: The naga notes the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, she learns the number of thinking minds and the Intelligence of each one. After concentrating for a third round, she "hears" the current surface thoughts of 1 creature of her choice within range for 2 minutes if she beats its Will. Costs 2 vitality.

Guarded Mind: Nagas are immune to Detect Thoughts.

Healer[M]: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

Mortal Form[M]: A naga can alter her appearance for 1 hour to blend amongst mortals. In this form, apply a +10 bonus on Bluff and Disguise checks to appear as a Medium or Small humanoid. Costs 1 vitality.

Poison[M]: As a move action, a naga adds poison to her bite, an adjacent weapon, or a cup of liquid in her possession. When a creature is struck by the bite or weapon or ingests the liquid, it immediately suffers 1d10 vile wound damage plus an additional 1d10 vile wound damage 5 minutes later if the naga beats its Fortitude. Unused poison dissipates after 5 minutes. Costs 5 vitality.

Water Breathing[M]: The naga or a touched ally can breathe in water as easily as in air for up to 4 hours + 1 hour per level per day. Hours can be nonconsecutive. Costs 2 vitality.

Vatic Naga (lvl 18)

This eldritch naga wields great magical power. Apply +56 vitality, +4 saves, +4 attacks, +4 DR, and the following abilities.

Curse[M]: A foe within 15 ft suffers a -2 penalty on d20 rolls, damage rolls, and saves. Or it suffers blindness, deafness, impotence, muteness or an illusory change of appearance (age, race or sex). The duration is 2 minutes. The naga cannot curse herself or an ally. Remove Curse ends the effect. Costs 1 vitality.

Etheric Reach[M]: For 5 minutes, the vatic naga's attacks strike incorporeal or invisible creatures without a miss chance. Costs 2 vitality.

Heal[M]: The vatic naga's touch cures an adjacent ally of all wound damage and ailments and restores 4d6 vitality. Also, lost limbs rapidly regrow and scars vanish. Each ally can benefit only once daily by this. Costs 10 vitality.

See Invisibility[M]: As a standard action, the naga clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Serpentine Curse[M]: A targeted person within 30 ft must resist using Will or begin to turn into a snake. Each round, the person has a 50% chance to end the effect. On the first failed try, he is limited to a single move or standard action as his feet begin to fuse, arms shrink, and scales cover his body. On the second failed try, he cannot act but it can still defend itself. On the third failed try, he loses all of his normal statistics and acquires giant snake statistics (pg 144) as the transformation completes. The new form's face retains some of the person's countenance. The snake starts friendly to the naga and hostile to her foes (likely the snake's former allies) though he retains free will. Dispel Magic or Remove Curse halts the progress. Three successful tries ends the magic. Only Remove Curse, Miracle or Wish reverses the final effect. A vatic naga may reverse the effect at any time, and may certainly do so to question, play with or mate with a captured foe. Costs 5 vitality.

Vatic Powers: A vatic naga knows 4 magic abilities for which she qualifies drawn from any 1 class. One ability is paragon tier, 1 is advanced, 1 is intermediate, and 1 is basic.

Wounding Bite: As a swift action, the vatic naga's next successful bite attack that round deals +1d6 wound damage in addition to any other damage dealt. Costs 5 vitality.

Nymph

Nymphs are alluring, elusive fey who live in lakes and rivers.

Appearance and Culture

Nymphs stand 5 to 5½ ft tall and weigh 105 to 145 pounds. They have blue or green skin, with lithe figures and no body hair. Like dryads and satyrs, nymphs are noble nature spirits made manifest in humanoid form. Nymphs are at home in pure fresh water such as crystal clear streams, lakes, and rivers. Nymphs are fatigued when away from water too long.

Nymphs are wild, beautiful, and fun. They enjoy wine, song, animals, nature, and sex. They can vanish into their fey realm to enjoy respite and play pranks or offer gifts (either wondrous or cruel) to those they deem deserving. At their best, they immerse themselves in the moment and bring love and laughter in dark times. For this reason, it's not unsurprising to hear of young nymphs captured and sold for a high price.

Some nymphs are cruel and delight in the suffering of "mere mortals". These nymphs enjoy tormenting and slaying trespassers and then reincarnating them as small animals and harmless plants.

Nymph (lvl 7)

Nymphs have the following statistics.

Type Fey
Size Medium
Alignment Usually chaotic neutral
DC 24

Senses Low-light vision
Perception +8 ; **Stealth** +11 (+16 in woodlands)
Languages Common and Sylvan
Initiative +1

Speed 30 ft ; **Swim** 30 ft
Attack d20+8
Weapons Slam (1d4)
Damage -1

Armor Fey aura ; **DR** 3 (0 vs cold iron)
Wounds 5
Vitality 49
Fortitude 13, **Reflex** 18, **Will** 18
Special Immune to charm and sleep magic

Q&D Damage +6 ; Vitality 35

Str 8, **Con** 10, **Dex** 12, **Int** 10, **Wis** 17, **Cha** 21
Prime Wisdom and Charisma
Skills Acrobatics +6, Athletics +4, Diplomacy +15, Handle Animal +13, Heal +13, Insight +13, Music +15, Nature +5, Survival +13

FP 4 ; **Deity** Corvis, Iris or Tanish
Multiclassing Bard, druid, gallant or witch
Treasure Items worth 700 gp at the bottom of its pool

Base Abilities

All nymphs have the following abilities.

Aquatic: A nymph can breathe fresh water as easily as air and swim at 30 ft. This does not grant the ability to breathe salt water, and a nymph must immerse herself in water for at least 1 hour daily or be fatigued for the day.

Comely Distraction: A nymph's elegance distracts others. When she targets a person within 15 ft, the target suffers a -5 penalty on Perception checks for 1 round. Costs 1 vitality.

Lasting Vigor: Nymphs ignore the negative effects of aging although they still die of old age when their time is up.

Meld Into Water[M]: The nymph vanishes into an adjacent 5-ft-cube volume of water, snow or ice for 5 minutes. The nymph can see but not hear and can take no actions except to end the effect as a standard action. The nymph is undetectable from the outside. If the mass is disturbed naturally, the nymph is unaffected. If it is disturbed magically, the nymph suffers ½ the damage dealt. Costs 2 vitality.

Nymph's Glare[M]: A single nongood foe within 60 ft and line of sight must resist using Reflex or suffer 1d4 wound damage and be permanently blinded by the nymph's breathtaking beauty. Costs 5 vitality.

Replenishing Romance: Once daily, the nymph may spend 1 hour in intimate romance with a person, after which both of them recover to full vitality.

Seduction: A nymph targets 1 person. If she beats his Will, the nymph consumes his attention with romance for 4 hours + 1 hour per level, during which time he suffers a -5 penalty to Perception checks and does not move more than 30 ft from the nymph. Even if he saves, he is distracted for 1 minute. If the locale is romantic, apply a -2 penalty to the target's save. The target gets a new chance to resist whenever he notices an attack roll.

Speak with Animals[M]: A nymph can ask questions and receive answers from animals. The animals are not necessarily cooperative or knowledgeable. A friendly animal will perform a single small favor such as tug on a rope or scout a nearby grove on a successful DC 15 Diplomacy check.

Nymph Queen (lvl 15)

This powerful nymph acts as a beauteous inspiration and powerful protector for her lesser kin. Apply +56 vitality, +4 saves, +4 attacks, +4 DR, and the following abilities.

Aquatic Healing[M]: Once daily, a nymph queen may immerse herself in water for 2 minutes to cure all wound damage.

Celebration[M]: Once daily, a nymph queen can conjure food and wine to satisfy 3 persons or 1 mount per level, and allies within 60 ft enjoy a +1 bonus on d20 rolls for 4 hours + 1 hour per level.

Commune With Nature[M]: After 1 hour of meditation, the nymph queen receives a response (yes/no/maybe/irrelevant) to a number of questions up to the nymph's level regarding the local natural environment (5 square miles) and creatures in it. Questions must be 10 words or less. Costs 10 vitality.

Control Water[M]: A nymph queen can raise or lower the level of water within 500 ft, affecting up to 1 10-ft-square area per level, raising or lowering it by 2 ft per level. The effect lasts while she concentrates + 2d6 rounds. Costs 5 vitality.

Creeping Doom[M]: One target within 90 ft suffers 1d10 damage per level (max 10d10) from biting insects that pour forth from its gear and orifices. Fortitude resists for ½ damage. Costs 5 vitality.

Fey Reincarnation[M]: After a 1 minute ceremony, a touched corpse of a creature that died in the past 1 day crumples to dust. Simultaneously, the creature returns to life in a fresh, youthful body (animal, fey or plant) that emerges nearby from the earth. The creature's levels equal 1 less than its previous level. It loses all features of its previous race and gains the new race's features. It recalls its former life.

Nymph's Deadly Gaze[M]: Nongood foes within 120 ft and line of sight suffer 1d4 wound damage and are permanently blinded by the nymph queen's breathtaking beauty (no save). Moreover, all evil foes within 30 ft must resist using Will or fall to -1 hit points and begin dying. Those who save still suffer 3d6 damage. Costs 20 vitality.

Water Breathing[M]: A nymph queen can grant touched allies the ability to breathe in water as easily as in air for up to 4 hours + 1 hour per level per day. She can use the hours nonconsecutively and may distribute them among multiple allies. Costs 2 vitality.

Nymphette (lvl 4)

This is a young nymph. Apply -21 vitality, -2 saves, -2 attacks, and -2 DR. Also remove Lasting Vigor, Nymph's Glare, Replenishing Romance, and Seduction. All other features are the same.

Ogre

An ogre is a hulking brute that revels in mayhem and madness.

Appearance & Culture

Ogres are degenerate savages of the worst kind. They revel in mayhem, cannibalism, and other atrocities. Adult ogres stand 9 to 10 ft tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Ogres favor overwhelming odds, sneak attacks, and ambushes over a fair fight. Due to their keen noses, they are difficult to hide from. Woe to anyone caught in an ogre's grasp. Ogres favorite maneuvers include ripping off a creature's limbs and holding up a creature to snap its spine over its knee for a lethal blow. Ogres also enjoy playing with their foes, often shoving them back and forth before grabbing and eating them. Ogres are intelligent enough to fire ranged weapons to soften up their foes before closing in combat, but ogre bands tend to fight as unorganized individuals.

Ogres are highly feral and their bloodline is unstable resulting in mongrels and mutations with multiple heads, extra arms, and more. Ogre-human hybrids often combine the worst of both races. A mix of insanity and obsession with odd fetishes is common.

Ogre magi are the ancient progenitors of ogrekind and civilized compared to their degenerate kin. As creatures of the Abyss, these demons are passionate, bloodthirsty, and unpredictable. An ogre magi stands about 10 ft tall and weigh up to 700 pounds. Its skin varies in color from light green to light blue, and its hair is black or very dark brown. Ogre magi favor loose, comfortable clothing with lightweight armor.

Ogre magi love to the visit mortal realms to taste a myriad of sensations of the flesh. In combat, they rely on magic and resort to physical combat only when necessary. When faced with superior forces, they prefer to retreat.

Ogre (lvl 4)

Ogres have the following statistics.

Type Mutant
Size Large
Alignment Usually chaotic evil
DC 18

Senses Darkvision, low-light vision, scent
Perception +5 ; **Stealth** -1
Languages Common, Abyssal, Giant, and Orc
Initiative -1

Speed 40 ft
Attack d20+7 (+9 club, +12 grapple)
Weapons Dagger (1d6), club (4d6), javelin (2d8, 30 ft) or large blitz gun (3d10, 60 ft)
Damage +5

Armor Tough skin and broken armor ; **DR** 3
Wounds 18
Vitality 31
Fortitude 21, **Reflex** 11, **Will** 12

Q&D Damage +9 ; Vitality 23

Str 21, **Con** 17, **Dex** 8, **Int** 6, **Wis** 10, **Cha** 6
Prime Strength and Constitution
Skills Athletics +13, Endurance +18, Intimidate +13, Survival +3

FP 2 ; **Deity** Tiamat or Thulzuur
Multiclassing Barbarian, rogue, shaman or shifter
Treasure Armaments plus other items worth 400 gp on itself and in its cave or similar poor lair

Base Abilities

All ogres have the following abilities.

Back Snap: When an ogre begins its turn grappling a Medium or smaller foe and beats its Fortitude, it breaks the foe's back. The target is reduced to -1 hit points and begins dying. If the foe lives, its speed is reduced to 0 ft and it suffers a -10 penalty on Strength and Dexterity-based skill checks and attack rolls until it receives magical healing (rather than mundane healing). The effects are permanent without magical healing even if the creature regains full vitality.

Firearms Proficiency: An ogre knows firearms.

Improved Grapple: The ogre grapples an adjacent foe up to 1 size larger than itself when it has 1 hand free and beats the foe's Fortitude. The ogre enjoys a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the ogre must expend a move action to maintain the grapple, and the foe can try to beat the ogre's Fortitude as a standard action to break the grapple. If the ogre desires, it can block a grappled foe's mouth with 1 hand to prevent speech.

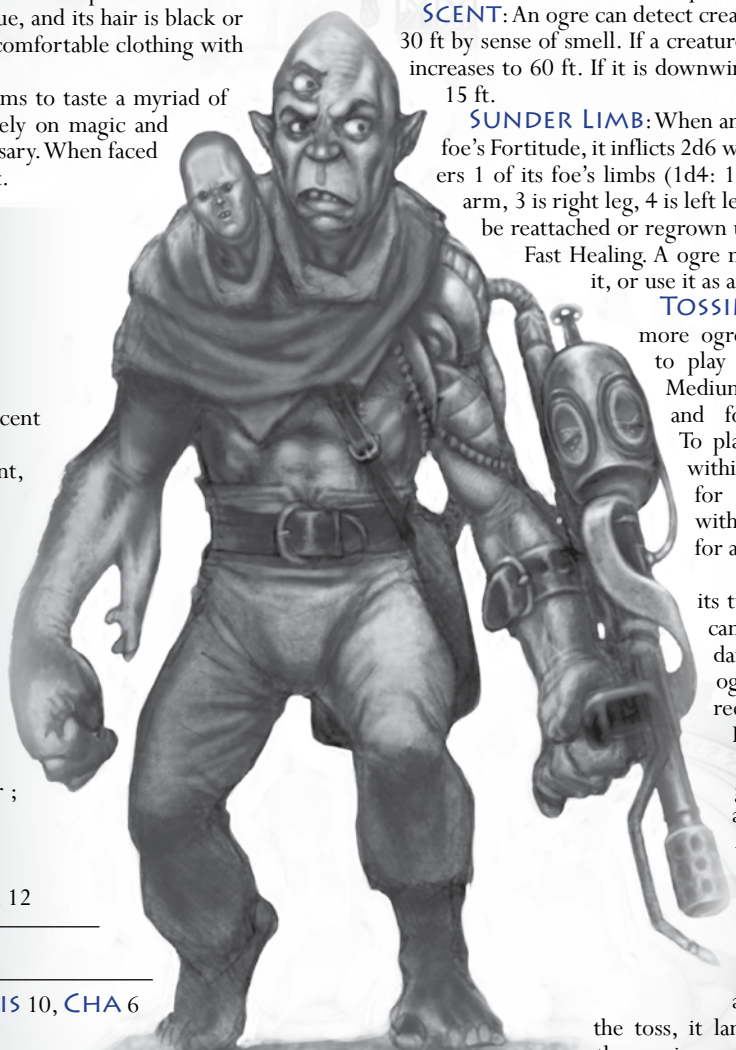
Improved Shove: The ogre shoves an adjacent foe. If it beats the foe's Fortitude, the foe is pushed back 1d4 x 5 ft.

Scent: An ogre can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Sunder Limb: When an ogre beats a grappled foe's Fortitude, it inflicts 2d6 wound damage as it severs 1 of its foe's limbs (1d4: 1 is right arm, 2 is left arm, 3 is right leg, 4 is left leg). A severed limb can be reattached or regrown using the Heal spell or Fast Healing. A ogre may eat the limb, drop it, or use it as an ineffective weapon.

Tossing Game: Two or more ogres can work together to play a game by tossing a Medium or smaller foe back and forth between them. To play, the ogres must be within 15 ft of each other for a Medium foe or within 30 ft of each other for a Small or Tiny foe.

When an ogre starts its turn grappling a foe, it can toss the foe as a standard action to a second ogre within range. If the receiver beats the foe's Fortitude, it catches and automatically grapples the foe as an immediate action. Also, if the receiver succeeds on a DC 15 Acrobatics check, it can bite the caught foe for 1d2 wound damage as a swift action. If the foe resists the toss, it lands prone adjacent to the receiver and suffers 1d6 damage. Tossing costs 2 vitality.



Disabilities & Mutations

In addition to its soft spot, an ogre suffers a physical limitation acquired from combat, magical experimentation or some other source. Apply 1 of the following effects: -10 ft speed penalty, -5 Penalty to 1 save, or -5 penalty to Perception and Stealth checks. Despite the limitation, the ogre remains strong and aggressive.

Half-Ogre (lvl 2)

This is an unfortunate cross-breed of ogre and human. Apply -14 vitality, -1 saves, -1 attacks, and -1 DR. Also remove Back Snap, Improved Shove, and Sunder Limb. All other features are the same.

Three-Armed Ogre (lvl 5)

This bizarre ogre sports an extra muscular arm. Apply +5 vitality and the following abilities.

Multi-Armed Grappling: While grappling, either apply a +5 bonus on Grapple checks or use the extra arm to continue making attacks as normal against other foes.

Multi-Attack Slam: This ogre can make slam attacks with each of its 3 arms as a standard action. Each arm delivers 4d6 damage and attack rolls are made without penalty.

Two-Headed Ogre (lvl 6)

These bizarre ogres sport 2 heads. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Babbling Madness[M]: This ogre's 2 heads can babble together insanely. Creatures within 30 ft and hearing range suffer 1d6 psychic damage per level, or ½ damage when Will resists. Costs 2 vitality.

Multi-Headed Traits: When there are at least 2 heads, apply a +10 bonus to Perception checks. Also, all heads must be charmed separately for the creature to be charmed, and death of 1 head does not cause instant death. Moreover, the ogre can expend 5 vitality as a swift action to make 1 physical attack and use 1 magical in the same round with a -2 penalty on attack rolls that round.

Multi-Eyed Ogre (lvl 6)

This ogre has extra eyes scattered around its body including the back of its bald head. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Foresight[M]: This ogre cannot be surprised and ignores Sneak Attack damage. Moreover, once daily it may completely ignore 1 attack against it as an immediate action as if it had foreseen the moment. This ability does not work while it is blind or unconscious.

See Invisibility[M]: As a standard action, the ogre clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Ogre Magi (lvl 10)

Ogre magi have the following statistics.

Type Fiend
Size Large
Alignment Usually chaotic evil
DC 30

Senses Low-light vision, nethersight, scent, see invisibility
Perception +6 ; **Stealth** +10
Languages Common, Abyssal, Giant, and Orc
Initiative -1

Speed 40 ft
Attack d20+10 (+12 with greatsword, +15 grapple)
Weapons Dagger (1d6) or greatsword (4d6) or longbow (2d8, 120 ft)
Damage +5

Armor Scalemail over tough skin ; **DR** 6
Wounds 18
Vitality 73

Fortitude 23, **Reflex** 16, **Will** 18

Q&D Damage +15 ; Vitality 53

Str 21, **Con** 17, **Dex** 10, **Int** 12, **Wis** 12, **Cha** 14
Prime Strength and Charisma
Skills Athletics +13, Intimidate +13, Survival +3

FP 5 ; **Deity** Tiamat or Thulzuur
Multiclassing Barbarian, rogue, shaman or witch
Treasure Armaments plus other items worth 1,000 gp on itself and in its castle or similar fine lair

Ogre Magi Bonus Abilities

Ogre magi have all of the abilities of the standard ogre plus the following additional abilities.

Cone of Cold[M]: The ogre magi inflicts 1d6 cold damage per level to all creatures in a 60-ft cone, or ½ damage if Reflex resists. Costs 5 vitality.

Darkness[M]: The ogre magi creates total darkness in a 15-ft-radius area around itself or an unattended object within 30 ft. The darkness lasts 5 minutes and blocks vision including darkvision but not nethersight. Attacks made against or launched by obscured foes fail 50% of the time. The ogre magi can maintain only 1 area of darkness at a time. Costs 2 vitality.

Disguise Self[M]: The ogre magi's surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant it a +10 bonus on Disguise checks for 1 hour. It can grow or shrink 1 ft and modify its Comeliness by +/- 5 points. Costs 1 vitality.

Gaseous Form[M]: An ogre magi can become a dark insubstantial gas and waft slowly for 5 minutes. In this form, it has a 10 ft fly speed, can only take move actions, perceives as normal, has DR 10, enjoys a +5 bonus on Stealth checks, and enjoys immunity to all ailments. It can pass through cracks but cannot enter liquids. The Gust of Wind ability affects it normally. Costs 2 vitality.

Invisibility[M]: The ogre magi or a touched ally turns invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and refuses line of sight. Costs 2 vitality.

Ogrish Offspring: An ogre magi can mate with an ogre, half-ogre, orc, half-orc or human to produce an ogre. Intimate romance with an ogre magi always leads to offspring in these cases.

Romantic: Apply a +5 bonus on Diplomacy checks, or a +10 bonus in romantic situations.

See Invisibility[M]: As a standard action, the ogre clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Self-Healing: Once daily, the ogre heals all vitality damage.

Sleep[M]: One foe within 30 ft falls asleep for 5 minutes, or is dazed for 1 round if Will resists. A sleeping creature's allies can use a standard action to wake him. Costs 1 vitality.

Ogre Magi Prince (lvl 14)

Use the ogre magi statistics and apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Globe of Invulnerability[M]: For 5 minutes the ogre magi prince ignores the effects of basic and intermediate magic abilities that target it or activate in an area that includes it. Costs 10 vitality.

Mental Barrier: Apply a permanent +5 bonus to Will.

Summon Fiendish Horde[M]: An ogre magi prince can summon 1 or more fiends to serve for 24 hours, after which the fiends return to their home realm of existence. The fiends' total levels cannot exceed the ogre magi prince's level. The fiends will seek to pervert the ogre magi prince's instructions whenever possible. Costs 10 vitality.

Water Breathing[M]: An ogre magi prince can breathe in water as easily as in air for up to 4 hours + 1 hour per level. It can use the hours nonconsecutively and may expend hours to grant touched allies the ability to breathe water too. Costs 2 vitality.

Ooze

These huge amorphous creatures devour everything in their path.

Appearance & Culture

Oozes inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter—living or dead. They lash out with pseudopods or simply engulf any creatures they encounter. Oozes secrete acids that help them catch and digest their prey. Some develop a telepathic sentience, which they use to track and stun. Adult oozes vary in size from 15-ft cubes to 30-ft-square carpets. They can live and grow for centuries and some of them retain the magical abilities of their victims.

Ooze (lvl 6)

Oozes have the following statistics.

Type Aberration
Size Huge
Alignment Any neutral
DC 24

Senses Blindsight
Perception +1 ; Stealth +1 (+11 in shadow or darkness)
Languages None, but some communicate telepathically
Initiative -4

Speed 20 ft ; Climb 20 ft
Attack d20+11 ; MA
Weapons 2 slams (2d6 + 2d6 acid each)
Damage +7

Armor None ; DR 0
Wounds 20
Vitality 50
Fortitude 21, Reflex 10, Will 14
Special Immune to electricity and acid ; suffer 2x cold damage

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Q&D Damage +13 ; Vitality 38

Str 24, Con 26, Dex 2, Int 4, Wis 12, Cha 2
Prime Strength and Constitution
Skills Athletics +17, Endurance +17, Survival +11

FP 3 ; Deity Thulzuur or Ymuri
Multiclassing Barbarian, elementalist, psion or shaman
Treasure Gems and jewels worth 600 gp within its body

Base Abilities

Oozes have the following abilities.

Acid: An ooze secretes a digestive acid that quickly dissolves organic material and metal but not stone. When the ooze strikes or constricts a foe, it deals acid damage. In addition to the hit point damage, the foe's armor and clothing dissolve and are made useless unless Reflex resists. Also, a metal or wooden weapon that strikes an ooze dissolves immediately unless the wielder resists using Reflex. Magic items enjoy a +5 bonus on the save to resist.

Blindsight: An ooze notices creatures within 30 ft concealed by invisibility, darkness or other effects as easily as if they stood unaided in broad daylight. This ability draws upon myriad natural clues such as scent and vibration.

Engulf: An ooze can mow down and engulf a Large or smaller creatures as a standard action. The ooze merely moves over its foes, affecting as many spaces as it can cover. Those who fail to resist using Reflex are engulfed. All others are pushed into adjacent spaces. Engulfed foes are subject to the cube's acid, and are considered grappled and trapped within its body.

Improved Grapple: Using a pseudopod, the ooze grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the ooze must expend a move action to maintain the grapple, and the foe can try to beat the ooze's Fortitude as a standard action to break the grapple. The ooze may block a grappled foe's mouth with 1 pseudopod to prevent speech.

Split: Electrical damage causes an ooze to split into 2 identical oozes, each with ½ of the original ooze's current wound and vitality points (round down). An ooze with 10 wound points or less cannot be further split and dies if reduced to 0 wound points.

Transparent: Oozes are hard to see. Creatures that fail on a Perception check versus the ooze's Stealth check may walk or fall into an ooze and are automatically engulfed when doing so.

Greater Ooze (lvl 8)

This ooze has improved combat tactics. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Dissolve: A greater ooze automatically deals 2d6 acid damage each round on its turn against grappled foes.

Grab: When this ooze hits with a pseudopod, it can use Improved Grapple as a swift action.

Paralysis: The ooze secretes an anesthetic. A target hit or grappled by a greater ooze must resist using Fortitude or be paralyzed for 2 minutes. Each round on its turn, a paralyzed creature has a 50% chance to enjoy a single move or standard action for that round only. An ooze can automatically engulf an adjacent paralyzed foe as a move action.

Phrenic Ooze (lvl 12)

This ooze has mental powers. Apply +42 vitality, +3 saves, +3 attacks, +3 DR, the greater ooze's abilities, and the following additional abilities. Also, it has a 5 Intelligence. It comprehends simple speech and thoughts.

Absorb Minds[M]: A phrenic ooze gains some of the abilities of creatures that it kills. One minute after dissolving a creature, the ooze gains up to 2 basic magic abilities and 1 intermediate magic ability from the victim (assuming it had magic abilities). The ooze is limited to 4 basic abilities and 2 intermediate abilities total at a time, and it can choose to replace (or not) older abilities with newer ones.

Arcane Lore: Boost Arcana and History checks by +5.

Counter Spell[M]: As an immediate action, a phrenic ooze can target 1 person within 30 ft that is activating a magic ability. If the ooze beats the person's Will, the magic is negated as the ooze floods its mind with random thoughts. Costs 1 vitality + the countered ability's vitality cost, if any.

Detect Thoughts[M]: The ooze notes the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, it learns the number of thinking minds and the Intelligence of each. After concentrating for a third round, it "hears" the current surface thoughts of 1 creature of its choice within range for 2 minutes if it beats the target's Will. Costs 2 vitality.

Id Insinuation[M]: A sentient foe within 30 ft is stunned for 1d4 rounds. Will resists. Costs 2 vitality.

Illusionist[M]: The ooze conjures 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects lasts 5 minutes, remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

Mindlink[M]: The phrenic ooze can form a telepathic bond for 5 minutes with a sentient ally within 30 ft. Once the bond is formed, it works over any distance. It can maintain only 1 bond at a time.

Psionic Blast[M]: Sentient creatures within a 30-ft cone are stunned 1d4 rounds. Will resists. Costs 5 vitality.

Telepathy[M]: The phrenic ooze enjoys telepathic communication with none, some or all sentient creatures within 120 ft. Communication is as natural and quick as normal speech but does not require a shared language. Other creatures can "speak" with the ooze but not each other.

Orb

These floating constructs channel divine energy.

Appearance & Culture

Orbs are technomagical creations. A typical orb is 4 ft in diameter and equipped with periscopes, lightning rods, a voice cone, and flexible metallic tendrils for fine manipulation. They are inscribed with supernatural runes and prepared in line with religious rituals appropriate to the deity they channel. Although they are machines, they serve as channels to divine power and thus often haunt temples as well as places under a deity's auspice such as graveyards for a death goddess.

Orb (lvl 6)

Orbs have the following statistics.

Type Construct
Size Medium
Alignment Neutral or same as Deity
DC 22

Senses Low-light vision, darkvision
Perception +14 ; Stealth +5
Languages Common plus 1 other language appropriate to its deity and/or location
Initiative +0

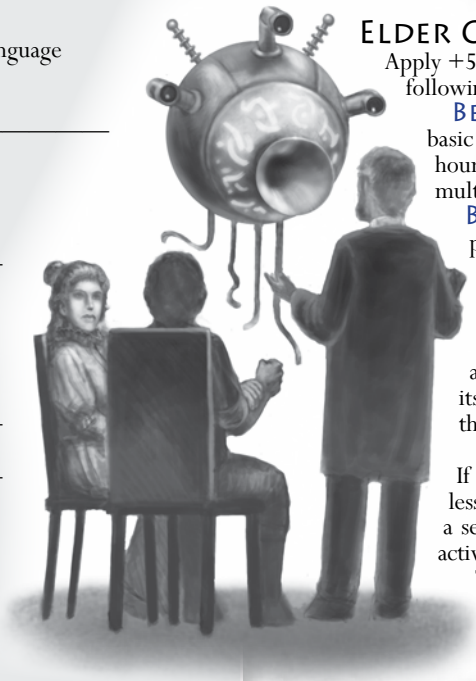
Speed 5 ft ; Fly 30 ft
Attack d20+7
Weapons Bash (1d6)
Damage -2

Armor Metallic plating ; DR 5
Wounds 10
Vitality 46
Fortitude 14, Reflex 14, Will 20
Special Construct Traits

Q&D Damage +4 ; Vitality 34

Str 7, Con 19, Dex 10, Int 11, Wis 19, Cha 15
Prime Constitution and Wisdom
Skills Acrobatics +5 (fly +10), Bluff +5, Diplomacy +5, History +5, Insight +19, Intimidate +1, Mechanics +5, Nobility +7, Religion +19

Fp 3 ; Deity Any.
Multiclassing Artificer, cleric, druid, invoker, necromancer or warlock (as appropriate to its deity)
Treasure Chassis worth 600 gp in spare parts



Base Abilities

Orbs have the following abilities.

Construct Traits: An orb does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

Detect Match[M]: The orb targets 1 person within 30 ft and learns whether his deity matches the orb's deity. Will resists if the person's level equals or exceeds the orb's level.

Divine Intercession[M]: Once daily the orb prays as a move action and selects a single cleric, druid, invoker or warlock basic or intermediate ability. Select cleric if the orb's deity is good or lawful, druid if it is chaotic or neutral, or warlock if it is evil. Alternatively, it may select invoker regardless of its alignment. The orb must immediately use the ability or lose it. Use costs no vitality.

Divine Ritual[M]: Once daily the orb may conduct a 2-minute ritual to summon a spirit of its deity and tap its powers. Select either 2 basic boons or 1 intermediate boon. The boon is available as an ability to the orb for 24 hours.

Endure Elements: An orb ignores the effects of extreme temperature. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear is also protected. This ability is continuously in effect even when it is unconscious.

Lightning Bolts[M]: The orb inflicts 1d6 electrical damage per level (max 10d6) to all creatures in either a 15-ft cone or along a 60-ft line, as it desires. Apply ½ damage if Reflex resists. Targets that don't resist are also dazed for 1 round. Costs 2 vitality.

Moment of Choice: The orb retreats for 1 minute to consider an immediate choice that it and its allies face such as whether to open a chest or enter a room. It receives an answer of weal (good fortune), woe (bad fortune) or unclear (mixed fortune) if it or the allies do the action. The chance it receives an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Costs 2 vitality.

Elder Orb (lvl 14)

Apply +56 vitality, +4 saves, +4 attacks, +4 DR, and the following abilities.

Bestow Magic[M]: An adjacent ally can use 1 basic ability the orb knows of the orb's choice for 24 hours. The orb can still use the ability and may grant multiple abilities to 1 creature. Costs 5 vitality.

Broadcast[M]: At any time, the orb can whisper a 25-word message that is clearly audible to 1 ally per level within 2 miles. It does not need line of sight or line of effect. Costs 2 vitality.

Form of the Avatar[M]: For 2 minutes, the orb knows all boons for its deity and cannot use any other abilities. It also acquires its deity's general likeness and manner. Afterward the orb is exhausted. Costs 10 vitality.

Geas[M]: The orb targets 1 creature within 30 ft. If the target fails to resist using Will and has levels less than ½ the orb's, it is compelled to carry out a service or refrain from some action or course of activity, as the orb desires, for up to 1 day per level. The orb cannot compel a creature to kill itself or perform acts that would result in certain death, but it can geas it to complete any other instructions of 25 words or less. A clever target can subvert some instructions. Each day that an affected creature freely chooses to disobey the geas, it suffers a cumulative -2 penalty to all d20 rolls (max penalty -8). Obeying the geas again ends the penalty after 24 hours. The orb can cancel the geas at any time. Remove Curse also ends it. Costs 5 vitality.

Greater Bestow Magic[M]: As Bestow Magic, but the orb grants either 2 basic or 1 intermediate ability. Costs 10 vitality.

Improved Resistance[M]: The orb or a touched ally gains a temporary rune and enjoys a +4 bonus on saves for 5 minutes. Costs 2 vitality.

Magic Resistance: The orb enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, its foe must beat its Will anyway, and if it saves then the magic has no effect.

Pontificate: Once daily, after 1 minute spent speaking and praying with up to 5 adjacent allies, everyone each heals 1d6 vitality.

Refreshment[M]: As a move action, all allies within 30 ft immediately recover from fatigue and fear effects, and exhaustion and nausea become fatigue. Costs 2 vitality.

Spiritual Enhancer: Each day, for 24 hours, the orb knows 4 basic boons listed under its deity. Alternatively, it receives 2 intermediate boons, 2 basic and 1 intermediate boon, or 1 advanced boon, as the situation suggests.

Orc

These rude mutants relentlessly roam in search of deadly fun.

Appearance & Culture

Orcs are savage humanoids, tall and burly with green or gray skin, small upward-jutting tusks, and black hair and eyes. They are brutal, chaotic, and pugnacious. Drops of demonic blood flow in their veins.

Orcs are bloodthirsty and lazy. They avoid work and like to pillage, torment, and raid. They organize into tribes with names like Bone Crushers, Skull Smashers, and Blood Suckers. Only the strongest manage to maintain some semblance of order.

As chaotic creatures, orcs inhabit varied terrain, come in many flavors, and are highly unpredictable (often to the point of foolishness). Grungar orcs deliver powerful blows and keep standing when they should be dead. Delver orcs have gray skin and live underground. They can meld into stone and make excellent assassins. Slayer orcs walk amongst the undead. They eschew armor and instead weave bones into their skin. They wield bones to deliver terrible wounds that don't heal. Screamer orcs regenerate wounds and can enter a terrifying frenzy. Finally, shaman orcs keep horrid secrets, heal their kin, and pluck out eyes with ease. Orcs are fascinated with gouging and eating eyes, particularly those of elves.

Legends describe ancient days when orcs were close to the earth and wise in its ways, eager to protect nature and friendly with plants and animals. Given their love of fire, self-scarification and death, those days are long passed. Some sages blasphemously suggest that orcs are cursed elves born from the earth.

Aquatic orcs, called sea orcs or sligs, hunt along beaches and shallow seas.

Orc (lvl 3)

Orcs have the following statistics.

Type Mutant
Size Medium
Alignment Usually chaotic evil
DC 16

Senses Darkvision, light blindness
Perception +5 ; **Stealth** +0
Languages Common and Orc
Initiative +0

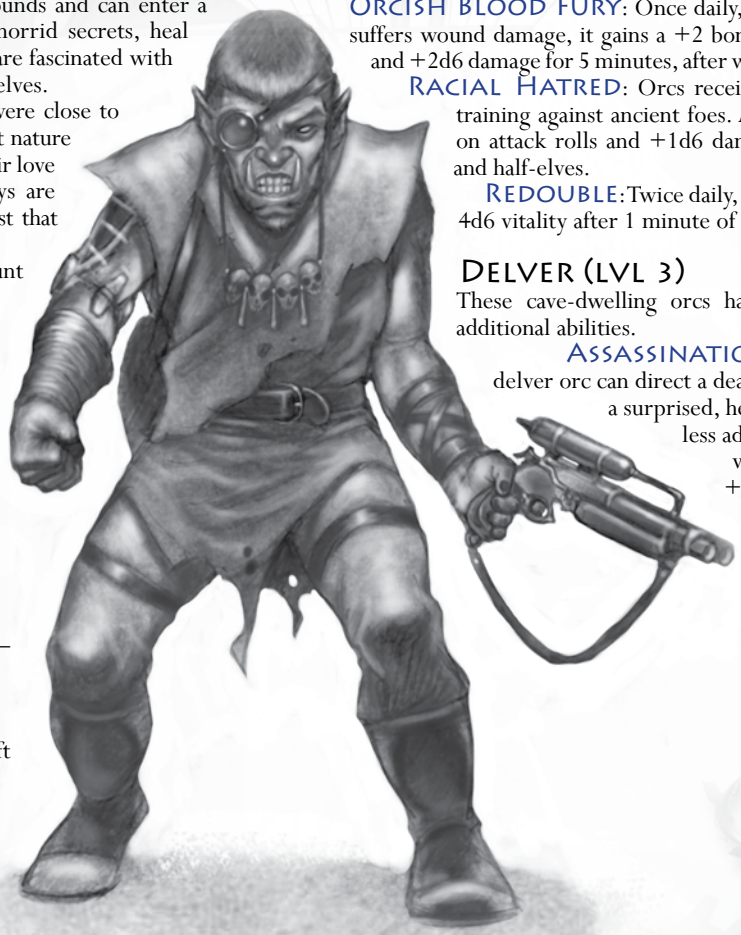
Speed 30 ft ; **Climb** 30 ft
Attack d20+4 (+5 falchion)
Weapons Dagger (1d4, 10 ft), falchion (2d6), battle axe (1d8), spear (1d8, 30 ft, 10 ft reach)
Damage +3

Armor Tough skin and broken armor ; **DR** 2
Wounds 12
Vitality 24
Fortitude 16, **Reflex** 11, **Will** 11

Q&D Damage +6 ; Vitality 18

Str 17, **Con** 17, **Dex** 10, **Int** 8, **Wis** 10, **Cha** 6
Prime Strength and Constitution
Skills Athletics +13, Intimidate +13, Survival +5

FP 2 ; **Deity** Tiamat or Thulzuur
Multiclassing Barbarian, rogue, shaman or warlock
Treasure Armaments, mundane items, and random trophies worth 300 gp on itself and in its hovel or other poor lair



Base Abilities

All orcs have the following abilities.

Firearms Proficiency: An orc knows firearms.

Improved Bull Rush: An orc can shove an adjacent target. If it beats the target's Fortitude, the target is pushed back 1d4 x 5 ft. The orc must move at least 10 ft just prior to using this ability. The orc enjoys a +5 bonus on attack rolls and saves involving this ability.

Improved Grapple: The orc grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the orc must expend a move action to maintain the grapple, and the foe can try to beat the orc's Fortitude as a standard action to break the grapple. The orc may block a grappled foe's mouth with 1 hand to prevent speech.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a Daylight spell) blinds orcs for 1 round and leaves them dazzled as long as they remain in the lit area. A dazzled character suffers a -1 penalty on dice rolls and saves.

Orcish Blood Fury: Once daily, when an orc first suffers wound damage, it gains a +2 bonus on attack rolls and +2d6 damage for 5 minutes, after which it is fatigued.

Racial Hatred: Orcs receive special martial training against ancient foes. Apply a +1 bonus on attack rolls and +1d6 damage against elves and half-elves.

Redouble: Twice daily, an orc can recover 4d6 vitality after 1 minute of rest.

Delver (lvl 3)

These cave-dwelling orcs have the following additional abilities.

Assassination: Once daily, a delver orc can direct a deadly assault against a surprised, helpless or defenseless adjacent foe with its weapon. It delivers +15 damage, or +5 if Will resists. Costs 5 vitality.

Caveland Skills: Apply a +4 bonus on Acrobatics, Athletics, Dungeoneering, and Stealth checks. Also, the delver orc knows Undercommon.

Meld Into Stone[M]: A delver orc can vanish into an adjacent 5-ft-cube stone volume for up to 5 minutes. It can hear but not see and can take no actions except to end the effect as a standard action. It is undetectable from outside the stone. Costs 2 vitality.

Nethersight: A delver orc sees in normal and magical darkness as easily as a human sees in daylight.

Grungar (lvl 3)

These killer orcs have the following additional abilities.

Bear's Endurance: Apply a +5 bonus Endurance checks. Also, an grungar orc enjoys a +5 bonus to resist abilities that cause fatigue or exhaustion, and can sleep in armor without experiencing fatigue the next day.

Diehard: When a grungar orc falls below 0 wound points, it is not unconscious. Instead it is conscious and can continue to take a single move or standard action each round until it reaches -10 hit points, at which time it dies.

Heartiness: Apply a +2 bonus to resist magic abilities that allow a Will save, and apply a +5 bonus to resist disease and poison.

Rapid Attack: A grungar orc can make 2 attacks with the same melee weapon in rapid succession as a standard action. It can direct attacks to the same foe or to 2 different foes. When it does so, apply a -2 penalty on both attack rolls.

Grungar Skills: A grungar orc enjoys a +2 bonus on Stealth and Warcraft checks and speaks Giant and Gnoll, the languages of its usual allies.

Screamer (lvl 3)

These insane orcs have the following additional abilities.

Demonic Resistance: Apply +5 DR against acid and fire.

Profane Lore: Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with fiends or recalling lore about fiends. Also, a screamer orc speaks Abyssal and Infernal and has a permanent fiendish sigil on its body.

Screaming Frenzy[M]: Once daily for 2 minutes, a screamer orc gains DR 10, fast healing 2, nethersight, immunity to acid and fire, and a continuous scream that causes all non-demons and non-orcs within 30 ft to be dazed if they fail to resist using Will, or suffer a -2 penalty on all d20 rolls even if they resist. The effect lasts until the orc stops screaming. Once a creature successfuly resists, it is immune to that particular orc's scream for the rest of the day. Costs 10 vitality.

Unnatural Stamina: Screamer orcs utilize magical concoctions to improve their constitution. Apply a +2 bonus on Fortitude saves and a +10 bonus on Endurance checks.

Shaman (lvl 3)

These unholy orcs have the following additional abilities.

Eye Gouge[M]: One adjacent foe permanently loses an eye, suffers 1d4 wound damage, and endures a permanent -2 penalty to Perception checks if the shaman orc beats its foe's Reflex. Regenerate or Heal restores the eye. Costs 2 vitality.

Lay on Hands[M]: A shaman orc's touch heals a willing creature's wound damage. The amount of wounds healed equals 1d8 + its level. A creature can benefit 3x daily if it shares the orc's alignment and deity, 2x daily if it shares either, and 1x daily if it shares neither. Most orc shamans are chaotic evil and worship Tiamat or Thulzuur.

Scorching Hands[M]: Creatures within a 15-ft cone suffer 1d4 fire damage per level (maximum 5d4), or ½ damage when Reflex resists. Costs 1 vitality.

Third Eye[M]: A shaman orc enjoys a +5 bonus on Perception checks and notices invisible creatures as if they were visible.

Unclean Knowledge: Apply a +3 bonus on Arcana and Religion checks, and the shaman orc knows Abyssal.

Unnatural Spirit: Shaman orcs use magical concoctions to improve their willpower and insight. Apply a +2 bonus on Will saves and a +5 bonus on Insight and Perception checks.

Slayer (lvl 3)

These stealthy orcs have the following additional abilities.

Bone Slayer[M]: The slayer orc uses a magical bone weapon that inflicts 1d6 wound damage and grants a +2 bonus on attack rolls. Moreover, damage dealt by the bone weapon does not heal normally. The damage only heals by magic. Remove Curse ends the effect. If the weapon is lost, making another requires the bones of a slain undead humanoid, 25 gp, and 1 day of rituals.

Dodge: As an immediate action, the slayer orc ignores 1 melee weapon attack before it knows whether it hits. Requires Unnatural Agility and works only in light or no armor. Costs 2 vitality.

Gravewalker: A slayer orc enjoys a +10 bonus on Disguise checks to be mistaken for undead and +10 bonus on Intimidate checks when dealing with undead creatures.

Unnatural Agility: Slayer orcs use magical concoctions to improve their dexterity. Apply a +2 bonus on Reflex saves and a +5 bonus on Acrobatics and Stealth checks.

Wraith's Kiss[M]: As a move action, an adjacent helpless foe suffers 1d4 wound damage, or dies if the orc beats its Fortitude.

Orc Warlord (lvl 6)

Orc warlords have the following statistics.

Type Mutant
Size Large
Alignment Usually chaotic evil
DC 22

Senses Darkvision, light blindness
Perception +8 ; **Stealth** -2
Languages Common, Orc, and Abyssal
Initiative +0

Speed 40 ft ; **Climb** 30 ft
Attack d20+10 (+12 with falchion)
Weapons Falchion (3d6, 10 ft reach), battle axe (2d8, 10 ft reach) or longspear (2d8, 30 ft, 15 ft reach)
Damage +7

Armor Hide over tough skin ; **DR** 5
Wounds 18
Vitality 45
Fortitude 20, **Reflex** 13, **Will** 16

Q&D Damage +13 ; Vitality 33

Str 25, **Con** 16, **Dex** 10, **Int** 10, **Wis** 17, **Cha** 14
Prime Strength and Wisdom
Skills Athletics +18, Intimidate +18, Religion +8, Survival +8, Warcraft +10

FP 3 ; **Deity** Tiamat or Thulzuur
Multiclassing Barbarian, rogue, shaman or warlock
Treasure Armaments, mundane items, and random trophies as personal gear worth 600 gp on itself and in its lair

Bonus Abilities

An orc warlord stands above all others both physically and in terms of raw power. It has the same abilities as a standard orc (such as a delver, grungar, etc) plus the following additional abilities.

Eye of Fear and Flame: An orc warlord's eye channels vile magic. All targets within 90 ft must resist using Reflex or be permanently blinded, resist by Will or be frightened for 1 hour, and also resist by Fortitude or suffer 4d6 fire damage. Costs 5 vitality.

Fiendish Ritual[M]: Once daily, an orc warlord may conduct a 1-minute ritual to tap demonic powers. Select any 1 basic or intermediate shaman or warlock magic ability. The warlord orc must use the ability within 1 hour or the orc loses it.

Local Fame: Fey, fiends, mutants, and persons including orcs within a 1-mile radius know the orc warlord's name, current location, and most of its activities, for better or worse.

Orc Warlord: As a move action, an orc warlord inspires allies to act with insane courage. All orcs and demons within hearing range or line of sight out to a distance of 120 ft gain a bonus move action usable on their next turn and enjoy a +2 bonus on attack and damage rolls until the start of the orc warlord's next turn. This ability is usable at will but multiple effects do not stack.

Okari

This incorporeal aberration treats mortals as play-things.

Appearance & Culture

The okari, both singular and plural, are an offshoot of numerous mortal races. While every okari has a unique background, all share the same outcome. An okari has shed most of his mortal frame—everything except his brain—to enjoy eternal life, with the power and hubris that come with a mind detached from reality's pangs. Though uncommon, and generally loathe to share secrets that might boost their number, okari fancy themselves as a distinct race, evolved from lesser mortals.

Okari are highly intelligent, informed, and sophisticated. For this reason, they claim the right to experiment and toy with mortals as they work toward inscrutable ends. They often vacillate between kind and cruel, as their twisted reasoning leads. Okari often capture mortals, hold them for a time in illusionary prisons, and present them with various tests.

An okari's primary weakness is its brain: It may float around with its brain, or it may leave the brain back in its lair, usually within a special canister that resists detection and attacks. Some okari even hide their brain in the depths of the Astral Realm. Bargaining with an okari is significantly easier when one has its brain canister in hand.

Okari (lvl 12)

Okari have the following statistics.

Type Aberration
Size Tiny (but appear Medium)
Alignment Usually neutral evil
DC 34

Senses Mindsight
Perception +7 ; **Stealth** +5
Languages Common and Draconic, plus telepathy 120 ft
Initiative +0

Speed 5 ft ; **Fly** 20 ft
Attack d20+15
Weapons Magic tendril (5d4 pain damage)
Damage -5

Armor Protective psychic aura ; **DR** 8 (or 10, see below)
Wounds 2
Vitality 84
Fortitude 17, **Reflex** 17, **Will** 23

Q&D Damage +7 ; Vitality 60

Str 1, **Con** 10, **Dex** 10, **Int** 28, **Wis** 15, **Cha** 17
Prime Intelligence and Charisma
Skills Appraise +19, Arcana +19, Bluff +13, Craft +19, Diplomacy +13, Handle Animal +8, Heal +8, History +19, Insight +8, Intimidate +0, Literacy +24 Mechanics +7, Music +13, Nature +19, Nobility +13, Pilot +5, Technics +26, Warcraft +19

FP 6 ; **Deity** Maiya
Multiclassing psion, sage, savant, wizard
Treasure Items worth 750 gp in secret chest worth 5,000 gp

Base Abilities

Okari have the following abilities.

Arcane Training: Apply a +3 bonus on Arcana and Literacy checks. An okari can read magic scrolls and speak Draconic.

Electrotech: An okari studies invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. It can make checks using the Technics skill (RPG, pg 177) and enjoys a +2 bonus on Mechanics and Technics checks.

Illusionist[M]: An okari can conjure 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

Immortal[M]: Okari do not age, do not need to breathe, eat or sleep, and cannot be raised from death if slain.

Invisibility[M]: The okari or a touched ally turn invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and refuses line of sight. Costs 2 vitality.

Levitate[M]: When the okari concentrates as a standard action, it mentally moves 1 target weighing up to 250 pounds a distance of 30 ft up or down. The okari can move itself, a willing creature or an unattended object out to a distance of 60 ft. Costs 2 vitality.

Mage Armor[M]: A shimmering field grants the okari +4 DR for 1 hour. Mage Armor does not stack with real worn armor or Bone Armor. Costs 1 vitality.

Mage Hand[M]: An okari can telekinesis a single unattended object weighing up to 5 pounds and within 30 ft. It can telekinesis the object up to 10 ft.

Mindsight[M]: An okari perceives its environment normally regardless of perceptual impairment (such as blindness) or natural environmental effects (such as darkness or mist).

Mirage[M]: The okari creates an illusion of 1 creature, object, corpse or building with full auditory, visual, tactile, olfactory, and thermal elements. The illusion can be as small as a house fly or as large as a keep or ancient dragon. The illusion functions as if it were real. If a creature actively attempts to disbelieve, the okari must beat its Will or the effect ends for that creature. The illusion lasts as long as the okari concentrates as a standard action + 1d4 rounds. Costs 10 vitality.

Modify Memory[M]: An adjacent sentient person forgets events of the past 5 minutes and "recalls" memories planted by the okari. If the person's Will resists, he is dazed for 1 round instead. The effect lasts 5 minutes, or is permanent if the okari beats the target's Will a second time. Costs 5 vitality.

Pain Blast[M]: The okari projects a translucent ray out to 90 ft that blossoms into a 15-ft-radius ball of white light. Creatures in the area suffer 1d6 pain damage per level (max 10d6), or ½ damage when Will resists. Costs 2 vitality.

Secret Chest[M]: An okari can craft a magic chest costing a minimum of 5,000 gp. The chest holds up to 1 cubic ft of material per level. When not in use, it resides safely in an extradimensional space (in the Astral Realm) that the okari can call from anywhere. The okari can summon or stow the chest as a standard action.

Self-Image: An okari continually generates a full-sensory 3-dimensional illusion of a Medium or Small person, representing itself in mortal life. It may cloak its brain using the illusion or it may allow the illusion to wander up to 120 ft from its brain while maintaining a full-sensory likeness, as if the brain where with the illusion. The illusion does not bleed, cry, sweat or cast a shadow. Suspicious folk can resist using Will to see the okari is merely a floating brain with a ghostly outline of a body.

Telepathy[M]: An okari can wordlessly hear and speak with 1, some or all sentient beings within 120 ft. Communicating is as natural and quick as normal speech but requires no shared language. Affected creatures cannot so communicate with each other. Costs 1 vitality per round.

Otyugh

This revolting muck dweller subsists mainly on trash.

Appearance & Culture

Otyughs are always hungry and happily eat carrion, offal, and other trash though they prefer fresh meat. They are shy and prefer warm, dark, dreck-filled areas. Thus, they are content to remain hidden and attack living creatures only if they feel threatened or are starving.

A typical otyugh has a body 8 ft in diameter and weighs about 500 pounds, though some grow notably larger. An otyugh has an eye stalk that it relies on to keep watch while immersed in trash, sludge or water. In combat, it vigorously slashes and squeezes foes with its tentacles, which it also uses to drag prey into its muscular, toothy maw.

Otyughs tend to graze in small herds. Larger herds are often lead by a priest-like figure that is truly frightening, with magical powers that drag prey toward it as it consumes both life force and flesh. These priests are rarely satisfied with carrion and prefer living creatures because what they truly enjoy is the taste of a decaying soul.

Otyughs are ripe with disease. Creatures struck by an otyugh soon begin to rot and rarely survive without curative intervention. The rare demonic otyugh is worse. It produces a sticking cloud that quickly chokes and kills prey. These supernatural terrors also secrete a red slime that destroys weapons, and even those who survive may suffer a mental breakdown later as their sanity rots away.

Otyugh (lvl 4)

Otyughs have the following statistics.

Type Magical Beast
Size Large
Alignment Usually chaotic neutral
DC 18

Senses Darkvision, scent
Perception +5 ; Stealth +5
Languages Common, Orc, Terran, and Undercommon
Initiative +0

Speed 20 ft
Attack d20+9 (+10 bite) ; MA
Weapons Bite (3d6) or 2 Tentacles (2d6 each, 15-ft reach)
Damage +2

Armor Rocky, rubbery hide ; DR 8
Wounds 15
Vitality 35
Fortitude 21, Reflex 12, Will 15

Q&D Damage +6 ; Vitality 27

Str 14, Con 24, Dex 10, Int 5, Wis 12, Cha 6
Prime Constitution and Wisdom
Skills Athletics +7, Dungeoneering +2, Endurance +22, Survival +16

FP 2 ; Deity Maurob, Tiamat or Thulzuur
Multiclassing Barbarian, elementalist, psion or shifter
Treasure Items worth 400 gp scattered in its lair

Base Abilities

Otyughs have the following abilities.

Constricting Grapple: The otyugh grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the otyugh must expend a move action to maintain the grapple, and the foe can try to beat the otyugh's Fortitude as a standard action to break the grapple. If it fails, it suffers 2d6 damage due to constriction. The otyugh may block a grappled foe's mouth with 1 tentacle to prevent speech. As a standard action, the otyugh may move the grappled foe 5 ft, either moving at the same time with the foe or repositioning the foe.

Contagion[M]: As a swift action, a living creature struck by an otyugh must resist using Fortitude or contract a magical rotting disease. The symptoms begin 2 minutes after contact and include excessive sweating, boils, and rotting skin that falls off to reveal putrefying flesh and cracking bones. The disease leaves the target permanently fatigued and inflicts 1d6 vitality damage and 1 wound damage per day until the creature is healed using Cure Ailment and Remove Curse.

Scent: Otyughs have keen noses. They can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Demonic Otyugh (lvl 6)

Apply +14 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Cloudkill[M]: The otyugh conjures a noxious 30-ft-radius cloud within 90 ft. Each round a creature remains in the area, it suffers 1d4 acid wound damage, is blinded, and is reduced to a 5 ft speed. The cloud remains for 2 minutes or until the otyugh dismisses it. The otyugh can only maintain 1 cloud at a time. Costs 5 vitality.

Protective Slime[M]: The otyugh coats its skin with a slimy red jelly for 5 minutes. Mundane manufactured weapons that touch it are destroyed unless the wielder's Reflex resists. Magic weapons are unaffected. Costs 2 vitality.

Taint Aura[M]: As a swift action, an adjacent living creature must resist using Will or gain 1 point of taint. When a creature's taint score exceeds its Wisdom score, its goes insane.

Otyugh Priest (lvl 10)

Apply +42 vitality, +3 saves, +3 attacks, +3 DR, and the following abilities.

Devouring Beast[M]: As a move action, the otyugh feeds on others' life force. Adjacent foes, and foes grappled by the otyugh, suffer 4d6 vile damage, or ½ damage if Fortitude resists. Costs 5 vitality.

Fling Foe: The otyugh targets an adjacent foe of its size or smaller. If it beat its Fortitude, it throws the foe 1d6 x 5 ft. The foe lands prone, suffers 3d6 damage, and is stunned for 1d4 rounds. Even a foe who resists suffers 2d6 damage.

Glossolalia[M]: The otyugh's awful gibbering distracts thinking creatures. Creatures within 60 ft suffer a -5 penalty to skill checks, and if the otyugh beats their Fortitude, they are stunned for 1 round (if they have Intelligence 20+), dazed for 1 round (if they have Intelligence 10 to 19) or shaken for 1 round (if they have Intelligence 3 to 9). Costs 2 vitality.

Gods Lore: This otyugh enjoys a +10 bonus on Religion checks.

Hungry Aura[M]: As a move action, the otyugh radiates a powerful aura. The aura consumes an immediate action from its foe. Those within 30 ft expend an immediate action to move adjacent to the otyugh. Costs 5 vitality.

Life Devourer: Once daily as an immediate action, the otyugh devours healing energy. When Lay On Hands or a similar ability activates to restore vitality or heal wound damage within 15 ft of the otyugh, the ability fails and instead heals the otyugh by the same amount.

Mental Barrier: Apply a permanent +5 bonus to Will.

Warping Spittle: One foe within 30 ft must resist using Reflex or suffer 1d6 acid damage and be unable to move physically or magically until the start of the otyugh's next turn. Costs 5 vitality.

Baby Otyugh (lvl 2)

This Medium creature is a juvenile. Its bite only inflicts 1d6 damage, it has no tentacle attacks, and it lacks Constructing Grapple. It has 10 wound points and 21 vitality points. Finally, it suffers a -1 penalty on attacks, DR, and saves. All other statistics and abilities are the same.

Owlbear

This bizarre hybrids of owls and bears are ferocious guardians.

Appearance & Culture

Owlbears are a mad blend of owl and bear into a single ferocious creature that is equally powerful and stealthy. An adult owlbear stands up to 10 ft high and weighs 1,500 pounds or more. It is covered in a thick coat of feathers and fur that protect it against the elements, and it can use its sharp beak and rapacious claws in coordinated attacks. Most terrifying, an owlbear can flit up to 30 ft, and it is whisper quiet while moving through the air to surprise foes. The legendary kingslayer owlbear is far worse.

Druids, witches, and others often train owlbears as guards. Owlbears lay 1d6 eggs each spring. Eggs fetch up to 3,000 gp each, and a trainer can rear a newling owlbear to obey simple 1-word commands such as "halt", "retreat" or "attack" following 6 months of training and a successful DC 23 Handle Animal check. Alternatively, 6 weeks of similar training with a DC 28 Handle Animal check can tame an adult owlbear. The cost of such training equals 2,000 gp.

Owlbear (lvl 4)

Owlbears have the following statistics.

Type Magical beast
Size Large
Alignment Usually neutral
DC 18

Senses Low-light vision, scent
Perception +6 ; Stealth +1 (+11 when using flit)
Languages None
Initiative +6

Speed 30 ft
Attack d20+8 (+10 bite) ; MA
Weapons Bite (4d6) or 2 claws (2d6 each, 10 ft reach)
Damage +6
Special If 2 claws hit, apply +1d6 raking wound damage

Armor Thick fur and feathers ; DR 3
Wounds 15
Vitality 33
Fortitude 20, Reflex 15, Will 13

Q&D Damage +10 ; Vitality 25

Str 23, Con 21, Dex 12, Int 2, Wis 12, Cha 12
Prime Strength and Constitution
Skills Acrobatics +6, Athletics +16, Endurance +15, Survival +6 (+11 when tracking)

FP 2 ; Deity Greenwyrm or Corvis
Multiclassing Barbarian, druid, shifter or witch. Only an owlbear guardian can become a druid or witch.
Treasure Items worth 400 gp scattered in its nest

Base Abilities

Owlbears have the following abilities.

Knock Back: A owlbear can shove a target. If it beats its target's Fortitude, the target is pushed back 1d4 x 5 ft. A owlbear must move at least 10 ft just prior to using this ability or be at least 1 size larger than its target.

Power Grapple: The owlbear grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the owlbear must expend a move action to maintain the grapple, and the foe can try to beat the owlbear's Fortitude as a standard action to break the grapple. The owlbear may block a grappled foe's mouth with 1 paw to prevent speech. As a standard action, the owlbear may move the grappled foe 5 ft, either moving at the same time with the foe or repositioning the foe.

Scent: An owlbear can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Silent Flit[M]: As a standard action, the owlbear gains the ability to fly at speed 30 for the remainder of its turn. It must end flight on a solid surface. While flying, it enjoys a +10 bonus on Stealth checks. Costs 1 vitality.

Squawk: An owlbear emits a devastating squawk. All creatures except owls, bears, and other owlbears in a 30-ft cone are deafened for 5 minutes and suffer 1d6 sonic damage per level, or ½ damage if Fortitude resists. Costs 2 vitality.

Owlbear Guardian (lvl 8)

This owlbear is a fierce protector. Apply +28 vitality, +2 saves, +2 attacks, +2 DR, +6 Intelligence, and the following abilities.

Camouflage: When an owlbear is in an outdoor environment and remains motionless while concealed, it enjoys a +20 bonus on Stealth checks. Moreover, even when it moves through an outdoor area, it enjoys a +5 bonus. The environment must afford places to hide, as normal, and the owlbear does not benefit when a foe already notices it.

Eye Gouge[M]: One adjacent foe permanently loses an eye, suffers 1d4 wound damage, and endures a permanent -2 penalty to Perception checks if the owlbear guardian beats its Reflex. Regenerate or Heal restores the eye. Costs 2 vitality.

Second Wind: Once daily, after 1 minute of rest, an owlbear guardian recovers 4d6 vitality.

Stalwart Guardian: A guardian owlbear is immune to charm, disease, sleep, and poison.

Kingslayer Owlbear (18)

This owlbear is a truly horrid monster. Apply +98 vitality, +7 saves, +7 attacks, +7 DR, and the following abilities.

Construct Traits: A kingslayer owlbear does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

Dazing Blow: As a swift action when making a claws attack, the owlbear's target must resist using Fortitude or be dazed for 1 round in addition to any damage dealt. Costs 2 vitality.

Fast Healing: This owlbear always stabilizes. Also, each round at the end of its turn, it automatically heals 2 wound points. This occurs even if it is unconscious but not dead.

Ignore Attack[M]: As an immediate action, the owlbear simply ignores any 1 incoming attack. Costs 2 vitality.

Immunity to Magic: A kingslayer owlbear is immune to all magic attacks and effects—beneficial, baleful or otherwise—that allow a save to resist. Moreover, even attacks that allow no save have a 50% chance to fail against the owlbear.

Lightning Cone[M]: From its beak, the owlbear projects a mass of bolts to inflict 1d6 lightning damage per level to all creatures in a 60-ft cone. Reflex resists for ½ damage. Costs 5 vitality.

Stomp: Creatures up to size Medium within 15 ft and in contact with the ground must resist using Reflex or fall prone. Costs 1 vitality.

Stunning Blow: As a swift action when it makes a single claws attack, the kingslayer owlbear's next target that round must resist using Fortitude or be stunned for 1d4 rounds in addition to any damage dealt. Costs 5 vitality.

Wounding Bite: As a swift action, the kingslayer owlbear's next successful bite attack that round deals +1d6 wound damage in addition to any other damage dealt. Costs 5 vitality.

Rakshasa

These deceitful feline spirits are masters of true names.

Appearance and Culture

Rakshasas are a race of deceitful creatures that blend animal, human, and devilish features. Though they are fiends, they reside in the Mortal Realm in disguise, living amongst the masses, whom they disdain. Rakshasas easily read others' minds and horde secrets to use to advance themselves. They view their kind as nobles among peasants and as highly enlightened beings in general.

In its true form, a rakshasa stands 6 to 7 ft high. Its humanoid body is covered in fur or other hide and is topped with the head of an animal such as a crocodile, hawk, lion or tiger. A closer look at a rakshasa reveals that the palms of its hands are where the backs of the hands would be on a human. In close combat, which a rakshasa disdains as ignoble, it employs its sharp claws and powerful bite. Whenever possible, it uses its other abilities to make such encounters unnecessary. If a rakshasa's foes think they can use to magic to overcome its wiles, it can often laugh off supernatural attacks.

Rakshasas love wealth, especially jewels, statuary, and other finery as suiting a civilized creature. They also enjoy beauty and power, and surround themselves with comely servants. However, they mostly love the decadence of physical pleasure. Their animal side revels in consummating their sensual appetites, sometimes in a gruesome manner but always with attention to detail and perfection of the act, whatever the act might be. Rakshasas often mate with humans to produce half-breeds called rakashas (RPG, pg 33).

Powerful rakshasas, called pashas, manipulate their lessers through the art of "mere words", which involves the acquisition and use of creatures' true names. Pashas delight in building (and ruining) kingdoms and people, all to feel like gods and to goad divine foes into starting a game of words with them.

Rakshasa (lvl 8)

Rakshasas have the following statistics.

Type Fiend
Size Medium
Alignment Usually lawful evil
DC 26

Senses Darkvision, low-light vision, nethersight
Perception +6 ; **Stealth** +7
Languages Common, Infernal, Sylvan, and Undercommon
Initiative +7

Speed 40 ft
Attack d20+7 (+8 claws, +9 bite) ; **MA**
Weapons Bite (3d6) or 2 claws (1d4+2)
Damage +3

Armor Tough magic skin ; **DR** 15 (DR 0 vs holy damage by piercing weapons)
Wounds 9
Vitality 59
Fortitude 18, **Reflex** 17, **Will** 18
Special Dodge; Magic Resistance

Q&D Damage +11 ; Vitality 43

Str 13, **Con** 16, **Dex** 15, **Int** 13, **Wis** 13, **Cha** 17
Prime Constitution and Charisma
Skills Acrobatics +8, Appraise +6, Arcana +6, Athletics +11 (+16 jump), Bluff +13, Disguise +13, Insight +6, Music +13, Trick +7

FP 4 ; **Deity** Asmodius or Lilith
Multiclassing Blackguard, sage, warlock or witch
Treasure Items worth 1,600 gp on itself or in its lair

Base Abilities

Rakshasas have the following abilities.

Arcane Attacks[M]: The rakshasa's bite and claws count as magical and grants it a +1 bonus on attack rolls and +2 damage. These boosts are already in the statistics block.

Critical Weakness: A rakshasa has DR 0 against piercing weapon attacks that deliver holy damage.

Detect Thoughts[M]: The rakshasa notes the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, it learns the number of thinking minds and the Intelligence of each. After concentrating for a third round, it can "hear" the current surface thoughts of 1 creature of its choice within range for 2 minutes if it beats the target's Will. Costs 2 vitality.

Dodge: As an immediate action, a rakshasa ignores 1 melee weapon attack before it knows whether the attack hits. Requires Dexterity 15+ and works only in light or no armor. Costs 2 vitality.

Invisibility[M]: The rakshasa or a touched ally turns invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and refuses line of sight. Costs 2 vitality.

Leap Attack: The rakshasa enjoys a +5 bonus on Athletics checks, or +10 when jumping (already in its statistics block). Also, whenever it is 5 ft, 10 ft or 15 ft above a foe, it can leap down as part of a single attack using its bite or claws. If it beats its foe's Reflex, it delivers +3 damage per 5 ft fallen (max +9 for 15 ft fallen) and the target falls prone and is dazed for 1 round if it is Medium or smaller. The rakshasa lands on your feet and suffers no falling damage.

Magic Resistance: A rakshasa enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, its foe must beat its Fortitude anyway, and if it saves then the magic has no effect.

One Thousand Faces[M]: As a swift action, a rakshasa can transmute its surface traits—hair color, garment style, gender, voice pitch, etc—to enjoy a +20 bonus on Disguise checks. It can grow or shrink by 1 ft and modify its Comeliness by +/- 5 points. Each change costs 1 vitality.

Reincarnation: A rakshasa that dies is reborn (in the normal way) 1d6 months later 1d6 miles from its place of death.

Rakshasa Pasha (lvl 14)

This rakshasa is a leadder among its kind . Apply +35 vitality, +3 saves, +3 attacks, +3 DR, and the following abilities.

Anti-Mage: When an adjacent creature use a magic ability, the rakshasa gains a single melee attack against it using a weapon or claw as an immediate action if it beat's the foe's Will.

Grandiloquent Speech: Once daily apply a +10 bonus to Bluff, Diplomacy, Literacy, and Nobility checks for 5 minutes.

Improved Invisibility: This improves Invisibility, such that attacking does not end the effect. Costs 10 vitality.

Lash[M]: An adjacent foe suffers 3d4 wound damage. Costs 5 vitality.

Learn True Name[M]: If the rakshasa beats the Will of 1 creature within 15 ft and light of sight, it learns the creature's true name (its magical signature). A creature that successfully resists this ability is immune to it for 24 hours. The rakshasa can know a number of true names at once equal to 3 + its level.

Linguist: The rakshasa is fluent in 3 languages of its choice.

Reins of Deceit: Apply a +10 bonus on Bluff, Intimidate, Literacy, and Nobility checks.

Suggestion[M]: If the rakshasa beats the Will of a person within 30 ft, he does his best over a 1-hour period to complete a task that it phrases in 10 words or less. The person will not deliberately harm himself and the effect has a 50% chance to end each round that his life or any of his allies' lives are in danger. Costs 2 vitality.

Target By Name[M]: When the rakshasa utters a creature's true name as a swift action, it enjoys a +2 bonus on the next ability that targets the creature. Requires Learn True Name. Costs 1 vitality.

Rat

These small disease-ridden animals are vicious nocturnal terrors.

Appearance & Culture

Giant rats are larger and more aggressive and cunning than their tiny cousins. They measure 4 ft long and weigh up to 50 pounds as adults. Their coloring is a mottle of brown, gray or black. They have sharp teeth and carry filth fever, among other diseases.

Due to their size, stealth, and keen noses, mages have bred rats to greatly improve their intelligence and give them magical skills as accomplices on adventures. These magebred rats can skitter through small spaces and send messages back to their master. To no surprise, some of these rats have set up colonies of their own. Unlike their dull cousins, magebred rat warrens have all manner of spell components, magical implements, and even magic items.

Ancient tales describe acid-spitting demon rats from the Abyss.

Giant Rat (lvl 1)

Giant rats have the following statistics.

Type Animal
Size Small
Alignment Usually neutral
DC 12

Senses Low-light vision, scent
Perception +6 ; Stealth +16
Languages None
Initiative +1

Speed 40 ft ; Climb 20 ; Swim 20 ft.
Attack d20+3
Weapons Bite (2d4 + disease, no reach)
Damage +0

Armor Fur ; DR 0 (5 vs cold)
Wounds 5
Vitality 10
Fortitude 15, Reflex 17, Will 11

Q&D Damage +1 ; Vitality 8

Str 10, Con 17, Dex 13, Int 3, Wis 12, Cha 4
Prime Constitution and Dexterity
Skills Acrobatics +6, Athletics +10, Endurance +18, Intimidate +5, Survival +6

FP 1 ; Deity Lilith, Greenwyrm, Rorax, Thulzuur or Tiamat
Multiclassing Barbarian, rogue or shifter. A magebred rat may select sage or wizard
Treasure None

Base Abilities

Rats have the following abilities.

Diseased Bite: A giant rat bites for 1d3 damage against an adjacent target when it beats the target's Reflex. A bitten target must resist using Fortitude or contract filth fever. The fever begins 1d3 days after the bite and inflicts 1d3 wound damage each day the victim fails to resist again using Fortitude. Successfully resisting 2 days in a row ends the disease. Otherwise, the victim continues to suffer, possibly until dead. Cure Ailment ends the effect.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a Daylight spell) blinds a giant rat for 1 round and leaves it dazzled while it remains in the lit area. A dazzled rat suffers a -1 penalty on dice rolls and saves.

Resist Cold[M]: The rat enjoys +5 DR against cold energy.

Scent: A giant rat can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Steelrat (lvl 2)

These rats are constructs. Apply +7 vitality, +1 saves, +1 attacks, +2 DR, +2 Intelligence, and the following ability.

Construct Traits: A steelrat does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

Magebred Rat (lvl 4)

These rats are magical beasts. Apply +21 vitality, +2 saves, +2 attacks, +2 DR, +10 Intelligence, and the following abilities.

Arcane Training: Boost Arcana and Literacy checks by +5.

Detect Magic[M]: A magebred rat immediately learns whether magic is present or absent within a 15-ft cone. The next time it scans the same area, it learns the exact location (within 5 ft) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions.

Detect Secret Doors[M]: By concentrating as a standard action, a magebred rat can detect the presence or absence of secret doors within a 15-ft cone.

Disease Immunity: Magebred rats are immune to all diseases. They can still carry disease and transmit it to others.

Message[M]: At any time, a magebred rat can whisper a message that is clearly audible to 1 target within 90 ft. It does not need to have line of sight, only line of effect.

Speech: As an intelligent creature, a magebred rat speaks and understands Common and Draconic.

Swift Retreat: A magebred rat instinctively avoids harm. Up to once per round as an immediate action, it may retreat 5 ft from a foe that threatens it. This is in addition to other moves (if any) the magebred rat makes that round.

Demonic Rat (lvl 4)

These rats are fiends. Apply +21 vitality, +2 saves, +2 attacks, +2 DR, +6 Intelligence, and the following abilities.

Acidic Spittle: One targeted creature suffers 1d6 acid damage per 2 levels, or ½ that amount if Reflex resists.

Bloodthirsty: A demonic rat enjoys a +1 bonus on attacks and inflicts +1d6 damage against a bleeding foe.

Infernal Protection: A demonic rat is immune to acid. Also, it enjoys +5 DR against poison and all other energy types except electrical and holy damage.

Nethersight[M]: A demonic rat sees in both mundane and magical darkness as easily as it can see in daylight.

Speech: As an intelligent creature, a demonic rat speaks and understands Common and Abyssal

Taint Aura[M]: As a swift action, an adjacent living creature must resist using Will or gain 1 point of taint. When a creature's taint score exceeds its Wisdom score, its goes insane.

Vile Smite[M]: When a demonic rat successfully strikes a good-aligned foe, add +1 vile damage per level to its damage roll.



Reaper

These principled and powerful spirits shepherd the dying.

Appearance and Culture

A reaper of dying souls sustains the normal pattern of death and life within the Mortal Realm. Typically, a person dies and the soul automatically travels to the appropriate realm in the afterlife. However, when the process goes awry—notably when someone cheats death or dies before fulfilling a destiny—then a reaper arrives and either seeks to slay the cheater or offer a bargain to return the person to life. Oppositely, reapers sometimes approach individuals who have died randomly or due to just causes in order to offer them a bargain. The bargain can require some sacrifice on the creature's part, such as surrendering gear or recent memories. Alternatively, some reapers leverage the situation to further the divine goals of death.

Reaper (lvl 17)

Reapers have the following statistics.

Type Undead
Size Medium
Alignment Usually lawful neutral
DC 44

Senses Darkvision, low-light vision, nethersight, true sight
Perception +23 ; **Stealth** +23
Languages Common. Can use Tongues to speak all languages
Initiative +2

Speed 40 ft ; **Fly** 30 ft
Attack d20+15
Weapons Large scythe (3d4 wound damage, 10 ft reach) or 2 claws (1d3 wound damage each)
Damage +2

Armor Magical black robes ; **DR** 10
Wounds 10
Vitality 120
Fortitude 21, **Reflex** 21, **Will** 26
Special Incorporeal Traits, Undead Traits

Q&D Damage +19 ; Vitality 86

Str 15, **Con** 13, **Dex** 15, **Int** 12, **Wis** 24, **Cha** 6
Prime Dexterity and Wisdom
Skills Acrobatics +13, Appraise +6, Arcana +6, Athletics +8, Endurance +6, History +11, Insight +22, Religion +11

FP 9 ; **Deity** Nefriti
Multiclassing Bard, mageblade, necromancer or sage
Treasure Large masterwork scythe worth 350 gp on itself

Base Abilities

Reapers have the following abilities.

Astral Shift[M]: A reaper can move itself to the Mortal Realm from the Astral Realm, or vice versa, as a standard action. The reaper must have a specific destination in mind, and it must pass a History check to arrive there. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. A failed check means the reaper arrives 1d6 miles away from its desired destination, possibly in a dangerous locale. If the reaper wishes, it may take 1 person, willing or not, or 250 pounds of gear with it. Costs 10 vitality.

Attract By Name[M]: The reaper utters the true name of a creature within 30 ft and it immediately moves toward the reaper at its maximum speed for 1 round on its turn. If it encounters a dangerous obstacle (chasm, fire, etc) that it cannot safely bypass then it can resist using Will to stop just prior to the obstacle. Costs 2 vitality.

Detect Dying[M]: A reaper learns whether dying creatures (those below 0 hit points) are present or absent within a 60-ft cone. The next time it scans the same area, it learns the exact location (within 5 ft) of the dying creature.

Incorporeal Traits[M]: A reaper is naturally incorporeal. Mundane attacks against incorporeal creatures have a 90% miss chance and magic attacks have a 50% miss chance. Incorporeal creatures cannot handle solid objects, can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks, and must materialize to make attack rolls. Materializing and dematerializing are swift actions that cost 5 vitality each.

Incorporeal Wounding Strikes: A reaper ignores DR when resolving damage using its scy claws, all damage it delivers is immediately applied as wounds, and its attacks always count as magical for the purpose of striking incorporeal targets.

Learn True Name[M]: If a reaper beats the Will of a creature within 15 ft and line of sight, it learns the creature's true name (its magical signature) for a period of 24 hours, after which it forgets the name. A creature that successfully resists this ability is immune to it for 24 hours.

Locate Creature[M]: The reaper concentrates for 1 minute to locate a specific familiar creature or type of creature within 500 ft. If the creature is present, the reaper learns its distance and direction. Costs 5 vitality.

Mage Hand[M]: A reaper can telekinesis a single unattended object weighing up to 5 pounds out to a distance of 30 ft.

Reaper's Bargain: When a person dies, he has 3 rounds before his soul truly departs. During this time, a reaper may offer a dying person a bargain to return to life. If a person rejects the offer, his soul departs normally. If a person accepts the offer, the reaper restores him to life using Revivify. The dying person may select from 3 bargain options. Either the reaper acquires ½ the person's gear, slays a number of townies equal to ½ dying person's level to take their souls instead, or reduces the dying person's level by 1 (the person permanently loses commensurate XP).

Revivify[M]: A reaper can return to life an adjacent creature that has died within the past 3 rounds. The creature returns with 1 wound point. Ailments at its time of death remain. Costs 5 vitality.

See Invisibility[M]: As a standard action, the reaper clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Slay Living[M]: One adjacent living creature must resist using Will or be reduced to -1 hit points. Even if it successfully resists, it suffers 3d6 necrotic damage. Costs 5 vitality.

Stroke of Midnight[M]: The reaper marks an adjacent creature. At the stroke of midnight, the creature falls to -1 hit points and begins dying. The creature knows its impending fate. Remove Curse ends the effect. Costs 10 vitality.

Taint Aura[M]: As a swift action, an adjacent living creature must resist using Will or gain 1 point of taint. When a creature's taint score exceeds its Wisdom score, its goes insane.

Target By Name[M]: When a reaper utters a creature's true name as a swift action, it enjoys a +2 bonus on the DC of the next ability that targets the creature. Costs 1 vitality.

Tongues[M]: A reaper can understand and fluently use any 1 language for 10 minutes. Costs 2 vitality.

True Sight[M]: As a standard action, a reaper can see through all illusions, disguises, and concealments for 1 round. This reveals secret doors and invisibility. Costs 5 vitality.

Undead Traits: A reaper is undead. Undead are immune to all ailments including poison, necrosis, and disease. They do not need to breathe, eat or sleep and have no need to make Endurance checks. They regain hit points from necrotic or vile energy and are harmed by holy and cure energy. They are immortal and cannot be raised from death if slain.

Undying: A reaper cannot really be slain. If it suffers damage that would kill it, it designates itself as defeated against the foe who struck the killing blow and offers that foe 5 minutes of its services before vanishing for at least 24 hours with the genuine promise to not engage or attack that foe ever again.

Roper

These plant creatures have long strands that paralyze the unwary.

Appearance & Culture

A roper is predatory plant. It weighs 1 ton and is cylindrical shaped. It is about 5 ft wide and 10 ft tall. Coloring is brown, green or white as befitting its habitat, whether in a cave, grotto or ice field. Adventurers often mistake it for an odd tree or rock formation. It uses long strands to paralyze and grapple foes. Prey are drawn into the central maw and eaten. Legends describe can use poison or hypnosis. Ropers resist magic, heal quickly, and project lures.

Roper (lvl 10)

Ropers have the following statistics.

Type Plant
Size Large
Alignment Usually chaotic evil
DC 30

Senses Darkvision, low-light vision
Perception +5 ; Stealth +1
Languages Sylvan, Terran, and Undercommon
Initiative +6

Speed 10 ft
Attack d20+10 ; MA
Weapons 6 strands (1d2 + paralysis, 60-ft reach) or bite (2d6, 10 ft reach)
Damage +5

Armor Tough fiberous hide ; DR 10
Wounds 15
Vitality 74
Fortitude 20, Reflex 16, Will 18
Special Fast Healing 5, Magic Resistance, Plant Mind ; its body has 9 wounds and 32 vitality ; each of its 6 strands has 1 wounds and 7 vitality ; reducing the body to negative wounds doesn't kill it

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Q&D Damage +15 ; Vitality 54

Str 20, Con 18, Dex 12, Int 12, Wis 16, Cha 6
Prime Strength and Wisdom
Skills Athletics +15, Dungeoneering +6, Endurance +9, Intimidate +15, Survival +13

FP 5 ; Deity Maurob, Mithrais, Tiamat or Thulzuur
Multiclassing Druid, elementalist, shaman or warlock
Treasure Items worth 1,000 gp scattered in its lair

Base Abilities

Ropers have the following abilities.

Camouflage: When a roper is in a natural environment and remains motionless while concealed, it enjoys a +20 bonus on Stealth checks. Also, even when the roper moves through a natural area, it enjoys a +5 bonus. The environment must afford places to hide, as normal, and the roper does not benefit when a creature already notices it.

Cold Adapted: A roper suffers ½ damage from cold attacks and 2x damage from fire attacks.

Fast Healing: A roper heals 5 wound points as a swift action. Acid and fire damage do not heal, but other forms of damage heal. Also, if the roper loses a limb, it can reattach the limb to the stump as a move action.

Illusionist^{M}: A roper can conjure 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

Magic Resistance: Apply a +5 bonus on saves to resist magic abilities. Also, when targeted by a magic ability that does not allow a save, the roper's foe must beat its Fortitude anyway, and if the roper successfully resists then the magic has no effect.

Paralyzing Touch^{M}: An adjacent creature must resist using Reflex or be paralyzed for 2 minutes. Each round on its turn, the creature has a 50% chance to briefly recover and take a single action that round. A creature can be affected once by this ability in a 24-hour period. Costs 5 vitality.

Plant Mind: A roper is immune to abilities that allow a Will save that do not specifically target plants.

Regrow: A roper regrows a lost limb after 1d10+10 days.

Adamar (lvl 12)

This roper is a construct. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, +2 Intelligence, and the following abilities.

Construct Traits: An adamar does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

Killing Cloud^{M}: The roper expels a noxious 30-ft-radius cloud around it. Each round that a creature is in the area, it suffers 1d4 acid wound damage, is blinded, and is reduced to a 5 ft speed. The cloud remains for 2 minutes. The roper is limited to expelling a cloud once every 2 minutes. Costs 5 vitality.

Repair Construct^{C}: The roper can self-repair 1d4 wound points per level. Costs 2 vitality.

Self-Distruct: When the adamar is slain, it explodes as its body disolves into green mist, inflicting 3d6 acid damage on all adjacent creatures. Nothing useful remains of it.

Stroper (lvl 16)

This cave-dwelling roper has a hard stony shell. Apply +42 vitality, +3 saves, +3 attacks, +6 DR, and the following abilities.

Drag: When the roper beats the Fortitude of a foe it strikes with its strands, it can move the foe 10 ft toward itself along the ground.

Improved Grapple: The roper grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the roper must expend a move action to maintain the grapple, and the foe can try to beat the roper's Fortitude as a standard action to break the grapple. The roper may block a grappled foe's mouth with 1 tentacle to prevent speech.

Mass Sudden Burial: All foes within 30 ft that are in contact with maleable ground (dirt, mud or snow but not rock or ice) are drawn into the earth and buried up to their necks for 5 minutes, or slowed for 1 round if Reflex resists. A buried creature can use verbal and magic abilities, and its allies can spend 1 minute to extract it. Apply -5 on the stroper's attack if the target is above 5th level. Costs 2 vitality.

Roper's Trill: A stroper can drone hypnotically. Each round the roper trills as a standard action, creatures within 120 ft must resist using Will or be stunned. Once a creature saves it is immune to the effect from that particular roper for 24 hours. If a stunned creature is attacked, it gains a second opportunity to resist. Costs 5 per round.

Stone Shape: A stroper can mold adjacent stone into new shapes. It can affect up to 10 cubic ft + 1 cubic ft per level. It can form rocks into a stone bridge, warp a pillar to make it fall, form a hole in a wall, or so forth. Costs 2 vitality.

Tremorsense: A stroper can detect and pinpoint any creature or object within 60 ft that is in contact with the ground or or a shared support such as webbing.

Rought

Roughts have lost their humanity to aberrant medical experiments.

Appearance & Culture

A rought is a devious aberrant humanoid. It wears clothing, keeps a laboratory or home, and often maintains other trappings of humanity. Yet it is a monster. Its grotesque cephalopod features give away its slow, horrid transformation from person into sea creature.

Every rought looks a little different. The flesh is always a rough, mottled purple. Typically, the hands and feet are twisted and augmented with small tentacles, extra eyes, acidic orifices, toothy maws. Worst of all, in the later stages of transformation, its mouth, eyes, and/or ears sport bizarre, ruinous mutations, rendering the rought dependent on blindsense.

Roughts are born of accident, foolishness or malice. Many start as students of medicine, the mind, or other esoterica who dabble with aberrant tissue, perhaps in hopes of making a great discovery or improving themselves. Inevitably, contamination leads to mutation, and attempts to reverse the transformation only make it worse. At some point, they may even seek out a sentient aberration such as an illithrix, which spells their doom. Only Miracle or Wish can return them to normal.

Roughts often abduct live subjects for experiments, perhaps linking with the victim's mind while using its fleshwarping ability. Early on, the goal of experimentation is a cure for itself. It is merely desperate. Later, the rought delights to explore surgically to psychically sate its inhuman curiosity.

Rought (lvl 5)

Roughts have the following statistics.

Type Aberration
Size Medium
Alignment Any evil
DC 20

Senses Blindsense
Perception +6 ; Stealth +5
Languages Cannot speak, but understands Aquan and Common
Initiative +0

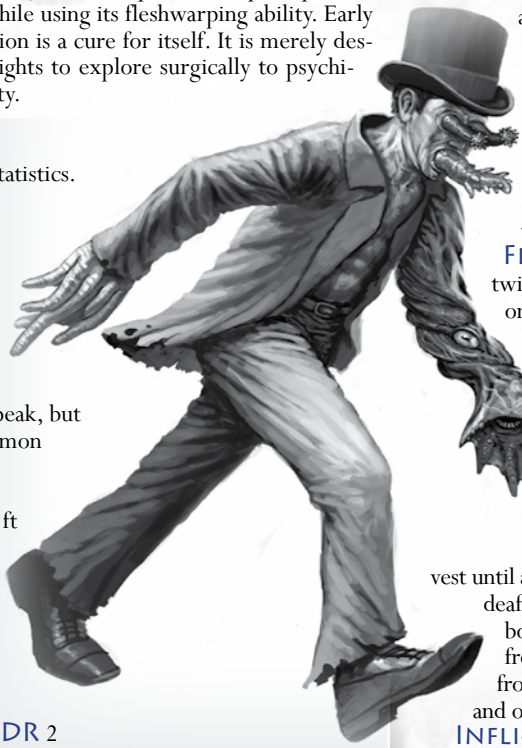
Speed 20 ft ; Swim 20 ft
Attack d20+5 (+6 with scalpal)
Weapons Slam (1d6), bite (1d6) or scalpal (2d6)
Damage +2

Armor Leathery skin ; DR 2
Wounds 13
Vitality 37
Fortitude 16, Reflex 13, Will 20

Q&D Damage +7 ; Vitality 27

Str 14, Con 14, Dex 10, Int 17, Wis 13, Cha 5
Prime Constitution and Intelligence
Skills Arcana +13, Athletics +7, Craft +13 (+18 to craft flesh or hide into items such as leather armor and human-hide books), Endurance +12, Heal +11 (+16 to halt bleeding), Mechanics +2, and Technics +10

FP 3 ; Deity Maurob, Rorax or Tiamat
Multiclassing Medicant, psion, shifter or wizard
Treasure Items worth 500 gp on itself and in its lab



Base Abilities

Roughts have the following abilities.

Aberrant Lore: Apply a +5 bonus to Arcana, Bluff, History, Insight, and Perception checks when dealing with an aberration or recalling lore about aberrations.

Acidic Assault: One targeted creature within 30 ft suffers 1d6 acid damage per 2 levels (maximum 5d6), or half the amount if Reflex resists. Costs 1 vitality.

Degrade Flesh[C]: After 1 hour's work, 1 vial of fresh blood plus 150 gp in other materials, and a successful DC 25 Heal check, the rought reduces a patient's comeliness by 1d4. A check roll of 1 has the opposite effect. The effect lasts 1 month. Multiple treatments don't stack. Costs 2 vitality.

Detect Aberrations: The rought detects the presence or absence of aberrations within a 15-ft cone. After a second round of concentrating in the same area, it learns what kind of aberrations are present.

Electrotech: A rought studies invisible mundane forces of nature. It can make checks using the Technics skill and enjoys a +2 bonus on Mechanics and Technics checks (already in the statistics block). See RPG, page 172 for details.

Fire Phobia: Roughts are somewhat aquatic and fear fire. A rought will not cross or come within 15 ft of an open flame unless is resists using Will against d20+5. Moreover, a successful attack against it that causes fire damage leaves the rought shaken (no save).

Flesh Pocket[M]: A rought creates a seamless, hard-to-see fold within its own or an adjacent person's skin. The fold weightlessly holds up to 1 pound per level of gear for up to 4 hours + 1 hour per level. A successful DC 35 Perception check spots the pocket. A creature is limited to 1 pocket at a time. When the magic ends, any contents fall to the floor in front of the recipient. Costs 2 vitality.

Flesh Warp[M]: An adjacent foe must resist using Will or twist into a monstrosity. On the 1st round it feels tingling, on the second round it is fatigued, and on the third round it permanently transforms, such that it is limited to a speed of 5 ft and suffers a -10 penalty on skill checks based on Strength, Constitution or Dexterity. Heal restores the target to normal. Costs 10 vitality.

Harvest Blood & Organs: A rought can harvest blood and organs. It can take a vial of blood from a patient after 1 round of work that inflicts 1 vitality damage. Removing a limb or organ takes 10 minutes and inflicts 2d6 wound damage. The rought can harvest until a target dies. Removing sense organs causes blindness (eyes), deafness (ears) or such. Also, removing a brain, heart, liver or both lungs kills most creatures. The rought cannot harvest from a creature that has been dead more than 2 minutes, or from a creature that is not helpless or fully restrained. Blood and organs are fresh for 1 hour unless it uses Preserve.

Inflict Wounds[M]: One adjacent target suffers 1d6 damage per 2 levels (maximum 5d6) as the rought twists the target's flesh and bones. Costs 1 vitality.

Locate Aberration[M]: Once weekly, a rought may learn the distance and direction to the most powerful aberration within 2 miles. It learns no other information.

Mindlink[M]: A rought can form a telepathic bond for 5 minutes with a sentient ally within 30 ft. Communicating is as natural and quick as normal speech. Once the bond is formed, it works over any distance. It can maintain only 1 bond at a time.

Mind Thrust[M]: One sentient foe within 30 ft suffers 1d6 psychic damage per 2 levels (maximum 5d6), or ½ damage if Will resists. Costs 1 vitality.

Preserve[M]: An adjacent hide, organ, limb or vial of blood is preserved as fresh for up to 1 day per level. Costs 1 vitality.

Regenerate[M]: A rought restores 1 lost limb or organ for itself or an adjacent ally after 1 minute of work. Costs 5 vitality.

Ruster

These subterranean aberrations locate and devour metals.

Appearance & Culture

Rusters are canny subterranean beasts that hunt for metal, magic and other precious items to consume with relish. A typical ruster is 5 ft long and 3 ft high, weighing 200 pounds. The hide varies in color from a yellowish tan underside to a rust-red upper back. A ruster's prehensile antennae can rust metals on contact.

A ruster can catch the scent of a metal object from up to 90 ft away, sometimes further in favorable conditions. When it detects such an object, it dashes toward the source and attempts to strike it with its antennae. The ruster is relentless, chasing prey over long distances if they still possess intact metal objects but usually ceasing its attacks to devour a freshly rusted meal.

The creature targets the largest metal object available, striking first at armor, then at shields, and lastly at smaller items. It prefers ferrous metals (such as steel or iron) over precious metals (such as gold or silver) but will devour the latter if given the opportunity.

Adventurers describe demonic rusters that devour souls. These rusters still love metal but hunt for souls first.

Ruster (lvl 4)

Rusters have the following statistics.

Type Magical beast
Size Medium
Alignment Usually neutral
DC 18

Senses Darkvision, metal-scent
Perception +1 ; Stealth +3
Languages Understand Common, Dwarven, Terran, and Undercommon
Initiative +3

Speed 40 ft ; Burrow 30 ft
Attack d20+1
Weapons Bite (1d6) or pair of antennae (1d2 + rust)
Damage +1

Armor Tough hide ; DR 5
Wounds 10
Vitality 30
Fortitude 14, Reflex 15, Will 13

Q&D Damage +5 ; Vitality 22

Str 12, Con 14, Dex 16, Int 5, Wis 12, Cha 8
Prime Strength and Dexterity
Skills Athletics +11, Dungeoneering +2, Endurance +7, Survival +11 (+21 when tracking)

FP 2 ; Deity Mithrais or Corvis
Multiclassing Elementalist, psion, ranger or shadowcaster
Treasure None

Base Abilities

Rusters have the following abilities.

Grapple: The ruster grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the ruster must expend a move action to maintain the grapple, and the foe can try to beat the ruster's Fortitude as a standard action to break the grapple. The ruster may block a grappled foe's mouth with 1 hoof to prevent speech.

Jump: A ruster can leap outward, downward or upward up to 30 ft as a standard action without a running start or Athletics check. Costs 1 vitality.

Knock Down: An adjacent foe must resist using Fortitude or be knocked to the ground and made prone.

Metal-Scent: A ruster can detect metal objects within 90 ft by sense of smell. If a metal object is upwind, the range increases to 120 ft. If it is downwind, the range drops to 60 ft.

Rust: A ruster that hits with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. One touch destroys up to a 10-ft cube of mundane metal to a limit of 1 item at a time. Magic armor and weapons, and other magic items made of metal, enjoy a +5 bonus on their save to resist destruction.

Also, a metal weapon that deals damage to a ruster corrodes immediately, though a magical weapon may resist using Reflex. Wooden, stone, and other nonmetallic weapons are unaffected.

Phrenic Ruster (lvl 7)

Apply +21 vitality, +1 saves, +1 attacks, +1 DR, +4 Intelligence, and the following abilities.

Dimension Step[M]: The ruster vanishes and reappears up to 30 ft away in an open space of its choice within line of sight. After it arrives, it is dazed for the rest of its turn. It can take gear or an ally weighing up to 250 pounds. Sense Link (below) grants it line of sight. Costs 2 vitality.

Id Insinuation[M]: A sentient foe within 30 ft is stunned for 1d4 rounds. Will resists. Costs 2 vitality.

Psionic Blast[M]: Sentient creatures within a 30-ft cone are stunned 1d4 rounds. Will resists. Costs 5 vitality.

Sense Link[M]: The ruster establishes a perceptual bond with a touched or mindlinked ally for 5 minutes. Each round, the ruster sees and hears through the ally's eyes and ears as if it were in the ally's place. The ruster is defenseless while using this ability. Once the bond forms, it persists out to any distance. It can end the bond as a swift action and can only maintain 1 bond at a time. Costs 1 vitality.

Forced Sense Link[M]: This improves Sense Link, such that the ruster may link to an unwilling target within 30 ft. The link only lasts 1 minute if its Will resists. Costs 2 vitality.

Demonic Ruster (lvl 8)

A demonic ruster is a fiend. Apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Demonic Body: A demonic ruster enjoys +5 DR to resist acid. Also, it is immune to poison.

Detect Magic[M]: A ruster can immediately learn whether magic is present or absent within a 15-ft cone. The next time it scans the same area, it learns the exact location (within 5 ft) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions.

Magic Resistance: A demonic ruster enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, its foe must beat its Fortitude anyway, and if it successfully resists then the magic has no effect.

Nethersight[M]: This improves Darkvision, such that the ruster can see in magical darkness as well as normal darkness.

Slow-Poison Tongue[M]: A demonic ruster can lash out with a long green tongue. The tongue has a 10-ft reach. If its target fails to resist using Reflex, the tongue inflicts 1d6 acid damage and transmits a slowing poison. The target is immediately slowed for 2 minutes, which limits it to 1 move or standard action each turn. Costs 5 vitality.

Soul Drinker[M]: Each time a demonic ruster strikes a living creature and expends 1 vitality as a swift action, it draws forth a small portion of the creature's soul, equivalent to 1 level. The target merely feels a slight loss of vitality, 1 point of damage that bypasses DR and all other defenses. However, when the number of hits exceeds the creature's level, the creature's soul exits its body as a white mist and dissolves into the ruster's maw. The tally of strikes returns to 0 after 1 hour away from the ruster. Creatures slain this way cannot be restored to life except by Miracle or Wish.

Sahuagin

These ferocious aquatic warriors often raid sea villages.

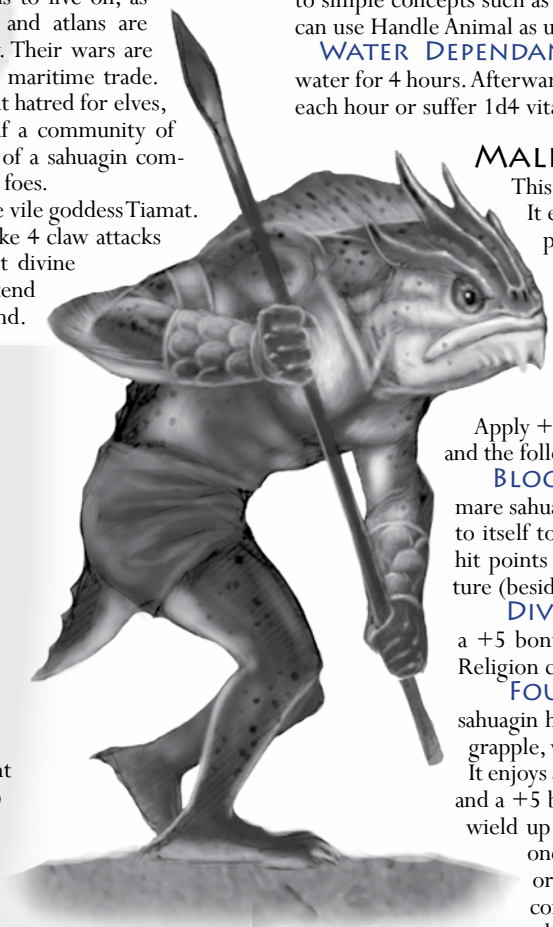
Appearance & Culture

A sahuagin is a savage fish-like humanoid. An adult male stands 6 ft tall and weighs 200 pounds. Most sahuagins feature green coloration, darker along the back and lighter on the belly. Many have dark stripes, bands, or spots but these tend to fade with age.

Sahuagins are savage fighters that give no quarter. In combat, a sahuagin tears with its feet as it strikes with its talons or a weapon. About half of any group of sahuagins is also armed with nets. On dark nights, sahuagins ambush ships at sea and execute raids on coastal towns. They are strategic, territorial, and well-organized, making them formidable foes. Due to their lawful nature, sahuagin are known to form and honor treaties, especially for trade purposes.

Legends say that eons ago, the gods punished an ancient race of seagoing humans for insulting and defying them. Most of the humans drowned, but a few good-hearted souls became atlans while the most evil among them made a pact with demons to live on, as sahuagins. Whatever the truth, sahuagins and atlans are ancient foes who cannot coexist peacefully. Their wars are long, bloody affairs that can interfere with maritime trade. Sahuagins have an only slightly less vehement hatred for elves, merfolk, and other marine races. Oddly, if a community of atlans or elves is located within 100 miles of a sahuagin community, 1 of 100 sahuagins looks just like its foes.

About 1 of 200 sahuagins is blessed by the vile goddess Tiamat. This telumare sahaugin has 4 arms, can make 4 claw attacks or use extra weapons, and projects potent divine powers that surprise allies and foes. They tend to rise to become ruthless rulers of their kind.



Sahuagin (lvl 2)

Sahuagins have the following statistics.

Type Mutant
Size Medium
Alignment Usually lawful evil
DC 14

Senses Darkvision, blindsense
Perception +5 ; **Stealth** +5
Languages Sahuagin, Aquan, and Common
Initiative +1

Speed 30 ft ; **Swim** 60 ft
Attack d20+3
Weapons 2 talons (1d4 each), trident (1d8, 10 ft), heavy crossbow (1d10, 120 ft)
Damage +2

Armor Scaly hide ; **DR** 3
Wounds 10
Vitality 15
Fortitude 15, **Reflex** 15, **Will** 12
Special The sahuagin and its gear ignore cold down to -40° F.

Q&D Damage +4 ; Vitality 11

Str 14, **Con** 12, **Dex** 12, **Int** 14, **Wis** 12, **Cha** 8
Prime Strength and Intelligence
Skills Athletics +12, Endurance +6, Handle Animal +6, Intimidate +10, Survival +6, Warcraft +12

FP 1 ; **Deity** Beyos, Phane or Tiamat
Multiclassing Elementalist, ranger, shifter or warlock
Treasure Items worth 200 gp in its lair

Base Abilities

Sahuagin have the following abilities.

Blindsense: Sahuagins use echolocation. They emit odd noises that allow them to notice and locate creatures within 30 ft from all directions. This works underwater and above water.

Blood Frenzy: Once daily when a sahuagin takes wound damage, it can enter a frenzy, clawing and biting madly to the death. For 5 minutes, it gains +3 vitality, a +1 bonus on attack and damage rolls, and suffers a -2 penalty to Reflex. A sahuagin cannot end its frenzy voluntarily. When the frenzy ends, it is fatigued.

Freshwater Sensitivity: Every 10 minutes that a sahuagin remains immersed in fresh water, it must pass a DC 15 Endurance check or become fatigued, or exhausted if already fatigued, or unconscious if already exhausted.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a Daylight spell) blinds a sahuagin for 1 round. Thereafter, it is dazzled (-1 penalty on d20 rolls) while remaining in bright light.

Speak with Sharks[M]: Sahuagins can communicate telepathically with sharks up to 120 ft away. Communication is limited to simple concepts such as "food," "danger", and "enemy". Sahuagins can use Handle Animal as usual to befriend and train sharks.

Water Dependant: A sahuagin can survive out of the water for 4 hours. Afterward, it must pass a DC 15 Endurance check each hour or suffer 1d4 vitality damage. This damage bypasses DR.

Malenti (lvl 2)

This rare sahuagin looks exactly like an atlan. It enjoys a +20 bonus on Disguise checks to pass as an atlan. It lacks a sahuagin's bite and talon attacks but speaks Atlan and Elvish.

Telumare (lvl 7)

This rare fiendish sahuagin has 4 arms and stands 1-2 ft taller than its peers. Apply +35 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Blood of Tiamat[M]: At any time, a telumare sahuagin may inflict 1 point of wound damage to itself to produce a drop of blood that heals 1d4 hit points for an adjacent willing or helpless creature (besides itself).

Divine Potential: A telumare enjoys a +5 bonus on Athletics, Diplomacy, Insight, and Religion checks.

Four-armed Warrior: A telumare sahuagin has 2 extra arms with which it can climb, grapple, wield weapons or make extra claw attacks. It enjoys a +5 bonus on Strength-based skill checks and a +5 bonus to initiate or resist grappling. It can wield up to 4 light or medium melee weapons at once, 1 in each hand, or 2 Heavy weapons, or make 4 claw attacks, or so forth in any combination. It suffers no penalty when it makes multiple attacks at once.

Ignore Attack[M]: As an immediate action, a telumare sahuagin declares that it ignores 1 attack of any kind before it knows whether it hits. Costs 5 vitality.

Second Wind: Once daily, after 1 minute of rest, a telumare sahuagin recovers 4d6 vitality.

Tiamat's Gift[M]: Once daily, a telumare sahuagin can pray for extraordinary aid. The goddess Tiamat can move the telumare's party to safety, cure its party from all injury and ailments, restore its party to life and 1 hit point, banish a good creature or devastate it with 20d6 vile damage, or so forth. This miracle cannot change a creature's alignment or have it make choices against its will. The chance the telumare's prayer is answered equals 70% + 1% per level. It is left exhausted if Tiamat grants her gift.

Satyr

Satyrs are alluring, elusive, fey-like, chaotic, and courtly.

Appearance & Culture

Satyrs stand 5 to 5½ ft tall and weigh 120 to 145 pounds. They have ram or goat-like horns and hooves and brown or gray skin with profuse body hair. All satyrs are male. Like nymphs and dryads, they are nature spirits made manifest in human-like form. Satyrs are most at home in hilly woods and are strongly linked to rocks.

Satyrs are wild, handsome, and fun. They enjoy wine, song, animals, nature, and sex. They can vanish into their fey realm to enjoy respite and play pranks or offer gifts (wondrous or cruel) to those they deem deserving. At their best, they embrace the moment to bring love and laughter in dark times.

Satyrs sometimes take lovers, particularly comely and charismatic humans, elves, half-elves, nymphs, and of course dryads. A buckaroo satyr can draw its lovers into its rocky home for a long evening of bliss. Any offspring are always dryads if female and satyrs if male.

Some satyrs are cruel and delight in the suffering of "mere mortals". These satyrs reflect nature's uncaring cruelty and happily use their pipes to lure nasty and ugly trespassers to their doom.

Satyr (lvl 4)

Satyrs have the following statistics.

Type Fey
Size Medium
Alignment Usually chaotic neutral
DC 18

Vision Low-light vision
Perception +8 ; Stealth +1
Languages Common and Sylvan
Initiative +1

Speed 30 ft
Attack d20+7 (+8 with bow)
Weapons 2 horns (1d4 each), 1 hoof (1d6) or long bow (2d6, 120 ft)
Damage +2

Armor Fey aura ; DR 3 (+0 vs cold iron)
Wounds 12
Vitality 28
Fortitude 16, Reflex 15, Will 17
Special Immune to charm and sleep magic

Q&D Damage +6 ; Vitality 20

Str 15, Con 10, Dex 12, Int 8, Wis 14, Cha 21
Prime Strength and Charisma
Skills Diplomacy +15, Handle Animal +7, Intimidate +12, Music +15, Nature +4, Survival +7

FP 2 ; Deity Corvis, Greenwyrm, Iris or Tanish
Multiclassing Bard, druid, gallant or witch
Treasure Items worth 400 gp scattered in its lair

Base Abilities

All satyrs have the following abilities.

Comely Distraction: A satyr's virility distracts others. When the satyr targets a person within 15 ft, the target suffers a -5 penalty on Perception checks for 1 round. Costs 1 vitality.

Boulder Shape[M]: The satyr becomes a large stone. In this form, he sees and hears normally but can take no other actions. He enjoys a +20 bonus on Disguise checks to be mistaken for a normal boulder, which radiates faint magic. He can return to his normal form as a move action. The effect lasts 4 hours + 1 hour per level. Costs 2 vitality.

Lasting Vigor: A satyr ignores the negative effects of aging although he still dies of old age when his time is up.

Pan Pipes[M]: A satyr can conjure a set of magical pipes at will but is limited to 1 set at a time. The pipes vanish if they leave his hands for more than 1 minute. When playing pipes, a satyr enjoys a +5 bonus on Music checks.

Satyr's Lute[M]: When a satyr plays pipes as a standard action, persons within 120 ft who hear him and fail to resist using Will are compelled to move toward him or, if already adjacent, stand before him dazed for that round. Persons that successfully resist are immune to that satyr's piping for the rest of the day. Costs 2 vitality.

Seduction: The satyr targets 1 person. If he beats the person's Will, he consumes that person's attention with romance for 4 hours + 1 hour per level, during which time the person suffers a -5 penalty to Perception checks and does not move more than 30 ft from the satyr. Even those who resist are distracted for 1 minute. If the locale is romantic, apply a -2 penalty to the target's save. The target gets a new chance to resist whenever he notices an attack roll.

Satyr Buckaroo (lvl 6)

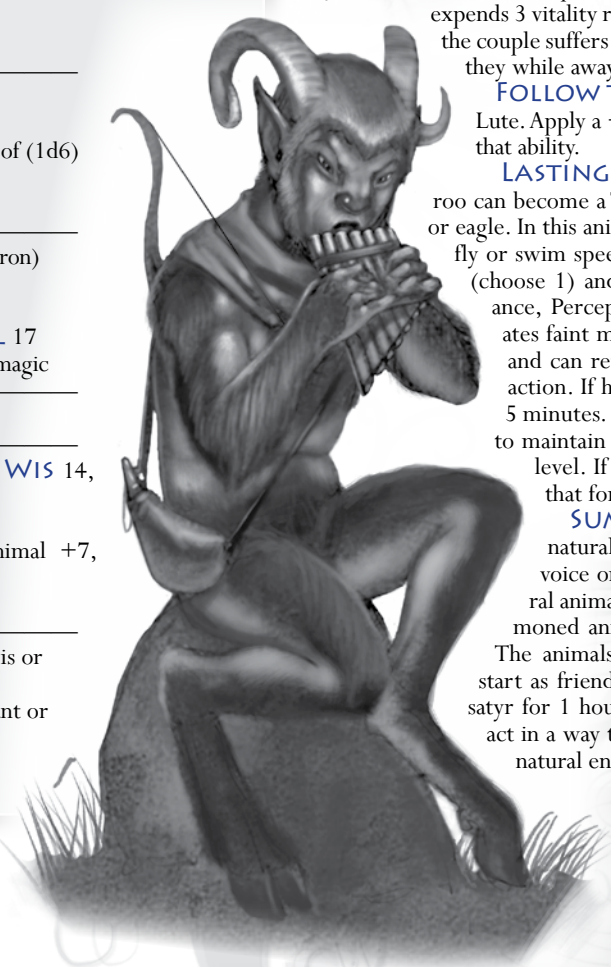
A buckaroo is a virile satyr leader. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Fey Affair: This improves Boulder Shape such that 1 willing adjacent Medium or Small person may accompany the satyr when he expends 3 vitality rather than 2. While in boulder form, the couple suffers a -5 penalty on Perception checks as they while away the hours in a state of fey bliss.

Follow the Piper[M]: This improves Satyr's Lute. Apply a +2 bonus on the satyr's attacks using that ability.

Lasting Wild Shape[M]: A satyr buckaroo can become a Tiny or Small animal such as a goat or eagle. In this animal form, he gains a burrow, climb, fly or swim speed of 30 ft, or a land speed of 60 ft (choose 1) and he enjoys a +3 bonus on Endurance, Perception, and Stealth checks. He radiates faint magic. He cannot attack in this form and can return to his normal form as a move action. If he expends 2 vitality, the effect lasts 5 minutes. Otherwise, he can expend 5 vitality to maintain the form for 4 hours + 1 hour per level. If slain in animal form, he remains in that form.

Summon Animals[M]: While in a natural area, a buckaroo satyr can use his voice or pipes to summon 1 or more natural animals such as bears or wolves. The summoned animals' levels equal the satyr's level. The animals take 1d10 minutes to arrive and start as friendly to the satyr. The animals aid the satyr for 1 hour, then leave. An animal will never act in a way that brings harm to itself, fey or the natural environment. Costs 10 vitality.



Satyr Kid (lvl 2)

A satyr kid is a boisterous juvenile. Apply -14 vitality, -1 saves, -1 attacks, and -1 DR. Also remove Lasting Vigor and Seduction. All other features are the same.

Scorpion

These giant insects are extremely irritable and poisonous.

Appearance & Culture

Scorpions are nasty vermin. They sport 2 large pincers, 6 legs, a tail stinger, and tough chitin. Their color varies according to their environment, from black in caves to golden brown in wastelands. Some are nearly transparent. They operate on instinct, driven by simple needs for food and reproduction. Due to their ill temper, they attack after the merest provocation. Scorpions are nocturnal and often hard to find during the day, which is when they rest between rocks, within hollow trees, and in small caves. A mundane scorpion may grow to the size of an adult human in a primaeval environment.

Giant scorpions are at home in many environments. Most infamous is the drow hissing scorpion. Its equipped to spit poison as well as sting with its tail. It can climb with ease, magically hide within stones as it awaits prey, and act as a sturdy pack animal or mount. Other common varieties include the desert scorpion, storm scorpion, and phrenic scorpion. Finally, some artificers favor giant mechanical scorpions as fearsome mobile weapons for war.

Giant Scorpion (lvl 1)

Giant scorpions have the following statistics.

Type Animal
Size Medium
Alignment Usually neutral
DC 12

Vision Darkvision, tremorsense
Perception +5 ; Stealth +6
Languages None
Initiative +0

Speed 30 ft
Attack d20+2 (+7 grappling)
Weapons 2 claws (1d6 each), bite (1d4) or stinger (1d6 + poison)
Damage +2

Armor Soft chitin ; DR 3
Wounds 10
Vitality 8
Fortitude 14, Reflex 13, Will 10
Special Immune to its own poison

Q&D Damage +3 ; Vitality 6

Str 14, Con 12, Dex 12, Int 1, Wis 10, Cha 2
Prime Strength and Constitution
Skills Acrobatics +6, Athletics +12, Endurance +11, Survival +5

FP 1 ; Deity Lilith or Tiamat
Multiclassing Barbarian, druid, rogue or shifter
Treasure Items worth 100 gp scattered in its lair

Base Abilities

All scorpions have the following abilities.

Poison Stinger: As a move action, a scorpion can add poison to its stinger. When a creature is struck by the stinger, it immediately suffers 1d10 wound damage in addition to the stinger's usual damage with a 50% chance to suffer an additional 1d10 wound damage 5 minutes later. Unused poison dissipates after 5 minutes. Costs 5 vitality.

Power Grapple: The scorpion grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude and has at least 1 claw or 2 legs free. The scorpion enjoys a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the scorpion must expend a move action to maintain the grapple, and the foe can try to beat the scorpion's Fortitude as a standard action to break the grapple. The scorpion may block a grappled foe's mouth with 1 claw to prevent speech. As a standard action, the scorpion may move the grappled foe 5 ft, either moving at the same time with the foe or repositioning the foe.

Reactive Sting: As an immediate action, the scorpion can attempt a poison stinger attack for 1d6 damage when a foe escapes its grapple. Note that coating the stinger with poison is a separate action. Costs 1 vitality.

Tremorsense[M]: A scorpion can detect and pinpoint any creature or object within 60 ft that is in contact with the ground or a shared support such as a beam or webbing.

Warmech Scorpion (lvl 6)

This scorpion is a construct. Apply +35 vitality, +3 saves, +3 attacks, +3 DR, and the following abilities.

Battlemech Skills: Boost Athletics, Mechanics, Perception, Stealth, and Warcraft checks by +4.

Construct Traits: A warmech scorpion does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

Disintegrate[M]: The warmech scorpion targets a single 10-ft cube volume or 1 creature within 120 ft. If it targets a volume, unattended mundane material and force effects (such as Wall of Force) vanish. If it targets a foe and beats its Fortitude, the foe suffers 4d6 wound damage and permanently vanishes if it dies. Miracle or Wish restores disintegrated items and creatures. Costs 10 vitality.

Invisibility[M]: This scorpion or its rider turns invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and refuses line of sight. Costs 2 vitality.

Jump: The scorpion can leap downward, outward, or upward up to 30 ft as a standard action without a running start or Athletics check. Costs 1 vitality.

Mage Armor[M]: A shimmering field provides +4 DR for 1 hour. Mage Armor does not stack with real worn armor or Bone Armor. Costs 1 vitality.

Second Wind: Once daily after 1 minute of rest the warmech scorpion regains 4d6 vitality.

See Invisibility[M]: As a standard action, the warmech scorpion clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Self-Repair: The warmech scorpion recovers 1d4 wound points per level (typically 4d6 wounds). Costs 2 vitality.



Shadow

These cunning, hateful undead thrive in cold darkness.

Appearance & Culture

A shadow is an inky roving mass of darkness that seeks to devour warm souls. Shadows display no features and exist tenuously between darkness and light, making them hard to strike. A shadow's touch causes fatigue, exhaustion and unconsciousness, whereupon it feeds to spawn more of its kind.

Shadows hunt alone or in gangs and prefer to overwhelm lone individuals. They are highly intelligent and may speak from an area of darkness—proffering secret knowledge or aid against a hated foe—in order to lure a curious creature into their clutches. When they have nothing to lose, shadows speak to inflict maximum cruelty.

Shadow magi are infamous. They recall fragments of mortal life, tend to target magic users, and produce darkness to overcome light. The first shadow magi rose from the remains of a shadowcaster who perished with an overwhelming desire to seek vengeance. Since then, victims of shadows with magic abilities often rise as shadow mages.

A shadowcaster can conjure shadows and use these creatures as potent though untrustworthy familiars.

Shadow (lvl 5)

Shadows have the following statistics.

Type Undead
Size Medium
Alignment Any evil
DC 20

Senses Nethersight
Perception +4 ; **Stealth** +11 (+16 in darkness)
Languages Common, Undercommon, plus 1 other language the shadow spoke in life
Initiative +6

Speed 10 ft ; **Fly** 30 ft in dark, 10 ft in shadow, 0 ft in light.
Attack d20+8
Weapons Slam (1d3)
Damage -2

Armor None ; **DR** 0
Wounds 3
Vitality 36
Fortitude 13, **Reflex** 20, **Will** 16
Special Incorporeal Traits, Undead Traits

Q&D Damage +3 ; Vitality 26

Str 6, **Con** 12, **Dex** 23, **Int** 17, **Wis** 8, **Cha** 14
Prime Dexterity and Intelligence
Skills Endurance +6, and +2 on 2 skills from its former life

FP 3 ; **Deity** Maurob, Nefriti or Thulzuur
Multiclassing Necromancer, rogue, shadowcaster or warlock
Treasure None

Base Abilities

All shadows have the following abilities.

Daylight Damage: While in natural sunlight or a Daylight spell's area, a shadow is blind and suffers 2 wound points per round (no save). Also, it is dazed for 1 round when first exposed to such light.

Draining Touchᴹ: One adjacent creature suffers 2d4 necrotic wound damage if the shadow beats its Reflex. Moreover, if the shadow beats its Fortitude as well, the target is fatigued (or exhausted if already fatigued, or unconscious if already exhausted). Costs 5 vitality.

Incorporeal Traitsᴹ: A shadow is incorporeal. Mundane attacks against incorporeal creatures have a 90% miss chance and magic attacks have a 50% miss chance. Incorporeal creatures cannot handle solid objects, can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks, and must materialize to make attack rolls. Materializing and dematerializing are swift actions that cost 5 vitality each.

Spawnᴹ: Once daily, a living creature with at least 1 magic ability that is slain by a shadow transforms into a shadow within 1 hour after death. Creatures with magical abilities and 5+ levels transform into shadow mages instead. Costs 5 vitality.

Taint Auraᴹ: As a swift action, an adjacent living creature must resist using Will or gain 1 point of taint. When a creature's taint exceeds its Wisdom score, its goes insane.

Undead Traits: A shadow is immune to all ailments including disease and poison. It need not breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It regains wound points from necrotic energy, regains no wound points from rest, and is harmed by holy and cure energy on a point-for-point basis. It is immortal and cannot be raised from death if slain.

Devouring Death Shadow (lvl 7)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Illusionistᴹ: A devouring death shadow can conjure 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

Instant Deathᴹ: One adjacent living creature that is cloaked in natural darkness (not shadowy illumination or magical darkness) must resist using Will or be instantly slain and turned to fine shadowy mist. Death Ward blocks the effect. Costs 25 vitality.

Shadow Magi (lvl 7)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Drawn to Dark Dweomerᴹ: A shadow magi can spend a standard action to detect the direction and distance to the nearest living shadowcaster within 5 miles (or living magic user if no shadowcaster is within range, or nearest living creature if no magic user is within range). Costs 5 vitality.

Gloomᴹ: A shadow magi can create shadowy conditions in 120-ft-radius area around itself. Attempts by others to lighten or darken the area (using Darkness, Daylight, etc) fail. The effect lasts 4 hours + 1 hour per level indoors or at night, or 5 minutes outdoors during the day. A mage shadow can only maintain 1 area of gloom at a time. Costs 5 vitality.

Shade Riderᴹ: The shadow can merge with the natural shadow of an adjacent creature or object for up to 4 hours + 1 hour per level, vanishing from sight and remaining undetectable by physical means. It see and hear in this form but cannot move on its own or use abilities except to end the effect as a move action. Costs 5 vitality.

Shadow Phear (lvl 10)

This terrifying creature is a swarm of twisting, screaming shadows. Apply +35 vitality, +10 wound points, +3 Fortitude and Will, -2 Reflex, +3 attacks, +5 damage, +3 DR and the following abilities.

Fearful Cryᴹ: All living creatures within 15 ft that can hear are shaken for 5 minutes, or for 1 round if Will resists. A creature that is 5+ levels below the shadow phear is frightened instead, fleeing as best it can or cowering if it cannot flee. Costs 2 vitality.

Huge Size: A shadow phear is a Huge creature. It occupies a 20-ft-diameter circular area and has a reach of 15 ft.

Mass Gray Wastingᴹ: All foes within 30 ft permanently age 1 category, or are dazed for 1 round if Fortitude resists. Multiple attacks do not stack and once the target saves it is immune for the day. Remove Curse reverses the aging. Costs 5 vitality.

Shark

These relentless sea-going predators attack without mercy.

Appearance & Culture

These large carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them, particularly when they smell blood or are hungry. Sharks reach 15 ft in length and pose a serious threat, especially when commanded by intelligent forces such as sahuagins. Huge sharks like great whites exceed 20 ft in length.

Sharks circle and observe potential prey, then dart in and bite with powerful jaws. A shark can latch on, holding its prey in its jaws, and drag it down into deep water, repeatedly biting as it goes. They are also prone to bull rush foes to test their strength and possible reactions.

Shark (lvl 2)

Sharks have the following statistics.

Type Animal
Size Large
Alignment Neutral
DC 14

Vision Blindsense, keen scent
Perception +11 ; **Stealth** +1
Languages None
Initiative +6

Speed 0 ft ; **Swim** 60 ft
Attack d20+5
Weapons Bite (2d6)
Damage +3

Armor Thick hide ; **DR** 3
Wounds 15
Vitality 16
Fortitude 14, **Reflex** 12, **Will** 12
Special Diehard ; shark and its gear ignore cold down to -40° F.

Q&D Damage +5 ; Vitality 12

Str 17, **Con** 14, **Dex** 12, **Int** 2, **Wis** 13, **Cha** 2
Prime Strength and Wisdom
Skills Athletics +13, Endurance +6, Intimidate +13

FP 1 ; **Deity** Beyos, Thulzuur or Tiamat
Multiclassing Barbarian, druid, elementalist or shifter
Treasure None

Base Abilities

All sharks have the following abilities.

Attach: When a shark successfully bites a foe, it latches on as a swift action with powerful jaws to automatically deal bite damage each round that it remains attached. The foe must spend a standard action and beat the shark's Fortitude to dislodge it. While attached, the shark is defenseless.

Blindsense: Sharks have echolocation. They emit odd noises that allow them to notice and locate objects and creatures within 30 ft from all directions.

Diehard: When a shark falls to 0 wound points or below, it is not unconscious. Instead, it is conscious and can continue to take a single move or attack action each round until it reaches -10 hit points, at which time it dies.

Improved Bull Rush: A shark can shove an adjacent target. If it beats the target's Fortitude, the target is pushed back 1d4 x 5 ft. The shark must move at least 10 ft just prior to using this ability. The shark enjoys a +5 bonus when initiating or resisting a bull rush.

Keen Scent: A shark notices creatures by scent within 180 ft underwater and can detect blood in water at ranges of up to 1 mile.

Warmind Shark (lvl 4)

This shark is an aberration. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, +2 Intelligence, and the following abilities.

Dimension Step[M]: The warmind shark vanishes and reappears up to 30 ft away in an open space of its choice within line of sight. After it arrives, it is dazed for the rest of its turn. It can take gear or an ally weighing up to 250 pounds. Costs 2 vitality.

Hustle: As a swift action, the shark gains a bonus move action. Costs 1 vitality.

Id Insinuation[M]: A sentient foe within 30 ft is stunned for 1d4 rounds. Will resists. Costs 2 vitality.

Mage Armor[M]: A psychic field grants the shark +4 DR for 1 hour. This does not stack with barding or Bone Armor. Costs 1 vitality.

Mental Barrier: Boost the warmind shark's Will by +5.

Crown Shark (lvl 10)

Crown sharks have the following statistics.

Type Magical beast
Size Huge
Alignment Neutral evil
DC 30

Vision Blindsense, keen scent
Perception +21 ; **Stealth** +6
Languages Understands Aquan, Sahuagin, and Undercommon
Initiative +7

Speed 0 ft ; **Swim** 60 ft
Attack d20+15
Weapons Bite (4d6, 10 ft reach)
Damage +10

Armor Very thick hide ; **DR** 7
Wounds 20
Vitality 73
Fortitude 25, **Reflex** 17, **Will** 16
Special Diehard ; shark and its gear ignore cold down to -40° F.

Q&D Damage +20 ; Vitality 53

Str 30, **Con** 17, **Dex** 14, **Int** 5, **Wis** 13, **Cha** 12
Prime Strength and Wisdom
Skills Athletics +20, Endurance +7, Intimidate +20, Survival +11

FP 5 ; **Deity** Beyos, Thulzuur or Tiamat
Multiclassing Barbarian, blackguard, shifter or warlock
Treasure None

Base Abilities

A crown shark has standard shark abilities plus the following abilities.

Redouble: Twice daily, the crown shark may recover 4d6 vitality after 1 minute of rest.

Sever Limb: When a crown shark beats an attached foe's Fortitude, it inflicts 2d6 wound damage as it severs 1 of its foe's limbs (1d4: 1 is right arm, 2 is left arm, 3 is right leg, 4 is left leg). A severed limb can be reattached or regrown using Fast Healing, Heal or Regenerate. A shark may eat the limb or drop it as a swift action.

Swallow Whole: After successfully using Attach on a Large or smaller foe, the shark can swallow the foe if it beats the creature's Fortitude. A swallowed creature suffers 4d6 acid damage per round inside the shark's stomach. To escape, the creature must beat the shark's Fortitude to return to its mouth (where the shark remains attached to it), or it must cut its way out using a Light slashing weapon such as a dagger to inflict 10 points of damage. A creature that dies in the shark's stomach dissolves into nothing after 1 round and cannot be restored from death except by Miracle or Wish. A shark can hold 2 Large, 5 Medium, 10 Small, or 20 Tiny creatures in its stomach at once.

Shock Lizard

These fierce lizards zap prey with powerful electrical shocks.

Appearance & Culture

A shock lizard is about 1-ft tall, 3-ft long from tip to tail, and weighs about 25 pounds. It distinguishes itself from mundane lizards in that it has blue-black markings along its back and tail and a pale gray or blue underside with shading to a darker hue on its back.

Some savants keep shock lizards as familiars. These familiars are relatively intelligent, understand their master's commands, and are useful for use with electrotech.

Shock Lizard (lvl 1)

Shock lizards have the following statistics.

TYPE Magical beast
SIZE Small
ALIGNMENT Usually neutral
DC 12

SENSES Low-light vision, darkvision
PERCEPTION +6 ; STEALTH +17 (+32 when motionless in a rocky or stony area)
LANGUAGES Only lacerta shock lizards use language
INITIATIVE +7

SPEED 40 ft ; CLIMB 20 ft; SWIM 20 ft;
ATTACK d20+2
WEAPONS Claws (1d4)
DAMAGE +0

ARMOR Thick hide ; DR 3
WOUNDS 5
VITALITY 8
FORTITUDE 13, REFLEX 19, WILL 11
SPECIAL Immune to electricity

Q&D Damage +1 ; Vitality 6

STR 10, CON 13, DEX 15, INT 2, WIS 12, CHA 6
PRIME Constitution and Dexterity
SKILLS Acrobatics +12

FP 1 ; DEITY Greenwyrm or Iris
MULTICLASSING Barbarian, druid, elementalist or shifter
TREASURE 1d4 x 5 gp items scattered around its lair

Base Abilities

Shock lizards have the following abilities.

DETECT ELECTRICITY: Shock lizards automatically detect any electrical effect or discharge within 90 ft, such as caused by the activation of an electrotech device or the presence of another shock lizard.

SHOCK PULSE: When 2+ shock lizards are within 20 ft of each other, they may produce a 20-ft-radius blast of electricity centered around any 1 contributing lizard. Creatures in the area suffer 2d6 damage per lizard (max 10d6). Apply a +5 bonus on attacks versus metal-clad targets. Reflex resists for ½ damage. Costs 2 vitality from each lizard.

SHOCKING GRASP: One adjacent foe suffers 1d6 electrical damage per level (max 5d6) and is dazed for 1 round unless Fortitude resists. Apply a +5 bonus on the lizard's attack against metal-clad foes. Costs 1 vitality.

Hatchling Lacerta (lvl 2)

This shock lizard is smart. Apply +7 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

SAVANT: Boost Intelligence by +5 and apply a +10 bonus on any 2 skills not based on Charisma. Also, if the shock lizard could not speak before, it can now speak Common or Draconic.

MORTAL BOND: A lacerta enjoys a special bond with its master. It is completely loyal and does its best to provide aid. The lacerta and master always know each other's general health and disposition.

Mature Lacerta (lvl 4)

This shock lizard has useful skills. Apply +21 vitality, +2 saves, +2 attacks, +2 DR, the hatchling lacerta's abilities, and the following additional abilities.

ELECTROTECH: The lacerta enjoys an intuitive understanding of invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. It can make checks using the Technics skill (RPG, pg 177) and enjoys a +2 bonus on Mechanics and Technics checks.

EVASION: When a lacerta lizard attempts a Reflex save that delivers partial damage even on a successful save, it instead takes no damage. It still takes full damage on a failed save. The lizard does not gain this benefit when it is helpless.

FAR SWITCH^{M}: This lacerta lizard can activate or deactivate an electrotech device within 30 ft. It might turn on a street light or stall a vehicle. The device is unharmed by this. If the device is attended or in motion, the chance of success is only 30% + 2% per level. Costs 2 vitality.

HYBRID FORM: The lacerta can stand and walk upright and has hands with opposable thumbs and sufficiently slender digits on its forelimbs such that it can manipulate objects as a Small person. This does not interfere with its normal quadruped motion.

LIGHTNING BOLTS: The lacerta inflicts 1d6 electrical damage per level (max 10d6) to all creatures in either a 15-ft cone or along a 60-ft line, as it desires. Apply ½ damage if Reflex resists. Targets that don't resist are also dazed for 1 round. Costs 2 vitality.

TECHNICS EXPERTISE: Boost the lacerta's Technics checks by +5, or by +10 once per day. Requires Electrotech.

Technion Lacerta (lvl 6)

This shock lizard is a skillful technician. Apply +35 vitality, +3 saves, +3 attacks, +3 DR, the hatchling and mature lacerta's abilities, and the following additional abilities.

DODGE: As an immediate action, the lizard ignores 1 melee weapon attack before it knows whether the attack hits. Requires Dexterity 15+ and works only in light or no armor. Costs 2 vitality.

MENTECH'S HAND^{M}: The lacerta mentally moves a single metallic unattended object within 30 ft weighing up to 25 pounds. It can move the object up to 30 ft in any direction. The item's composition must be at least ¼ metal to move it. Costs 1 vitality.

TECHNICAL GENIUS: The lacerta's talent with science greatly deepens. Boost Craft, Heal, Literacy, Mechanics, and Pilot checks by +4.

VIRTUAL CONTROLS: This improves Virtual Hands (below) such that the lacerta can operate an adjacent machine even if its controls are broken, removed or otherwise inoperable. Costs 2 vitality.

VIRTUAL HANDS^{M}: The lacerta can operate an adjacent machine without directly touching its controls without penalty, such as tuning a radio just by looking at it. Requires line of sight and the controls must still be functional.

Stormwright Lacerta (lvl 8)

This shock lizard has is an ingenious scientist. Apply +49 vitality, +4 saves, +4 attacks, +4 DR. Also apply the hatchling, mature, and technion lacerta's abilities plus the following additional abilities.

BRAINY: Boost Intelligence by an +2 points.

CANNIBALIZE PARTS: After 1 minute or work, the lacerta extracts useful parts from an adjacent touched electrotech item. The recovered gp value of the parts equals 50% of the item's creation cost if it was functional or 25% if it was broken.

REVIVING JOLT^{M}: The lacerta restores to life an adjacent creature (typically its master) that has died within the past 3 rounds. The creature returns with 1 wound point. Ailments at its time of death remain. Costs 5 vitality.

Skeleton

These animated bones press a mean fight against the living.

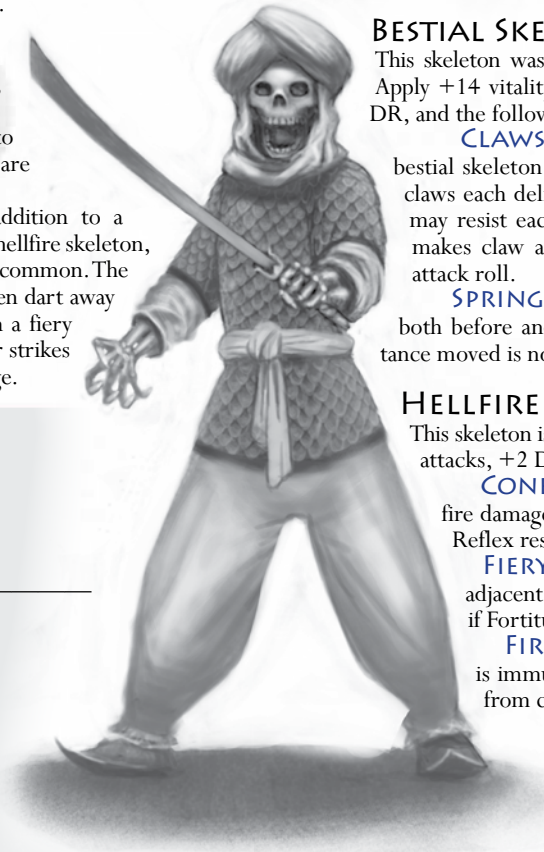
Appearance & Culture

A skeleton is a fleshless corpse animated by holy or vile magic to serve a purpose such as guarding a tomb, attacking a foe, or so forth. Although skeletons are usually crafted by evil necromancers, a few are crafted by clerics and other nonevil folk for a special cause. Since a skeleton is mindless, it is not necessarily evil and might serve a good purpose in dire times.

Skeletons are quick, tenacious, and resilient. When a skeleton is created or spends time with a necromancer, it usually receives a goal such as guarding a locale. A skeleton understands and executes an instruction up to 10 words in length. The instruction cannot ask the skeleton to guess creatures' intentions. It can only respond to clearly visible behaviors and obvious physical traits.

Skeletons have no society. They stand quietly, move to attack, and so forth. A skeleton recalls an inkling of its former life, such that a skillful character with memorabilia from the skeleton's life may be able to influence it to stand down. Some skeletons are also known to have a cruel sense of humor.

Skeletons come in various forms. In addition to a humanoid skeleton, the bestial skeleton, the hellfire skeleton, and the intelligent skeletal warrior are most common. The bestial skeleton can spring upon foes and then dart away quickly. The hellfire skeleton is wreathed in a fiery aura and spews flames. The skeleton warrior strikes repeatedly and can even recover from damage.



Skeleton (lvl 1)

Skeletons have the following statistics.

Type Undead
Size Medium
Alignment Usually neutral evil
DC 12

Vision Darkvision
Perception +0 ; Stealth +1
Languages None
Initiative +1

Speed 40 ft
Attack d20+1
Weapons Fist (1d6) or scimitar (2d4)
Damage +1

Armor Broken chainmail with shield ; DR 3 (5 vs cold and fire)
Wounds 2
Vitality 8
Fortitude 13, Reflex 13, Will 15
Special Undead Traits

Q&D Damage +2 ; Vitality 6

Str 13, Con 12, Dex 13, Int 1, Wis 10, Cha 1
Prime Strength and Dexterity
Skills Acrobatics +11, Athletics +11, Endurance +6

FP 1 ; Deity Nefriti or Thulzuur. Skeletons summoned by good creatures usually patronize Solari.

Multiclassing Blackguard, fighter, necromancer, or rogue. Only a skeletal warrior can take levels in blackguard or necromancer.

Treasure Armaments worth 50 gp on itself, in its lair, and the place it guards

Base Abilities

All skeletons have the following abilities.

Death Grip[M]: A skeleton can target an adjacent living foe of size Medium or smaller. If the skeleton beats the target's Fortitude, the skeleton locks on and does not let go. Each round while gripped, the target suffers a -5 penalty on Reflex, is limited to using Light melee weapons, and suffers 1d4 damage from choking. Each round on its turn, the target can attempt to resist as a standard action to end the groip. Otherwise, only the skeleton's death or a necromantic command ends the grip.

Undead Traits: A skeleton is immune to all ailments including disease and poison. It need not breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It regains wound points from necrotic energy, regains no wound points from rest, and is harmed by holy and cure energy on a point-for-point basis. It is immortal and cannot be raised from death if slain.

Bestial Skeleton (lvl 3)

This skeleton was an animal and moves about on all-fours. Apply +14 vitality, +3 wounds, +1 saves, +1 attacks, +1 DR, and the following abilities.

Claws and Teeth Multi-Attack: A bestial skeleton's bite delivers 3d6 damage and its sharp claws each deliver 2d6 damage to an adjacent foe. Foes may resist each attack using Reflex. A bestial skeleton makes claw and bite attacks with a +2 bonus to the attack roll.

Spring Attack: A bestial skeleton can move both before and after it attacks, provided the total distance moved is not greater than its speed.

Hellfire Skeleton (lvl 4)

This skeleton is a fiend. Apply +21 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Cone of Fire[M]: the skelton breathes 1d6 fire damage per level to all creatures in a 60-ft cone. Reflex resists for ½ damage. Costs 5 vitality.

Fiery Aura[M]: Each round as a swift action, adjacent foes suffer 2d6 fire damage, or ½ damage if Fortitude resists. Costs 1 vitality.

Fire Acclimated[M]: A hellfire skeleton is immune to fire damage and suffers 2x damage from cold attacks.

Flame Gout[M]: Foes in a 15-ft cone suffer 1d6 fire damage per 2 levels, or ½ damage if Reflex resists. Costs 1 vitality.

Hellfire Weapon[M]: Apply +2 on attack rolls and +2d6 fire damage from a hellfire skeleton's weapon, be it fist or scimitar.

Jump: A hellfire skeleton can leap outward, downward or upward up to 30 ft as a standard action without a running start or Athletics check or fear of harm on impact. Costs 1 vitality.

Skeletal Warrior (lvl 4)

Apply +21 vitality, +3 wounds, +1 saves, +1 attacks, +2 DR, +4 Intelligence, and the following abilities.

Improved Rapid Attack: A skeletal warrior can make 2 attacks with the same melee weapon in rapid succession as a standard action without any penalty. It can direct attacks to the same foe or different foes.

Redouble: Twice daily, the skeletal warrior may recover 4d6 vitality after 1 minute of rest.

Tactical Cunning: A skeletal warrior has 5 Intelligence, just enough to know Common and use basic tactics. The cunning is magical and the skeleton is still ignores mental assaults against Will.

Weapon Mastery: When the skeleton uses its melee weapon, apply a +2 bonus on attack rolls and +5 damage.

Snake

These slithering reptiles paralyze, crush, and swallow prey alive.

Appearance & Culture

Giant snakes are hypnotizing and frightful. Their colors vary from a dull greenish brown to a riot of orange, blue, and other colors. Their muscular bodies grow to 10 ft in length or more, though they may coil up to occupy a single space.

Giant snakes lie in wait to surprise foes and then reach out to deliver a poisonous bite. Once bitten, a creature finds its movement slowed and both fight and flight are difficult options paralysis takes effect. The snake then grabs the creature and crushes its bones to make it easier to swallow.

Mages breed snakes with arcane skills to act as companions. These snakes make excellent scouts that can detect magic, speak, and deliver messages back to their masters at long range. They can also mesmerize foes with hypnotic swaying.

An iron cobra resembles snake made out of metal. It typically acts as a bodyguard or treasure guardian, though its ability to unerringly locate creatures and objects means it is also an effective assassin.

Giant Snake (lvl 4)

Snakes have the following statistics.

Type Animal
Size Medium
Alignment Usually neutral
DC 18

Senses Low-light vision, scent
Perception +16 ; Stealth +11
Languages None (the magbred snake and iron cobra speak)
Initiative +1

Speed 20 ft ; Climb 20 ; Swim 20 ft.
Attack d20+5 (+6 bite, +10 grapple, 10-ft reach with bite)
Weapons Bite (2d6 + poison + grab)
Damage +3

Armor Light scales ; DR 2
Wounds 8
Vitality 29
Fortitude 17, Reflex 15, Will 13
Special Apply +5 vs poison ; immune to the Trip ability

Q&D Damage +7 ; Vitality 21

Str 17, Con 12, Dex 12, Int 1, Wis 13, Cha 2
Prime Strength and Wisdom
Skills Acrobatics +6, Athletics +13

FP 2 ; Deity Esmariah or Lilith
Multiclassing Barbarian, rogue or shifter. A magebred snake may select sage or wizard.
Treasure Items worth 400 gp scattered in its lair

Base Abilities

Snakes have the following abilities.

Constricting Grapple: As a move action, the snake grapples an adjacent foe when it beats its foe's Fortitude. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round on its turn, the foe can attempt to resist again using Fortitude. If it succeeds, it breaks the grapple. If it fails, it suffers 2d6 damage due to constriction. If the snake desires, it can knock the wind out of a foe to prevent speech and/or move the grappled foe 5 ft, either moving at the same time with the foe as a swift action or repositioning the foe. Finally, the snake enjoys a +5 bonus when initiating or resisting a grapple.

Paralyzing Bite: When the snake successfully bites a foe, it also delivers a strong paralytic poison as a swift action. The target must immediately resist using Fortitude or be slowed to a single move or standard action each round for 2 minutes, after which it has a 50% chance to be fully paralyzed and unable to take any actions for 10 minutes. Otherwise, the poison wears off.

Swallow Prey: A snake consumes its prey by swallowing it whole, usually after full paralysis sets in. The process takes 1 round for Tiny prey, 1 minute for Small prey, and 10 minutes for Medium prey. While swallowing, the snake is effectively stunned and the prey, if not dead prior to being swallowed, remains alive and conscious until the process is complete.

Magebred Snake (lvl 6)

A magebred snake is a magical beast. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, +10 Intelligence, and the following abilities.

Arcane Training: Boost Arcana and Literacy checks by +3. A magebred snake can read magic scrolls and speak Draconic.

Detect Magic[M]: A magebred snake learns whether magic is present or absent within a 15-ft cone. The next time it scans the same area, it learns the exact location (within 5 ft) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions.

Message[M]: At any time, a magebred snake can whisper a message that is clearly audible to 1 target within 90 ft. It does not need to have line of sight, only line of effect.

Mesmerize[M]: When a magebred snake sways hypnotically as a standard action, foes within 15 ft that see it and fail to resist using Will are compelled to move toward the snake or, if already adjacent, stand before it dazed for that round.

Speech: As an intelligent creature, a magebred snake understands and speaks Common and Draconic.

Iron Cobra (lvl 10)

An iron cobra is a construct. Apply +42 vitality, +3 saves, +3 attacks, +3 DR, +8 Intelligence, and the following abilities.

Construct Traits: An iron cobra does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

Infiltrator: Boost Perception and Stealth checks by +5.

Killing Bite[M]: One adjacent living creature must resist using Reflex or be reduced to -1 wounds and begins dying. Even if it successfully resists, it suffers 3d6 necrotic damage. Costs 5 vitality.

Lightning Fast: Boost land speed by +20 ft.

Locate Creature or Object[M]: Twice daily, an iron cobra can learn the distance and direction to locate a specific familiar person or object or type of person object within 500 ft of it (if such person or object is present). Costs 2 vitality for an object or 5 vitality for a person.

See Invisibility[M]: As a standard action, the iron cobra clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Shocking Grasp[M]: One adjacent foe suffers 1d6 electrical damage per level (max 5d6) and is dazed for 1 round unless Fortitude resists. Apply a +5 bonus on the iron cobra's attack against metal-clad foes. Costs 1 vitality.

Sphinx

These mysterious magical beasts often act as guardians.

Appearance & Culture

Sphinxes are enigmatic creatures with great, feathery wings and leonine bodies. A typical sphinx is about 10 ft long and weighs 800 pounds.

There are at least 4 breeds of sphinxes, including the noble male androsphinx, the beauteous female gynosphinx, the rapacious male hieracosphinx, and the common neutered criosphinx. All breeds have the same statistics and are territorial, though they differ in how they tend to treat tresspassers, whether as willful intruders or temporary guests. This makes them excellent guardians.

A sphinx greets intruders with its sphinx's challenge before combat begins. If the intruders attack without provocation, or if they refuse or fail the challenge, the sphinx attacks. The challenge usually requires intruders to answer a riddle, prove their ancestry, unravel a philosophical or theological puzzle, or cite an ancient password or holy verse. If intruders pass the sphinx's challenge, the sphinx is bound to let them pass unharmed—at least for the moment. Intruders who later cause trouble lose the sphinx's respect.

In combat, a sphinx opens with its frightful roar. It prefers to fight on the ground, using its wings to help it pounce much as lions do. If outnumbered by earthbound creatures, a sphinx takes flight and attacks from the air.

Sphinx (lvl 9)

Sphinxes have the following statistics.

Type Magical beast
Size Large
Alignment Any chaotic
DC 28

Senses Darkvision, low-light vision
Perception +13 ; Stealth +3
Languages Common, Celestial, Draconic, and Infernal
Initiative +0

Speed 50 ft ; Fly 80 ft
Attack d20+10 ; MA
Weapons 2 claws (2d4 each)
Damage +6
Special If 2 claws hit, apply +1d6 raking wound damage

Armor Thick furry magical hide ; DR 6
Wounds 15
Vitality 66
Fortitude 22, Reflex 17, Will 19

Q&D Damage +15 ; Vitality 48

Str 23, Con 17, Dex 10, Int 16, Wis 17, Cha 17
Prime Strength and Wisdom
Skills Appraise +8, Arcana +8, Athletics +16, Heal +13, History +8, Insight +13, Intimidate +16, Literacy +13 (+18 jokes and riddles), Nature +8, Religion +13, Survival +13 (+18 tracking), Warcraft +8

FP 5 ; Deity Rorax, Iris, Corvis or Tiamat
Multiclassing Bard, druid, sage or witch
Treasure Items worth 1,800 gp on itself or in its lair

Base Abilities

Sphinxes have the following abilities.

Pounce: A sphinx can shove an adjacent target. If it beats the target's Fortitude, the target is pushed back 1d4 x 5 ft. The sphinx must move at least 10 ft just prior to using this ability or be larger than its target. A sphinx enjoys a +5 bonus on attempts to initiate or resist this ability.

Roar: All living creatures within 30 ft and hearing range are shaken for 5 minutes, or 1 round if they resist using Will. Costs 2 vitality.

Second Wind: Once daily, after 1 minute of rest, the sphinx recovers 4d6 vitality.

Sphinx's Challenge: A sphinx can pose a verbal challenge out of combat. The challenge is usually a riddle. The challenged creatures must be within hearing range. If the creatures refuse to answer within 1 minute or fail to answer correctly, the sphinx enjoys a +2 bonus on attacks, +2 damage and +2 saves for 5 minutes.

Statue[M]: A sphinx can take the appearance and properties of a stone statue (DR 8) for up to 4 hours + 1 hour per level. It can hear and think as normal in this form but cannot move or attack except to end the effect as a swift action. Costs 5 vitality.

Guardian Sphinx (lvl 14)

This sphinx is armed with additional defensive and sensory abilities. Apply +35 vitality, +3 saves, +3 attacks, +3 DR, and the following abilities.

Alarm[M]: A sphinx can set an alarm with a perimeter of up to 10 ft per level. Any creature not specified by the sphinx that crosses the perimeter evokes either an audible or silent alarm, as the sphinx desires. The alarm remains up to 24 hours or until dismissed. The sphinx can use this ability at will but can maintain only 1 alarm at a time.

Arcane Lock[M]: A sphinx can permanently add a layer of magical protection to a portal or container. It may specify a password to bypass a layer. A DC 25 Athletics check or a DC 25 Mechanics check defeats 1 layer. The sphinx can maintain a number of Arcane Locks at once equal to its level.

Banish[M]: With a word, the sphinx targets 1 creature within 60 ft that is not native to the realm on which the sphinx currently resides. If the sphinx beats the target's Will, the target is returned to its home realm. Otherwise, it is dazed for 1 round. Costs 5 vitality.

Cure Ailment[M]: A sphinx can remove 1 ailment from itself or a touched ally. Ailments include confusion, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as mummy rot or lycanthropy. Costs 2 vitality.

Detect Magic[M]: The sphinx immediately learns whether magic is present or absent within a 15-ft cone. The next time it scans the same area, it learns the exact location (within 5 ft) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions.

Dispel Magic[M]: The sphinx targets 1 magical effect within 30 ft. It can end an area effect, magic on an item or magic on a creature, as it desires. If the magic is permanent, the sphinx suppresses it for 5 minutes. If the magic has a duration, then it ends. Costs 5 vitality.

Magic Claws[M]: For 5 minutes, the sphinx enjoys a +1 bonus on attacks and +2 damage, and its attacks count as magical for the purpose of striking incorporeal creatures. Costs 2 vitality.

See Invisibility[M]: As a standard action, the sphinx clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Sleeping Sight[M]: A sphinx cannot be surprised, and it enjoys a +20 bonus on Bluff checks to appear awake when asleep and to appear asleep when it is awake.

Tongues[M]: The sphinx understands and fluently uses any 1 language for 10 minutes. Costs 2 vitality.

Warding Glyph[M]: The sphinx conjures a glyph over a doorway or similar portal. Any creature that passes through the portal that does not match the sphinx's alignment or worship its deity suffers 1d6 fire damage per 2 levels. The glyph lasts 24 hours or until activated or dispelled by the sphinx. Noticing the glyph is a DC 30 Perception check. The sphinx can maintain 1 glyph at a time. Costs 2 vitality.

Spider

These vermin spin sticky webs, bite with poison, and build traps.

Appearance & Culture

Spiders come in all sizes. Giant monstrous spiders are the most stealthy, cunning, and dangerous. They are about the size of a large dog or small pony and come in various colors from brown or black to a riot of orange, green, and red.

Giant spiders tend to quietly stalk lone animals and unsuspecting humanoids that are relatively easy to surprise and catch to eat or act as hosts for their eggs. Typically, the spider leaps down from a fair height and bites the prey to deliver a fast-acting poison. Once bitten, a creature finds its movement slows, making both fight and flight difficult options as the paralytic takes effect. The spider then grabs the slowed creature to implant eggs in it, or the spider just webs it right away. A spider can throw its web up to 60 ft to catch prey that flee or are otherwise hard to reach. The spider transports cocooned prey back into its webbing, where it drains the prey's blood over several days.

Some spiders are humongous, magical, and/or intelligent. The magebred spider is an ideal arcane familiar. The kumo spider relies on fog and sleep to capture prey. The ghostly phase spider is always just out reach. The craftworks spider makes the most of its nimbleness and many legs to quickly create and repair artistic, mechanical, and electrotech devices.

Giant Spider (Lvl 4)

Spiders have the following statistics.

Type Animal
Size Medium
Alignment Usually neutral
DC 18

Senses Darkvision, tremorsense
Perception +11 ; Stealth +20
Languages None
Initiative +10

Speed 30 ft ; Climb 30 ft
Attack d20+5 (+6 bite, +10 grapple)
Weapons Bite (3d6 + poison + grab)
Damage +3

Armor Chitin ; DR 3
Wounds 8
Vitality 29
Fortitude 17, Reflex 19, Will 13
Special Immune to poison and the Trip ability ; subtract 30 ft from a spider's falling damage

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Q&D Damage +7 ; Vitality 21

Str 17, Con 12, Dex 21, Int 1, Wis 12, Cha 2
Prime Strength and Dexterity
Skills Acrobatics +15, Athletics +13

FP 2 ; Deity Lilith
Multiclassing Dhampir, druid, rogue or shifter. A phase, craftworks or magebred spider may select sage or wizard instead.
Treasure Items worth 400 gp in or below its webbed lair

Base Abilities

Giant spiders have the following abilities.

Blood Drain: A spider can latch onto an adjacent helpless living creature to inflict 1d4 wound damage per round as it drains the creature's blood.

Egg Laying: A spider can implant an adjacent helpless living creature with an egg cluster. After 3 days, the eggs hatch, inflicting 3d6 wound damage on the host and producing 3d6 tiny helpless spider larva. Cure Ailment or a successful DC 20 Heal check removes the eggs harmlessly. Other attempts inflict 3d6 wound damage on the host, and kill the host if the eggs are removed.

Fire Phobia: Spiders fear fire. A lit torch will keep a spider at bay for up to 2 minutes as it seeks ways to approach the prey from behind. After that it will leave the area unless its webs are threatened, in which case it will attack. Attacking or brandishing magic fire such as a Burning Hands spell will cause the spider to be frightened if it fails to resist using Will against the attacker.

Water Phobia: A spider will not enter water though it will seek ways to climb over or around water when exploring or pursuing prey. A spider that is submerged becomes frightened.

Paralyzing Bite: When a spider successfully bites a foe, it also delivers a strong paralytic poison as a swift action. The target must immediately resist using Fortitude or be slowed to a single move or standard action each round for 2 minutes, after which it has a 50% chance to be fully paralyzed and unable to take any actions for 10 minutes. Otherwise, the poison wears off.

Power Grapple: As a move action, the spider can grapple an adjacent foe when it beats the foe's Fortitude. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round on its turn, the foe can attempt to resist again using Fortitude. If it succeeds, it breaks the grapple. If the spider desires, it can block a grappled foe's mouth with 1 foot-pad to prevent speech and/or move the grappled foe 5 ft, either moving at the same time with the foe or repositioning the foe as a move action. Finally, the spider enjoys a +5 bonus when initiating or resisting a grapple.

Tremorsense: A spider can detect and pinpoint any creature or object within 60 ft that is in contact with the ground or a shared support such as the spider's webbing.

Web: A spider can shoot a sticky web that covers a 10-ft-square area out to 60 ft. Creatures in the area are instantly held fast. Each round beginning on its turn, a stuck creature can attempt a DC 20 Athletics check or DC 20 Acrobatics check to free itself and move out of the web. The web lasts indefinitely or until it suffers 40 points of fire damage (10 fire damage destroys a single 5-ft-square space). Costs 2 vitality.

Magebred Spider (Lvl 6)

A magebred spider is a magical beast. Apply +12 vitality, +1 saves, +1 attacks, +1 DR, +10 Intelligence, and the following abilities.

Arcane Training: Boost Arcana and Literacy checks by +5.

Astral Web[M]: A magebred spider can create an invisible 5-ft-wide, 10-ft-high portal into an extra-dimensional space. Wisps of translucent webs swirl and grab willing and helpless creatures within 30 ft of the portal, moving them into a 15-ft-cube extradimensional chamber (the chamber exists in the Astral Realm). Only invited creatures (not unattended objects or natural phenomena such as wind) can pass through the portal. The chamber holds comfortably up to 8 Medium creatures and lasts for 4 hours + 1 hour per level. Creatures caught in the chamber cannot exit it, and when the magic ends they are dumped at its entrance. The spider can freely move into or out of the chamber and can only maintain 1 such chamber at a time. Costs 2 vitality.

Detect Magic[M]: A magebred spider immediately learns whether magic is present or absent within a 15-ft cone. The next time it scans the same area, it learns the exact location (within 5 ft) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions.

Message[M]: At any time, a magebred spider can whisper a mes-

sage that is clearly audible to 1 target within 90 ft. It does not need to have line of sight, only line of effect.

SPEECH: As an intelligent creature, a magebred spider speaks and understands Common and Draconic.

Kumo Spider (lvl 6)

A kumo is a magical beast. Apply +14 vitality, +1 saves, +1 attacks, +2 DR, +14 Intelligence, +6 Charisma, and the following abilities.

CLOUD: This boosts Fog (see below) to fill a 60-ft-radius sphere.

FOG[M]: A misty vapor rises from the ground in a 15-ft radius sphere around a point within 90 ft. The vapor obscures all sight including darkvision beyond 5 ft. Creatures more than 5 ft from each other have concealment (50% miss chance). The fog is unnatural and resists normal wind, though Gust of Wind disperses it immediately. This ability does not work underwater. Costs 2 vitality.

ILLUSIONIST[M]: The kumo spider conjures 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

SLEEP[M]: One person or animal within 15 ft falls asleep for 5 minutes, or is dazed for 1 round if Will resists. Apply -5 on the kumo's attack if the target is above 5th level. A sleeping creature's allies can use a standard action to wake him. Costs 1 vitality.

SLUMBER[M]: This improves the Sleep ability, such that it affects up to 1 living creature per level within 30 ft. Costs 2 vitality.

Phase Spider (lvl 6)

A phase spider is a magical beast. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, +10 Intelligence, and the following abilities.

INCORPOREAL TRAITS[M]: This spider is incorporeal. Mundane attacks against incorporeal creatures have a 90% miss chance and magic attacks have a 50% miss chance. Incorporeal creatures cannot handle solid objects, can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks, and must materialize to make attack rolls. Materializing and dematerializing are swift actions that cost 5 vitality each.

MASTER TRACKER: Apply a +5 bonus on Survival checks, or a +20 bonus when tracking a creature in natural environments.

SPEECH: As an intelligent creature, a phase spider speaks and understands Undercommon.

Craftworks Spider (lvl 8)

A craftworks spider is a magical beast. Apply +28 vitality, +2 saves, +2 attacks, +2 DR, +12 Intelligence, and the following abilities.

CRAFTWORK SKILLS: Apply a +10 bonus on Appraise, Craft, Mechanics, and Technics checks.

ELECTROTECH: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

MINOR CREATION[M]: After 1 minute of work, you create to 1 cubic ft per level of nonmagical, nonliving, unattended plant matter (typically, furniture or clothing). The item or items last 4 hours + 1 hour per level or until dismissed. Requires an equal mass of any raw material. Costs 2 vitality.

MENDING[M]: Your touch repairs minor breaks and tears in an unattended mundane adjacent object up to 5 pounds in weight or 2 square-ft in size, whichever is greater, making it like new. This ability does not affect creatures.

MAKE WHOLE[M]: This improves Mending, such that you completely repair a mundane object of up to 10 cubic ft per level regardless of damage so long as at least 75% of the original material is present. Body parts mend into a whole corpse. This ability can reattach a construct's severed limbs, and it can mend a broken magic item at a cost equal to ¼ the item's original creation cost. Costs 2 vitality.

SPEECH: As an intelligent creature, a magebred spider speaks and understands Common and Mechan.

Queen Spider (lvl 10)

Queen spiders have the following statistics.

TYPE Magical beast
SIZE Huge
ALIGNMENT Usually neutral evil
DC 30

SENSES Darkvision, tremorsense
PERCEPTION +11 ; STEALTH +13
LANGUAGES Common, Abyssal, Sylvan, and Undercommon
INITIATIVE +8

SPEED 40 ft ; CLIMB 40 ft
ATTACK d20+8 (+9 bite, +13 grapple)
WEAPONS Bite (6d6 + 1d4 wound points + poison + grab)
DAMAGE +7

ARMOR Magical chitin ; DR 9
WOUNDS 20
VITALITY 72
FORTITUDE 23, REFLEX 20, WILL 23
SPECIAL Immune to poison and the Trip ability ; subtract 30 ft from a spider's falling damage

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Q&D Damage +17 ; Vitality 42

STR 25, CON 15, DEX 17, INT 7, WIS 15, CHA 5
PRIME Strength and Dexterity
SKILLS Acrobatics +13, Athletics +17, Arcana +3, Dungeoneering +3, Intimidate +22, Nature +3, Survival +7, Trick +13

FP 5 ; DEITY Lilith
MULTICLASSING Druid, elementalist, psion or warlock.
TREASURE Items worth 1,000 gp in or below its webbed lair

Base Abilities

Queen spiders have the abilities of the giant spider plus the following additional abilities.

WOUNDING BITE: As a swift action, the queen spider's next bite attack that round inflics +1d4 wound damage in addition to any other damage. Costs 2 vitality.

Empress Spider (lvl 15)

Empress spiders have the abilities of the queen spider plus the following additional abilities.

EVIL EYE[M]: The empress spider targets 1 living creature within 60 ft. If the target fails to resist using Will, it is reduced to -1 hit points. Even if it saves, it suffers 3d6 damage. Costs 5 vitality.

FAST HEALING[M]: An empress spider enjoys fast healing 2.

GREATER COUNTER SPELL[M]: As an immediate action, the empress spider targets 1 creature within 30 ft that is activating a magic ability. If the spider beats its Will, it negates the target's magic. Costs 1 vitality + the countered ability's vitality cost, if any.

MAGE ARMOR[M]: A shimmering field grants the spider +4 DR for 1 hour. Mage Armor does not stack with real worn armor or Bone Armor. Costs 1 vitality.

NATURAL MAGIC: Boost Arcana, Bluff, History, Nature, Music, and Trick checks by +5.

SCRYING WEB[M]: The empress spider remotely views a locale using its web. It selects a specific destination and attempts an Arcana or History check. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. If the spider succeeds, it can see and hear the location as if it were actually there. Costs 5 vitality to activate + 1 vitality per minute of viewing

TRUE SIGHT[M]: The spider sees through all illusions, disguises, and concealments for 1 round. This reveals secret doors and invisibility. It also bypasses the Nondetection ability. Costs 5 vitality.

Sprite

These tiny, mischievous faerie creatures flit in magical woods.



Appearance & Culture

Sprites are tiny fey. They look like miniature, lithe people with dainty wings and fine features of nature such as grass for hair and insect antennae. Most are shy, hiding far from civilization. They are often invisible to trespassers and resort to violence only when their homes are endangered.

Sprites come in many varieties, each representing an element of nature. The craft-wise brownie hews to warm hearths while the grasshopper-like grig plays music as it cavorts in woody roots and twigs. The leprechaun hordes beautiful metals, particularly gold, while the aquamarine nixie is a cool water spirit, and the pixie zooms invisibly through the air.

Despite their tiny size and frailty, sprites are full of magic, mischief, and mystery. Just finding a sprite might comprise an adventure. Sprites are generally kind to good-hearted folk who respect nature, and tend to play nasty tricks on anyone that harms woods or fey folk. That said, some sprites are sarcastic, sour, and dangerous. These "unseelie" fey use their bows and arrows to rob, maim or even kill for pleasure. Most rare is the noble sprite who can influence the weather to safeguard others.

Sprite (lvl 2)

Sprites have the following statistics.

Type Fey
Size Tiny
Alignment Any chaotic
DC 14

Vision Low-light vision
Perception +7 ; Stealth +20 (+30 when invisible)
Languages Common and sylvan
Initiative +9

Speed 20 ft ; Fly 30 ft
Attack d20+5
Weapons Tiny bow (1d4, 30 ft) or tiny dagger (1d2, 10 ft)
Damage -3

Armor None ; DR 3 (0 vs cold iron)
Wounds 2
Vitality 12
Fortitude 9, Reflex 20, Will 14
Special Dodge

Q&D Damage -1 ; Vitality 8

Str 4, Con 6, Dex 18, Int 10, Wis 14, Cha 16
Prime Dexterity and Charisma
Skills Handle Animal +5, Insight +4, Nature +2, Trick +11

FP 1 ; Deity Corvis, Iris or Tanish. Unseelie sprites have Corvis or Lilith as a Deity.
Multiclassing Bard, druid, ranger or rogue
Treasure Items worth 200 gp in its lair

Base Abilities

Sprites have the following abilities.

Charm Animal[M]: A targeted animal within 15 ft is friendly to the sprite for 5 minutes if the animal fails to resist using Will. While charmed, the animal will not act in a way that brings harm to the sprite, itself or its allies. Otherwise, it will follow the sprite and respond aggressively to creatures that threaten it. The animal will take the sprite to safety if the sprite is incapacitated. The sprite can dismiss the charm as a swift action. If the sprite treats the animal well, the animal may remain friendly after the charm wears off. This ability does not grant a shared language or alter the animal's alignment. Costs 1 vitality.

Dodge: As an immediate action, the sprite ignores 1 melee weapon attack before it knows whether the attack hits. This requires Dexterity 15+ and only works in light or no armor. Costs 2 vitality.

Endure Elements[M]: A sprite ignores effects of extreme temperature. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear is also protected. This ability is continuously in effect even when the sprite is unconscious.

Heal Nature[M]: The sprite's touch heals an adjacent animal, fey or plant creature. The amount healed equals 1d4 wound points. Alternatively, the sprite causes a 5-ft square of mundane plant-life to flourish, growing a full season in a single round. Costs 1 vitality.

Sprite Invisibility[M]: A sprite can turn invisible at any time as a swift action. The invisibility ends whenever it makes an attack roll. Invisibility grants a +10 bonus on Stealth checks, above and beyond the sprite's usual +20 bonus. Costs 2 vitality to activate the invisibility.

Unseelie Sprite (lvl 3)

This fey is corrupted by dark forces and seeks to curse and harm creatures. Apply +5 vitality and the following abilities.

Harm Nature[M]: The unseelie sprite's touch harms an adjacent animal, fey or plant creature. The damage equals 1d4 wound points. Alternatively, the sprite causes a 5-ft square of mundane plant-life to wilt, molder, and turn to dust in a single round, as if pounded by winter's harsh elements. Costs 1 vitality.

Lasting Curse[M]: A target within 15 ft suffers a -2 penalty on d20 rolls, damage rolls, and saves. Or it suffers blindness, deafness, impotence, muteness or an illusory change of appearance (age, race or sex). The effect is permanent though Remove Curse ends it. The unseelie fey may target the same creature with different specific effects, though the same effect never stacks. Costs 5 vitality.

Brownie (lvl 4)

This wood-colored, craft-wise sprite is handy at crafting and fixing common household items. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Clumsiness Curse: An adjacent foe suffers a -10 penalty on its next Acrobatics, Craft, Mechanics or Trick check. Costs 1 vitality.

Ferret Skills: A brownie enjoys a +10 bonus on Craft and Mechanics checks.

Handy Haversack[M]: The brownie conjures any nonmagical worked item weighing up to 5 pounds and costing 25 gp or less. It cannot conjure anything that contains precious metals or genuine gems. The item lasts 5 minutes and then vanishes. Costs 2 vitality.

Make Whole[M]: As Mending (see below) but completely repairs 1 mundane object of up to 10 cubic ft per level regardless of damage so long as at least 75% of the original material is present.

Body parts mend into a whole corpse. The spell also reattaches a construct's severed limbs. This ability can mend a broken magic item at a cost equal to ¼ the item's original creation cost. Costs 2 vitality.

MENDING[M]: The brownie's touch magically repairs breaks and tears in an unattended mundane object up to 5 pounds in weight or 2 square-ft in size, whichever is more. This ability does not affect living creatures, including constructs.

Grig (lvl 4)

This earthy, green grasshopper-like sprite is adept at music. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

CLUMSINESS CURSE: An adjacent foe suffers a -10 penalty on its next Acrobatics, Athletics, Music or Stealth check. Costs 1 vitality.

CRICKET SKILLS: A grig enjoys a +10 bonus on Acrobatics and Music checks.

FANTASTIC DANCE[M]: One person or mutant within 30 ft begins dancing uncontrollably for 1d4+1 rounds. Will resists. While dancing, the target is unable to take any actions although it can defend itself normally. The grig can only affect 1 target at a time. Costs 5 vitality.

VENTRILOQUISM: The grig projects its voice to any space within 30 ft. Creatures that fail to resist using Will perceive the voice as coming from the projected space. Creatures that succeed may attempt a DC 28 Perception check to learn the grig's true location. Costs 1 vitality.

Leprechaun (lvl 4)

This stout, moth-like bearded sprite is skilled with precious metals. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

BUTTERFLY SKILLS: A leprechaun enjoys a +10 bonus on Appraise and Craft checks.

CLUMSINESS CURSE: An adjacent foe suffers a -10 penalty on its next Appraise, Craft, Literacy or Streetwise check. Costs 1 vitality.

FOOLS GOLD[M]: The leprechaun's touch converts lead or straw into gold on a pound-for-pound basis, to a maximum of 1 pound per day. A pound of gold equals 50 gp. The leprechaun's lifetime limit equals 10,000 gp. Unfortunately, whoever spends even 1 coin, or keeps even 1 coin on his person or in his home for 24 hours, suffers a -5 penalty on all d20 rolls until the gold is thrown away or destroyed.

LUCKY BREAK: Once daily as an immediate action a leprechaun can apply +1d6 to any d20 roll of its choice. The leprechaun must apply the bonus before it learns the roll's result.

SECRET POT[M]: A leprechaun can craft a magic pot costing a minimum of 1,000 gp. The pot holds up to 1 cubic ft of material per level. When not in use, the pot resides safely in the Astral Realm. The leprechaun can call the pot from anywhere outdoors during the day. When called, a rainbow also appears overhead for as long as the pot is present. One end of the rainbow anchors into the pot. The leprechaun can summon and stow the pot as a standard action. Calling the pot costs 5 vitality.

Nixie (lvl 4)

This aquamarine sprite prefers ponds and streams and can lure people into the water. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

CHARM PERSON[M]: A targeted person within 15 ft is friendly to the nixie for 5 minutes if it fails to resist using Will. While charmed, the person will not act in a way that brings harm to the nixie, itself or its allies. Otherwise, it will follow the nixie and respond aggressively to creatures that threaten it. It will take the nixie to safety if it is incapacitated. The nixie can dismiss the charm as a swift action. If the nixie treats the person well, he may remain friendly after the charm wears off. This ability does not grant a shared language or alter a creature's alignment. Costs 1 vitality.

CLUMSINESS CURSE: An adjacent foe suffers a -10 penalty on its next Athletics, Bluff, Disguise or Pilot check. Costs 1 vitality.

MINNOW SKILLS: A nixie enjoys a +10 bonus on Diplomacy and Pilot checks.

SWIM: A nixie has a Swim speed of 30 ft and it enjoys a +10 bonus on Athletics checks when swimming. While swimming, the nixie is not defenseless.

WATER BREATHING[M]: The nixie or a touched ally can breathe in water as easily as in air for up to 4 hours + 1 hour per level per day. Hours can be nonconsecutive. Costs 2 vitality.

Pixie (lvl 4)

This flighty, flowery sprite plays with illusions, memory, and sleep. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

CLUMSINESS CURSE: An adjacent foe suffers a -10 penalty on its next Acrobatics, Intimidate, Nature or Warcraft check. Costs 1 vitality.

MODIFY MEMORY[M]: One adjacent sentient creature forgets events of the past 5 minutes and "recalls" memories planted by the pixie. If Will resists, the target is dazed for 1 round instead. The effect lasts 5 minutes, or is permanent if the pixie beats its Will a second time. Costs 5 vitality.

SLEEP[M]: One foe within 15 ft falls asleep for 5 minutes, or is dazed for 1 round if Will resists. A sleeping creature's allies can use a standard action to wake him. Apply -5 on the pixie's attack if the target is above 5th level. Costs 1 vitality.

SPARROW SKILLS: A pixie enjoys a +10 bonus on Acrobatics and Nature checks.

Noble Sprite (lvl 8)

This blue-blooded sprite is a noble among its kind. Apply +42 vitality, +3 saves, +3 attacks, +3 DR, and the following abilities.

CONTROL WEATHER[M]: After 1 minute of concentration, the noble sprite directs the weather in a 5-square-mile area to shift 1 grade to become clearer or stormier, hotter or colder, calmer or windier. The new weather takes effect after 10 minutes and lasts while you concentrate + 1d4 hours before reverting to normal. See RPG, page 237 regarding weather. Costs 10 vitality.

CREEPING DOOM[M]: One target within 90 ft suffers 1d10 damage per level (max 10d10) from biting insects that pour forth from its gear and orifices. Fortitude resists for ½ damage. Costs 5 vitality.

ENTANGLE[M]: The noble sprite evokes and animates plant life in a 30-ft radius around a point up to 120 ft away. Each round, creatures in the area must resist using Reflex. Those that fail are held tightly and unable to move or take actions. All others move at ½ speed and suffer a -2 penalty on all d20 rolls. The effect lasts 5 minutes. This only works outdoors or underground. Costs 2 vitality.

FAERIE FIRE[M]: The noble sprite targets a 10-ft-square area up to 30 ft away. All creatures in the area glow brightly for 5 minutes. The glow moves with them and betrays their location even if they are invisible. Costs 1 vitality.

FEY SKALD: Boost History and Music checks by +10.

ILLUSIONIST[M]: The noble sprite conjures 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

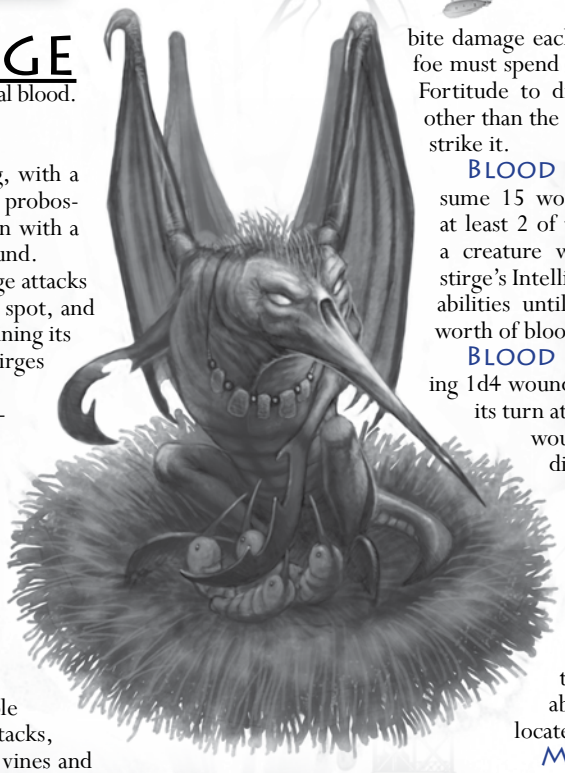
MAGIC RESISTANCE: A noble sprite enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, the sprite's foe must beat its Will anyway, and if the sprite successfully resists then the magic has no effect.

NOBLE FEY SKILLS: Apply a +5 bonus on Diplomacy and Nobility checks. Also apply a +2 bonus on Arcana, Handle Animal, Insight, Nature, and Trick checks.

SUGGESTION[M]: If the noble sprite beats the Will of a person within 30 ft, that person does his best over a 1-hour period to complete a task that the noble sprite phrases in 10 words or less. The person will not deliberately harm himself and the effect has a 50% chance to end each round that his life or any of his allies' lives are in danger. Costs 2 vitality.

Stirge

This annoying flying insect has a taste for magical blood.



Appearance & Culture

This tiny winged nuisance is about 1 ft long, with a 2-ft wingspan, and sports beady eyes, a pink proboscis and 8 legs. Its coloration is reddish-brown with a dirty yellow underside. It weighs about 1 pound.

Stirges seek to feed on warm blood. A stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh. After gaining its fill, it flies off to digest its meal while other stirges have their taste.

The stirge is naturally intelligent and magically inclined. It detects magic with ease and seeks to feed on magic users in order to sustain its own sentience and limited magic. It happily goads those who try to avoid it.

When a stirge goes without this nourishment, its mind and magic abilities fade and it becomes a dull-witted creature that is still dangerous to the unwary. Thus, stirges becomes particularly brash when they go without nourishment.

Legends speak of a stirge witch, a terrible creature that can counter spells, dodge attacks, steel a victim's magic for its own use, cause vines and roots to entangle victims, and emit a stunning screech. This witch is highly protective of her brood nest.

Stirge (lvl 1)

Stirges have the following statistics.

Type Magical beast
Size Tiny
Alignment Usually neutral evil
DC 12

Vision Low-light vision, darkvision
Perception +6 ; **Stealth** +12 (+20 when flying)
Languages Common
Initiative +5

Speed 10 ft ; **Fly** 40 ft
Attack d20+5
Weapons Bite (1d4 + blood drain, no reach)
Damage -3

Armor Tough skin ; **DR** 1 (3 vs cold and fire)
Wounds 2
Vitality 9
Fortitude 13, **Reflex** 22, **Will** 17

Q&D Damage -2 ; Vitality 7

Str 4, **Con** 14, **Dex** 21, **Int** 12, **Wis** 10, **Cha** 15
Prime Dexterity and Charisma
Skills Acrobatics +12, Arcana +12, Bluff +12, Survival +5, Trick +15

FP 1 ; **Deity** Lilith or Thulzuur
Multiclassing Necromancer, shaman, warlock or witch
Treasure Gems, jewels, and metal items worth 50 gp

Base Abilities

All stirges have the following abilities.

Attach: When a stirge successfully bites a foe, it latches onto the foe as a swift action with powerful pincers to automatically deal bite damage each round that it remains attached. The foe must spend a standard action and beat the stirge's Fortitude to dislodge it. While attached, attackers other than the victim enjoy a +5 bonus on attacks to strike it.

Blood Dependence: A stirge must consume 15 wound points of blood per month and at least 2 of those wound points must come from a creature with magic abilities. Otherwise, the stirge's Intelligence drops to 1 and it loses its magic abilities until it ingests at least 2 wound points worth of blood from a magic user.

Blood Drain: A stirge drains blood, dealing 1d4 wound damage in any round when it begins its turn attached to a victim. Once it has dealt 4 wound damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite is sated, the stirge detaches and seeks a new target.

Detect Magic^{M}: A stirge immediately learns whether magic is present or absent within a 15-ft cone. The next time it scans the same area, it learns the exact location (within 5 ft) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions.

Minor Spell: A stirge has minor magic which it gains from examining magic items and feeding off of magic users. The stirge knows and can use any 1 magic ability for which it qualifies.

Stirge Witch (lvl 7)

Apply +42 vitality, +3 saves, +3 attacks, +3 DR, and the following abilities.

Counter Spell^{M}: As an immediate action, a stirge witch can target 1 person who is activating a magic ability. If the stirge witch beats its Will, it negates the magic. Otherwise, the magic works normally. Costs 2 vitality.

Dodge: As an immediate action, a stirge witch ignores 1 melee weapon attack before it knows whether the attack's outcome. Requires 15 Dexterity and light or no armor. Costs 2 vitality.

Elemental Resistance: A stirge witch enjoys +2 DR versus cold and fire damage.

Entangle^{M}: The stirge witch evokes and animates plant life in a 30-ft radius around a point up to 120 ft away. Each round, creatures in the area must resist using Reflex. Those that fail are held tightly and unable to move or take actions. All others move at ½ speed and suffer a -2 penalty on all d20 rolls. The effect lasts 5 minutes. This only works outdoors or underground. Costs 2 vitality.

Major Spells: A stirge witch knows and can use any 2 intermediate magic abilities plus 1 basic magic ability for which it qualities.

Mortal Form^{M}: A stirge witch can alter its appearance for 1 hour to blend amongst mortals. In this form, apply a +10 bonus on Bluff and Disguise checks to appear as a Medium or Small humanoid. Costs 1 vitality.

Seeming^{M}: As Mortal Form, but affects up to 1 ally per level who start within 30 ft of the stirge witch. Costs 5 vitality.

Steal Magic^{M}: This improves Blood Drain, such that the stirge witch automatically drains 1 basic magic ability from its prey (assuming the prey has magic abilities). The prey loses the ability for 24 hours and the stirge witch immediately gains it for 24 hours. She may use the ability as her own beginning on her next turn. Costs 5 vitality.

Stunning Screech^{M}: The stirge witch's screech stuns all nonevil creatures within 30 ft for 1 round, or dazes if Will resists. Creatures that cannot hear are unaffected. Costs 5 vitality.

Swift Step: A stirge witch can move 5 ft as an immediate action. Costs 1 vitality.

Swarm

These ravenous masses of tiny biting vermin terrorize larger prey.

Appearance & Culture

Swarms are dense masses of miniscule creatures that are harmless by themselves but can be terrible foes when gathered in numbers. For convenience, a swarm is defined as a single creature that occupies a 10-ft-square space.

Different creatures can mass as swarms: bats, centipedes, hell wasps, locusts, rats, and spiders, among others. The swarm's type varies with the nature of the component creature (most are animals).

A swarm generally consists of 300 to 1,500 non-flying creatures or 1,000 to 5,000 flying creatures. Swarms include many more creatures than could normally fit in a 10-ft square based on their normal space, because swarming creatures pack tightly together and generally crawl over each other and their prey when moving or attacking.

In order to attack, a swarm moves into an opponent's space. It can occupy the same space as a creature of any size, since it crawls all over its prey, though it remains a creature with a 10-ft-square space. Unlike other creatures, a swarm is shapeable. It can occupy any 4 contiguous squares, and it can squeeze through any space large enough to contain 1 of its component creatures.

A swarm is usually nocturnal and is rarely found above ground in daylight. Once located, swarms are extremely difficult to fight with physical attacks. However, they have vulnerabilities against fire and bright light.

Larger swarms are represented by multiples of single swarms in close proximity. For example, 5 swarms might occupy a 10 ft x 50 ft space, a 25 ft x 25 ft space, or any other arrangement. A 5 ft x 100 ft swarm can act as an effective barrier, such as a druid using a swarm to defend a community against attackers. A very large swarm can devour whole farms or, if flying, bolt out the sky. Worse yet are supernatural swarms that defy magic and taint the unwary.

Flying Swarm (lvl 2)

Flying swarms have the following statistics.

Type Animal
Size Large
Alignment Neutral
DC 14

Senses Low-light vision, blindsense
Perception +12 ; Stealth +12
Languages Does not use language
Initiative +2

Speed 10 ft ; Fly 40 ft ; Climb 10 ft
Attack d20+3
Weapons Swarm (1d6 wounds + daze + disease, 0-ft reach)
Damage -4

Armor Carapace or tough hide ; DR 3
Wounds 15
Vitality 14
Fortitude 12, Reflex 14, Will 19
Special Suffer ½ damage from weapons

Q&D Damage -2 ; Vitality 10

Str 3, Con 10, Dex 15, Int 2, Wis 14, Cha 4
Prime Dexterity and Wisdom
Skills Acrobatics +12, Survival +12 (+17 tracking)

FP 1 ; Deity Greenwyrm, Lilith or Thulzuur
Multiclassing Druid, psion, shaman or warlock (fiendish swarm only)
Treasure None

Base Abilities

Swarms have the following abilities.

Blindsense: A swarm can detect foes using its fine senses. Typically, it emits odd subsonic noises that allow it to notice and locate creatures within 30 ft from all directions.

Endure Elements: A swarm ignores effects of extreme temperature. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear, if any, is also protected. This ability is continuously in effect even when the swarm is unconscious.

Retreat from Fire and Light: Swarms are nocturnal and tend to retreat from fire and light sources. A swarm will not cross through fire or through an area of natural daylight. A lit torch swung as an improvised weapon deals 1d3 fire damage per hit. Moreover, when a fire source or strong light is presented, the swarm must resist using Will against d20+0 or retreat 5 ft from the source.

Swarm Attack: A swarm can enter spaces occupied by other creatures to share their space. A swarm delivers 1d4 wound damage to all creatures that share its space. Targets must also resist using Will or be dazed for 1 round, and targets that suffer damage must also also resist using Fortitude or acquire a natural disease that manifests after 1d4 day. See RPG, page 238 for details about disease.

Vermin Mind: A swarm lacks a single mind. It enjoys a +5 bonus on Will, which is already in the statistics block.

Weapon Resistance: A swarm suffers ½ damage from all weapon attacks. Halve the damage after applying the swarm's DR.

Land or Water Swarm (lvl 2)

To create a swarm of rats, centipedes, or other non-flying creatures, replace Fly with a ground and Climb speed of 20 ft. Or, for a school or piranha or such, replace Fly with a 50 ft Swim speed. Either way, improve the swarms attack to deliver 2d4 wound damage.

Cloudkill Swarm (lvl 3)

Apply +5 vitality and the following abilities.

Cloudkill[M]: The swarm emits a noxious 30-ft-radius cloud centered on its midpoint. Each round a creature is in the cloud's area, it suffers 1d4 acid wound damage, is blinded, and is reduced to a 5 ft speed. The cloud remains for 2 minutes even if the swarm is destroyed. In situations with multiple swarms, the area covered by the cloud increases but the damage remains the same. Costs 5 vitality.

Resist Fire: A cloudkill swarm enjoys +5 DR against fire damage.

Fiendish Swarm (lvl 9)

This creature is a fiend. Apply +42 vitality, +3 saves, +3 attacks, +3 DR, +5 Intelligence, and the following abilities.

Defy Magic: A fiendish swarm enjoys a +5 bonus on saves to resist magic abilities. Moreover, whenever it is targeted by a magic ability that does not allow a save, its foe must succeed on an attack roll anyway against Will, and if the swarm successfully resists then the magic has no effect.

Fiendish Protection[M]: A fiendish swarm is immune to fire and poison, and it enjoys +5 DR against all other energy types except electrical and holy damage.

Immortal[M]: Fiendish swarms do not age, do not need to breathe, eat or sleep, and cannot be raised from death if slain.

Mortal Form[M]: This swarm can alter its appearance for 1 hour to blend in among mortals. Typically, it looks like a humanoid draped in robes. In this form, apply a +10 bonus on Bluff and Disguise checks to appear as a Medium or Small humanoid. Costs 1 vitality.

Poison[M]: As a move action, the swarm's members produce a strong poison. When a creature suffers wound damage, it immediately suffers +1d10 vile wound damage with a 50% chance to suffer an additional 1d10 vile wound damage 5 minutes later. Unused poison dissipates after 5 minutes. Costs 5 vitality.

Taint Aura[M]: As a swift action, all living creatures caught in the swarm's area must resist using Will or gain 1 point of taint. When a creature's taint score exceeds its Wisdom score, its goes insane. Costs 1 vitality.

Telchine

These tall many-armed humanoids act as caretakers of mortal races.

Appearance & Culture

Sages believe the telchines represent an early form of humanoid that pre-dates the existence of various races and sexes. A telchine has 2 different forms and a variable essence, and is thus sometimes mistaken as several different creatures.

In its unified form, a telchine appears as a tall blue-skinned humanoid with a long torso and 4 sinewy, dexterous arms, and is dressed in concealing robes. The robes always contain some elements of reptilian skin, perhaps to honor some ancestors who existed in a epoch or world of great reptilian beasts. A telchine's fingers are long and fine, and its face is often asexual and impassive, though some telchines are clearly male or female. The telchine's form is lanky enough to make room for the arms and the mass of 2 persons.

When needed, a telchine can divide itself into 2 goblin-sized blue-skinned humanoids. The 2 split-off halves are usually male-female, but may be male-male or female-female. Some sages believe the telchines represents a primordial being before people were split into 2 halves, male and female, who now eternally long for each other. A telchine reproduces by taking on its dualistic form, mating in an esoteric manner, and rejoining into 1 creature that lays an egg or eggs, from which hatches a toddler telchine. Sometimes, a telchine will divide and take a mortal lover (or 2 lovers) in order to cross-fertilize itself. From the egg will be born a child of the mortal's race, but with heroic qualities and a tendency to order and peacefulness.

In the long-ago epochs, there were millions of telchines, and perhaps billions on their home world. Today, the few remaining telchines roam the Astral Realm. They are highly adept with runes, magic, and powers of the mind and are—by necessity after many hostilities with illithrixes and vorns—somewhat competent with electrotech.

Telchines are generally friendly to mortals, though they tend to hide away in high mountain temples or deep caves to avoid attention. As refined spiritual beings, a mortal's bestial nature and raw emotionality can overwhelm them. Some sages believe the telchines wish to shepherd mortals to their next stage of evolution. In fact, many telchines pity mortals, who appear unable to locate peaceful means of sustaining civilization. Everywhere there is tyranny, confusion, deceit, and other ill properties. These concerned telchines actively experiment with new designs and races of mortals, and some sages wonder if the presence many races is by telchine design.

Telchines love lore, books, sigils, glyphs, and other expressions of language. Most of all, they have a knack for knowing and analyzing creature's true names. Legends describe people who are drawn to a telchine's ship or lair as it whispers their name. Thereafter it may aid them in some way, foretell the future in order to alter the threads of destiny, or submit the person to a terrible rebirthing process that changes them into another race. Most creatures find themselves powerless to resist or otherwise act aggressively in a telchine's presence, as if it knows just the right words to evoke a peaceful response.

Telchine (LVL 12)

Telchines have the following statistics.

TYPE Aberration
SIZE Large
ALIGNMENT Usually lawful neutral
DC 34

SENSES Low-light vision
PERCEPTION +19 ; STEALTH +5
LANGUAGES Understands all languages
INITIATIVE +7

SPEED 20 ft
ATTACK d20+10 ; MA
WEAPONS 2 slams (1d6 each) or 2 scimitars (1d8 each)
DAMAGE +1

ARMOR Magical robes over metallic skin ; DR 8
WOUNDS 12
VITALITY 87
FORTITUDE 25, REFLEX 25, WILL 27

Q&D Damage +13 ; Vitality 63

STR 12, CON 16, DEX 14, INT 16, WIS 19, CHA 14
PRIME Intelligence and Wisdom
SKILLS Arcana +13, Diplomacy +7, Heal +14 (+19 to halt bleeding), History +13, Literacy +13, Nature +13

FP 6 ; DEITY Maiya, Voktra or Ymuri
MULTICLASSING Elementalist, psion, sage or wizard
TREASURE Magic items and artwork in its lair worth 1,500 gp

Base Abilities

Telchines have the following abilities.

ANALYZE TRUE NAME: The telchine learns 1d4+1 facts (statistics or background data) about a creature, whose true name it knows. It can analyze a particular name only 2x as it tries the name forward and backward. Costs 2 vitality.

ATTRACT BY NAME[M]: The telchine utters a creature's true name and it immediately moves toward the telchine at maximum speed. If the subject encounters a dangerous obstacle (chasm, fire) that it cannot safely bypass then it can attempt to resist using Will to stop just prior to the obstacle. Costs 2 vitality.

AUGURY[M]: The telchine gains insight regarding an immediate choice it faces such as whether to open a chest or enter a room. It receives an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance that it receives an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Costs 2 vitality.

CHANNEL THE DIVINE: The telchine inscribes in the air 1 deity's symbol, thereby opening a channel to the deity's magic. On its next turn, it can and must use any 1 basic ability of that deity. Costs 5 vitality.

CONDITIONAL IMMORTALITY: A telchine does not need to eat, sleep or breathe unless it wishes to, and it does not age or die unless it reproduces, after which time it begins aging normally.

CURE AILMENT[M]: A telchine can remove 1 ailment from itself or a touched ally. Ailments include confusion, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as mummy rot or lycanthropy. Costs 2 vitality.

CURE WOUNDS[M]: A touched ally heals 1d6 wound damage per 2 levels (max 5d6) as the telchine magically knits its flesh and bones. A creature can benefit only once daily from this ability. Costs 1 vitality.

FORGET TRUE NAME[M]: After a 1-minute ritual, the telchine permanently forgets a true name of its choice. Requires Learn True Name.

LEARN TRUE NAME[M]: If the telchine beats the Will of 1 creature within 15 ft and light of sight, it learns the target's true name (its magical signature). A target that successfully resists this ability is immune to it for 24 hours. The telchine can know a number of true names at once equal to 3 + its level (typically 15).

LIGHT: The telchine conjures light on an unattended object that it touches. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. The telchine can dismiss the light as a swift action. It can use this ability at will but can maintain only 1 light at a time.

QUASIFORM[M]: A telchine can divide itself into 2 independent creatures called quasiforms (see statistics block at right). This ability cannot be used in combat unless the telchine leaves itself completely

defenseless while doing so. Costs 5 vitality.

REBIRTHING[C]: After 1 day of work, the telchine permanently changes a helpless or willing person's race, sex or both. This requires 3 fresh organs and 1 vial of fresh blood from a creature of the target race and sex. The new form must be the same size and creature type as the original. The procedure inflicts 2d6 wound damage and grants the target a +10 bonus on Disguise checks to not be recognized as its previous self and to possibly look like someone else. The target loses its old race statistics and abilities and gains a new set of race statistics and abilities. Costs 5 vitality.

SECRET CHAMBER[M]: The telchine creates an invisible 5-ft-wide, 10-ft-high magic portal directly in front of it. All who enter the portal move into a 15-ft-cube extradimensional chamber (the chamber exists in the Astral Realm). Only invited creatures (not unattended objects or natural phenomena such as wind) pass through the portal. The chamber holds comfortably up to 8 Medium creatures and lasts for 4 hours + 1 hour per level. Creatures caught in the chamber when the magic ends are dumped at its entrance. Telchine can only maintain 1 secret chamber at a time. Costs 5 vitality.

SPLIT MIND[M]: As a swift action, the telchine splits its mind in 2 halves for 1 round. During this time, it can use 2 of its magic abilities as a single standard action and ignore attacks that allow it to resist using Will. Costs 5 vitality.

STAR RAY: One foe within 30 ft suffers 3d4 fire wound damage. Costs 5 vitality.

WORD OF PEACE[M]: The telchine causes 1 creature within 30 ft to become peaceful and cease making attack roles or behaving with hostile intent for 5 minutes. Will resists. If an affected target is attacked, there is a 50% chance the effect ends. Costs 5 vitality.

WORD OF RECALL[M]: The telchine immediately returns to its home base or other location marked earlier with a special rune. The telchine can only have 1 rune like this at a time. Costs 10 vitality.

Magistral Telchine (lvl 15)

Apply +35 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

FORESIGHT[M]: This telchine cannot be surprised and it ignores Sneak Attack damage. Moreover, once daily it may completely ignore 1 attack as an immediate action as if it had foreseen the moment. This ability does not work while the telchine is unconscious.

REALM SHIFT[M]: The telchine moves to another realm of existence. The trip is 1 way. The telchine must have a specific destination in mind, and it must pass an Arcana check to arrive there. Otherwise, it arrives 1d6 miles away. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. Costs 10 vitality plus 2 additional vitality for each additional person or 250 pounds of gear to a maximum of 20 vitality.

SYMBOL OF PEACE[M]: The telchine draws a powerful symbol in the air, such that it improves its use of Word of Peace to affect all creatures within 60 ft. Costs 10 vitality.

THIRD PERSONA[M]: A magistral telchine has incorporated experiences of favored mortal persons into itself, granting itself a +5 bonus on 2 skill checks of its choice.

Telchine Quasiform (level 6)

Telchine quasiforms have the following statistics.

TYPE Aberration
SIZE Small
ALIGNMENT Usually lawful neutral
DC 22

SENSES Low-light vision
PERCEPTION +10 ; STEALTH +7
LANGUAGES Knows all languages
INITIATIVE +2

SPEED 30 ft
ATTACK d20+5
WEAPONS Slam (1d4) or dagger (1d4)
DAMAGE +1

ARMOR Magical robes over metallic skin ; DR 5
WOUNDS 6
VITALITY 42
FORTITUDE 19, REFLEX 19, WILL 20

Q&D Damage +7 ; Vitality 33

STR 12, CON 16, DEX 14, INT 16, WIS 16, CHA 14
PRIME Intelligence and Wisdom
SKILLS Arcana +13, Diplomacy +7, Heal +14 (+19 to halt bleeding), History +13, Literacy +13, Nature +13

FP 3 ; DEITY Maiya, Voktra or Ymuri
MULTICLASSING Elementalist, psion, sage or wizard
TREASURE Gear and artwork in its lair worth 600 gp

Female Quasiform Abilities

The female quasiform has the following abilities.

CURE AILMENT[M]: A female quasiform can remove 1 ailment from itself or a touched ally. Ailments include confusion, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as mummy rot or lycanthropy. Costs 2 vitality.

FEMININE LORE: Apply a +5 bonus on Acrobatics, Insight, Music, Nature, Religion, and Trick checks.

FUSION[M]: A female quasiform can fuse with an adjacent quasiform to transform into a standard telchine. This ability cannot be used in combat. Costs 2 vitality.

SYMBOL OF PEACE[M]: The female telchine causes all creatures within 60 ft to become peaceful and cease making attack roles or behaving with hostile intent for 5 minutes. Will resists. If an affected target is attacked, there is a 50% chance the effect ends. Costs 5 vitality.

Male Quasiform Abilities

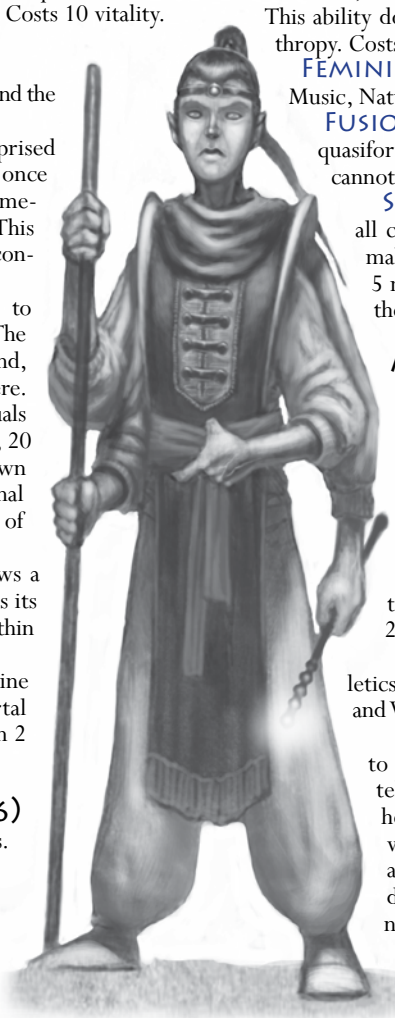
The male quasiform has the following abilities.

CURE WOUNDS[M]: One touched ally heals 1d6 wound damage per 2 levels (max 5d6) as the male quasiform magically knits its flesh and bones. A particular creature can benefit only once daily from this ability. Costs 1 vitality.

FUSION[M]: A male quasiform can fuse with an adjacent quasiform to transform into a standard telchine. This ability cannot be used in combat. Costs 2 vitality.

MASCULINE LORE: Apply a +5 bonus on Athletics, Endurance, Handle Animal, Intimidate, Survival, and Warcraft checks.

REALM SHIFT[M]: The male quasiform moves to another realm of existence. The trip is 1 way. The telchine must have a specific destination in mind, and he must pass an Arcana check to arrive there. Otherwise, he arrives 1d6 miles away. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. Costs 10 vitality plus 2 additional vitality for each additional person or 250 pounds of gear to a maximum of 20 vitality.



Treant

This patient and ponderous intelligent tree protects woodlands.

Appearance & Culture

A treant is a sentient tree. Treants stand alone or in groves of 4 to 7 of their kind. A treant is about 30 ft tall, with a trunk about 2 ft in diameter. It weighs about 4,500 pounds. Its leaves are deep green in spring and summer. In fall and winter the leaves change to yellow, orange or red but rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a mundane tree.

Treants love peace and prefer to watch potential foes carefully before attacking. They charge from cover to trample anyone who despoils the forest, whether cutting trees or bothering dryads and such. If sorely pressed, a treant can animate trees as reinforcements.

Woodland peoples highly respect treants. Most treants are centuries old and the oldest among them claim millennia. For this reason, they are vast storehouses of history. Treants speak very slowly. A conversation proceeds at the rate of 1 exchange per minute rather than 1 per round. Treant sap is also known as a healing salve.

Treant (lvl 8)

Treants have the following statistics.

Type Plant
Size Huge
Alignment Usually neutral good
DC 26

Vision Low-light vision
Perception +5 ; Stealth +0 (+5 in woodlands)
Languages Common, Sylvan, and Treant
Initiative -1

Speed 30 ft
Attack d20+15 (+20 grapple) ; MA
Weapons 2 slams (6d6, 15 ft reach)
Damage +14
Special Deliver 2x damage against objects and structures

Armor Thick bark ; DR 6 (2 vs slashing weapons)
Wounds 25
Vitality 61
Fortitude 25, Reflex 15, Will 19
Special Suffer 2x fire damage ; Plant Mind

Q&D Damage +22 ; Vitality 45

Str 29, Con 21, Dex 8, Int 12, Wis 16, Cha 12
Prime Strength and Wisdom
Skills Diplomacy +6, Heal +13, History +6 (+11 local history), Insight +13, Intimidate +6, Nature +13, Survival +18

FP 4 ; Deity Esmariah, Greenwyrm or Tanish
Multiclassing Bard, druid, elementalist or witch
Treasure Items worth 800 gp in branches or buried at the base of its trunk

Base Abilities

All treants have the following abilities.

Animate Trees[M]: A treant can animate trees within 120 ft, controlling up to 2 trees at once. It takes 1 full round for a normal tree to uproot itself. Thereafter, the tree moves with a 10-ft speed and fights as a treant in all respects. Animated trees can't move if the treant that animated them is incapacitated or moves out of range. Animated trees have the same vulnerability to fire that a treant has. The effect ends after 1 hour. Costs 5 vitality.

Healing Sap: A treant produces healing sap. Applying the sap of a live treant or a treant that died in the past 3 rounds heals a living creature's wound damage. The amount healed equals 1d8 + the treant's level. A creature can benefit up to 3x per day but no more than 1x per hour.

Improved Sunder: A treant targets 1 foe's nonmagical weapon with its branches. If the treant beats the foe's Reflex, apply the slam damage to the foe's weapon rather than to the foe. If the damage dealt exceeds the weapon's hit points, it breaks. A treant enjoys a +5 bonus when initiating or resisting sunder attacks. Costs 2 vitality.

Plant Mind: A treant, as well as the trees it animates, is immune to abilities that allow a Will save that do not specifically target plants.

Trample: As a swift action, a treant can trample all foes in spaces that it moves through as part of its regular movement. Foes in the area suffer 4d6 damage, or ½ damage if Reflex resists.

Weald Lord Treant (lvl 12)

Apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Broadcast[M]: At any time, a weald lord treant can whisper a 25-word message that is clearly audible to 1 sentient plant or fey ally per level within 2 miles. The treant does not need line of sight.

Control Weather[M]: After 1 minute of concentration, a weald lord treant can direct the weather in a 5-square-mile area to shift 1 grade to become clearer or stormier, hotter or colder, calmer or windier, as it likes. The new weather takes effect after 10 minutes and lasts while the treant concentrates as a move action each round + 1d4 hours before reverting to normal. See page RPG, page 237 regarding weather. Costs 10 vitality.

In Nature's Arms[M]: A weald lord treant can reincarnate a dead person laid at its base. The body must have died in the past 7 days. After 10 minutes, the corpse crumples to dust. Simultaneously, the person returns to life in a fresh youthful body that emerges nearby from the earth. The person's new race is determined randomly. If the target has ever killed another person, there is a 1 in 4 chance he returns as that other race or sex. The person loses all statistics and abilities of his previous race for the new race and vaguely recalls narrative details of his former life. He keeps all his other statistics such as class, deity, level, and theme. Sometimes, a weald lord will reincarnate a chaotic person as a fey creature or a neutral person as a treant or other sentient plant. Costs 25 vitality.

Recuperative Sap[M]: This improves the standard treant's Curative Sap, such that the sap removes all ailments including confusion, disease, exhaustion, fatigue, insanity, nausea, and poison. This ability does not remove curses. A creature can benefit up to 1x daily from this effect.

Greenwyrm's Emissary (lvl 16)

Apply +56 vitality, +4 saves, +4 attacks, +4 DR, the weald lord treant's abilities, and the following additional abilities.

Genesis[M]: This improves Plant Growth (below) such the affected area is a 2-mile-radius circle and no preexisting vegetation is needed. Costs 10 vitality.

Historian: Boost History checks by +10.

Plant Growth[M]: The treant causes normal vegetation within 120 ft to become thick and overgrown such that creatures must hack or force their way through, moving at a speed of 5 ft (or 10 ft if Large or Huge). The affected area is a 60-ft-radius circle, 120-ft-radius semicircle, or 240-ft-radius quarter circle (it chooses). The area must already have some vegetation. Costs 5 vitality.

Miracle[M]: Once daily, a this treant draws upon divine power. It can move a party to safety, cure a party from all injury and ailments, restore a party to life and 1 hit point, banish a creature or devastate it with 20d6 damage, or so forth. A miracle cannot change a creature's alignment or have it make choices against its will. The chance the greenwyrm's emissary succeeds equals 70% + 1% per level (typically 86%). The treant is exhausted if the miracle occurs.

Tronix

This animated jumble of flesh and electrotech assimilates the living.

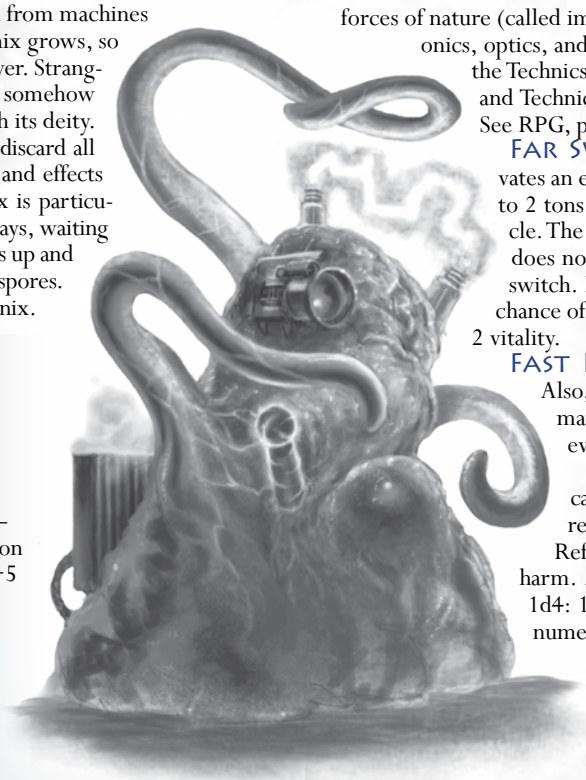
Appearance & Culture

A tronix is a revolting, squirming mass of flesh and electrotech, akin to an ooze but more sinister. Beyond its nasty electrical attacks, its tendrils flail outward to latch onto people and machines in order to infect them with microscopic spores that ready the target for assimilation or transformation into a tronix.

The first tronix was born from a mad medicant's experimentation on a psionic cyborg. The cyborg himself was quickly slain, but some discarded parts remained and took on a sentient life of their own. Thus, the first tronixes were Tiny, but they devoured local plants and animals to grow into sizable monsters.

It is unclear whether a tronix has a single brain, many brains or no brain at all. It displays a mix of mechanical and instinctual intelligence and a wide range of skills drawn from machines and people it has assimilated. As a tronix grows, so too do its defenses and destructive power. Strangest of all is the divitronix, which has somehow awakened to spiritual engagement with its deity.

The best way to avoid a tronix is to discard all electrotech and halt the use of attacks and effects that produce electricity. When a tronix is particularly hungry, it can follow its prey for days, waiting for the target to fall asleep. Then it slinks up and inserts its tendrils to inject its horrid spores. The target awakens as a full-fledged tronix.



Tronix (lvl 8)

Tronixes have the following statistics.

Type Construct and abberation
Size Medium
Alignment Chaotic evil
DC 26

Vision Darkvision, low-light vision
Perception +3 ; **Stealth** +5
Languages Common, Mechan plus 5 other languages
Initiative +0

Speed 20 ft
Attack d20+10 (+12 slam) ; **MA**
Weapons 2 slams (3d4 + tronix infection, 10 ft reach)
Damage +4

Armor Thick rubbery skin ; **DR** 6 (2 vs piercing weapons)
Wounds 15
Vitality 61
Fortitude 21, **Reflex** 20, **Will** 19
Special Construct Traits, Fast Repairing 1 ; heals from electrical attacks on point-for-point basis

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Q&D Damage +12 ; Vitality 45

Str 18, **Con** 20, **Dex** 10, **Int** 22, **Wis** 6, **Cha** 4
Prime Constitution and Intelligence
Skills Appraise +16, Craft +16, Disguise +2, Dungeoneering +16, Heal +3, Mechanics +7, Pilot +5, Trick +5, Survival +3 (+8 tracking), and Technics +18.

FP 4 ; **Deity** Maurob, Rorax, Tiamat or Thulzuur
Multiclassing Artificer, medicant, savant or shifter
Treasure Items worth 800 gp tucked within its innards

Base Abilities

All tronixes have the following abilities.

Absorb Electrotech[M]: Up to 2x daily as a standard action, a tronix can devour an unattended electrotech device within reach of its tendrils. After the device is swallowed, it is retrievable for 1 round. Thereafter, the tronix digests the device and heals itself 2d6 vitality. Only a Miracle or Wish will restore a digested device.

Construct Traits: A tronix does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

Detect Electrotech[M]: The tronix learns whether electrotech devices are present within a 30-ft cone.

Electrotech: The tronix is familiar with invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. The tronix can make checks using the Technics skill and enjoy a +2 bonus on Mechanics and Technics checks (already in the statistics block). See RPG, page 177 for details.

Far Switch[M]: The tronix activates or deactivates an electrotech device within 30 ft weighing up to 2 tons. It might shut a street light or stall a vehicle. The device is unharmed by this act. The tronix does not need line of sight to the device's control switch. If the device is attended or in motion, the chance of success is only 50% + 2% per level. Costs 2 vitality.

Fast Repairing: A tronix always stabilizes. Also, each round at the end of its turn, it automatically heals 1 wound point. This occurs even if it is unconscious but not dead.

Infect Electrotech[M]: A tronix can target a foe's electrotech item within reach of its tendrils. If it beats the foe's Reflex, the item is infected. The foe suffers no harm. An infected item behaves randomly. Roll 1d4: 1) Works normally, 2) Produces 2x normal numeric output for regular energy point cost, 3) Produces ½ normal numeric output for regular energy cost, or 4) Animates to attack its user and inflicts 1 wound damage (Reflex resists). A successful DC 26 Techics check restores the device to normal. Costs 2 vitality.

Mentech's Hand[M]: The tronix mentally moves a single metallic unattended object within 30 ft weighing up to 25 pounds. It can move the object up to 30 ft in any direction. The item's composition must be at least ¼ metal to move it. Costs 1 vitality.

Scatter Spray: The tronix vomits a myriad of sharp baubles that fly from its body to slice and bruise creatures in a 15-ft cone. Affected creatures suffer 1d4 damage per 2 levels (max 5d4), or ½ damage when Reflex resists. Costs 1 vitality.

Shocking Grasp[M]: One adjacent foe suffers 1d6 electrical damage per level (max 5d6) and is dazed for 1 round unless Fortitude resists. Apply a +5 bonus on the attack roll against metal-clad foes. Costs 1 vitality.

Tronix Infection[M]: As a swift action, a tronix can improve its next slam attack that round. An animal or person struck by the slam must also resist using Fortitude or begin transforming into a tronix after 2 minutes. The change itself takes 4 rounds. On round 1, harmless electrotech elements sprout from the target. On round 2, the target is dazed. On round 3, the target is stunned. On round 4, the target transforms into a tronix. Halting the transformation requires applying 5 points of electrical damage. A Heal, Miracle or Wish also reverses the effect. Costs 5 vitality.

Troll

These terrifying insane mutants are nearly impossible to kill.

Appearance & Culture

Trolls are 10-ft tall, monstrous humanoids. They sport sharp claws and teeth, and their warty green skin oozes with grotesque pustules. Though repulsive and stupid, they are very strong. A troll can rip a foe limb from limb. They are also amazingly resilient, able to regenerate most damage. Acid and fire are the few means of slaying them.

Trolls have a high metabolism, which helps them heal quickly and keeps them in a perpetual state of unquenchable hunger. Trolls particularly enjoy the taste of fresh sentient meat, preferably still screaming. This is just as much out of envy and spite as it is sheer enjoyment. Trolls are known to keep captives alive for some time in order to enjoy the best pieces of them (a finger on the first day, an ear on the next, an arm on the third, etc).

Trolls tend to roam in loose bands that are led by hunter trolls or witch trolls. A few weak members of a troll litter (called wytrolls) are more intelligent and capable of setting in motion complex plans. Many trolls harbor secret phobias. Some sages believe that trolls were once people who transformed into hideous trolls as punishment for sins.

Troll (lvl 5)

Trolls have the following statistics.

Type Mutant
Size Large
Alignment Usually chaotic evil
DC 20

Senses Darkvision, scent
Perception +0 ; Stealth +8
Languages Common and Giant
Initiative +3

Speed 30 ft
Attack d20+8 ; MA
Weapons Bite (2d6) or 2 claws (1d6, 10 ft reach)
Damage +6
Special If 2 claws hit, apply +2d6 rending wound damage and target loses 1 limb

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Armor Tough skin ; DR 4
Wounds 25
Vitality 41
Fortitude 20, Reflex 17, Will 12
Special Save +5 vs poison and disease ; Fast Healing 5 (except vs acid and fire)

Q&D Damage +11 ; Vitality 31

Str 23, Con 23, Dex 16, Int 6, Wis 10, Cha 4
Prime Strength and Constitution
Skills Athletics +16, Endurance +16, Survival +5

FP 3 ; Deity Maurob, Thulzuur or Tiamat
Multiclassing Barbarian, druid, ranger or rogue
Treasure None because the troll eats everything!

Base Abilities

All giants have the following abilities.

Fire Phobia: Troll's rightly fear fire. A troll will not cross or come within 15 ft of an open flame unless is resists using Will against d20+5.

Phobia: In addition to their fear of fire, trolls harbor odd phobias. Select 1 phobia such as snakes, spiders, heights, jesters, or so forth. When a phobic item is pressed within 15 ft of the troll's direction, the troll is frightened for 5 minutes or shaken if Will resists. A troll can only be affected once by a phobic item in a 24-hour period.

Scent: Trolls have keen noses to compensate for their mediocre hearing. They can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Sunder Limb: When a troll hits a foe with both claws, it inflicts 2d6 wound damage as it severs 1 of its foe's limbs (1d4: 1 is right arm, 2 is left arm, 3 is right leg, 4 is left leg). A severed limb can be reattached or regrown using the Heal spell or Fast Healing. A troll may eat the limb, drop it, or use it as an ineffective weapon.

Troll Salve: A troll's blood has curative properties if consumed from a live troll or a troll that died in the past 3 rounds. Consuming 1 pint takes 1 round and restores 5 wound points of damage that was not caused by acid or fire. Consuming 3 pints allows the drinker to reattach a severed limb. Troll salve is not without danger. For each pint consumed, there is a 1 in 20 chance of contracting troll's disease.

Troll's Disease: A person who suffers wound damage from a troll's bite must resist using Fortitude or contract troll's disease. The next time the person falls asleep he permanently transforms into a troll. Replace his current statistics and identity with a standard troll's statistics and identity. Miracle or Wish ends the effect.

Hunter Troll (lvl 8)

Apply +21 vitality, +2 saves, +2 attacks, +2 DR, a bow as treasure, and the following abilities.

Bow Double-Shot Specialization: A hunter troll is proficient with bows and can shoot 2 arrows as a standard action, each inflicting 2d6 damage. A troll hunter ignores the -5 penalty normally associated with firing into combat.

Stalker: Apply a +5 bonus on Acrobatics, Perception, Stealth, and Survival checks.

Troll Immunities: A hunter troll is immune to all poisons and disease although it can still be a carrier of disease.

Witch Troll (lvl 8)

Apply +21 vitality, +2 saves, +2 attacks, +2 DR, a dagger as treasure, and the following abilities.

Body of Daggers: This troll stores d8+6 magical daggers in its body. As a standard action, it can dislodge and throw a single dagger with a +2 bonus on the attack roll and +5 damage. Alternatively, it can dislodge and throw 3 daggers with the normal chances of success.

Poison^{M}: As a move action, the troll poisons it claws or a cup of liquid in its possession. When a creature is struck by the claws or ingests the liquid, it immediately suffers 1d10 vile wound damage with a 50% chance to suffer an additional 1d10 vile wound damage 5 minutes later. Unused poison dissipates after 5 minutes. Costs 5 vitality.

Suppress Conflagration^{M}: This improves Suppress Flames (see below), such that the troll witch can affect 1 30-ft-cube area per level within 500 ft and extinguish all nonmagical fires in the area. Or it can permanently extinguish 1 magical fire effect (such as a Wall of Fire) within 90 ft. Costs 5 vitality.

Suppress Flames^{M}: The troll witch targets a 30-ft-cube area within 60 ft to extinguish all nonmagical fires in the area. Or, the it can temporarily extinguish 1 magical fire effect (such as a Wall of Fire) within 15 ft for 2 minutes. Costs 2 vitality.

Tree Shape^{M}: A troll witch can transform itself or another adjacent troll into a normal tree as a standard action. In tree form, the witch troll can see and hear normally though it can take no other actions. While so hidden, it enjoys a +20 bonus to Disguise checks to be recognized as anything other than a normal tree. It radiates faint magic. It can return to its normal form as a move action. Costs 2 vitality.

Wytroll (lvl 3)

A wytroll is either a half-troll or the runt of a troll litter. When not tormented by its kin, it is tormented by awareness of its own monstrous existence.

A wytroll lacks Rend. It has 10 Intelligence, 15 wound points, and 21 vitality. It is usually chaotic neutral.

Unicorn

These horned fey steeds are magical, noble, and fiercely protective.

Appearance & Culture

A unicorn is a ruler and inspiration of fey woodlands. A typical adult unicorn is 8 ft long, stands 5 ft high at the shoulder, and weighs 1,200 pounds. Females are slightly smaller and slimmer than males. A unicorn has deep sea-blue, violet, brown or fiery gold eyes. Males sport a white beard.

Unicorns normally attack only when defending themselves or their forest. They either charge, impaling foes with their horns like lances, or strike with their hooves. The horn carries its magic, and its power remains for 1d3 days after it is removed from the unicorn before fading.

As fey creatures, unicorns prefer the company of dryads, satyrs, and similar woodland denizens. They may also extend a kind word or ride to a pure-hearted or virginal elf, half-elf or human. It is said that a unicorn king or queen may transform a mortal into a fey being.

Unicorn (lvl 7)

Unicorns have the following statistics.

Type Fey
Size Large
Alignment Usually chaotic good
DC 24

Senses Darkvision, low-light vision
Perception +10 ; Stealth +10
Languages Common and Sylvan
Initiative +3

Speed 60 ft
Attack d20+9 ; MA
Weapons Horn (2d6 + fatigue), bite (1d6) or hooves (1d6, 10 ft reach)
Damage +5

Armor Magical hide ; DR 5 (2 against cold iron)
Wounds 15
Vitality 53
Fortitude 18, Reflex 16, Will 19

Q&D Damage +12 ; Vitality 39

Str 20, Con 18, Dex 16, Int 10, Wis 20, Cha 22
Prime Strength and Charisma
Skills Athletics +12, Heal +7, Handle Animal +10 (+15 with horses), Nature +7, Survival +7

FP 4 ; Deity Esmariah, Iris, Stolgar or Tanish
Multiclassing Cleric, druid, elementalist or witch
Treasure The unicorn's horn is worth 700 gp

Base Abilities

All unicorns have the following abilities.

Charge: As a swift action, apply +5 damage to the unicorn's next melee attack. The unicorn must move at least 10 ft just prior to using this ability.

Combat Mount: A unicorn's rider enjoys a +5 bonus on Handle Animal checks. Up to once per round while mounted, the unicorn can negate an attack against its rider by using its body as a block on a successful DC 15 Athletics check. The unicorn takes no damage when making this maneuver.

Cure Ailment[M]: The unicorn uses its horn to remove 1 ailment from itself or a touched ally. Ailments include confusion, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as mummy rot or lycanthropy. Costs 2 vitality.

Detect Rider: The unicorn immediately learns whether a person within 30 ft is a virgin, elf or chaotic good, and may move toward and protect those who meet most or all of these criteria.

Dimension Door[M]: The unicorn and its rider vanish and reappear up to 500 ft away in any direction. If the destination space is occupied, it suffers 1d6 damage and the ability fails. After arriving, the unicorn (but not the rider) is dazed for the rest of its turn. A unicorn can take 250 pounds of gear rather than a rider. Costs 5 vitality.

Fatigue: When a unicorn hits a foe with its horn and expends 1 vitality as a swift action, the foe must resist using Will or be fatigued for 1 hour. Multiple hits with this ability do not stack.

Healing Horn[M]: The touch of a unicorn's horn heals an ally's wound damage. The amount healed equals 1d8 + the unicorn's level. A creature can benefit 3x per day if it meets all 3 criteria under Detect Rider, 2x per day if it meets 2 criteria, or 1x daily if it shares 1 or no criteria.

Horn Dependant: A unicorn's magic is invested in its horn. If a unicorn loses its horn (which might occur when it is helpless or by a foe's axe), it loses all of its magical abilities. A severed horn can be reattached as part of a Regenerate spell.

Improved Carry Capacity: A unicorn can carry 250 pounds, or 1 Medium or 2 Small creatures, in addition to any other weight normally allowed, and not be overloaded. It can drag up to 1,250 pounds or support +8 encumbrance slots.

Mounted Death Ward[M]: For 2 minutes, the unicorn and its rider are immune to the effects of all ailments, curses, and necrotic energy damage. Costs 7 vitality.

Remove Curse[M]: The unicorn's horn negates 1 curse afflicting the touched creature. A creature can benefit only once daily. Costs 2 vitality.

Speak with Animals[M]: A unicorn can ask questions and receive answers from animals. The animals are not necessarily cooperative or knowledgeable. A friendly animal may perform a single small favor such as tug on a rope or scout a nearby grove on a successful DC 15 Handle Animal check.

Celestial Charger (lvl 13)

A celestial charger is a celestial. Apply +42 vitality, +3 saves, +3 attacks, +3 DR, and the following abilities.

Celestial Immunities: Immune to poison and disease.

Daylight[M]: A celestial charger can shed strong light 60 ft outward and weak light an additional 60 ft outward for 5 minutes. Also, fiends and undead suffer 1d4 holy wound damage upon first exposure to the strong light and 1 damage each round thereafter while in the strong light. Costs 2 vitality.

Detect Evil[M]: The celestial charger learns whether fiends and/or undead are present within a 30-ft cone.

Celestial Fey Survival: Apply a +5 bonus on Survival checks, or +20 in chaotic good realms of existence.

Holy Avenger: A celestial charger enjoys a +2 bonus on attack rolls and +5 damage against evil foes.

Holy Circle[M]: The celestial charger evokes a 10-ft-diameter circle inscribed with angelic runes. Nongood creatures cannot pass or break the circle's perimeter as long as the unicorn concentrates as a standard action each round + an additional 1d4 rounds. Costs 2 vitality.

Raise the Righteous[M]: After a 1 hour ritual, a celestial charger can restore to life a dead good-aligned person who wishes to return to life. The person must have died within the past 1 day per level. Costs 15 vitality.

Realm Shift[M]: A celestial charger and its rider can move to another world or realm of existence. The unicorn or rider must have a specific destination in mind and must pass a Religion check to arrive there. Otherwise, they arrive 1d6 miles way. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. Costs 12 vitality.

Vampire

These legendary predators relish the warm blood of mortals.

Appearance & Culture

Vampires are sentient undead who maintain their appearance and memories from mortal life while facing an eternity that consists of equal parts hedonistic joy and terrible hunger. Vampires never age, ignore most damage, and lust for the warm blood of the living to quench their thirst. Without blood they slowly wither into listless, tormented husks. Vampires tend to haunt urban areas at night, and most are former humans or half-elves, though they may hail from any mortal race.

Vampires have strength, hearty bodies, keen senses, and the ability to charm and grapple their prey in order to feed. Prey are usually left to bleed out but a vampire may select a particularly promising (comely and pleasing) person to turn into a vampire. Sensitivity to sunlight and other restrictions, plus tell-tale signs such as lack of a reflection or normal shadow keep their numbers in check.

Most vampires are relentless predators and fall into irredeemable evil. Some, however, discover they can abstain from blood though they are weaker than their kin as a result. Most vampires belong to nests, ancient clans that seek control over territory and mortal "cattle" upon which they feed.

Vampires pursue careers like mortals, and magic users among them often possess gifts such as summoning bats.

Vampire (lvl 8)

Vampires have the following statistics.

Type Undead
Size Medium
Alignment Usually chaotic evil
DC 26

Vision Darkvision.
Perception +4 ; Stealth +8
Languages Common plus 1 other language
Initiative +3

Speed 30 ft ; Climb 30 ft in dark, 15 ft in shadow, 0 ft in light.
Attack d20+10 (+15 grapple)
Weapons Bite (1d4), slam (1d6), kama (1d6), longsword (1d8) or spiked chain (2d4, 10 ft reach).
Damage +6

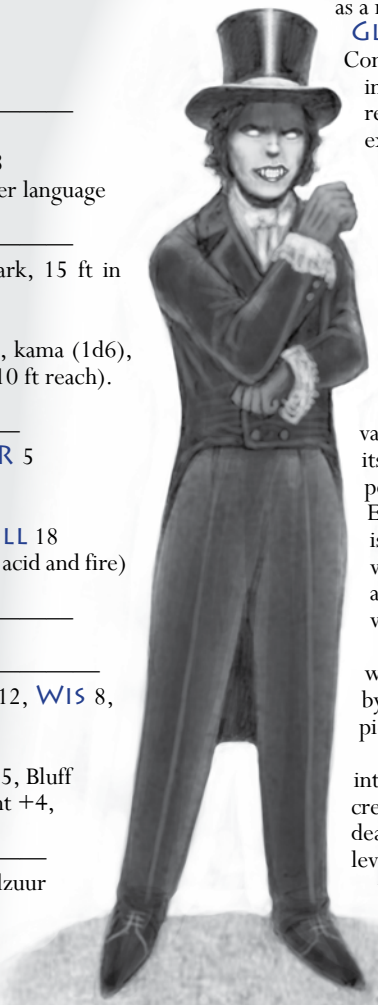
Armor Leather over vile skin ; DR 5
Wounds 10
Vitality 58
Fortitude 22, Reflex 19, Will 18
Special ; Fast Healing 5 (except vs acid and fire) ; Undead Traits

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Q&D Damage +14 ; Vitality 42

Str 23, Con 14, Dex 16, Int 12, Wis 8, Cha 19
Prime Strength and Charisma
Skills Acrobatics +8, Athletics +15, Bluff +14, Endurance +7, History +6, Insight +4, Intimidate +15

FP 4 ; Deity Lilith, Nefriti or Thulzuur
Multiclassing Any
Treasure Armaments and other items worth 1,600 gp on itself or in its lair



Base Abilities

Vampires have the following abilities.

Beguile[M]: As Charm Person, but lasts 24 hours. Costs 5 vitality.

Blood Dependency: Each day a vampire goes without any fresh warm blood, reduce by 5 its current and maximum vitality points. This effect stacks up each passing day. A vampire cannot fall below 0 vitality or suffer wound damage from lack of blood.

Blood Drain: When a vampire starts its turn holding a grappled foe, it may bite the person and drain its blood as a standard action. The target suffers 1d4 wound points and is fatigued, or exhausted if fatigued, or unconscious if exhausted. For each round of draining blood, the vampire regains 5 wound points and its maximum vitality is restored to normal, if necessary.

Charm Person[M]: A targeted person within 15 ft is friendly to the vampire for 5 minutes if the vampire beats the person's Will. While charmed, a person will not act in a way that brings harm to the vampire, itself or its allies. Otherwise, it will follow the vampire and respond aggressively to creatures that threaten it. A vampire can dismiss the charm as a swift action. If the vampire treats the person well, he may remain friendly after the charm wears off. This ability does not grant a shared language. Nor can it alter a creature's alignment. Costs 1 vitality.

Daylight Fatigue: Vampires suffer a -5 penalty on Perception checks in natural daylight. They also suffer 2 vitality damage per round (no save, bypasses DR) while exposed to natural daylight, and are dazed for 1 round upon first exposure to natural daylight.

Fast Healing: As stated in the statistics block, a vampire heals 5 wound points per round except damage dealt by acid and fire. Also, if the vampire loses a limb, it can reattach the limb to the stump as a move action.

Glory & Shame: For 1 hour after a vampire feeds, boost its Comeliness by +4. However, for each day it goes without feeding, adjust its Comeliness by -1 (minimum 1). Its Comeliness returns to normal when it returns to full vitality after feeding, as explained under Blood Dependency above.

Improved Grapple: The vampire grapples an adjacent foe up to 1 size larger than itself when it has 1 hand free and beats the foe's Fortitude. The vampire enjoys a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the vampire must expend a move action to maintain the grapple, and the foe can try to beat the vampire's Fortitude as a standard action to break the grapple. The vampire may block a grappled foe's mouth with 1 hand to prevent speech.

Revitalizing Blood[M]: As a standard action, a vampire can give an adjacent person up to 5 hit points worth of its own blood. The vampire loses the desired amount in vitality points while the person gains an equal number of wound points. Excess wound points above the person's normal maximum vanish after 1 hour. A person cannot exceed his normal maximum wounds by more than 5 in any case, and a person who feeds from a vampire suffers a permanent -5 penalty on Will to resist that vampire's abilities.

Slain by the Stake: A vampire is permanently slain when its head is severed or its heart is pierced as represented by a critical hit or coup de grace delivered by a stake or similar piercing wooden weapon.

Spawn[M]: A person who is slain by a vampire transforms into a spawn 1d3 days after death assuming the vampire gave the creature 1d4 wound points worth of its own blood at the time of death. If the victim is above 4th level, it retains some of its class levels. For example, a 7th level wizard would become a spawn with 3 levels of wizard. Spawn are weak, newling vampires as described on the next page.

Swift Motion[M]: Up to once per round a vampire can magically move up to 15 ft as an immediate action. Costs 2 vitality.

Undead Traits: A vampire is immune to

all ailments including disease and poison. It need not breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It regains wound points from necrotic energy, regains no wound points from rest, and is harmed by holy and cure energy on a point-for-point basis. It is immortal and cannot be raised from death if slain.

VAMPIRIC RESTRICTIONS[M]: A vampire may not enter a consecrated area such as a church, enter a private dwelling without being invited, or cross over or through an area of running water.

VAMPIRIC VISAGE[M]: A vampire's twisted shadow moves on its own and its image never appears in a mirror or any other reflective surface.

Vampire Spawn

Like their vampire masters, spawn are sentient undead who maintain their appearance and memories from mortal life but never age, ignore most damage, and lust for the warm blood of mortals.

Spawn are strong, hearty, keen, and able to grapple prey in order to feed. Unlike a vampire, spawn cannot make more of their own kind. Also, direct exposure to sunlight or running water quickly kills them. Tell-tale signs such as lack of a reflection or normal shadow keep their numbers in check.

Most spawn quickly fall into a predatory life of chaos and evil. Some discover that through guile, planning or magic, they can overcome their vampire creator and advance to become full-fledged vampires. Those who were magic users or other notables in their previous life are quick to keep using these abilities when possible.

Spawn (lvl 4)

Spawn have the following statistics.

TYPE Undead
SIZE Medium
ALIGNMENT Usually chaotic evil
DC 18

VISION Darkvision.
PERCEPTION +3 ; STEALTH +7
LANGUAGES Common plus 1 other language
INITIATIVE +2

SPEED 30 ft ; CLIMB 30 ft in dark, 15 ft in shadow, 0 ft in light.
ATTACK d20+6
WEAPONS Bite (1d4), slam (1d6), kama (1d6) or spiked chain (2d4, 10 ft reach).
DAMAGE +3

ARMOR Leather over vile skin ; DR 3
WOUNDS 10
VITALITY 29
FORTITUDE 18, REFLEX 16, WILL 15
SPECIAL Undead Traits

Q&D Damage +7 ; Vitality 21

STR 19, CON 12, DEX 14, INT 10, WIS 6, CHA 17
PRIME Strength and Charisma
SKILLS Acrobatics +7, Athletics +14, Endurance +6, Intimidate +14

FP 2 ; DEITY Lilith, Nefriti or Thulzuur
MULTICLASSING Any
TREASURE Items worth 400 gp on itself or in its lair

Spawn Base Abilities

Spawn have the following abilities.

BLOOD DEPENDENCY: Each day a spawn vampire goes without any fresh warm blood, reduce by 5 its current and maximum vitality points. A spawn cannot fall below 0 vitality or suffer wound damage from lack of blood.

BLOOD DRAIN: When a spawn vampire starts its turn holding a grappled foe, it may bite the person and drain its blood as a standard action. The target suffers 1d4 wound points and is fatigued, or exhausted if fatigued, or unconscious if exhausted. For each round of draining blood, the spawn regains 5 wound points and its maximum vitality are restored to normal, if necessary.

DAYLIGHT AND WATER DAMAGE: Spawn vampires are blind in natural daylight and in water, suffer 5 wound points per round (no save) while exposed to natural daylight or while immersed in water, and are dazed for 1 round upon first exposure to natural daylight or water.

IMPROVED GRAPPLE: The spawn vampire grapples an adjacent foe up to 1 size larger than itself when it has 1 hand free and beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the spawn must expend a move action to maintain the grapple, and the foe can try to beat the spawn's Fortitude as a standard action to break the grapple. The spawn may block a grappled foe's mouth with 1 hand to prevent speech.

SHAME: Each day a spawn vampire goes without blood, adjust its Comeliness by -1 (minimum 3). Its Comeliness returns to normal when it returns to full vitality after feeding, as explained under Blood Dependency above.

SLAIN BY THE STAKE: A spawn vampire is permanently slain when its head is severed or its heart is pierced as represented by a critical hit or coup de grace delivered by a stake or similar piercing wooden weapon.

UNDEAD TRAITS: A spawn is immune to all ailments including disease and poison. It need not breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It regains wound points from necrotic energy, regains no wound points from rest, and is harmed by holy and cure energy on a point-for-point basis. It is immortal and cannot be raised from death if slain.

VAMPIRIC OBEDIENCE: A spawn suffers a -10 penalty to counter Bluff, Diplomacy, and Intimidate checks made against them by true vampires.

VAMPIRIC RESTRICTIONS: A spawn may not enter a consecrated area such as a church, enter a private dwelling without being invited, or cross over or through an area of running water. Moreover, it falls unconscious during daylight hours (this restriction supersedes other abilities including Undead Traits).

VAMPIRIC VISAGE[M]: A vampire's twisted shadow moves on its own and its image never appears in a mirror or other reflective surface.

Slayer Vampire (lvl +4)

This vampire is a stealthy and deadly warrior. Apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

DODGE: As an immediate action, the slayer vampire chooses to ignore 1 impending melee weapon attack before it knows whether the attack hits. Costs 2 vitality.

FAR JUMP[M]: A slayer vampire can leap outward, downward or upward up to 90 ft as a standard action without a running start or Athletics check or fear of harm on impact. Costs 1 vitality up to 30 ft, or 2 vitality for further distances.

IMPROVED INITIATIVE: A slayer vampire reacts quickly to attack. Apply a +5 bonus on initiative checks or +2 when overloaded.

INVISIBILITY[M]: The slayer vampire turns invisible for 5 minutes or until it makes an attack, whichever comes first. Invisibility boosts Stealth checks by +10 and refuses line of sight. Costs 2 vitality.

RAPID ATTACK: A slayer vampire may make 2 attacks with the same melee weapon in rapid succession as a standard action. The vampire may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls.

WEAPON MASTERY: Each slayer vampire specializes in a single favorite weapon such as a kama or shortbow. It enjoys a +5 bonus on attack rolls and +15 damage when using that weapon.

Vampire Lords

Among vampires, some rise above the others. These powerful vampire lords have survived for hundreds or even thousands of years and tend to rule clans, regions, and even whole realms, often with many underlings on call, though a few lords persist alone in forgotten places. Vampire lords are among the most arrogant, hedonistic, and selfish of all creatures.

Vampire lords possess the abilities of their lesser kin. Moreover, the diversity of the blood that runs through their veins grants them additional power, such as transforming into a gas or walking in daylight. They use these rare abilities to lure allies to their cause, dominate the weak, and break the pious to fall into evil. Sadly, nothing is too sacred or pleasant that they restrain themselves from despoiling. Even favorite playthings are discarded carelessly or cruelly on a whim. There is nothing truly redeemable within them.

Vampire lords tend to hibernate for long periods. Hibernation may involve literal sleep or it may involve immersion in untold pleasures, night after night, for many years. After hiberating, when latent ambition finally awakens and pushes to the fore, the vampire lord may busily unite lesser vampires to complete a great and terrible cause, such as the destruction of an entire city and its inhabitants.

Vampire lords mostly focus on the quality of their servants and allies rather than the quantity. They believe most mortals are simply unworthy to become vampires, and even many of the lesser vampires are suitable only as slavish minions. Vampire lords are hardly above destroying their own nests and children to then start over.

Lesser Vampire Lord (lvl 12)

Apply +28 vitality, +2 saves, +2 attacks, +2 DR, the abilities of the standard vampire, and the following additional abilities.

Beguile[M]: As Charm Person but lasts 24 hours. Costs 5 vitality.

Darkness[M]: The vampire lord creates total darkness in a stationary 15-ft-radius area around itself or an unattended object within 30 ft. The darkness lasts 5 minutes and blocks vision including darkvision but not nethersight. Attacks made against or launched by obscured foes fail 50% of the time. The vampire can maintain only 1 area of darkness at a time. Costs 2 vitality.

Detect Thoughts[M]: A vampire lord notes the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, it learns the number of thinking minds and Intelligence of each one. After concentrating for a third round, it learns the current surface thoughts of 1 creature of its choice within range for 2 minutes if the vampire lord beats its Will. Costs 2 vitality.

Flit[M]: As a standard action, the vampire lord gains the ability to fly at speed 30 ft for the remainder of its turn. It must end flight on a solid surface. Costs 1 vitality.

Gaseous Form[M]: The vampire lord becomes a dark insubstantial gas or mist and flies slowly for 5 minutes. In this form, it has a fly speed is 10 ft, can only take move actions, perceives as normal, has DR 10, gains a +5 bonus on Stealth checks, and enjoys immuning to all ailments. It can pass through cracks but cannot enter liquids. The Gust of Wind ability affects it normally as if it were air. Costs 2 vitality.

Lesser Lineage: Boost History and Nobility checks by +5.

Summon Swarm[M]: A dark swirl vomits a mass of vermin that occupies a pair of adjacent 5-ft spaces within 30 ft. The vermin are bats, spiders, rats, bitting flies, beetles or such as the vampire lord imagines. Living creatures in the affected spaces immediately suffer 1d4 damage per round (no save) and must resist using Fortitude or be dazed for 1 round. The swarm lasts while the vampire lord concentrates + 2 rounds. Costs 2 vitality.

Suture[M]: Once daily the vampire lord heals all wound damage and 4d6 vitality. The vampire can suture itself or an adjacent ally that is a vampire or a living person.

Greater Vampire Lord (lvl 16)

Apply +56 vitality, +4 saves, +4 attacks, +4 DR, the abilities of the standard vampire and lesser vampire lord, and the following additional abilities.

Greater Lineage: Boost History and Nobility checks by +5.

Pyre[M]: This vampire can easily punish other undead. An adjacent undead foe suffers 6d6 fire damage (no save). Costs 5 vitality.

Revive Vampire[M]: The vampire lord restores to unlife an adjacent vampire that has died within the past 5 minutes. The revived vampire returns with 1 wound point. Costs 5 vitality.

See Invisibility[M]: As a standard action, the vampire lord clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Swarm Form[M]: The vampire lord transforms itself into a 10-ft-square swarm of bats, spiders, rats, beetles or other vermin, as it imagines, for 5 minutes. In this form it enjoys a burrow, climb, fly or swim speed of 30 ft (pick 1 option), and also +5 DR, nethersight, fast healing 5, and immunity to nonmagical attacks. As a swarm, it can enter spaces occupied by other creatures. Living creatures caught within the swarm area immediately suffer 1d4 damage per round (no save) and must resist using Fortitude or be dazed for 1 round. Costs 25 vitality.

Walk the Daylight[M]: As an immediate action, the vampire lord ignores the deleterious effects of exposure to daylight for 2 minutes. Costs 2 vitality.

Vampire Elder (lvl 20)

Apply +84 vitality, +6 saves, +6 attacks, +6 DR, the abilities of the standard vampire and the vampire lord, plus the following additional abilities.

Eclipse[M]: An elder vampire can hamper sunlight such that a 5-square-mile area is cloaked in dusky conditions for 1 hour or in darkness for 5 minutes. Both conditions are safe for undead to enjoy without harm. Costs 15 vitality.

Mass Charm: This improves Charm Person to affect all persons within 60 ft.

Mass Incinerate: This improves Pyre to target all undead foes within 15 ft. Costs 5 vitality per target.

Vampire Clans

Legends describe the first vampire, N'alyia, as a beautiful warrior-queen. She was born to the goddess Nefriti, Mistress of the Veil, and fathered by a mortal incarnation of the god Absolom, Avatar in Chains. Absolom was so disgusted at Nefriti's trick that he cursed N'alyia to be bound forever in a secret tomb that lies deep in a dark jungle in a cavern far beneath the earth. Whatever N'alyia's condition now, 6 of her children walk the multiverse as elder vampires. Each elder leads a clan that hosts numerous vampire lords and thousands of lesser vampires and their spawn. Little is known about the fullness of these clans, even among vampires. Here are brief descriptions of the original 6 elders and their clans.

Chalem: This powerful cleric sought to slay N'alyia but instead fell into evil and now seeks to corrupt other clerics, paladins, and even angels.

Gaulrik: N'alyia enjoyed this handsome gallant for many years as her lover before banishing him. His children seek pleasure and kill for sport.

Morula: This genius wizard sought to tap N'alyia's secrets. Instead, her whispering magic is forever devouring his soul. His children study magic.

Steivrus: The great king Steivrus sought N'alyia's aid to protect his empire from impending disaster. She drew his lands into a misty crystal orb as a gift to her mother. The orb now languishes as Nefriti's plaything.

Tyron: This virile blackguard and mortal cult emissary of the war god Phane is forever trying to build an army of bloodthirsty vampire warriors.

Ythenae: N'alyia fell in love with the rapturous song of this lonely and beautiful nymph princess and lured her into everlasting torment.

Vespir

These luminous humanoids scour the void to gain delicious vitality.

Appearance & Culture

Vespirs are the technologically-advanced descendants of a humanoid bat-like race. During their history, they turned darkness to the sun and shed their flesh to become incorporeal luminous beings that are at home in bright places like sunbaked badlands.

Vespirs hunt living prey. While highly adept with electrotech and manipulating electricity and light, they are constantly power-hungry and can quickly drain the vitality from living creatures with a painful bite or touch. They are not gratuitously cruel, just mercilessly practical about their energy needs.

Vespirs often travel in small groups of 5 with 1 individual acting as a commander. While they use electrotech, they rarely carry such items for personal use. Rather, they share such items as a group in their laboratory, on voidcraft, or so forth.

Vespirs ascended to their current state during a great war against vile shadow creatures. In order to survive, they had to shed their mortal frame. Having survived and prospered since, they take pride in their history and are also are quick to stomp out potential rivals.

Vespir (lvl 8)

Vespirs have the following statistics.

Type Mutant
Size Medium
Alignment Usually lawful evil
DC 26

Senses Heavensight
Perception +1 ; Stealth +9
Languages Common and Vespir
Initiative +2

Speed 10 ft ; Fly 30 ft
Attack d20+8
Weapons Bite (1d2)
Damage +1

Armor Psychic shield over leather armor ; DR 6
Wounds 8
Vitality 57
Fortitude 14, Reflex 16, Will 21
Special Incorporeal Traits ; suffer ½ damage from fire and poison ; immune to electricity

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Q&D Damage +9 ; Vitality 41

Str 11, Con 12, Dex 14, Int 18, Wis 12, Cha 7
Prime Intelligence and Dexterity
Skills Arcana +6, Mechanics +7, Technics +6, Nature +6, Pilot +4, Religion +3.

FP 4 ; Deity Thulzuur. Good vespirs honor Solari.
Multiclassing Artificer, psion, savant or lightbringer
Treasure 1 in 5 is equipped with an electrotech weapon or other device worth up to 5,000 gp.

Base Abilities

Vespirs have the following base abilities.

Blinding Pulse[M]: One target within 15 ft suffers blindness. The effect lasts 24 hours, or 2 minutes if the target resists using Will. Costs 2 vitality.

Daylight[M]: The vespir sheds strong light 60 ft outward and weak light an additional 60 ft outward for 5 minutes. Also, aberrations, fiends, and undead suffer 1d4 holy wound damage upon first exposure to the strong light and 1 wound damage each round thereafter while in the strong light. Costs 2 vitality.

Death Ward[M]: For 2 minutes, the vespir or a touched ally are immune to the effects of all ailments, curses, and necrotic energy damage. Costs 2 vitality for itself or 5 vitality for an ally.

Electrotech: Vespirs study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. They can make checks using the Technics skill (page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Electrotize[M]: The vespir targets 1 metal-clad foe or metal item weighing up to 50 pounds within 30 ft. For 5 minutes, the metal sparks with dangerous, painful arcs of electricity. Creatures suffer 1d4 electrical damage for each round that they wear or touch the metal. Removing armor takes 1 minute. Costs 1 vitality.

Far Switch[M]: A vespir can activate or deactivate a machine from a distance. For example, it might turn on a street light far above or deactivate a moving vehicle. The cost is 0 vitality within 15 ft as a standard action, or 1 vitality to as a move action or out to a distance of 30 ft.

Incorporeal Traits[M]: A vespir can become incorporeal. Mundane attacks against it have a 90% miss chance and magic attacks have a 50% miss chance. Incorporeal creatures cannot handle solid objects, can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks and avoid line of sight, and must materialize (end this ability) to make attack rolls. Materializing and dematerializing are swift actions that cost 5 vitality each.

Light[M]: The vespir conjures light on an unattended object that it touches. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. It can use and dismiss this ability at will but can maintain only 1 light at a time.

Lightning Bolts[M]: The vespir inflicts 1d6 electrical damage per level (max 10d6) to all creatures in either a 15-ft cone or along a 60-ft line, as it desires. Apply ½ damage if Reflex resists. Targets that don't resist are also dazed for 1 round. Costs 2 vitality.

Mage Hand[M]: A vespir can telekinesis a single unattended object weighing up to 5 pounds and within 30 ft. It can telekinesis the object up to 10 ft.

Mass Far Switch: This improves Far Switch to affect up to 3 machines at once or a single machine out to 90 ft. Costs 2 vitality.

Painful Bite[M]: One adjacent target suffers 1d3 wound Pain damage from the vespirs sharp bite. Reflex resists. Costs 1 vitality.

Painful Touch[M]: An adjacent living creature suffers 1d6 pain damage per 2 levels (max 10d6), or ½ damage when Reflex resists. Simultaneously, the vespir gains temporary wound points for 5 minutes equal to the damage dealt. It can benefit from only 1 use of this ability at a time. Requires Painful Bite.

Shocking Grasp[M]: One adjacent foe suffers 1d6 electrical damage per level (max 5d6) and is dazed for 1 round unless Fortitude resists. Apply a +5 bonus on the vespir's attack against metal-clad foes. Costs 1 vitality.

Suppress Shadows[M]: This improves Daylight to suppress shadows. Creatures and objects cast no mundane or magical shadows in the area, shadows (pg 140) and similar undead starting their turn in the area suffer 2d4 wound damage (no save), and creatures that are shapeshifted into a shadow form suffer 2d4 wound damage and are immediately forced to return their natural form. Costs 5 vitality.

Sun-Rest[M]: The sun heals vespirs. For each hour of exposure to natural sunlight on a clear or party-cloudy day, a vespir recovers 1 vitality to a maximum of 5 vitality in a 24-hour period.

Virtual Controls: This improves Virtual Hands such that the vespir can operate an adjacent machine even if the controls are broken, removed or otherwise inoperable. Costs 2 vitality.

Virtual Hands[M]: A vespir can operate an adjacent machine without directly touching its controls without penalty. Requires line of sight and the controls must still be functional. For example, it can deftly operate a radio's dials just by looking at them.

Void Savvy: Vespirs are highly familiar with the Void and enjoy a +2 bonus on saves and d20 rolls made within voidcraft or in the Void. See RPG, page 236 under Void Travel for more information.

Vorn

These pirates traverse the Astral Realm to plunder many worlds.

Appearance and Culture

Vorns are a militant race that dwells mostly in the Astral Realm. They stand 4 to 5 ft tall and look similar to half-orcs, except they sport deep blue skin and golden eyes. Vorns reject all deities and divine pretensions to power and utilize ancient heretical rites to surreptitiously tap magic that is normally only available to pious believers.

Having visited many worlds, vorn are technologically savvy, psychically aware, and adept in martial arts. They travel in spellship convoys rather than build communities. Once on the ground, they tend to travel in pairs, maintaining a psychic link. In their travels, vorns often introduce themselves as explorers, hunters, mercenaries, merchants, refuges or settlers. Though they may keep up these roles for a time, they are mostly pirates, slavers, and treasure hunters. A tiny cabal worships Voktra, Matron of Crossroads, but these repentant vorn are hardly friends to the lesser races.

Sages believe the vorn race is a blend of hobgoblins, humans, orcs, slith, and tieflings. Perhaps the illithrix bred the first vorn, though they are their own race with unusual physiology. Specifically, vorns require humanoid slaves to reproduce, and the offspring are always vorns. Captives who are unfit for breeding are eaten, thrown into deadly gladiatorial games, used for gruesome experiments, sold to other races, or magically transmuted into vorn. Vorns consider humanoid eyes a delicacy and most slaves are soon blind. A vorn with an eye patch has been bested by his own kind.

Vorns are master alchemists and often use potions to enhance their battle skills or manage slaves. They also use firearms and even explosives. A vorn can fire multiple arrows, make several sword thrusts or deliver a flurry of blows in a brief moment with relative ease. Besides potions, vorns tend to downplay magic items, viewing them as a crutch that is easily exploited or stolen by their rivals.

Vorns war with angels, cyclones, demons, devils, and illithrix. Sooner or later, everyone is out to exact vengeance against the unscrupulous vorn race.

Vorn (lvl 6)

Vorns have the following statistics.

Type Mutant
Size Medium
Alignment Usually neutral evil
DC 22

Senses Darkvision, low-light vision, see invisibility
Perception +12 ; **Stealth** +13 (+18 in Astral Realm)
Languages Vorn, Common, and Mechan plus 1 other language
Initiative +3

Speed 30 ft
Attack d20+6 (+8 using firearms) ; **MA**
Weapons Hunting rifle (2d10, 80 ft), 2 shotguns (2d8 each, 30 ft), scimitar (1d6) or unarmed strike (1d6)
Damage +2 (+7 firearms)

Armor Studded leather ; **DR** 3
Wounds 10
Vitality 45
Fortitude 19, **Reflex** 19, **Will** 19
Special Diehard, Fast Healing 1 (except vs acid and fire)

Q&D Damage +8 (+13 firearms) ; Vitality 33

Str 14, **Con** 16, **Dex** 16, **Int** 12, **Wis** 14, **Cha** 8
Prime Dexterity and Wisdom
Skills Acrobatics +13, Appraise +6, Arcana +6 (+11 realms lore), Athletics +7, Craft +6, Diplomacy -5, Endurance +8, History +6, Insight -3, Intimidate +7, Literacy +7, Mechanics +13 (+18 steamgear), Pilot +12 (+17 spellships), Trick +13, Warcraft +7

FP 0 ; **Deity** None
Multiclassing Artificer, gunslinger, medicant or psion
Treasure Mundane armaments plus potions, all worth a total of 1,200 gp, on itself

Base Abilities

Vorns have the following abilities.

Brew Potion[C]: The vorn places an ability that it or an adjacent ally (or slave) knows into a potion, salve, oil or similar mix that delivers a single-use effect to a creature or object. The cost and time equal 50 gp and 1 hour for a basic ability or 300 gp and 2 hours for an intermediate ability. The vorn pays the vitality cost when brewing the potion. See RPG, page 196 regarding potions.

Diehard: When a vorn falls below 0 wound points, it remains conscious and can continue to take a single move or standard action each round until it reaches -10 wounds, at which time it dies.

Eye Gouge: One adjacent foe permanently loses an eye, suffers 1d4 wound damage, and endures a permanent -2 penalty to Perception checks if the vorn beats its Reflex. Regenerate or Heal restores the eye. Typically, the vorn eats the eye. Costs 2 vitality.

Force Push[M]: One target up to size Large within 30 ft is pushed back 10 ft, or 5 ft if Fortitude resists. Costs 1 vitality.

Heretical Lore: Select any 3 deities. For each deity, the vorn knows its unique geometric seal and ritual. Each day, the vorn may select 1 of these deities when using Seal Heretical Pact.

Mindlink[M]: The vorn forms a telepathic bond for 5 minutes with a sentient ally within 30 ft. Once the bond is formed, it works over any distance. The vorn can maintain only 1 bond at a time.

Mind Shield[M]: As a move action, the vorn cloaks its mind to enjoy a +5 bonus on Will against 1 attack that occurs before the start of its next turn. Costs 1 vitality.

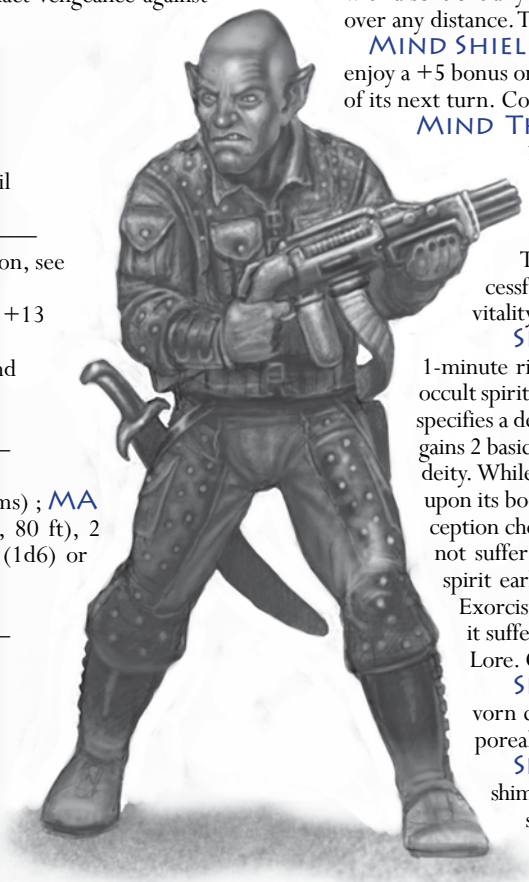
Mind Thrust[M]: One sentient foe within 30 ft suffers 1d6 psychic damage per 2 levels (max 5d6), or ½ damage if Will resists. Costs 1 vitality.

Paralyzing Force[M]: A foe within 30 ft must resist using Will or be stunned for 1 round. The vorn does not need line of sight if it has successfully used Eye Gouge on the targeted foe. Costs 2 vitality.

Seal Heretical Pact[M]: Once daily after a 1-minute ritual costing 1 gp in materials, the vorn binds an occult spirit into itself for 24 hours. During the ritual, the vorn specifies a deity and draws the deity's geometric seal. The vorn gains 2 basic abilities or 1 intermediate ability listed under that deity. While bound, the vorn shows the spirit's physical sign upon its body, which is noticeable on a successful DC 10 Perception check. Unlike typical heretic bindings, the vorn does not suffer an alignment shift. The vorn cannot dismiss the spirit early unless it has Expel Spirit or is targeted by the Exorcism ability. In fact, when it is not bound to a spirit, it suffers a -1 penalty on all d20 rolls. Requires Heretical Lore. Conducting the ritual costs 2 vitality.

See Invisibility[M]: As a standard action, a vorn clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Shield[M]: As a swift action, a vorn can conjure a shimmering shield of force that provides +2 DR. The shield lasts 2 minutes and also grants total immunity to the Magic Missile ability. Costs 1 vitality.



Vyne

This carnivorous plant patiently drags prey to their doom.

Appearance & Culture

Vynes, also called assassin vines, are semi-mobile aggressive plants that collect their own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near their roots.

A mature vyne consists of a main stalk, about 20 ft long. Smaller stalks up to 5 ft long branch off from the main stalk about every 6 inches. These smaller vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild grapes. The fruit is tough and has a hearty but bitter flavor. The berries make a heady wine called "verve".

A vyne can move about, albeit slowly, and tends to stays put unless seeking seek prey in a new vicinity. It often lies still until prey comes within reach, then attacks. It uses its entangle ability both to catch prey and to deter counterattacks. Vynes have no visual organs but can ascertain all foes within 30 ft using sound, scent, and vibration.

A subterranean version of the vyne grows near hot springs, volcanic vents, and other sources of thermal energy. These plants have thin, wiry stems and gray leaves shot through with silver, brown, and white veins so that they resemble mineral deposits. A vyne growing underground usually generates enough offal to support a thriving colony of mushrooms and other fungi, which spring up around the plant and help conceal it.

A particularly ill-tempered vyne called the greenvise has a nasty maw. Creatures caught in its maw quickly succumb to the plant's digestive juices. The vileshade is equally nasty: its grapes produce a delicious but corrupting wine that brings out the worst sorts of evil in drinkers. Reumors describe a celestial counterpart that offers a medicinal berry to heal the drinker and revitalize his moral and ethical compass, motivating him toward goodness.

Vyne (lvl 4)

Vynes have the following statistics.

Type Plant
Size Large
Alignment Neutral
DC 18

Vision Blindsight, low-light vision
Perception +6 ; Stealth +0 (+20 in either outdoor or underground environments)
Languages None
Initiative +0

Speed 5 ft
Attack d20+7 ; MA
Weapons 2 slams (2d6 each, 20 ft reach)
Damage +5

Armor Rubbery bark ; DR 4 (9 vs cold and electrical damage)
Wounds 15
Vitality 31
Fortitude 19, Reflex 12, Will 20
Special Plant Mind ; apply +5 bonus to resist disease and poison

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Q&D Damage +9 ; Vitality 23

Str 20, Con 16, Dex 10, Int 2, Wis 13, Cha 8
Prime Strength and Constitution
Skills Athletics +15, Endurance +13, Survival +6, Trick +5

FP 2 ; Deity Absolom, Greenwyrm or Lilith
Multiclassing Barbarian, druid, elementalist or shifter
Treasure Items worth 200 gp plus grapes to brew 1d4-1 pints of venus wine

Base Abilities

Vynes have the following abilities.

Blindsight: A vyne notices creatures within 30 ft concealed by invisibility, darkness or other effects as easily as if they stood unaided in broad daylight. This ability draws upon a myriad of natural clues such as scent, sound, and vibration.

Camouflage: When a vyne is in a natural environment and remains motionless while concealed, it enjoys a +20 bonus on Stealth checks (already in the statistics block). Also, even when the vyne moves through a natural area, it enjoys a +5 bonus. The environment must afford places to hide, as normal, and the vyne does not benefit when a creature already notices it.

Heady Grapes: The grapes of a slain vyne can be processed into 1d4-1 pints of strong wine. Processing takes 8 hours per pint and a successful DC 15 check using Heal or Survival. A failed check ruins the brew. One pint of the wine grants 5 vitality points 1 minute after consumption. The drinker may exceed his normal maximum vitality to a maximum of +5 points above normal. The vitality lasts 1 hour and then suddenly vanishes to leave the drinker fatigued for 4 hours. Multiple pints do not stack. Drinking a pint while already fatigued results in exhaustion or unconsciousness afterward instead. A bushel of unprocessed grapes makes 1 pint that is worth 25 gp. A pint of the wine, ready to drink, is worth 100 gp.

Plant Mind: A vyne is immune to abilities that allow a Will save that do not specifically target plants.

Power Grapple: The vyne grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude to maximum of 4 foes at once. The vyne enjoys a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the vyne must expend a move action to maintain the grapple, and the foe can try to beat the vyne's Fortitude as a standard action to break the grapple. The vyne may block a grappled foe's mouth with 1 stalk to prevent speech. As a standard action, the vyne may move the grappled foe 5 ft, either moving at the same time with the foe or repositioning the foe.

Greenvise Vyne (lvl +2)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Acidic Capture: An adjacent foe must resist using Fortitude or become captured in the greenvise's maw. Each round on its turn, the foe can attempt to resist using Fortitude. If it succeeds, it frees itself from the maw and lands adjacent to the vyne. If it fails, it suffers 2d6 acid damage.

Maw: A greenvise vyne has a bite attack that delivers 4d6 damage to an adjacent foe that fails to resist using Reflex. Apply +2 on the vyne's attack roll.

Vileshade Vyne (lvl +2)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Corrupting Wine^{M}: A person who drinks wine made from a vileshade vyne slowly becomes evil. Each day that he drinks at least 1 pint of the brew (as described under Heady Grapes above), the creature feels an evil urge and must resist using Will or commit an evil act. After it commits more evil acts than it has levels, its alignment permanently changes to evil. Remove Curse negates the effect. Each pint of this wine is worth 600 gp.

Detect Goodness^{M}: The vileshade vyne immediately learns whether good-aligned creatures are present within a 30-ft cone. When it concentrates for a second round, it learns their number and relative strength to itself (weaker, stronger or about the same). When it concentrates for a third round, it learns which spaces the creatures occupy.

Fiendish Resistance: A vileshade vyne enjoys +5 DR to resist acid and fire damage in addition to its usual resistances.

Fiendish Nature: This vyne counts as both a fiend and a plant for the purpose of adjudicating spells and other effects.

Vytorian

This adventuresome if prudish race descends from human stock.

Appearance & Culture

Vytorians are a highly civilized, void-faring race that represents an apex of human self-improvement through the careful use of mutagens for the body and brain-enhancing electrotech for the mind.

Vytorians are born human but receive mutagens and phrenic stimulation to impart new habits including the roster of abilities known to all of their race. Thusly, they are often mistaken for humans, though a DC 12 Heal check after a 1-minute medical exam or DC 12 Insight check quickly reveals otherwise. They possess remarkable vitality, redundant organs, and freedom from all disease. Indeed, they may skip daily sustenance, though many vytorians choose to enjoy inhaling a meal that has been transmuted into a small, tasty gaseous cloud. Similarly, vytorians are so comfortable with machines that they can operate machines without touching them, by thought alone.

Vytorians are explorers, hard workers, and entrepreneurs with a strong moral and ethical outlook. Unlike other advanced races such as azri and vorn, they maintain high adaptability and a humanistic (albeit paternalist) attitude to less advanced mortals. This does not prevent them from seeking to "teach" the other, less advanced peoples while "developing" those people's resources.

Vytorian (lvl 6)

Vytorians have the following statistics.

Type Mutant
Size Medium
Alignment Lawful good, lawful neutral or neutral good.
DC 22

Vision Low-light vision
Perception +7 ; **Stealth** +2
Languages Common
Initiative +2

Speed 50 ft (also, run at 5x normal speed)
Attack d20+5 (+7 firearms, +6 unarmed strike, or +4 if 2 unarmed strikes)
Weapons Pistol (1d10, 50 ft), hunting rifle (2d10, 80 ft), rapier (1d6) or unarmed slam (1d6) or 2 unarmed strikes (1d6/1d6)
Damage +2 (+7 firearms)

Armor Studded leather armor ; **DR** 5
Wounds 8
Vitality 44
Fortitude 16, **Reflex** 16, **Will** 22
Special Dodge, immune to disease

Q&D Damage +8 (+13 firearms) ; Vitality 32

Str 14, **Con** 14, **Dex** 15, **Int** 15, **Wis** 14, **Cha** 14
Prime Dexterity and Intelligence
Skills Acrobatics +10, Arcana +10, Athletics +5, Craft +10, Diplomacy +5, Endurance +5, Heal +5, History +10, Insight +5, Literacy +10, Mechanics +12 (+15 repair firearms), Music +5, Nobility +5, Pilot +10, Stealth +10, Technics +14, Warcraft +10

FP 3 ; **Deity** Esmariah, Mithrais, Palendine or Solari
Multiclassing Cleric, gunslinger, medicant or savant
Treasure Armaments and other items worth 600 gp

Base Abilities

Vytorians have the following abilities.

Disease Immunity: A vytorian is immune to all diseases. This race has conquered the scourge of disease through high moral rectitude. See the Moral Restraint ability below.

Dodge: As an immediate action, a vytorian ignores 1 melee weapon attack before he knows whether it hits him. Requires Dexterity 15+ and works only in light or no armor. Costs 2 vitality.

Electrotech: All vytorians are familiar with invisible mundane forces of nature. They can make checks using the Technics skill and enjoy a +2 bonus on Mechanics and Technics checks (already in the statistics block). See RPG, page 177 for details.

Firearms Proficiency: A vytorian is proficient with firearms and enjoys a +2 bonus on Mechanics checks, or +5 to make and repair firearms. These bonuses are already in the statistics block.

Flurry of Blows: Instead of a single Unarmed Strike (see below), a vytorian may make 2 unarmed attacks, each attack with a -2 penalty to his attack roll. He can direct the blows to the same foe or to 2 different foes.

Grapple: A vytorian can grapple an adjacent foe up to 1 size larger when he has 1 hand free and beat the foe's Fortitude. A grappled creature cannot move from its space and can only use a Light melee weapon already in hand. Each round, the vytorian must expend a move action to maintain the grapple, and the foe can try to beat his Fortitude as a standard action to break the grapple. If he desires, the vytorian can block a grappled foe's mouth with 1 hand to prevent speech.

Healer^{M}: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

Id Insinuation^{M}: A sentient foe within 30 ft is stunned for 1d4 rounds. Will resists. Costs 2 vitality.

Jump^{M}: A vytorian can leap outward, downward or upward up to 30 ft as a standard action without a running start or Athletics check or fear of harm on impact. Costs 1 vitality.

Light Armaments: All vytorians are trained with light armor, crossbows, and light blades.

Mindlink^{M}: A vytorian can form a telepathic bond for 5 minutes with a sentient ally within 30 ft. Communicating is as natural and quick as normal speech. Once the bond is formed, it works over any distance. The vytorian can maintain only 1 bond at a time.

Moral Restraint: Vytorians adhere to a moral and ethical code. If a vytorian commits an act that is neither lawful nor good (including true neutral acts that claim to absolve responsibility), then he loses the benefits of disease immunity for 1 week.

Mentech's Hand^{M}: A vytorian can mentally move a single metallic unattended object within 30 ft weighing up to 25 pounds. He can move the object up to 30 ft in any direction. The item's composition must be at least ¼ metal to move it. Costs 1 vitality.

Repletion^{M}: By expending 1 vitality point, a vytorian does not need to eat or drink for 24 hours.

Unarmed Strike: A vytorian can use his entire body including fists, feet, head and torso to deliver 1d6 damage as a melee weapon. Reflex resists. Apply a +1 bonus to the attack roll and add the vytorian's Strength modifier to the damage roll. These benefits are already in the statistics block.

Violent Ambition: Once daily as a move action, a vytorian can boost his next attack roll that round by +10.

Vitality Surge: Once daily, a vytorian regains 1d4+1 vitality.

Virtual Controls: This improves Virtual Hands such that the vytorian can operate an adjacent machine even if the controls are broken, absent or otherwise inoperable. Costs 2 vitality.

Virtual Hands^{M}: A vytorian can operate an adjacent machine without directly touching its controls, such as tuning a radio just by looking at it, and suffer no penalty. Requires line of sight and the controls must be functional.

Professional Vytorian (lvl 8)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the abilities and following abilities.

Townie Profession: Select 1 townie profession such as barrister, deacon, fleshweaver, hacker, investigator, magewright, prospector, scribe, sky captain, stormtrooper, technician or venturist. You gain this profession's abilities and associated +2 attribute boost.

Warhorse

These powerful and brave steeds make excellent mounts in battle.

Appearance & Culture

A warhorse is a tough, heavy horse that is bred and trained for strength and aggression. Its more potent cousin the magebred charger also knows useful tactical tricks such as charging, overrunning, and trampling foes for heavy damage. A heavy warhorse is usually laden with armor and can fight while carrying a rider, but the rider cannot also attack unless he is skilled (DC 15 Handle Animal check).

Warhorse (LVL 2)

Warhorses have the following statistics.

Type Animal
Size Large
Alignment Neutral
DC 14

Vision Low-light vision, scent
Perception +6 ; Stealth +0
Languages Variant warhorses understand some languages
Initiative +1

Speed 50 ft (also, can run at 5x normal speed)
Attack d20+5 ; MA
Weapons Bite (1d4) or 2 hooves (2d6)
Damage +4

Armor Thick skin and chain barding ; DR 5
Wounds 15
Vitality 17
Fortitude 17, Reflex 12, Will 13
Special Apply +5 bonus to resist fatigue or exhaustion ; can sleep in armor without fatigue the next day

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Q&D Damage +6 ; Vitality 13

Str 19, Con 17, Dex 12, Int 2, Wis 12, Cha 6
Prime Strength and Constitution
Skills Acrobatics +11, Athletics +19, Endurance +13

FP 1 ; Deity Phane, Tanish or Voktra
Multiclassing Barbarian or shifter
Treasure Chain barding worth 600 gp

Base Abilities

Warhorses have the following abilities.

Improved Carry Capacity: A warhorse can carry 250 pounds, or 1 Medium or 2 Small creatures, in addition to any other weight normally allowed, and not be overloaded. It can drag up to 1,250 pounds or support +8 encumbrance slots.

Scent: A warhorse can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range is 15 ft.

Ghostmare (Level 6)

A ghostmare is an undead creature. Apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Incorporeal Traits[M]: A ghostmare is incorporeal. Mundane attacks against incorporeal creatures have a 90% miss chance and magic attacks have a 50% miss chance. Incorporeal creatures cannot handle solid objects, can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks, and must materialize to make attack rolls. The ghostmare cannot take objects or creatures with it. Materializing and dematerializing are swift actions that cost 5 vitality each.

Undead Traits: A ghostmare is immune to all ailments including disease and poison. It need not breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It regains wound points from necrotic energy, regains no wound points from rest, and is harmed by holy and cure energy on a point-for-point basis. It is immortal and cannot be raised from death if slain.

Magebred Charger (LVL 6)

A magebred charger is a magical beast. Apply +28 vitality, +2 saves, +2 attacks, +2 DR, a 5 Intelligence, and the following abilities.

Battle Training: A magebred charger enjoys a +5 bonus on Acrobatics and Intimidate checks, granting it Acrobatics +16 and Intimidate +14.

Fear Immunity: A magebred charger is immune to fear.

Improved Overrun: A magebred charger can easily push past a foe as a swift action. If it beats a target's Fortitude, it can freely pass the target at its current speed. If not, it moves adjacent to the target but do not pass it. A charger enjoys a +5 bonus on attempts to initiate or resist the Overrun ability.

Powerful Charge: As a swift action, apply +6d6 damage to the magebred charger's next bite or hoof attack that round. The charger must move at least 10 ft just prior to using this ability.

Powerful Kick: A magebred charger can shove an adjacent target. If it beats the target's Fortitude, the target is pushed back 1d4 x 5 ft and knocked prone.

Second Wind: Once daily, after 1 minute of rest, a magebred charger recovers 4d6 vitality.

Trample: As part of its move action, a magebred charger can trample all foes in spaces that it moves through. Foes suffer 3d8 damage +1 point per level, or ½ damage if Reflex resists.

Paladin's Warhorse (LVL 6)

This warhorse is a celestial creature. Apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Death Ward[M]: For 5 minutes, a paladin's warhorse and its rider are immune to the effects of all ailments, curses, and necrotic and vile energy damage. Costs 5 vitality.

Detect Evil[M]: The paladin's warhorse learns whether fiends and/or undead are present within a 30-ft cone.

Fear Immunity: This warhorse is immune to fear.

Intelligent: A paladin's warhorse has a 10 Intelligence and speaks Common and Celestial.

Holy Ascension[M]: For 5 minutes, the paladin's warhorse gains +5 DR, darkvision and heavensight, fast healing 5, immunity to disease and poison, and feathery wings that provide it with a fly speed of 30 ft. Costs 25 vitality.

Stand Tall[M]: A paladin's warhorse ignores attacks that would otherwise knock it prone.

Taint Immunity: This warhorse ignores the Taint ability.

Pegasus (LVL 6)

This beautiful winged warhorse is a magical beast. Apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Aerial Prowess: Boost Acrobatics and Athletics checks by +5, or by +10 bonus when flying.

Intelligent: A pegasus has a 10 Intelligence and speaks Common and Sylvan.

Resist Fear: Apply a +5 bonus on saves to resist fear effects.

Winged Flight: A pegasus has a fly speed of 50 ft.

Wasp

Giant wasps are stinging insects that nest almost anywhere.

Appearance and Culture

These monster-sized flying insects attack when hungry or threatened, stinging prey to death. They prefer to paralyze living foes and will take dead or incapacitated opponents back to their lairs as food for unhatched young.

Giant Wasp (lvl 3)

Giant wasps have the following statistics.

Type Animal
Size Medium
Alignment Usually neutral
DC 16

Senses Low-light vision, darkvision
Perception +6 ; Stealth +6
Languages None
Initiative +1

Speed 20 ft ; Fly 60 ft
Attack d20+5
Weapons Sting (1d6+poison)
Damage +4

Armor Chitin ; DR 3
Wounds 10
Vitality 23
Fortitude 15, Reflex 19, Will 14

Q&D Damage +7 ; Vitality 17

Str 18, Con 14, Dex 12, Int 1, Wis 13, Cha 11
Prime Strength and Dexterity
Skills Acrobatics +6 (+21 flying), Athletics +9, Craft +0, Endurance +7, Survival +6

FP 2 ; Deity Greenwyrm, Lilith or Tiamat
Multiclassing Barbarian, druid, elementalist or shifter
Treasure Items worth 300 gp in its lair

Base Abilities

Giant wasps have the following abilities.

Paralytic Poison: As a move action, the wasp poisons its stinger. When a creature is struck by the stinger, it immediately suffers 1d4 vile wound damage with a 50% chance to suffer an additional 1d4 vile wound damage 5 minutes later. Moreover, the creature must resist using Fortitude or be slowed such that it is limited to a single move or standard action each round for 5 minutes. Unused poison dissipates after 5 minutes. Costs 5 vitality.

Assassin Wasp (lvl 4)

This giant wasp focuses on a hive's deadliest foes. Apply +7 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Assassination: Once daily as a swift action, the next adjacent target that the wasp hits with its stinger that same round that is surprised, helpless or defenseless suffers +15 damage. Costs 5 vitality.

Stealthy: Boost Stealth checks by +5, or by +20 once daily.

Wounding Sting: As a swift action, apply +2d4 wound damage to the wasp's next successful stinger attack in addition to other damage dealt. Costs 2 vitality.

Phrenic Wasp (lvl 6)

This giant wasp is an aberration. Apply +21 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Danger Sense: When a phrenic wasp makes an initiative check, roll 2x and take the higher of the 2 rolls.

Id Insinuation[M]: A sentient foe within 30 ft is stunned for 1d4 rounds. Will resists. Costs 2 vitality.

Mage Armor[M]: A shimmering field grants the phrenic wasp +4 DR for 1 hour. Mage Armor does not stack with real worn armor or Bone Armor. Costs 1 vitality.

Mental Barrier: Permanently boost the wasp's Will by +5.

Mindlink[M]: A phrenic wasp can form a telepathic bond for 5 minutes with a sentient ally within 30 ft. Communicating is as natural and quick as normal speech. Once the bond is formed, it works over any distance. The wasp can maintain only 1 bond at a time.

Psionic Blast[M]: Sentient creatures within a 30-ft cone are stunned 1d4 rounds. Will resists. Costs 5 vitality.

Sentient: A phrenic wasp enjoys a +6 bonus on Intelligence with a commensurate +3 bonus on Intelligence-based skill checks. Also, the phrenic wasp understands 1 language of its choice such as Auran, Common, Sylvan or Undercommon.

Spell-Hunter Wasp (lvl 7)

This giant wasp is a magical beast. Apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Anti-Mage: When an adjacent creature uses a magic ability, the wasp gains a single free melee weapon attack against it as an immediate action. Costs 1 vitality.

Anti-Magic Smite: When the wasp successfully strikes a foe with magic abilities, add +1 per level to the damage roll.

Arcane Assassination: Once daily as a move action, the next adjacent target that the wasp hits with its stinger that same round that is under the ongoing effect of magic (baleful or beneficial) suffers +15 damage. Costs 5 vitality.

Counter Spell[M]: As an immediate action, the wasp targets 1 person within 30 ft who is activating a magic ability. If the wasp beats the person's Will, it negates his magic. Costs 1 vitality + the countered ability's vitality cost, if any.

Detect Magic User[M]: The wasp spell-hunter learns whether 1 creature within 30 ft possesses magic abilities. After it concentrates for a second round on the same creature, it learns how many abilities and of what tier. Finally, after concentrating on the target for a third round, if the wasp beat the target's Will, it learns whether the target is a person and also the names of its 3 most potent magic abilities. Costs 1 vitality.

Dispelling Strike[M]: As a swift action, when the wasp successfully hits a foe that same round with its stinger, the foe must resist using Will or lose 1 randomly-selected magic ability (such as Mage Armor) that the foe has in place. Costs 2 vitality.

Hunter's Focus: As a move action the wasp concentrates to achieve focus. While the wasp has focus, it enjoys a +2 bonus on Perception checks and can use the Ignore Spell award (below). After using any magic ability or Ignore Spell, the focus ends. Whenever it uses a magic ability not on this list, it cannot achieve Hunter's Focus for 2 minutes afterward.

Ignore Spell: As an immediate action while enjoying the benefits of Hunter's Focus, the wasp ignores 1 magic attack that targets it. Costs 2 vitality.

Mage Armor[M]: A shimmering field grants the wasp +4 DR for 1 hour. Mage Armor does not stack with real worn armor or Bone Armor. Costs 1 vitality.

Resist Magic: Boost saves by +2 to resist magic abilities.

Sentient: The wasp enjoys a +6 bonus on Intelligence with a commensurate +3 bonus on Intelligence-based skill checks. Also, the wasp understands 1 language of its choice such as Auran, Common, Sylvan or Undercommon.

Shield[M]: As a swift action, the wasp conjures a shimmering shield of force that provides it +2 DR. The shield lasts 2 minutes and also provides total immunity to the Magic Missile ability. Costs 1 vitality.

Spell Tracker: Boost Survival checks by +5, or by +10 when tracking creatures experiencing ongoing magic effects, from curses to magical protections.

Werebeast

Werebeasts are mortals cursed to become vicious predatory animals.

Appearance & Culture

Werebeasts, also called lycans or lycanthropes, are people cursed to acquire a terrible human-animal hybrid form under the full moon. This lunar transformation is a curse spread by the bite of older werebeasts and extends eons back into the timeless mists of prehistory.

Although werewolves are the most common type of werebeast, other breeds exist such as wererats, werebears, wereboars, weresharks and others, each keyed to a different predator.

Under the full moon, werebeasts become viciously chaotic evil fighting machines, though it is possible, given time, for a werebeast to gain control over its shapechanging abilities.

Werebeast (lvl 4)

Werebeasts have the following statistics.

Type Mutant
Size Medium
Alignment Usually chaotic evil
DC 18

Vision Low-light vision, scent
Perception +11 ; Stealth +7
Languages Common
Initiative +5

Speed 40 ft
Attack d20+8 (+13 when using Trip) ; MA
Weapons Bite (3d6) or 2 claws (3d4 each)
Damage +4

Armor Magical furry hide ; DR 4 (0 vs silver)
Wounds 13
Vitality 30
Fortitude 16, Reflex 14, Will 15
Special The werebeast and its gear ignore cold down to -40° F.

Q&D Damage +8 ; Vitality 22

Str 18, Con 15, Dex 15, Int 10, Wis 13, Cha 8
Prime Strength and Wisdom
Skills Acrobatics +7, Athletics +6 (+16 when jumping), Handle Animal +11 (+16 with wolves), Insight +11, Survival +11

FP 2 ; Deity Corvis, Phane or Stolgar
Multiclassing Barbarian, druid, ranger or shadowcaster
Treasure Items worth 400 gp in its lair

Base Abilities

Werebeasts have the following abilities.

Animal Form[M]: A werebeast can take the form of an animal of its kind (bear, giant rat, wolf, etc) for up to 1 hour provided the animal's level is equal to or less than its own level. The werebeast retains its alignment, intelligence, saves, and vitality points but otherwise acquires animal's statistics. Changing to or from animal form is a move action that destroys all mundane clothing and leaves behind all other gear. The animal form radiates faint magic. Costs 2 vitality.

Bestial Empathy: Apply a +5 bonus on Handle Animal checks or a +10 bonus involving natural and magical animals of the werebeast's kind.

Expert Trip: As a move action, an adjacent foe must resist using Reflex or be knocked to the ground, suffering 1d6 damage and made prone. The werebeast enjoys a +5 bonus when initiating or resisting this ability.

Grapple: The werebeast grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude and has a free hand. A grappled foe cannot move and can only use a Light melee weapon already in hand. Each round, the werebeast must expend a move action to maintain the grapple, and the foe can try to beat the werebeast's Fortitude as a standard action to break the grapple. The werebeast may block a grappled foe's mouth with 1 hand to prevent speech.

Hybrid Transformation[M]: A werebeast's normal form is a person who involuntarily takes bestial form at dusk under a full moon. The transformation takes 1 minute, destroys all nonmagical gear, and causes the person to howl in agony (audible to up 120 ft away). Magical gear falls off, undamaged. The new form lasts until daybreak (typically, 9 to 12 hours) and the person awakens naked and with no knowledge of actions he took the night before. The transformation to and from bestial form heals all but 1 point of wound damage (scratches and light cuts belie the person's activities). The transformation does not regenerate limbs but it does cure disease and poison effects. In bestial form, the person is chaotic evil and seeks to slay the nearest good-aligned person. Each time the person slays someone, he or she must resist using Will or move 1 step closer to chaotic evil even while in normal form.

Jump: A werebeast can leap downward, outward or upward up to 30 ft as a standard action without a running start or making an Athletics check. Costs 1 vitality.

Lycan Limitations[M]: A werebeast cannot cross water more than 5 ft wide or approach within 5 ft of silver objects.

Scent: A werebeast can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Weak with Silver: Werebeasts have DR 0 against silver weapons, and such weapons always deliver maximum damage. Even touching a silver object inflicts 1 wound damage per round to a werebeast.

Werebeast Lord (lvl 8)

Apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Climb[M]: A werebeast lord has a Climb speed of 30 ft, enjoys a +10 bonus on Athletics checks while climbing, and is not defenseless while climbing.

Fast Healing: A werebeast lord heals 5 wound points at the start of its turn each round as a swift action. Acid and fire damage do not heal, but other forms of damage heal. Also, if the werebeast loses a limb, it can reattach the limb to the stump as a move action.

Lycanthropy Curse[M]: As a swift action, a werebeast lord can expend 5 vitality to pass on its lycanthropy to a person that just suffered wound damage from its attack. The condition can be negated with Remove Curse or by the death of the werebeast lord.

Multifarious Forms[M]: Up to 3x daily as a standard action, a werebeast lord can willfully transform into its humanoid form or hybrid werebeast form. Each transformation cures all but 1d4 points of wound damage (no vitality damage is healed).

Nightmare Assault: As a swift action, the werebeast lord powers its next bite or claws attack that round such that if it strikes, it inflicts +25 damage, or +10 if its foe resists using Fortitude. Costs 5 vitality.

Redouble: Twice daily, the werebeast may recover 4d6 vitality after 1 minute of rest.

Wight

These orderly undead fulfill ancient oaths even after death.

Appearance and Culture

Wights are sentient undead. A wight is about the height and weight of a person, though it is a weird and twisted reflection of its form in life. Wights eschew weapons and prefer to attack with fists.

Unlike vampires, wights are communal, orderly, and (in their view) selflessly devout followers of an unfulfilled cause. They survive past the grave to continue their charge, whatever that may be, and are often found in or near burial mounds, though they may venture alone or as a group on a quest. A wight cannot abide the habits or dwellings of the living and thus avoids inhabited areas when it ventures out.

Wights respect nobility, particularly other wights of noble lineage, though their quest comes first. They may work with necromancers or other sentient undead. They view nonsentient undead as minions rightfully under their command.



Wight (lvl 4)

Wight have the following statistics.

Type Undead
Size Medium
Alignment Usually lawful evil
DC 18

Vision Darkvision
Perception +6 ; Stealth +6 (+11 in burial grounds)
Languages Common plus 1 other languages spoken in life
Initiative +1

Speed 30 ft
Attack d20+4
Weapons Slam (1d6 + necrosis)
Damage +1

Armor Vile skin and leather ; DR 4 (6 vs cold and electricity damage)
Wounds 10
Vitality 29
Fortitude 15, Reflex 14, Will 20
Special Undead Traits

Q&D Damage +5 ; Vitality 21

Str 12, Con 12, Dex 12, Int 11, Wis 13, Cha 15
Prime Strength and Intelligence
Skill Athletics +11, Craft +10, Endurance +6, History +10, Intimidate +11, Nobility +10, Religion +6, Warcraft +10

FP 2 ; Deity Asmodius or Nefriti
Multiclassing Blackguard, fighter, monk or necromancer
Treasure Items worth 800 gp on itself and in its burial mound

Base Abilities

Wight have the following abilities.

Daylight Damage: While in natural daylight or within a Daylight spell's area of effect, a wight is blind and suffers 2 wound points per round (no save). Also, it is dazed for 1 round when first exposed to such light.

Detect Life[M]: The wight learns whether living creatures are present in a 30-ft cone. On a DC 15 Religion check the wight also learns the number of living creatures and their types such as animal or person. On a DC 20 Religion check it also learns their levels and exact locations. Costs 1 vitality.

Necrosis[M]: As a swift action, the next living creature struck that same round suffers 1d4 necrotic wound damage in addition to any other damage dealt. Simultaneously, the wight heals wound points equal to the damage dealt. Costs 2 vitality.

Oath Bound[M]: A wight is compelled to carry out a service or refrain from some action or course of activity for eternity. The oath is inherited from its maker, be that another wight or a necromancer. The oath is conveyed as instructions of 25 words or less. A clever wight can subvert some instructions. Each day that the wight freely chooses to disobey its oath, it suffers a cumulative -2 penalty to all d20 rolls to a maximum penalty of -8. The penalties end 24 hours after it returns to obeying its oath.

Spawn[M]: Once daily, a wight can transform an adjacent person that it has just slain in the past 3 rounds into a wight. The person then rises 1d4 rounds later as a wight. The newly spawned wight starts with freewill, friendly to its creator, and hostile to all living things including former allies, whom it will seek to slay in order to convert them to its new cause.

Taint Aura[M]: As a swift action, an adjacent living creature must resist using Will or gain 1 point of taint. When a creature's taint exceeds its Wisdom score, its goes insane.

Undead Traits: A wight is immune to all ailments including disease and poison. It need not breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It regains wound points from necrotic energy, regains no wound points from rest, and is harmed by holy and cure energy on a point-for-point basis. It is immortal and cannot be raised from death if slain.

Wraith's Kiss[M]: As a move action, an adjacent helpless foe suffers 1d4 wound damage, or dies if its Fortitude fails.

Noble Wight (lvl 8)

Apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Boost Morale: As a move action in combat, allies within 60 ft that can see or hear the noble wight regain 1 vitality and enjoy a +1 bonus on all dice rolls until the start of the wight's next turn. Costs 1 vitality.

Command Undead Minion[M]: A nonsentient undead creature obeys the noble wight's verbal commands for 5 minutes, or 1 round if Will resists. Costs 2 vitality.

Mass Burial[M]: This improves Sudden Burial, such that it affects up to 1 creature per level within 60 ft. Costs 2 vitality.

Mass Invisibility[M]: The noble wight and its allies within 90 ft turn invisible for 5 minutes or until 1 of them makes an attack roll, at which time the invisibility ends for all. Invisibility grants a +10 bonus on Stealth checks and refuses line of sight. Costs 5 vitality.

Meld Into Stone[M]: The wight vanishes into an adjacent 5-ft-cube stone volume for up to 5 minutes. It can hear but not see and can take no actions except to end the effect as a standard action. The wight is undetectable from outside the stone. Costs 2 vitality.

Night Harvest: This improves Necrosis such that all undead allies within 15 ft regain the same wound points as the noble wight. Costs 5 vitality.

Restore Undead[C]: A noble wight's vile touch restores a destroyed undead creature to 1 wound point. Costs 5 vitality.

Sudden Burial[M]: One creature within 30 ft that is touching soft ground (dirt, mud or snow but not stone or ice) is drawn into the earth and buried up to its neck for 5 minutes, or is slowed for 1 round if Reflex resists. A buried creature is physically restrained but can use magic or verbal abilities, and his allies can spend 1 minute to extract him. Apply -5 on the attack roll if the target is above 5th level. Costs 1 vitality.

Will-o'-Wisp

Will-o'-wisps are luminous creatures that lead people to their fate.

Appearance and Culture

A will-o'-wisp is a globe of spongy material about 1 ft across and weighing about 3 pounds, and its glowing body sheds as much light as a torch. It is often invisible but can reveal itself to shine in yellow, white, green, blue or other color, as it likes. Thusly, will-o'-wisps are often mistaken for lanterns, especially in the fog-filled marches and swamps where they tend to reside. Will-o'-wisps have no vocal chords but can vibrate to create a voice with a ghostly sound.

Will-o'-wisps avoid combat. They prefer to confuse and bewilder travelers. Their interactions depend on their morals. Good wisps try to lead injured and lost travelers to safety, perhaps to a fey grotto or riverside. Evil wisps lure travelers into morasses or other hazards. Neutral wisps may do either, as they fancy in the moment. When they are forced to fight, will-o'-wisps zap foes with electrical shocks.

Beyond the Mortal Realm, will-o'-wisps haunt far realms. Somehow, they often escape through cracks between realms or the bonds of mortal summoners to remain among the living, often for eons.

Will-o'-Wisp (lvl 6)

Will-o'-wisps have the following statistics.

Type Aberration
Size Small
Alignment Any chaotic
DC 22

Senses Darkvision, low-light vision
Perception +13 ; Stealth +24
Languages Common, Abyssal, Auran, and Sylvan
Initiative +5

Speed 5 ft ; Fly 60 ft
Attack d20+12
Weapons Slam (1d4 + shocking grasp)
Damage -5

Armor Psychic aura ; DR 5
Wounds 5
Vitality 42
Fortitude 13, Reflex 29, Will 18
Special Dodge, Improved Invisibility, Ignore Spell

Q&D Damage +1 ; Vitality 30

Str 1, Con 10, Dex 29, Int 15, Wis 16, Cha 12
Prime Dexterity and Wisdom
Skills Acrobatics +24 (+34 flying), Bluff +6, Diplomacy +6, Disguise +6, Intimidate +0, Survival +13 (+18 tracking)

FP 3 ; Deity Corvis, Maurob, Tanish or Tiamat
Multiclassing Druid, elementalist, psion or witch
Treasure Items worth 600 gp in its lair

Base Abilities

Will-o'-wisps have the following abilities.

Blind-Fight: A will-o'-wisp suffers no penalty when resolving melee attacks against creatures concealed by invisibility or darkness. It must still target the correct space when attacking.

Dodge: As an immediate action, the will-o'-wisp ignores 1 melee weapon attack before it knows whether it hits. Requires Dexterity 15+ and works only in light or no armor. Costs 2 vitality.

Improved Invisibility[M]: The will-o'-wisp turns invisible for 5 minutes. It can maintain invisibility even when it attacks. Invisibility boosts Stealth checks by +10 and refuses line of sight. Costs 2 vitality.

Ignore Spell: As an immediate action while enjoying the benefits of Invisibility, the will-o'-wisp ignores 1 magic attack that targets it. Costs 2 vitality.

Limited Body: A will-o'-wisp lacks means to manipulate or support objects and cannot use items (armor, weapons, etc) or engage in activities that require limbs.

Abyssal "Assassin" Wisp (lvl 8)

This wisp is a fiend that roams Tiamat's realm of Abyss. Apply +21 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Infiltrator: Boost Perception and Stealth checks by +5.

Lash[M]: An adjacent foe suffers 3d4 wound damage. Costs 5 vitality.

Nethersight[M]: This improves Darkvision, such that the wisp can see in magical darkness as well as normal darkness.

Stunning Screech[M]: The wisp's screech stuns all nonevil creatures within 30 ft for 1 round, or dazes them if Will resists. Creatures that cannot hear are unaffected. Costs 5 vitality.

Celestial "Kissing" Wisp (lvl 8)

This wisp is a celestial that roams Tanish's realm of Avalon. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Kiss[M]: Once daily, after 1 minute spent kissing an adjacent ally, both the wisp and the ally recover 2d6 vitality.

Love's Sacrifice[M]: The wisp touches a corpse and also a helpless or willing person. The corpse is restored to full life and health and the other person dies as an exchange. Slaying an unwilling person is never a good act even if that person is evil. Costs 5 vitality.

Love Spell[M]: A person within 30 ft who fails to resist using Will falls madly in love with a person within 30 ft. The love-struck target is friendly with overt gestures of passion. The effect lasts until the love is consummated or the target of desire is slain. This is a curse effect. Costs 2 vitality.

Touch of Beauty: The wisp boosts an adjacent person's comeliness by +4 for 24 hours. Costs 2 vitality.

Fey "Melange" Wisp (lvl 8)

This wisp is a fey that roams Corvis's realm of Limbo. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Color Spray[M]: A startling melange of colors strikes all creatures in a 15-ft cone. A creature is dazed for 1 round and blinded for 2d4 rounds if the wisp beats its Will. Otherwise it is dazzled for 1 round. Costs 1 vitality.

Figment[M]: The wisp creates an illusion of 1 creature, object, corpse or building with full auditory and visual (but tactile, olfactory, or thermal) elements. The illusion can be as small as a house fly or as large as a keep or ancient dragon. The illusion behaves as if it were real. If a creature actively attempts to disbelieve, the wisp must beat its Will or the effect ends for that creature. A creature that touches the illusion has a 50% chance to notice the ruse. The illusion lasts as long as the wisp concentrates as a standard action + 1d4 rounds. Costs 5 vitality.

Shout[M]: Creatures in a 30-ft cone are deafened for 5 minutes and suffer 1d6 sonic damage per level, or ½ damage if Fortitude resists. Costs 5 vitality.

Phrenic "Tentacle" Wisp (lvl 8)

This wisp roams Maurob's realm of Pandorum. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Abduct[M]: One Large or smaller creature within 120 ft must resist using Will or teleport into a space of the will-o'-wisp's choice adjacent to it. Costs 5 vitality.

Auspice: Boost Perception, Stealth, and Survival checks by +3.

Id Insinuation[M]: A sentient foe within 30 ft is stunned for 1d4 rounds. Will resists. Costs 2 vitality.

Mental Barrier: Permanently boost Will by +5.

Mindlink[M]: The will-o'-wisp forms a telepathic bond for 5 minutes with a sentient ally within 30 ft. Communicating is as natural and quick as normal speech. Once the bond is formed, it works over any distance. The wisp may maintain only 1 bond at a time.

Wolf

These woodland pack hunters are persistent and cunning.

Appearance & Culture

Wolves are heartier, wild versions of domestic canines. They usually hunt in packs, tracking and stalking prey by scent and not attacking until their prey is unaware or helpless and surrounded. They prefer to trip foes and then maul them en masse with vicious jaws. As social animals, wolves of all kinds are easily domesticated.

There are many magical breeds of wolves. Common breeds include the worg, which is an evil shapeshifter that enjoys luring people astray with false voices and even mimicking its prey's appearance. The shadow mastiff blends into shadows with ease, conjures a protective mantle of darkness, and bays to frighten prey into fleeing down wrong paths that often lead to dead-ends. Finally, the hell hound is a fiery pet for devils that can breathe gouts of flame, turn invisible, and see in magical darkness.

Wolf (lvl 2)

Wolves have the following statistics.

Type Animal
Size Medium
Alignment Usually neutral
DC 14

Vision Low-light vision, scent
Perception +11 ; **Stealth** +7
Languages None
Initiative +2

Speed 50 ft
Attack d20+3
Weapons Bite (1d6)
Damage +1

Armor Thick fur ; **DR** 2
Wounds 10
Vitality 16
Fortitude 15, **Reflex** 15, **Will** 12
Special The wolf and its gear ignore cold down to -40° F.

Q&D Damage +3 ; Vitality 12

Str 12, **Con** 15, **Dex** 14, **Int** 2, **Wis** 13, **Cha** 6
Prime Constitution and Wisdom
Skills Acrobatics +7, Athletics +6 (+16 when jumping), Insight +11, Survival +11

FP 1 ; **Deity** Corvis, Phane or Stolgar
Multiclassing Barbarian, druid, shadowcaster or witch. Only a worg can become a shadowcaster or witch.
Treasure None

Base Abilities

Wolves have the following abilities.

Expert Trip: As a move action, an adjacent foe must resist using Reflex or be knocked to the ground, suffer 1d6 damage, and be made prone. The wolf enjoys a +5 bonus when initiating or resisting a trip attack.

Scent: A wolf can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Forge Wolf (lvl 5)

A forge wolf is a magical beast and is usually lawful neutral. Apply +21 vitality, +1 saves, +1 attacks, +1 DR, +2 Intelligence, and the following abilities.

Cybernetic Body: A forge wolf enjoys a +10 bonus on Acrobatics and Athletics checks.

Detect Contraband: The forge wolf learns the locations of physical weapons, poisons and drugs within 15 ft. Costs 2 vitality.

Enhanced Vision: A forge wolf's ocular implant grants it darkvision. Also, as a standard action, it can see invisible and incorporeal creatures for the remainder of its turn. The implant counts as worn equipment, cannot be removed or destroyed, and fully restores itself after a night's rest if damaged.

Iron Bite: As a swift action, the forge wolf adds +1d2 wound damage to its next attack that round in addition to any other damage. Costs 2 vitality.

Resist Fire: Apply +5 DR to resist fire.

Hell Hound (lvl 5)

A hell hound is a fiend and is usually lawful evil. Apply +21 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Fiery Bite: The hell hound's bite delivers +1d6 fire damage in addition to its regular bite damage.

Fiery Breath Weapon[M]: The hell hound has a breath weapon. It can breathe fire as a 15 ft cone or a 30 ft line to inflict 3d6 fire damage, or ½ damage if Reflex resists. Costs 2 vitality.

Immunity to Fire: A hell hound is immune to fire.

Intelligent: A hell hound has a 5 Intelligence and understands Abyssal, Common, and Infernal.

Invisibility[M]: The hell hound turns invisible for 5 minutes or until it makes an attack, whichever comes first. Invisibility boosts Stealth checks by +10 and refuses line of sight. Costs 2 vitality.

Nethersight[M]: A hell hound can see in mundane and magical darkness as easily as in daylight.

See Invisibility[M]: As a standard action, the hell hound clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Worg (lvl 5)

A worg is a magical beast and is usually neutral evil. Apply +21 vitality, +2 saves, +2 attacks, +2 DR, +4 Intelligence, and the following abilities.

Dread Body: Boost Athletics and Intimidate checks by +10.

Enlarge[M]: A worg can grow 1 size category for 1 hour. A larger size doubles height, applies a -2 penalty to Reflex saves, a +2 bonus to damage rolls, a +5 bonus to Athletics checks, +3 wound points, +10 ft speed, a +5 bonus to resist Bull Rush, Grapple, and Trip attacks, a -5 penalty to Stealth checks, and a 8x weight increase. Costs 1 vitality.

Humanoid Guise[M]: A worg can transform into a Small or Medium humanoid such as a gnome or human. The form may be unique or of a specific person if the worg has tasted the blood of that person. The effect lasts until the worg falls asleep. In this form the worg enjoys a +20 bonus on Disguise checks to not be recognized for what it is. Costs 5 vitality.

Many Tongues: A worg speaks Abyssal or Infernal plus Common and 3 additional languages.

Ventriloquism: The worg projects its voice to any space within 30 ft. Creatures that fail to resist using Will perceive the voice coming from the projected space. Creatures that succeed may attempt a DC 28 Perception check to learn its true location. Costs 1 vitality.

Voice Mimicry: Apply a +5 bonus on Disguise checks, or a +10 bonus when attempting to mimic a person's or mutant's voice such as a small girl's laughter to an orc warrior's battle cry.

Wurm

These huge, hungry worm-like beasts roam deserts and ice fields.

Appearance & Culture

Wurms ply sand dunes, ice fields, and similar inhospitable terrains. They grow 60 ft to 120 ft or more in length and are white in snowy areas, golden in deserts, and dull green in swamps. Besides their horrid breath and poisonous bite, they produce a trill that stuns the unwary while they leisurely surface to swallow prey whole. Adventurers prize wurms for the narcotic spice and other treasures that lie deep in their bellies. Woe to anyone swallowed by a wurm.

Wurm (lvl 13)

Wurms have the following statistics.

Type Elemental
Size Huge
Alignment Any neutral
DC 36

Senses Low-light vision, darkvision, scent, tremorsense
Perception +6 ; Stealth -12 (or -2 in their preferred terrain, either arctic, desert or swamp)
Languages None
Initiative -2

Speed 30 ft ; Burrow 30 ft ; Swim 30 ft
Attack d20+16 (+21 grapple) ; MA
Weapons Bite (4d6) or 2 tiny claws (2d6 each)
Damage +14

Armor Thick plated chitin ; DR 6
Wounds 20
Vitality 98
Fortitude 27, Reflex 14, Will 17
Special Immune to acid, cold or fire (as suits its subtype)

Q&D Damage +27 ; Vitality 72

Str 29, Con 25, Dex 6, Int 1, Wis 12, Cha 8
Prime Strength and Constitution
Skills Survival +6 (+11 in their preferred terrain)

FP 7 ; Deity Stolgar or Thulzuur
Multiclassing Barbarian, druid, elementalist or shifter
Treasure Gems and magic items worth 3,500 gp in its belly

Base Abilities

Wurms have the following abilities.

Breath Weapon: A wurm has a 30-ft-cone breath weapon that inflicts 1d6 damage per level of cold, electricity or fire as suited to its preferred terrain. Reflex resists for ½ damage. Costs 2 vitality.

Camouflage: When a wurm is in its preferred terrain and remains motionless and concealed, it enjoys a +10 bonus on Stealth checks. Even when it moves through such an outdoor area, it enjoys a +5 bonus. The terrain must afford places to hide, as normal, and the wurm does not benefit when a creature already notices it.

Death Throws: When a wurm dies, it explodes with intense energy. All creatures within 120 ft suffer 1d6 damage per level (typically 42 hit points) of the energy type (cold, fire or lightning) associated with its preferred terrain.

Knock Back: A wurm can shove an adjacent target. If it beats the target's Fortitude, the target is pushed back 1d4 x 5 ft. The wurm must move at least 10 ft just prior to using this ability.

Poison Bite: As a move action, the wurm coats itself with poison. The next creature struck by its bite or claws immediately suffers 1d10 vile wound damage with a 50% chance to suffer an additional 1d10 vile wound damage 5 minutes later. The poison has a single use and dissipates after 5 minutes in any case. Costs 5 vitality.

Power Grapple: A wurm can grapple an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the wurm must expend a move action to maintain the grapple, and the foe can try to beat the wurm's Fortitude as a standard action to break the grapple. The wurm may block a grappled foe's mouth to prevent speech by smothering it. As a standard action, the wurm may move the grappled foe 5 ft, either moving at the same time with the foe or repositioning the foe.

Preferred Terrain: A wurm has a preferred terrain and energy type associated with that terrain. The options include fire for deserts, cold for arctic areas, or electricity for swamps. While in this terrain, the wurm enjoys a +10 bonus on Survival checks. In all other terrains, it suffers a -5 penalty on Survival checks.

Primordial Aura: A wurm projects an aura of cold, electricity or fire as suited to its preferred terrain. Each round a creature is adjacent to the wurm or grappled by the worm, it suffers 6d6 damage of that energy type. Or, each round creatures are within 30 ft, they suffer 3d6 damage. There is no save to resist the effect.

Primordial Traits: A wurm produces harmful arcs of either cold, electricity or fire. If it produces cold, it is immune to cold, suffers 2x damage from fire, and its breath weapon, primordial aura and death throws deal cold damage. If it produces electricity, it is immune to electricity, suffers +50% damage from cold and fire, and its breath weapon, primordial aura and death throws deal electrical damage. Finally, if it produces fire, it is immune to fire, suffers 2x damage from cold, and its breath weapon, primordial aura and death throws deal fire damage.

Self-Healing: Once daily, a wurm can heal all vitality damage. Wurms have incredible resilience in the face of danger.

Swallow Whole: The wurm can swallow any Large or smaller creature within 15 ft if it beats the creature's Fortitude. A swallowed creature suffers 4d6 acid damage per round inside the wurm's stomach. To escape, the creature must beat the wurm's Fortitude to return to its mouth (where it will be grappled), or it must cut its way out using a Light slashing weapon such as a dagger to inflict 10 points of damage. A creature that dies in the wurm's stomach dissolves into nothing 1 round afterward and cannot be restored from death except by Miracle or Wish. A wurm can hold 2 Large, 5 Medium, 10 Small, or 20 Tiny creatures in its stomach at once.

Tremorsense: A wurm can detect and pinpoint any creature or object within 60 ft that is in contact with the ground or a shared support such as webbing.

Trill: A wurm can produce a hypnotic drone as a standard action. Creatures within 120 ft must resist using Will or be stunned for 1d4 rounds. Once a creature saves it is immune to the effect from that particular wurm for 24 hours. If a target is attacked while stunned by the trill, it gains a second opportunity to resist using Will. Costs 10 vitality.

Iron Devourer (lvl 17)

This wurn is a construct. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Brutal Blows: Apply +2 bonus on melee attacks, and those attacks inflict +10 damage in addition to any other damage dealt.

Construct Traits: An iron devourer does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

Dazing Blow: Whenever the wurm deals hit point damage, its target (or 1 target if it hits multiple foes) must resist using Fortitude or be dazed for 1 round in addition to any other effects.

Xill

An xill is a fiendish incorporeal warrior that abducts mortal prey.

Appearance & Culture

Xills are ruddy and stout 4-armed humanoid insects. They stand 4 to 5 ft tall and weigh 100 pounds. Often they appear as if out of thin air to quickly grapple and paralyze foes that they abduct back to ghostly lairs.

Sages believe the xill race serves the tyrant god Phane, Lord of Arms, and hail from Acheron, which is an endless flaming battlefield of clashing armies.

Xills are dangerous opponents, deftly attacking with all 4 limbs. More civilized xill use weapons, usually fighting with 2 blades at a time in order to leave 2 claws free to grab prey. Xills typically lie in wait incorporeally for suitable prey to happen by, then ambush their target using their shift ability. They make full use of their acrobatic and athletic prowess. Tactically, 1 or 2 xill distract physically powerful enemies by attacking, then assume a defensive stance while their fellow xills grapple and shift away with weaker targets. Xill retreat if ½ their members are reduced to 0 vitality.

Xills think only of war and procreation for more war. Captured prey are injected with eggs that quickly mature and hatch into rapacious xill younglings. Sometimes, powerful prey are eaten alive at a celebratory feast or delivered to xill mages called pharxiks to be permanently transmuted into useful magic items. These dreaded pharxik wizards can cast 2 spells at once.

As creatures that respect law and order, xills will adhere to cooperative agreements and contracts, though they look for loopholes. They respect strength and happily serve under a powerful master, particularly when they are rewarded with magic, gold, and food.

Xill (lvl 8)

Xills have the following statistics.

Type Fiend
Size Medium
Alignment Usually lawful evil
DC 26

Senses Darkvision
Perception +5 ; Stealth +13
Languages Common and Infernal
Initiative +8

Speed 40 ft
Attack d20+8 (+13 grapple) ; MA
Weapons Bite (1d6), 2 claws (1d4 each), 2 short swords (1d6 each), 2 longbows (1d8, 100 ft), 4 claws (1d4 each) or 4 short swords (1d6 each)
Damage +4

Armor Thick hide and infernal leather armor ; DR 6 (11 vs fire)
Wounds 10
Vitality 58
Fortitude 18, Reflex 17, Will 17
Special Incorporeal Traits, Magic Resistance

Q&D Damage +12 ; Vitality 42

Str 18, Con 14, Dex 16, Int 13, Wis 10, Cha 13
Prime Strength and Dexterity
Skills Acrobatics +13, Athletics +14, Craft +6, Intimidate +14, Warcraft +6

FP 4 ; Deity Asmodius or Phane
Multiclassing Blackguard, fighter, inquisitor, warlock or wizard
Treasure Armaments and gems worth 800 gp in its lair

Base Abilities

Xills have the following abilities.

Implant: As a standard action, a xill lays eggs inside a paralyzed creature. The young emerge 9 days later, literally devouring the host from inside, resulting in death. A Cure Ailment spell rids a victim of the eggs, as does a DC 26 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 wound damage to the patient.

Improved Grapple: The xill grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the xill must expend a move action to maintain the grapple, and the foe can try to beat the xill's Fortitude as a standard action to break the grapple. The xill may block a grappled foe's mouth with 1 hand to prevent speech.

Incorporeal Shift[M]: A xill is naturally incorporeal. Mundane attacks against incorporeal creatures have a 90% miss chance and magic attacks have a 50% miss chance. Incorporeal creatures cannot handle solid objects, can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks, and must materialize to make attack rolls.

Materializing is a swift actions that costs 5 vitality.

Dematerializing costs 5 vitality and takes 2 rounds, during which time the xill is immobile and dazed. As it fades, it becomes harder to hit with a 20% miss chance the first round and a 50% miss chance the second round. A xill can shift with 1 willing, grappled or helpless creature, which remains incorporeal 72 hours thereafter.

Magic Resistance: A xill enjoys a +5 bonus on saves to resist magic abilities. Also, when targeted by a magic ability that does not allow a save, the xill's foe must beat its Fortitude anyway, and if the xill resists then the magic has no effect.

Paralyzing Bite: When a xill successfully bites an adjacent foe, the foe must resist using Fortitude or be paralyzed for 1d4 hours in addition to any other damage or effects. Each round on its turn, a paralyzed foe has a 50% chance to do 1 action on that round only.

See Invisibility[M]: As a standard action, the xill clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Pharxik Xill (lvl 12)

Apply +28 vitality, +2 saves, +2 attacks, +2 DR, +4 Intelligence, and the following abilities.

Soul Bauble[M]: After 1 minute of work and 5 vitality, an adjacent grappled or helpless person is permanently reduced to a Tiny bauble. The bauble is DR 5 with hit points equal to the person's original wound points. The bauble retains the person's facial features and overall likeness and is easily recognized as itself. The person can see and hear but does not need to breathe, eat or sleep. It does not age. It cannot move or take any actions except to speak. Each month that a creature remains in this form, it must resist using Will against the pharxik's attack or gain 1 taint point. When a person's taint exceeds his Wisdom score, he goes insane. Miracle or Wish reverses the effect, as does another use of this ability.

Soul Crafting[M]: A pharxik can transform a soul bauble into a magic item of roughly equal power. A person of 1st-5th level becomes a basic magic item while 6th-10th level equates to an intermediate item, 11th-15th level equates to an advanced item, and 16th-2th level equate to a paragon item. Refer to the rules under Soul Bauble but reshape the appearance and function of the bauble into the desired item and give it magic item abilities usable by any fiend or evil creature that speaks Infernal. Pharxiks prefer to craft baubles into magic armor and weapons.

Spell Multi-Attack: A pharxik xill can use 2 magic abilities as a standard action but suffers a -2 penalty on all of its attack rolls for the round.

Versatile Arcana: Each day, a pharxik xill can select and use any 4 basic magic abilities, 2 magic intermediate abilities, or 1 advanced magic ability of the mageblade, sage or wizard class.

Zombie

These mindless undead relentlessly roam in search of tasty brains.

Appearance & Culture

Zombies are relentless menaces that batter foes with fists and tear victims limb from limb before devouring their brains. They can smell bloody wounds from a distance and do their best to find the living, be it day or night. Most zombies are slow and slain fairly easily. However, some are intelligent and use magic.

Zombie (lvl 2)

Zombies have the following statistics.

Type Undead
Size Medium
Alignment Usually neutral evil
DC 14

Vision Darkvision, bloodscent
Perception +0 ; Stealth -1
Languages None for the standard zombie. The mohrg and juju zombie understand Common and the juju zombie knows Draconic
Initiative -6

Speed 20 ft
Attack d20+4 (+9 grapple)
Weapons Bite (1d6) or slam (1d6 + stun)
Damage +3

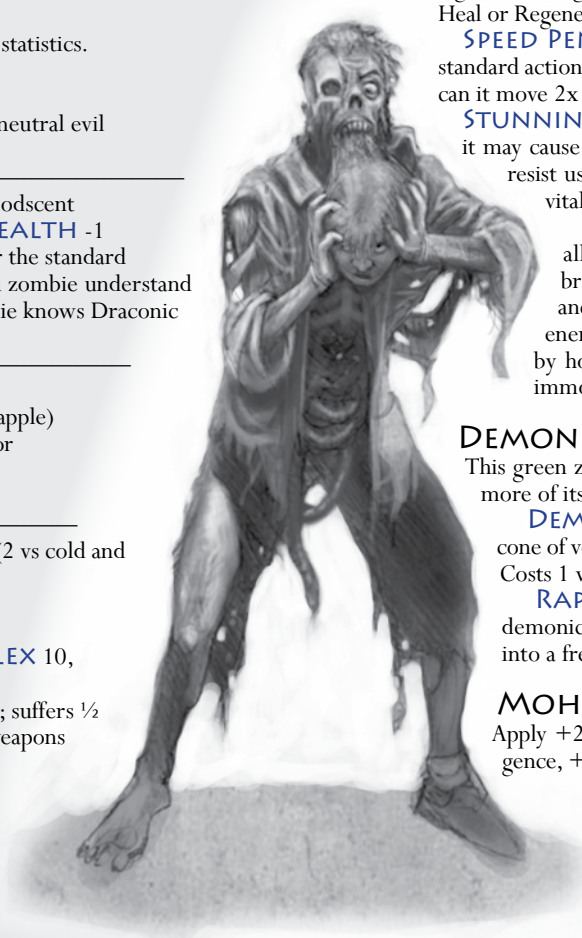
Armor None ; DR 0 (2 vs cold and electrical)
Wounds 8
Vitality 14
Fortitude 16, Reflex 10, Will 18
Special Undead Traits ; suffers ½ damage from bludgeoning weapons

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Q&D Damage +5 ; Vitality 10

Str 17, Con 10, Dex 9, Int 1, Wis 10, Cha 1
Prime Strength and Constitution
Skill Athletics +11, Endurance +5

FP 1 ; Deity Nefriti or Thulzuur
Multiclassing Any though prefer necromancer, and only a mohrg or juju zombie can take class levels.
Treasure None



Base Abilities

Zombies have the following abilities.

Bloodscent: A zombie can detect bloodied creatures within 30 ft by sense of smell. A bloodied creature is below full wound points. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range is 15 ft.

Extract Brain: A zombie can extract the brain of an adjacent stunned foe and devour the brain as a move action. Extracting a creature's brain kills it and grants the zombie +1d12 vitality. A victim whose brain is extracted but not eaten can be returned from death using Raise Dead. Otherwise, only Miracle or Wish restores the victim to life.

Improved Grapple: The zombie grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude and has 1 hand free. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the zombie must expend a move action to maintain the grapple, and the foe can try to beat the zombie's Fortitude as a standard action to break the grapple. If the zombie desires, it can block a grappled foe's mouth to prevent speech.

Limb From Limb: When a zombie targets an adjacent dazed or stunned foe and beats its Fortitude, it inflicts 2d6 wound damage as it severs 1 of its foe's limbs (1d4: 1 is right arm, 2 is left arm, 3 is right leg, 4 is left leg). A severed limb can be reattached or regrown using Heal or Regenerate.

Speed Penalty: Zombies are very slow. A zombie can take a standard action or a move action each turn but it cannot do both, nor can it move 2x in a turn or use immediate actions.

Stunning Fist: When a zombie succeeds on its slam attack, it may cause extra harm as a swift action. The struck target must resist using Fortitude or be stunned for 1d4 rounds. Costs 2 vitality.

Undead Traits: A zombie is immune to all ailments including disease and poison. It need not breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It regains wound points from necrotic energy, regains no wound points from rest, and is harmed by holy and cure energy on a point-for-point basis. It is immortal and cannot be raised from death if slain.

Demonic Zombie (lvl 3)

This green zombie is a fiend. It vomits on foes and easily spawns more of its kind. Apply +5 vitality and the following abilities.

Demonic Vomit[M]: A demonic zombie spews a 15-ft cone of vomit that inflicts 1d6 vile damage per level (max 5d6). Costs 1 vitality.

Rapid Spawn[M]: Up to 2x daily, a person slain by a demonic zombie's vomit attack transforms 1d4 rounds later into a free-willed demonic zombie.

Mohrg (lvl 5)

Apply +21 vitality, +2 saves, +2 attacks, +2 DR, +6 Intelligence, +2 Charisma, and the following abilities.

Create Spawn[M]: A person killed by a mohrg rises after 1d4 days as a standard zombie under the morhg's control provided the mohrg performs a ritual costing 50 gp and scribes a rune onto the corpse. A mohrg can maintain a number of levels of zombies at once equal to 2x its level (typically, 5 zombies).

Facade of Life[M]: The mohrg looks and sounds alive, registers as living, and converses somewhat intelligently with an Intelligence score of 7. The disguise provides no other benefits.

Grab: When a mohrg hits a foe with its slam attack it may attempt to use Improved Grapple as a swift action.

Paralyzing Tongue: A mohrg can lash out to a distance of 15 ft with its disgusting tongue. The target must resist using Reflex or be dazed and unable to move for 1d4 rounds.

Juju Zombie (lvl 6)

Apply +28 vitality, +2 saves, +2 attacks, +2 DR, +12 Intelligence, +4 Charisma, +10 ft speed, and the following abilities.

Juju Magic[M]: Select any 2 basic magic abilities or 1 intermediate magic ability for which the juju zombie qualifies. The juju zombie knows and can use the selected abilities.

Rapid Spell Spawn[M]: Up to 2x daily, a person with at least 1 magic ability that is slain by a juju zombie rises as a juju zombie within 1d4 rounds. All other persons rise 1d4 rounds later as a regular zombie. The newly spawned zombie acts of its own freewill.

Vile Slam: This improves Slam Attack such that the juju zombie enjoys a +2 bonus on the attack roll and +2d6 vile damage.

Chapter 5
Templates



You can apply the fiendish template to turn anyone into a demon. By the use of strange magic, these 2 townie lovers transformed into demons.

This chapter offers over 50 templates. A template is a set of traits that you apply to an existing creature in order to change its theme. For example, to change a normal giant spider into an undead spider with magic abilities, add the undead and magical templates in this chapter to the standard spider. Typically, adding a template makes a creature more dangerous and raises its level.

Creating & Using Templates

Each template has a name and increases a creature's level by the amount indicated in parentheses next to the name. When you add a template, remember to boost the creature's vitality by +7 per added level and its attacks, DR, and saves by +1 per 2 added levels.

Imitating popular types of creatures like zombies and vampires often requires 2 templates, such as ravenous and undead for zombies.

A PC should not take a template. Many templates offer monstrous abilities that are fine when presented as part of a foe's repertoire but would be odd or unbalancing for an adventurer. Instead, PCs who wish to take a career side-trek typically pick up a townie profession (RPG, pg 259). That said, a GM has the final decision and is free to be flexible, particularly if a PC undergoes an unusual experience that is part of an ongoing story-line, such as returning from death, becoming undead, or being infused with terrible microscopic constructs that transform the PC into a cyborg.

You can create your own templates. Each level offers 5 points worth of abilities. Since most templates add 2 levels, you might wish to start with 10 points. The classes, races, themes, and so forth available to PCs are 1 source of inspiration. As you design, keep in mind that some abilities have prerequisites. The template must subsume and pay for these prerequisites. For example, a psion's Psionic Blast has Id Insinuation as a prerequisite. Thus, the template that includes Psionic Blast should include and pay for Id Insinuation as well.

Sometimes, when applying a template, a monster already possesses 1 of the template's traits. In that case, you can give it a boost to saves, attacks, and/or damage in compensation, as described in Chapter 4: Creatures.

Templates

Here are numerous templates you can apply to improve monsters.

Acidic (lvl +2)

An acidic creature spits caustic acid and has acid for blood.

Acidic Blood: Whenever an attack on an acidic creature causes it wound damage, adjacent creatures suffer 3d6 acid damage from its caustic blood splattering on them. Reflex resists for ½ damage.

Acid Resistance: Apply +10 DR to resist acid damage.

Acid Spray: An acidic creature can belch a 15-ft cone of vapor that inflicts 1d6 per 2 levels (maximum 10d6) or half the amount when Fortitude resists. Requires Acidic Spittle. Costs 2 vitality.

Acid Tongue: An acidic creature's frog-like tongue lashes out at a single target within 30 ft. If it beats it foe's Reflex, the foe suffers 1d6 acid damage per 2 levels (maximum 5d6).

Acidic Spittle: One targeted creature within 30 ft suffers 1d6 acid damage per 2 levels (maximum 5d6) or half the amount if Reflex resists. Costs 1 vitality.

Acidic Weapon: Add +2d6 acid damage to an acidic creature's melee and natural weapon attacks.

Aquatic (lvl +1)

Aquatic creatures are at home in water.

Cold Resistant: An aquatic creature ignores the effects of low temperature. It can exist comfortably in conditions down to

-40° F without having to resist using Fortitude. Its equipment is likewise protected. This ability is continuously in effect even when it is unconscious.

Swim: An aquatic creature has a Swim speed of 30 ft and enjoys a +10 bonus on Athletics checks when swimming.

Water Breathing: An aquatic creature can breathe in water as easily as it can in air for up to 4 hours + 1 hour per level per day. The creature can use hours nonconsecutively.

Awakened Animal (lvl +2)

An awakened animal is a normal animal that is now sentient.

Adept With Its Kind: Apply a +5 bonus on Handle Animal checks, or +10 when dealing with animals of its own kind.

Bonus Ability: An awakened animal knows and can use 1 basic ability of its choice from the druid, elementalist or shifter class.

Implement Mastery: When an awakened animal uses an ability that requires an implement, it may forego the implement without penalty. Conversely, when it uses an implement, it enjoys a +1 bonus on its attack roll.

Magical Beast: An awakened animal's type changes from animal to magical beast. It ignores abilities that specifically target animals and is instead affected by abilities that specifically target magical beasts.

Mentality Boost: Increase Wisdom by +2, Charisma by +4, and Intelligence by +6. An awakened animal also speaks 1 language such as Common or Sylvan and starts with any alignment with a neutral component such as NG, NE, LN or CN.

Nature's Wisdom: Boost Insight and Nature checks by +5.

Boss (lvl +2)

A boss is a leader among its kind and is very hard to kill.

Diehard: When a boss falls to 0 wound points or below, it is not unconscious. Instead it is conscious and can continue to take a single move or attack action each round until it reaches -10 hit points, at which time it dies.

Double Attack: A boss can make 2 nonmagical attacks, or 1 magical attack and 1 nonmagical attack, in rapid succession as a standard action. It can direct the attacks to the same foe or to 2 different foes. The attacks are made without penalty.

Resilient Defenses: Apply a +2 bonus on all saves, a +2 bonus to DR, and +3 wound points.

Brute (lvl +2)

Brute creatures deliver heavy damage on the front line.

Brutal Blows: A brute enjoys a +2 bonus on melee attacks, and those attacks inflict +10 damage in addition to any other damage dealt.

Dazing Blow: When a brute successfully attacks and deals hit point damage, its target (or 1 target if it hits multiple foes) must resist using Fortitude or be dazed for 1 round.

Celestial (lvl +2)

A celestial creature is suffused with holy energy.

Celestial Protection: Celestials are immune to electrical damage and enjoy +5 DR against all other energy types except acid and vile damage.

Heavensight[M]: Celestials can see in conditions of blinding illumination as easily as seeing in normal daylight. Heavensight is in full color.

Holy Smite[M]: Once daily, apply holy wound damage to 1 of the celestial's attacks. The amount equals the celestial's level.

Immortal Being[M]: Celestials do not age, do not need to breathe, eat or sleep, and can only be raised from death using Miracle or Wish.

Lay on Hands[M]: A celestial's touch heals an ally's wound damage. The amount of wounds healed equals 1d8 + its level. A creature can benefit 3x per day if it is good, 2x per day if it is neutral, and once daily if it is evil.

Cybernetic (lvl +2)

Cybernetic creatures are augmented with electrotech devices.

Biotronics[M]: Once daily as a swift action, a cybernetic creature can draw upon a touched or worn battery to pay the vitality cost of the next ability that it uses that round. It can draw a maximum of 2 energy points, each of which grants it 3 vitality. Requires Electrotech.

Body Armor: A cybernetic creature's body is permanently suffused with a suit of masterwork platemail that is DR 5, counts as worn armor, cannot be removed or destroyed, and fully restores itself after a night's rest if damaged. If the cybernetic creature has naturally better armor, then this ability grants a +2 bonus to its natural armor instead. This armor does not count against encumbrance.

Cybernetic Athlete: Boost Acrobatics and Athletics checks by +5.

Electrotech: A cybernetic creature is familiar with invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. It can make checks using the Technics skill (RPG, page 177) and enjoys a +2 bonus on Mechanics and Technics checks.

Force Shield[M]: As an immediate action, a cybernetic creature can erect a 5-ft-square invisible shield to ignore 1 attack that directly targets it before it knows whether it hits. This does not block area attacks and only works 2x against the same attacker. Costs 2 vitality.

Internal Battery: A cybernetic creature's body permanently houses a 10-pound bio-nucleonic battery array with a power port on its torso. The battery stores 5 energy points. It counts as worn equipment, cannot be damaged or removed, and can only be targeted by abilities that detect the presence of electrotech. The cybernetic creature can use the port to recharge external or implanted electrotech. By concentrating as a move action, it can activate or shut down the battery. The battery must be activated to power abilities that have this ability as a prerequisite. Once daily, after the battery is shut down for 4 hours, it recharges to full energy points.

Steely Fist[M]: A cybernetic creature's fist or similar appendage is permanently equipped with a metal gauntlet that acts a melee weapon and inflicts 1d6 damage, with a +1 bonus on the attack roll. Add the cybernetic creature's Strength modifier to the damage roll. The fist counts as worn equipment, cannot be removed or destroyed, and fully restores itself after a night's rest if damaged.

Technics Expertise: Boost Technics checks by +5, or by +10 once daily.

Defender (lvl +2)

Defender creatures resist or quickly shake off most attacks.

Improved Defenses: A defender creature is agile, physically tough, and mentally resilient. Apply a +2 bonus on Fortitude, Reflex, and Will.

Stand Tall: A defender ignores attacks that knock it prone.

Toughness: A defender's body is a tough fighting machine. Boost the defender's maximum wounds by +3 points.

Vigilant: Boost Insight and Perception checks by +10,

Electrotech (lvl +2)

Electrotech creatures are skilled with electricity and electrical gear.

Electrical Resistance: An electrotech creature enjoys +5 DR against electrical damage.

Lightning Bolts[M]: An electrotech creature can inflict 1d6 electrical damage per level (max 10d6) to all creatures in either a 15-ft cone or along a 60-ft line, as desired. Apply ½ damage if Reflex resists. Targets that don't resist are also dazed for 1 round. Costs 2 vitality.

Recharging Touch[M]: An electrotech creature can emit electrical energy in a skillful way that recharges or even directly motivates (activates and runs) an electrotech device within 15 ft. Once daily, it may build up in itself a reserve of 3 energy points of electrical energy per level. It may expend the points all at once or release them gradually 1 or 2 points at a time over the course of the day. It cannot target other creatures with this ability. Costs 2 vitality.

Scientific Engineer: An electrotech creature studies

invisible mundane forces of nature such as electrics, kinetics, nucleonics, optics, and sonics. It can make checks using the Technics skill and attempt to use electrotech gear. See RPG, page 177 for details.

Shocking Grasp[M]: One adjacent foe suffers 1d6 electrical damage per level (maximum 5d6) and is dazed for 1 round unless Fortitude resists. Apply a +5 bonus on the electrotech creature's attack against metal-clad foes. Costs 1 vitality.

Technical Mastery: Boost Craft, Heal, Literacy, Mechanics, and Pilot checks by +3.

Technics Expertise: Boost Technics checks by +5, or +10 once per day. Requires Scientific Engineer.

Familiar (lvl +2)

Familiar creatures are companions for magical characters.

Alternate Form: Familiars rarely show their true form. Instead, each familiar has a unique disguise such as a bat, cat, monstrous centipede, toad or wolf. A familiar enjoys a +20 bonus on Disguise checks to be confused with a normal animal of the kind selected. Changing to or from its disguise is a standard action that costs 1 vitality. While disguised, a familiar can use its usual attacks and abilities.

Dodge: As an immediate action, the familiar ignores 1 melee weapon attack before it knows whether it has been hit. Requires Dexterity 15+ and works only in light or no armor. Costs 2 vitality.

Evasion: When a familiar attempts a Reflex save that delivers partial damage even on a successful save, the familiar instead takes no damage. It still takes full damage on a failed save. A familiar does not gain this benefit when it is helpless or overloaded.

Healer[M]: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

Mortal Bond: A familiar enjoys a special bond with its master, the creature that created it. It is completely loyal and does its best to provide aid. The familiar and master always know each other's general health and disposition.

Feral (lvl +2)

Feral creatures are exceptionally wild versions of their kind.

Endure Elements: A feral creature ignores effects of extreme temperature. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear is also protected. This ability is continuously in effect even when it is unconscious.

Feral Senses: A feral creature has low-light vision. If it already has low-light vision then give it darkvision or nethersight instead. Also, apply a +5 bonus on Perception checks.

Multi-Attack: A feral creature can make multiple attacks at once using natural weapons such as bite and claws. Or, it can make a single melee weapon attack plus either a bite attack or a claw attack. Either way, it suffers a -2 penalty on all of its attack rolls that round.

Physically Fit: A feral creature is fit and enjoys a +5 bonus to Acrobatics and Athletics checks.

Scent: A feral creature can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Speed Bonus: Its land speed improves by +10 ft.

Toughness: A feral creature's body is a tough fighting machine. Boost its maximum wounds by +3 points.

Fey-Touched (lvl +2)

Fey creatures are charming, flighty, and vigorous.

Comely Distraction: A fey creature's elegance distracts others. When it targets a person within 15 ft, the person suffers a -5 penalty on Perception checks for 1 round. Costs 1 vitality.

Lasting Vigor: A fey creature ignores the negative effects of aging although it still dies of old age when its time is up.

Seduction: A fey creature targets 1 living person. If it beats the target's Will, the fey creature consumes the target's attention with romance for 4 hours + 1 hour per level, during which time the target suffers a -5 penalty to Perception checks and does not move more than 30 ft from the fey creature. Even if it resists, it is distracted for 1 minute. If the locale is romantic, apply a -2 penalty to the target's save. The target gets a new chance to resist whenever it notices an attack roll in the area.

Wild Shape[M]: For up to 5 minutes, the fey creature becomes a Tiny or Small animal. It gains a burrow, climb, fly or swim speed of 30 ft, or a land speed of 60 ft (choose 1) and enjoys a +3 bonus on Endurance, Perception, and Stealth checks. It radiates faint magic. It cannot attack in this form. It can return to its normal form as a move action. Costs 2 vitality.

Fiendish (lvl +2)

A fiendish creature is the embodiment of evil.

Darkvision: A fiendish creature sees in darkness as easily as seeing in daylight, though vision is black and white only. If it already has darkvision then give it nethersight, which allows it to also see in magical darkness.

Immortal Being[M]: Fiends do not age, do not need to breathe, eat or sleep, and can only be raised from death using Miracle or Wish.

Infernal Protection: A fiendish creature is immune to fire and enjoys +5 DR against poison and all other energy types except electrical and holy damage.

Taint Aura[M]: As a swift action, an adjacent living creature must resist using Will or gain 1 point of taint. When a creature's taint exceeds its Wisdom score, its goes insane.

Vile Smite[M]: Once daily, apply vile damage equal to its level to 1 of the fiend's attacks that causes hit point damage.

Fiery (lvl +2)

Fiery creatures are at home in fiery environments.

Cold Sensitivity: A fiery creature suffers 2x damage from cold-based attacks.

Cone of Fire[M]: A fiery creature can shoot forth a huge gout of flames to inflict 1d6 fire damage per level to all creatures in a 60-ft cone. Apply ½ damage if Reflex resists. Costs 5 vitality.

Fiery Attacks: For 5 minutes, a fiery creature's natural or weapon attacks inflict +1d6 fire damage on an adjacent foe when its beats the foe's Reflex.

Fire Immunity: A fiery creature is immune to fire damage.

Meld Into Flames[M]: A fiery creature can vanish into an adjacent 5-ft-cube volume of fire for up to 5 minutes. It can hear but not see and can take no actions except to end the effect as a standard action. It is undetectable from outside the fire. Cold attacks directed into the fire inflict ½ damage and end the effect. Costs 2 vitality.

Fleshslave (lvl +2)

Fleshslave creatures serve a master and benefit from magic power.

Control Pearl: Each fleshslave is keyed to its creator using a magical pearl that is placed within its brain. So long as the pearl is present and intact, the fleshslave only obeys the master and no one else.

However, whenever the fleshslave suffers wound damage, there is a 10% chance that it will go berserk for 2 minutes, during which time it seeks to attack and kill its master, after which it cries and moans remorsefully.

Fast Healing: A fleshslave automatically heals 2 wound points at the start of each turn. This occurs even if it is unconscious.

Magic Resistance: A fleshslave enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, its foe must beat its Fortitude anyway, and if it saves then the magic has no effect.

Special Energy Effects: A fleshslave has certain weaknesses and resistances. Select 2 energy types. Whenever the fleshslave suffers damage from the first energy type, it is slowed to ½ speed for 2 minutes in addition to any other effects. Conversely, whenever it suffers damage from the second energy type, it suffers no harm and instead heals a number of wound points equal to the damage normally dealt by the attack.

Follower (lvl +2)

Follower creatures are faithful servants of more powerful creatures.

Distant Message[M]: Send a silent message of 10 words or less to its master, to a limit of 2 miles. Does not require line of sight. This ability does not enable receiving a response. Costs 1 vitality.

Durable: Apply a +2 bonus to Fortitude, Reflex, and Will.

Faithful Student: A follower creature knows and can use 2 basic abilities known to its master.

Master: A follower selects as its master 1 sentient creature that is higher level than it is. It is permanently bonded to this master.

Venturer Skills: Boost Athletics, Dungeoneering, Endurance, Heal, Perception, and Streetwise checks by +5

Force (lvl +2)

A force creature is made of pure force energy.

Force Body: A force creature lacks a normal body. It weighs 0 pounds and it can hold up to 250 pounds of gear without adding to its weight, though additional gear adds normally the difference from 250 pounds. Moreover, a force creature does not bleed and ignores abilities that target flesh, blood, bone or other features of a living body. Beheading slays a force creature normally.

Partial Invisibility: A force creature is partially invisible at all times. It enjoys a +10 bonus on Stealth checks outside of combat, or a +5 bonus in combat. It also enjoys a +2 bonus on attack rolls against creatures that rely on sight to see (as opposed to Tremorsense or other non-sight based senses) and attacks made against it miss 25% of the time.

Frosty (lvl +2)

Frosty creatures are at home in cold environments.

Cold Immunity: A frosty creature is immune to cold damage.

Cone of Cold[M]: A frosty creature can shoot forth a gout of frigid coldness to inflict 1d6 cold damage per level to all creatures in a 60-ft cone. Apply ½ damage if Reflex resists. Costs 5 vitality.

Frosty Attacks: One of the frosty creature's natural or manufactured weapon attacks may inflict +3d6 cold damage on an adjacent foe when its beats the foe's Reflex.

Fire Sensitivity: A frosty creature suffers 2x damage from fire-based attacks.

Flying (lvl +2)

Flying creatures are at home in the air and can fly.

Fly: A flying creature has a fly of speed 30 ft.

Flight Skills: A flying creature enjoys a +5 bonus to Athletics and Acrobatics checks, or +10 when flying.

Giant (lvl +0)

A giant is an exceptionally large version of its kind.

Large Size: Relative to a Medium creature, a Large size doubles height, applies a -2 penalty to Reflex, a +2 bonus to damage rolls, a +5 bonus to Athletics checks, +10 ft speed, a +5 bonus to resist Bull Rush, Grapple, and Trip attacks, a -5 penalty on Stealth checks, and a 8x weight increase. Typically, a Large size creature has 15 wound points. A Huge creature can wield Large weapons in 1 hand without suffering the usual penalty.

Slow Reactions: Giants tend to underestimate threats. Apply a -5 penalty to initiative checks. Moreover, a giant can only take a single move or standard action during its first turn in combat. Thereafter, it acts normally.

Godkin (lvl +4)

Godkin creatures carry a few drops of divine blood.

Divine Bloodline[M]: A god's blood runs in this creatures veins. At any time, a godkin may inflict 1 point of wound damage to itself to produce a drop of blood that heals 1d4 wound points for an adjacent willing or helpless creature (besides itself).

Divine Potential: Apply a +5 bonus on Athletics, Diplomacy, Insight, and Religion checks.

Ignore Attack[M]: As an immediate action, a godkin creature declares that it ignores any 1 attack before it knows whether it hits. Costs 5 vitality.

Limited Wish[M]: Once daily, a godkin verbalizes a desire and immediately duplicates the effect of any 1 intermediate ability or any 2 basic abilities (this includes class free abilities), or the Revivify spell (page 51). A godkin can duplicate the effects of other class's abilities, monster abilities, and so forth. A godkin can gain gear or property worth up to 2,000 gp but permanently loses 1 vitality for each 400 gp value in exchange. The chance of success equals 70% + 1% per level. Alternatively, a godkin can roll against 70% + a Linguistics check. Making a wish is taxing. The godkin is fatigued after 1 use.

Miracle[M]: Once daily, a godkin draws upon its true power. The godkin can move a party to safety, cure a party from all injury and ailments, restore a party to life and 1 hit point, banish a creature or devastate it with 20d6 damage, or so forth. A miracle cannot change a creature's alignment or have it make choices against its will. The chance the godkin succeeds equals 70% + 1% per level. The godkin is left exhausted if the miracle occurs.

Second Wind: Once daily after 1 minute of rest, a godkin recovers 4d6 vitality. Requires Divine Bloodline.

Grappler (lvl +1)

Grappler creatures can make grappling attacks with ease.

Power Grapple: A grappler can grapple an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the grappler must expend a move action to maintain the grapple, and the foe can try to beat the grappler's Fortitude as a standard action to break the grapple. The grappler may block a grappled foe's mouth with 1 limb to prevent speech. As a standard action, the grappler may move the grappled foe 5 ft, either moving at the same time with the foe or repositioning the foe.

Huge (lvl +1)

Huge creatures are extremely large.

Huge Size: Relative to a Medium creature, a Huge creature has 20 wound points and 4x or more height. Also, apply a -5 penalty to Reflex, a +5 bonus on damage rolls, a +10 bonus on Athletics checks, +20 ft speed, a +10 bonus to resist Bull Rush, Grapple, and Trip attacks, a -10 penalty on Stealth checks, and a 32x weight increase. One of its natural attacks has a 15-ft reach. A Huge creature can wield Large weapons in 1 hand without suffering the usual penalty.

Incorporeal (lvl +2)

An incorporeal creature lacks a solid body.

Etheric Skills: Incorporeal creatures are quiet, hard to spot, and observant. Apply a +5 bonus on Perception and Stealth checks.

Incorporeal Traits[M]: This creature is incorporeal. Mundane attacks against incorporeal creatures have a 90% miss chance and magic attacks have a 50% miss chance. Incorporeal creatures cannot handle solid objects, can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks, and must materialize to make attack rolls. Materializing and dematerializing are swift actions that cost 5 vitality each.

Mage Hand[M]: An incorporeal creature can telekinesis a single unattended object weighing up to 5 pounds out to a distance of 30 ft.

Jumper (lvl +2)

A jumper can easily teleport itself through space.

Blood Vitality[M]: As a swift action, a jumper inflicts on itself 2d4 wound damage and gains 10 vitality which it must immediately use to activate Jumper. Vitality not used that round is lost.

Jumper[M]: A jumper can pop around through space with ease. As a move action, the jumper and 1 ally or up to 250 pounds of gear move to a location up to 100 miles away per level. The trip is 1 way. The jumper must have a specific destination in mind, and it must pass an

Arcana or History check to arrive safely. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. A failed check means the jumper arrives 1d6 miles away from its desired destination, possibly in a dangerous locale. A jumper who moves to a location within line of sight automatically succeeds on the check. Costs 10 vitality.

Traveler's Lore: Boost Disguise, History, Nature, Streetwise, and Survival checks by +2.

Juvenile (lvl +0)

A juvenile is an exceptionally small version of its kind.

Small Size: The smaller size halves height, grants a +2 bonus to Reflex, a -1 penalty to damage rolls, a -5 penalty to Athletics checks, a -3 penalty to maximum normal wound points, a +5 bonus on Stealth checks, -10 ft speed, and a 7/8ths weight reduction. Juveniles do not wield weapons.

Swift Retreat: Juveniles instinctively avoid harm. Up to once per round as an immediate action, a juvenile creature may retreat 5 ft from a foe that threatens it. This is in addition to other moves it can make that round.

Lurker (lvl +2)

Lurker creatures dart in and out and are hard to find.

Dodge: As an immediate action, a lurker ignores 1 melee weapon attack before it learns whether it has been hit. This only works only in light or no armor. Costs 2 vitality.

Spring Attack: When attacking with a melee weapon, a lurker can move both before and after its attack provided that the total distance it moves is not greater than its speed. It can't use this ability if it is wearing heavy armor. Requires Dodge or Evasion.

Stealthy Paranoia: A lurker is constantly looking and sneaking. Apply a +5 bonus on Perception and Stealth checks.

Swift Retreat: A lurker can take a 5-ft step as an immediate action whenever a larger foe targets it with a melee attack.

Magical (lvl +2)

Magical creatures are intelligent and can use magic.

Arcane Training: Apply a +3 bonus on Arcana and Literacy checks. Also, a magical creature speaks Draconic.

Detect Magic^{M}: A magical creature immediately learns whether magic is present or absent within a 15-ft cone. The next time it scans the same area, it learns the exact location (within 5 ft) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions.

Illusionist^{M}: A magical creature can conjure 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

Intelligent Mien: A magical creature enjoys a +2 bonus to Intelligence, or has an Intelligence of 5, whichever is better.

Invisibility^{M}: A magical creature can turn invisible for 5 minutes or until it makes an attack, at which time the invisibility ends. This grants a +20 bonus on Stealth checks. Costs 2 vitality.

Sorcerous Gift: Select 2 intermediate magic abilities from the bard, wizard or witch class list. The magical creature can use these abilities at its level.

Mechanical (lvl +2)

A mechanical creature is a nonliving simulacrum of a living creature.

Chassis: Metallic skin grants +2 DR.

Construct Traits: A mechanical creature is a construct. It does not bleed and does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15. Thus, a Mechanics check result of 23 heals 8 hit points.

Gearhead: Apply a +5 bonus on Mechanics checks, or +10 when using steamgear.

Repair Construct^{C}: A mechanical creature can repair 1d4 wound points per level to itself or an adjacent construct. Costs 2 vitality.

Minion (lvl -2)

Minion creatures are very weak versions of their kind.

Glass Jaw: A minion that suffers wound damage automatically falls unconscious (even if it remains at or above 0 wound points).

Poor Combatant: Apply a -2 penalty on saves, a -2 penalty to DR, and -2 penalty on attack rolls.

Two-Headed Mutant (lvl +2)

A 2-headed mutant babbles insanely and acts using both brains.

Babbling Madness^{M}: The heads of a 2-headed mutant can babble together insanely. Creatures within 30 ft and hearing range suffer 1d6 psychic damage per level, or ½ damage when Will resists. Costs 2 vitality.

Two-Headed Traits: Apply a +10 bonus to Perception checks. Also, both heads must be charmed separately for the creature to be charmed, and death of 1 head does not cause instant death. Moreover, the 2-headed mutant may expend 5 vitality as a move action to make 1 physical attack and use 1 magical in the same round with a -2 penalty on all attack rolls that round. Losing a head negates the benfits of this ability.

Occult Adept (lvl +2)

Occult adepts can summon and bind supernatural spirits.

Minor Pact^{M}: Once daily after a 10-minute ritual, an occult adept can call into itself a ghostly spirit of yore to empower itself. While bound, it enjoys a +2 bonus on History checks and knows for 24 hours any 1 basic magic ability from any class. The binding lasts 24 hours or until it fails to resist the Exorcism ability.

Pact Magic: This improves Minor Pact, such that the occult adept enjoys a +5 bonus on History checks and selects 2 basic or 1 intermediate magic abilities of its choice.

Shared Pact: This improves Minor Pact such that up to 5 allies can benefit if they join in the ritual. Costs 1 vitality per ally.

Occult Master (lvl +4)

Occult masters requires and builds on the occult adept.

Community Pact: This improves Shared Pact such that the occult master can affect up to 5 allies per level within 120 ft and the total cost is 10 vitality regardless of how many benefit.

Major Pact: This improves Pact Magic, such that the occult master enjoys a +10 bonus on History checks and may select any 3 basic abilities, 1 basic and 1 intermediate ability, or 1 advanced ability of its choice when sealing the pact.

Occult Senses: Boost Arcana, History, Insight, Perception, and Religion checks by +4.

Phrenic (lvl +2)

A phrenic creature has a turbulent unconscious mind.

Form of Doom^{M}: Once daily for 5 minutes, the phrenic creature acquires a nightmarish form of ooze-slick skin, lashing tentacles, and fright-inducing countenance. It gains DR 10, a +10 bonus to Strength-based checks, darkvision, fast healing 5, and a nest of tentacles that grants it 4 bonus melee attacks per round at a -2 penalty on its attack rolls. Each tentacle has a 15 ft range, inflicts 2d8 damage and causes a struck foe to be frightened if fails to resist using Will.

Mindlink^{M}: A phrenic creature can form a telepathic link for 5 minutes with a sentient ally within 30 ft. Communicating is as natural and quick as normal speech. Once the bond is formed, it works over any distance. It can maintain only 1 bond at a time.

Mind Thrust^{M}: A phrenic creature causes 1 target within 30 ft to suffer 1d6 psychic damage per 2 levels, or ½ damage if Will resists.

Psychic (lvl +2)

A psychic creature is equipped with extrasensory perception.

Detect Thoughts[M]: A psychic creature notes the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, it learns the number of thinking minds and the Intelligence of each. After concentrating for a third round, it "hears" the current surface thoughts of 1 creature of its choice within range for 2 minutes if it beats the target's Will. Costs 2 vitality.

Far Sight[M]: A psychic creature can remotely view a person. Select a specific person and attempt an Insight check. The DC equals 5 for a familiar person, 10 for someone met once, 20 for a described person, and 30 for a person known in name only. If the psychic succeeds, it can see and hear the person for 5 minutes as if it were actually there. Costs 10 vitality.

Force Push[M]: One target up to size Large within 30 ft is pushed back 10 ft, or 5 ft if Fortitude resists. If there is no room to move back, it is knocked prone instead. Costs 1 vitality.

Levitate[M]: When a psychic creature concentrates as a standard action, it mentally moves 1 target weighing up to 250 pounds a distance of 30 ft up or down. It can move itself, a willing creature, or an unattended object out to a distance of 60 ft. Costs 2 vitality.

Repletion[M]: By expending 1 vitality point, a psychic creature does not need to eat or drink for 24 hours.

Puppeteer (lvl +2)

Puppeteers can see and work through other creatures.

Distracted: A puppeteer suffers a -1 penalty on d20 rolls while using any of its puppeteer abilities.

Dynamic Link: This improves Sense Link such that a puppeteer can activate an ability through the linked ally as if the puppeteer were located where the ally is. Abilities the puppeteer can use on itself may be directed to affect the ally instead. Costs 5 vitality.

Forced Sense Link: This improves Sense Link, such that the puppeteer may link to an unwilling target within 30 ft. The link only lasts 1 minute if the puppeteer fails to beat the target's Will. Costs 2 vitality.

Lasting Link: This improves Mindlink, Sense Link, and Dynamic Link to last 4 hours + 1 hour per level. The puppeteer can tune out and come back as it desires. Costs 5 vitality.

Multiple Links[M]: This improves Sense Link, such that a puppeteer can maintain a number of bonds at once equal to its level.

Sense Link[M]: A puppeteer can establish a perceptual bond with a touched or mindlinked ally for 5 minutes. Each round, the puppeteer sees and hears through the ally's eyes and ears as if the puppeteer were in its place. The puppeteer is defenseless while using this ability. Once the bond forms, it persists out to any distance. The puppeteer can end the bond as a swift action and can only maintain 1 bond at a time. Costs 1 vitality.

Ravenous (+2)

A ravenous creature has the appetite of a zombie.

Bloodscent: A ravenous creature can detect bloodied creatures within 30 ft by sense of smell. A bloodied creature is below full wound points. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range is 15 ft.

Extract Innards: A ravenous creature can extract the innards of an adjacent stunned foe, which kills the foe and grants the ravenous creature +1d4 vitality. A ravenous creature can benefit up to 3x daily from the bonus vitality

Improved Grapple: The ravenous creature grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude and has 1 hand or other appendage free. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the ravenous creature must expend a move action to maintain the grapple, and the foe can try to beat the ravenous creature's Fortitude as a standard action to break the grapple. If the ravenous creature desires, it can block a grappled foe's mouth to prevent speech.

Limb From Limb: When a ravenous creature targets an adjacent dazed or stunned foe and beats its Fortitude, it inflicts 2d6 wound damage as it severs 1 of its foe's limbs (1d4: 1 is right arm, 2 is left arm, 3 is right leg, 4 is left leg). A severed limb can be reattached or regrown using Heal or Regenerate.

Stunning Fist: When a ravenous creature succeeds on its slam attack, it may cause extra harm as a swift action. The struck target must resist using Fortitude or be stunned for 1d4 rounds. Costs 2 vitality.

Realms Traveler (lvl +3)

Planar creatures travel the various realms of existence.

Endure Elements[M]: A realms traveler ignores the effects of extreme temperature. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear is also protected. This ability is continuously in effect even when it is unconscious.

Personal Realm Shift[M]: The realm's traveler moves to another realm of existence. The trip is 1 way. The realm's traveler must have a specific destination in mind, and it must pass an Arcana check to arrive there. Otherwise, it arrives 1-6 miles way. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. As expected, the realms traveler suffers wound damage if it lacks sufficient vitality. Costs 10 vitality.

Planar Adaptation[M]: The realm's traveler ignores effects of a realm's ambient conditions that hamper movement or the senses or cause hit point damage. This does not protect from creatures or special events, only continuous effects such as persistent heat. The effects last 24 hours. Costs 5 vitality.

Planar Survival: Boost Arcana and Survival checks by +5.

Realms Traveler Skills: Apply a +2 bonus on Diplomacy, History, Insight, Perception, and Religion checks.

Tongues[M]: A realm's traveler can speak and understand the language of any intelligent creature, and vice versa. When speaking in a crowd (each creature with a different language), only the realm's traveler understands and speaks with all others. The speaking style perfectly matches a listener's dialect.

Resistant (lvl +2)

A resistant creature resists magical attacks with ease.

Anti-Mage: When an adjacent creature uses a magic ability, a resistant creature gains a single melee attack against it using a weapon as an immediate action if it beats the target's Will.

Dispelling Strike[M]: Once daily, an adjacent foe must resist using Will or lose 1 magic ability that it has in place for itself (such as Mage Armor).

Hindered Magic: Due to resistance to magic, a resistant creature suffers a -2 penalty on attack rolls when attempting to use magic abilities, and it gains only half the benefit of magic directed to it by allies.

Magic Resistance: A resistant creature enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, its foe must beat its Fortitude anyway, and if it successfully resists then the magic has no effect. Requires Resist Magic.

Shadow (lvl +2)

A shadow creature is at home in darkness.

Darkness in Motion: A shadow creature has low-light vision. If it already has low-light vision then give it a +5 bonus to Perception instead. Also, it enjoys a +5 bonus on Stealth checks.

Darkness[M]: For 5 minutes, a shadow creature can create total darkness in a 30-ft-radius area around itself or an unattended object within 30 ft. The darkness blocks vision including darkvision but not nethersight. Attacks made against or launched by obscured foes fail 50% of the time. It can maintain only 1 area of darkness at a time. Costs 2 vitality.

Darkvision: A shadow creature sees in darkness as easily as

seeing in daylight, though vision is black and white only. If it already possess darkvision then it gains nethersight, which allows it to also see in magical darkness.

Resist Cold[M]: A shadow creature enjoys +5 DR against cold energy.

Shadow Bolt[M]: A shadow creature can project 1 bolt per 2 levels (maximum 5 bolts). Each bolt unerringly hits a target within 90 ft for 1d6 cold damage.

Shadow Leap[M]: As a move action, a shadow creature can transport itself to any open space within 60 ft and line of sight, provided it moves from and to a place of shadow or darkness. Costs 5 vitality.

Shapeshifter (lvl +2)

A shapeshifter can assume a myriad of forms.

Disguise Self[M]: A shapshifter's surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant it a +10 bonus on Disguise checks for 1 hour. It can grow or shrink 1 ft and modify its Comeliness by +/- 5 points. Costs 1 vitality.

Immersive Persona: Boost Bluff and Disguise checks by +5.

One Thousand Faces[M]: This improves Disguise Self, such that it is usable as a swift action and grants a +20 bonus on Disguise checks.

Polymorph[M]: For 2 minutes, a shapeshifter acquires the appearance and statistics of any 1 creature (without class levels) with a level up to ½ its own. It retains its Intelligence, alignment, vitality points, and magic abilities. It can end the effect as a swift action and regain 1d4 wounds when doing so. If it falls unconscious or dies, it returns to its normal form. Costs 10 vitality.

Soulless (lvl +2)

A soulless creature lacks a soul for whatever reason.

Fast Reacting: Apply a +5 bonus on initiative checks.

Fear Immunity: A soulless creature cannot be shaken, frightened, panicked or otherwise affected by fear.

Heightened Perception: A soulless creature does not let morals or ethics cloud its judgement or behavior. It enjoys a +5 bonus on Bluff, Intimidate, Insight, and Perception checks.

Mental Barrier: A soulless creature is hard to influence. He enjoys a permanent +5 bonus to Will.

Sleepless: A soulless creature cannot sleep or dream even if desired and ignores the effects of abilities that cause sleeping or dreaming. It can rest quietly instead of sleeping to regain vitality.

Soulless and Nameless: A soulless creature ignores abilities that affect souls or are limited to targeting creatures with a soul or with a true name. Moreover, abilities that restore life such as Raise Dead fail to work on a soulless person.

True Neutral: A soulless person's alignment is true neutral and it ignores effects that shift its alignment.

Striker (lvl +2)

Striker creatures deliver extreme damage from a distance.

Arcane Attacker: A striker's attacks count as magical for the purpose of striking creatures.

Precision: A striker enjoys a +2 bonus on ranged attacks, and those attacks inflict +10 damage in addition to any other damage dealt.

True Strike: Once daily as a move action, apply a +10 bonus to the striker's next attack roll. Requires Precision.

Supporter (lvl +1)

Supporter creatures coordinate and heal allies.

Boost Morale: As a move action in combat, allies within 60 ft who can see or hear the supporter regain 1 vitality and enjoy a +1 bonus on all dice rolls until the start of the supporter's next turn. This only works in combat. Costs 1 vitality.

Cure Ailment[M]: A supporter can remove 1 ailment from a touched ally. Ailments include confusion, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as mummy rot or lycanthropy. Costs 2 vitality.

Energy Resistance: A supporter enjoys +10 DR against 1 energy type, or a +2 bonus vs all energy types.

First Aid: Apply a +5 bonus on Heal checks, or +10 to stop bleeding. Normally, a DC 15 Heal check stabilizes a bleeding creature.

Swamp-Cursed (lvl +2)

Swamp-cursed creatures are cesspools of disease and poison.

Contagion[M]: A swamp creature induces a magical disease in an adjacent creature. It selects the symptoms, which can vary from excessive sweating or boils to bleeding from all orifices. The disease leaves the target permanently fatigued and inflicts 1d6 vitality damage and 1 wound damage per day until the creature is healed using both Cure Ailment and Remove Curse. Costs 5 vitality.

Plant Resistances: A swamp creature enjoys a +5 bonus on saves to resist disease and poison.

Poison[M]: As a move action, a swamp creature can poison 1 weapon or cup of liquid in its possession. When a creature is struck by the weapon or ingests the liquid, it immediately suffers 1d10 vile wound damage with a 50% chance to suffer an additional 1d10 vile wound damage 5 minutes later. Unused poison dissipates after 5 minutes. Costs 5 vitality.

Tactical (lvl +2)

Tactical creatures excel at various combat maneuvers.

Bull Rush: A tactical creature can shove an adjacent target. If it beats its target's Fortitude, the target is pushed back 1d4 x 5 ft. The tactical creature must move at least 10 ft just prior to using this ability.

Defensive Maneuver Training: When a foe targets a tactical creature with the Disarm, Feint, Grapple, Sunder or Trip ability, apply a +5 bonus to resist the ability.

Disarm: A tactical creature can target 1 of its foe's held items with its natural or manufactured weapon. If it beats the target's Reflex, the foe drops the targeted item. The item lands in an adjacent space.

Feint: As a move action, an adjacent foe must resist using Will or suffer a -5 penalty on Reflex until the start of its next turn.

Grapple: A tactical creature can grapple an adjacent foe up to 1 size larger when it has 1 hand or other appendage free and beats the foe's Fortitude. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, the tactical creature must expend a move action to maintain the grapple, and the foe can try to beat its Fortitude as a standard action to break the grapple. If desired, the tactical creature can block a grappled foe's mouth with 1 hand to prevent speech.

Hustle: As a swift action, a tactical creature can gain a bonus move action. Costs 1 vitality.

Overrun: A tactical creature can push through a foe's space as a swift action. If it beats its target's Fortitude, it can freely pass through its space while maintaining its speed. If not, it stops adjacent to the target and does not pass.

Sunder: A tactical creature can target a foe's weapon within reach of its own natural or manufactured melee weapon. If it beats its foe's Reflex, and the damage exceeds the targeted weapon's weight in pounds, then the weapon breaks. The foe suffers no harm. Metal parts are DR 10 and wooden parts are DR 5. This ability fails against magic weapons. Costs 2 vitality.

Trip: An adjacent foe must resist using Reflex or be knocked to the ground, suffer 1d6 damage, and be made prone.

Terran (lvl +2)

Terran creatures are at home in the earth.

Burrow: A terran creature has a burrow speed of 30 ft. It can move through earth but not stone or metal. It leaves a path in its wake.

Earth Glide: This improves Burrow, such that a terrain creature can move through solid stone but not metal at ½ its normal burrow speed. However, doing so costs 1 vitality per minute.

Endure Elements: A terran creature ignores effects of

extreme temperature. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear is also protected. This ability is continuously in effect even when it is unconscious.

Shale Skin: A terran creature enjoys +2 DR due to its stony exterior. However, it also suffers a -5 ft penalty to its land speed (minimum 5 ft).

Stomp: A terran creature can stomp to express its wrath. Creatures up to size Medium within 15 ft and in contact with the ground must resist using Reflex or fall prone. Costs 1 vitality.

Tiny (lvl -1)

Tiny creatures are frail and hard to spot or catch.

Tiny Size: Relative to a Medium creature, a Tiny creature has 2 wound points, stands at ¼ height, enjoys a +5 bonus on Reflex, a -2 penalty on damage rolls, a -10 penalty on Athletics checks, a +10 bonus on Stealth checks, -15 ft speed, and a 15/16ths weight reduction. A tiny creature is limited to Light weapons and must use such weapons in both hands without the usual benefit of doing so.

Trapmaster (lvl +2)

A trapmaster creature has the following abilities.

Greater Trap: This improves Set Trap, such that targets are dazed 1d4+1 rounds, stunned for 1 round or suffer 3d8 damage (the trapmaster's choice).

Magic Trap[M]: This improves Set Trap and Greater Trap, such that crafting the trap is magical, only requires a standard action to set, and has Mechanics and Perception DCs of 20. Costs 5 vitality.

Sadistic Demeanor: Other creatures respond instinctively to a trapmaster's general sneakiness and cruel streak. A trapmaster suffers a -5 penalty on Bluff and Diplomacy checks.

Set Trap: A trapmaster can make single-use nonmagical traps such as deadfalls after 2 minutes of work. The trap activates when a creature steps into a designated 5-ft space. The trap has Perception and Mechanics DCs of 15. When triggered, the trap dazes the creature for 1 round (no save). Adjacent creatures must resist using Reflex or also be dazed for 1 round. The trap does not reset itself. A trapmaster can maintain a number of traps at once equal to 4x its level.

Trapfinding: Apply a +5 bonus to Perception checks, or +10 to notice traps.

Undead (lvl +2)

Undead creatures are powered by negative energy.

Darkvision: An undead creature sees in darkness as easily as seeing in daylight, though vision is black and white only. If it already has darkvision then give it nethersight, which allows it to also see in magical darkness.

Taint Aura[M]: As a swift action, an adjacent living creature must resist using Will or gain 1 point of taint. When a creature's taint exceeds its Wisdom score, its goes insane.

Undead Traits: An undead creature is immune to all ailments including disease and poison. It need not breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It regains wound points from necrotic energy, regains no wound points from rest, and is harmed by holy and cure energy on a point-for-point basis. It is immortal and cannot be raised from death if slain.

Unnatural Aura: Animals, whether wild or domesticated, can sense the unnatural presence of undead at a distance of 30 ft. They do not willingly approach nearer and panic if forced to do so. They remain frightened as long as they are within range.

Vampiric (lvl +1)

Vampiric creatures depend on blood.

Blood Dependency: Each day a vampiric creature goes without at least 1 vial of fresh warm blood, reduce by 1 its current and maximum vitality points. A vampiric creature cannot fall below 0 vitality or suffer wound damage from lack of blood.

Blood Drain: When a vampiric creature starts its turn holding a grappled foe, it may bite the person and drain its blood. The target suffers 1d4 wound points and is fatigued, or exhausted if fatigued or unconscious if exhausted. For each round of draining blood, the vampire regains 2 wound points and its maximum possible vitality is restored to normal, if necessary. Drinking blood does not otherwise grant or restore vitality.

Revitalizing Blood[M]: As a standard action, a vampiric creature can feed an adjacent living person up to 5 hit points of its own blood. In exchange, the person gains an equal number of wound points. If the points gained exceeds the person's normal maximum then the excess must be used or it vanishes after 1 hour. A person cannot exceed his normal maximum by more than 5, and he who feeds from a vampiric creature suffers a permanent -5 penalty on Will to resist that vampire's abilities.

Wind-Touched (lvl +1)

A wind-touched creature can become insubstantial as the wind.

Air Walk[M]: A wind-touched creature can tread just above a permeable surface (including water, snow, ice, and sand dunes) as if it were solid dry land. Activating this ability underwater moves the wind-touched creature toward the surface at 4x it normal land speed. Costs 1 vitality per minute.

Gaseous Form[M]: A wind-touched can become an insubstantial gas and fly slowly for 5 minutes. In this form, its speed is 10 ft, it can only take move actions, it can perceive as normal, it gains DR 10 and is immune to all ailments. It can pass through cracks but cannot enter liquids. This form does not allow it to fly but it does allow it to hover up to 5 ft off the ground and avoid falling. Costs 2 vitality.

Gust of Wind[M]: A wind-touched creature may project a 60-ft line of forceful wind. Medium and smaller creatures cannot move forward for 1 round. Those who fail to resist using Reflex are also knocked prone (or pushed back 1d6 x 10 ft if flying). The wind grants a sailed ship standard speed for 1 round. Costs 2 vitality.

Wood-Touched (lvl +2)

A plant creature is a floral version of a nonplant creature.

Camouflage: When a plant creature is in a natural environment and remains motionless while concealed, it enjoys a +20 bonus on Stealth checks. Also, even when it moves through a natural area, it enjoys a +5 bonus. The environment must afford places to hide, as normal, and the plant creature does not benefit when a creature already notices it.

Plant Resistances: A plant creature enjoys a +5 bonus on saves to resist disease and poison, and a +10 bonus to resist attacks against Will.

Thorn Volley: A plant creature can project a biting volley of sharp floral debris. Creatures within a 15-ft cone suffer 1d4 damage per level (maximum 5d4) or ½ damage when Reflex resists. Costs 1 vitality.

Vulnerability to Fire: A plant creature suffers 2x damage from fire attacks.

Wounding (lvl +2)

A wounding creature inflicts terrible bloody wound damage.

Bleeding Damage: Whenever a wounding creature inflicts wound damage, a struck foe bleeds 2 points per round until targeted by a successful DC 15 Heal check or magical healing.

Deep Wound: When a wounding creature successfully delivers a melee or ranged weapon attack, it can inflict 5 wound points as a swift action in addition to any other damage dealt. It can apply such damage up to once per round. Costs 5 vitality.

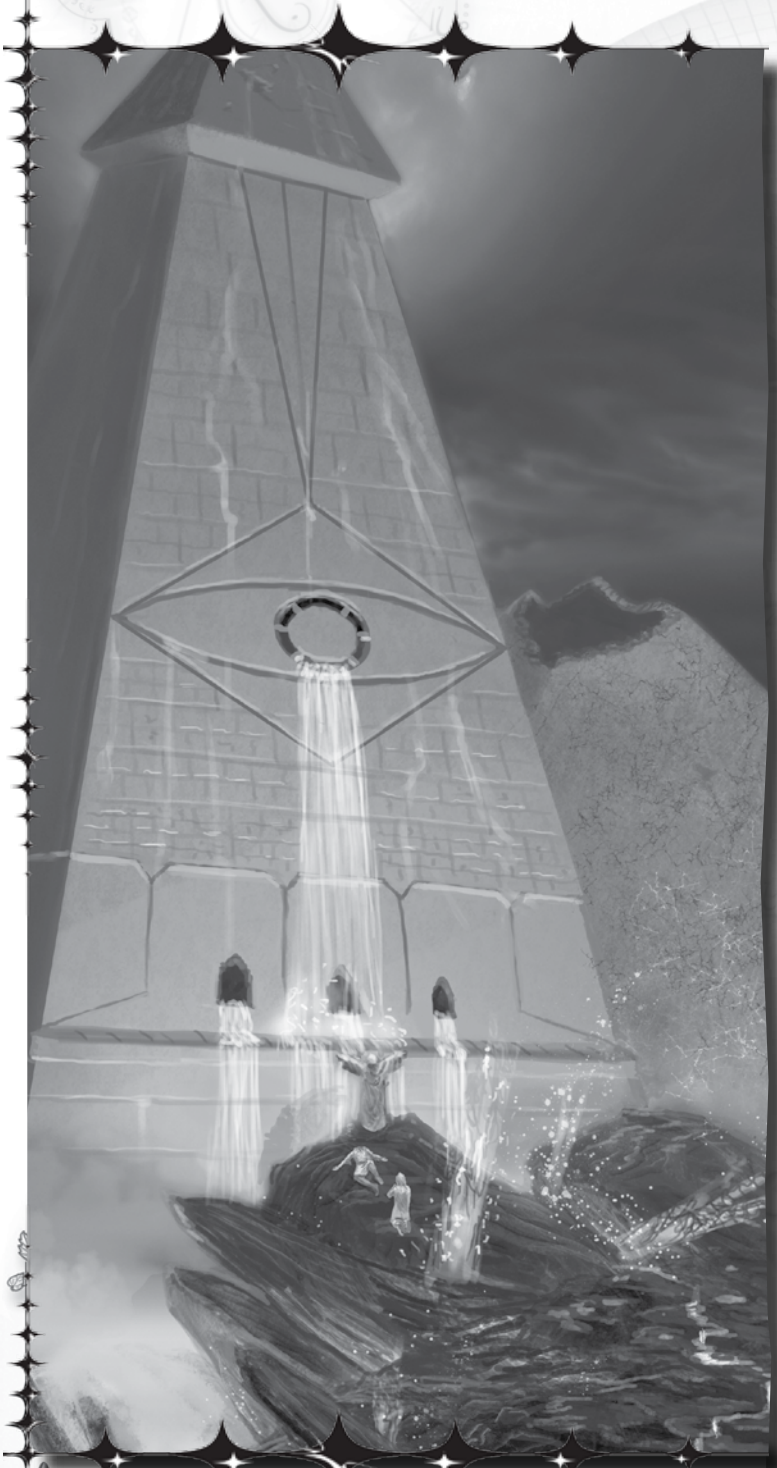
Improved Critical: For 5 minutes, a wounding creature's attacks deliver a critical hit on a natural roll of 19 or 20 (rather than just a 20). Costs 2 vitality.

Track: Apply a +5 bonus on Survival checks, or +10 when tracking bloodied creatures or foes in any environment.

Wounding Strike: : As a swift action when successfully striking a foe using a melee or ranged weapon, apply 1d2 wounds in addition to any other damage dealt. A wounding creature can apply such damage up to once per round. Costs 2 vitality.

Chapter 6
Places

Adventures often occur in exciting locations, from lonely keeps to bustling marketplaces. This chapter offers 24 maps with descriptions and encounter ideas to help activate your imagination.



"Under Luna's watchful eye, I wailed 'Dagon', beheaded and bled the sacrifice, and incanted the spell to raise the ruins from a cold watery grave."

Leveraging Maps

You can interpret 1 map may ways, populating it with different creatures who behave iintelligently, or not, as you deem appropriate. Here are 7 questions to answer when you develop an encounter site.

1. Who lives there? Populate the location. It might be mostly monsters, mostly townies, or a mix. The inhabitants should share an agenda, terrain preference, and/or common leader. Often, there are parasitical inhabitants as well such as gremlins, rats, and spiders. For each creature, ask how it got there, why it stays, and what might entice it to betray its comrads or retreat.

2. What are inhabitants' livelihoods? Each location is a creature's home or place of work. What happens in that lonely keep? What stories flow through that marketplace? Answering these questions will greatly inform a place's mood, which includes the detritus of activities there. As PCs move through a space, point out items and present scenes that betray the flow of daily life.

3. Who built it & why? Someone built the location. Building takes time, gold, dreams, and perspiration. Did a wizard conjure that keep as a refuge against supernatural foes? Did 7 crying children craft the tome with their own hands as an eternal prison for their undead parents? The stories behind a place fuel rumors, decorate its walls, and help explain its inhabitants, which may include ghosts.

4. What are the alerts? Lawful creatures typically have an alert system that may include watchmen, guards, drones, and such to spot tresspassers. These watchers will blow a horn, ring a gong, sound a siren or such. Chaotic creatures tend to lack an alert system, though when they realize a threat, they may be unpredictable and savage. Neighboring allies can sometimes offer advanced warning.

5. How will inhabitants respond? A well-armed, spell-slinging band of strangers have barged in unannounced! Creatures will feel anger, bluster, curiosity, fear or other emotions. Moreover, lawful creatures will respond stragetically, such as using secret passages to help surround intruders. However, they may be slow to adapt to unforeseen events. In contrast, chaotic creatures tend to be tactical and thus more adaptable to intruders' surprise actions.

6. Who is the morale leader? This creature might be the official leader, or it might be the craftiest, wealthiest or strongest one. Lawful creatures may trust official leaders who perform poorly and may easily retreat or surrender when the leader falls. In contrast, chaotic creatures tend to place loyalties with the most qualified among them and won't retreat just because a leader falls.

7. How do losers retreat? Lawful creatures stick to escape plans and will gather up and carry away belongings. In contrast, chaotic creatures will bolt for the nearest exit, which might be into the arms of more foes, both most creatures prefer safe and hidden retreats. Either way, if a creature escapes, it will harbor a grudge. It might even return at a later date to retake its home or seek revenge.

Using an Encounter Matrix

Each map has a table that suggests creatures, their levels, counts (how many), and locations and activities. You will also find page numbers for this book and the RPG (marked with * symbol). You may adjust a table and/or stagger encounters at a site to match PCs' total levels, which will ensure the PCs are not bored or out-matched. However, doing so may not be realistic. Low-level PCs should simply think twice before assaulting a site, either waiting until powerful inhabitants are away, using stealth and guile, or trying elsewhere.

Arcane Market



AREA: 8,000 square ft ; MARKET PRICE: 80,000 gp

This rare marketplace, walled off from the larger city around it, provides magical wares to its members and those who pay at 1 of 3 entrances. At each entrance, a golem stands guard. Also, the market is shielded from magical spying and blocks teleportation in or out.

There are 12 shops and presently 11 proprietors, with 1 vacant shop in the market's far southeast corner. The shops cluster around a main square, where a refreshing fountain nicknamed "the wishing well" and a nearby restaurant welcome weary travelers. The restaurant is mostly a bargaining spot and lounge for apprentices and their masters to relax. Fine smells issue from a nearby kitchen. Behind the kitchen is an alley with stairs that lead down to a root cellar, and perhaps more.

The north side of the marketplace includes the restaurant and kitchen plus a sword smithy, rare books store, and banker. The banker lends money and safekeeps all but the cheapest valuables in an extradimensional room of his own design.

The south side of the marketplace includes an orb-wright, a scroll scribe, a potion brewer, a magic carpet weaver, a golem-wright, and a necromancer who officially sells coffins but focuses on supplying fine corpses to the golem-wright as well as services to undead customers. A stairwell in the alley behind the golem-wright's shop leads down into catacombs where gremlins lurk.

Deep in the catacombs lies the market's true maker, a lich who shields the area from magical spying and such. He was on the run for many years from clerics and paladins who wished to vanquish him. As he wished only to study and think in solitude, he commissioned the marketplace as his "crown". Who would guess he's here!

All the shopkeepers and staff, even the kitchen's cook, are competent spellcasters with craft experience. They happily trade coins, gems, jewels, and magic items, including scrolls that provide new and unusual spells.

Unknown to most visitors, the central fountain is a conduit to the home of a noble genie and his family. If the market comes under serious assault, the shopkeepers know the incantation to summon the genie. The genie has been called only once before, to thwart a brazen robbery against the market's bank.

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (alchemist)	276*	6	1	Works in potion shoppe
Alder (golemwright)	276*	6	1	Works in golemwright store
Alder (magewright)	276*	6	1	In any remaining stores (smithy, carpets, etc)
Ergo	78	2	5	In golemwright store or shipping depot
Golem (guard)	91	15	3	They guard gates to the east, south, and west
Gremlin	92	1	13	They scamper everywhere
Snake (magebred)	144	6	1	Guards rare books repository
Townie (barrister)	259*	2	2	They work at bank
Townie (scribe)	259*	2	2	They work in the arcane scribe's store

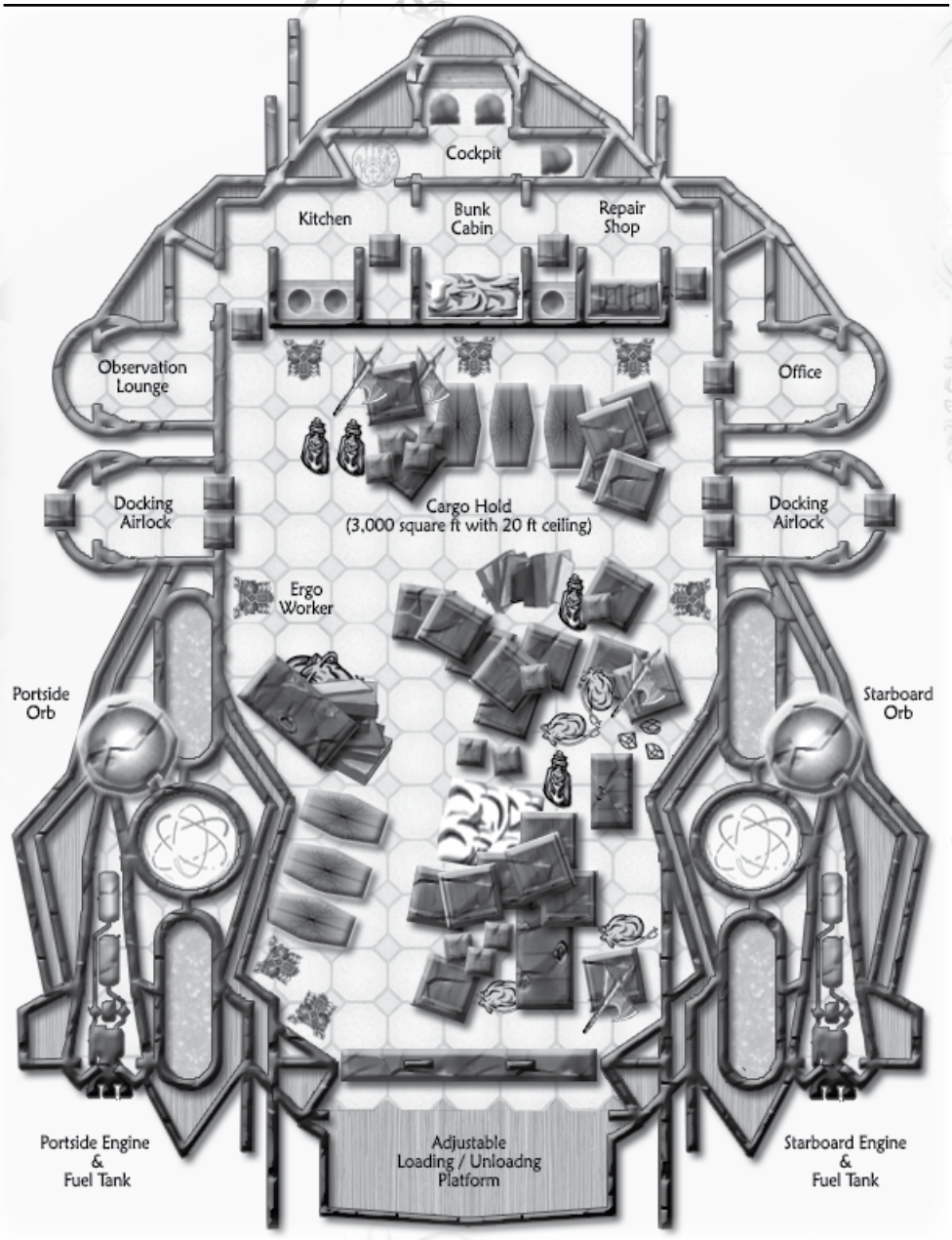
Cargo Hauler

This spacious rocket ship hauls cargo. It sports a huge 3,000 square-ft bay with a 20-ft high ceiling. The ship is 110 ft long with an 80-ft span and a weight of 130 tons when empty or 365 tons when fully loaded. It hosts 2 crew members and 7 ergos, which are constructs programmed to perform lifting, mining, and repairing. Ergos can also provide defense. This is a noncombat vessel with 2 orbs to repel pirates and blast obstacles. The ship has 2 sturdy engines, 2 modest power plants, and plenty of fuel to compensate for its heavy cargo.

The ship's main feature is its 45-ft wide x 65-ft deep bay. Workers—teamsters, ergos or both—access the bay through docking airlocks on the port and starboard sides or via a wide-mouthed dock with a 25-ft door that draws open to the outside. The dock includes an mechanized ramp that moves vertically or tilts at an incline to ease loading and unloading. The ship also includes a snug cockpit, office, and 150 square-ft of living space—including a tranquil glassed-in observation lounge—for the 2 crew members (a pilot and a cargo manager).

Cargo may be anything: archeological artifacts, foodstuffs, luxury goods, machinery, magical ingredients, raw materials such as spices or metal ore, persons in stasis pods, plants and animals, vehicles including tiny void-ships, weapons such as swords and zap guns, and even monstrous creatures including vampires in secured coffins. Typically, the bay is 80% full, stacked in crates and trunks 10 ft to 20 ft high. Each 5-ft cube of space includes 1 ton of cargo. Typically, each crate or trunk is tagged with customs details including who is shipping to whom, what's inside, and the value of items. The ship's office keeps a full cargo manifest.

Haulers are easy to repurpose. The bay can be fitted with fuel tanks for very long voyages. It can host cabins and a layer of life-support tubes to support passengers. Or it can hold prisoners, animal pens, or even a massive greenhouse with the addition of full-spectrum lighting. Haulers may become traveling churches with pews made from old crates, flying factories with work cubicles and assembly lines, or gambling casinos with combat rings, bleachers for spectators, and betting booths. At least 1 hauler surely hosts a flying circus.



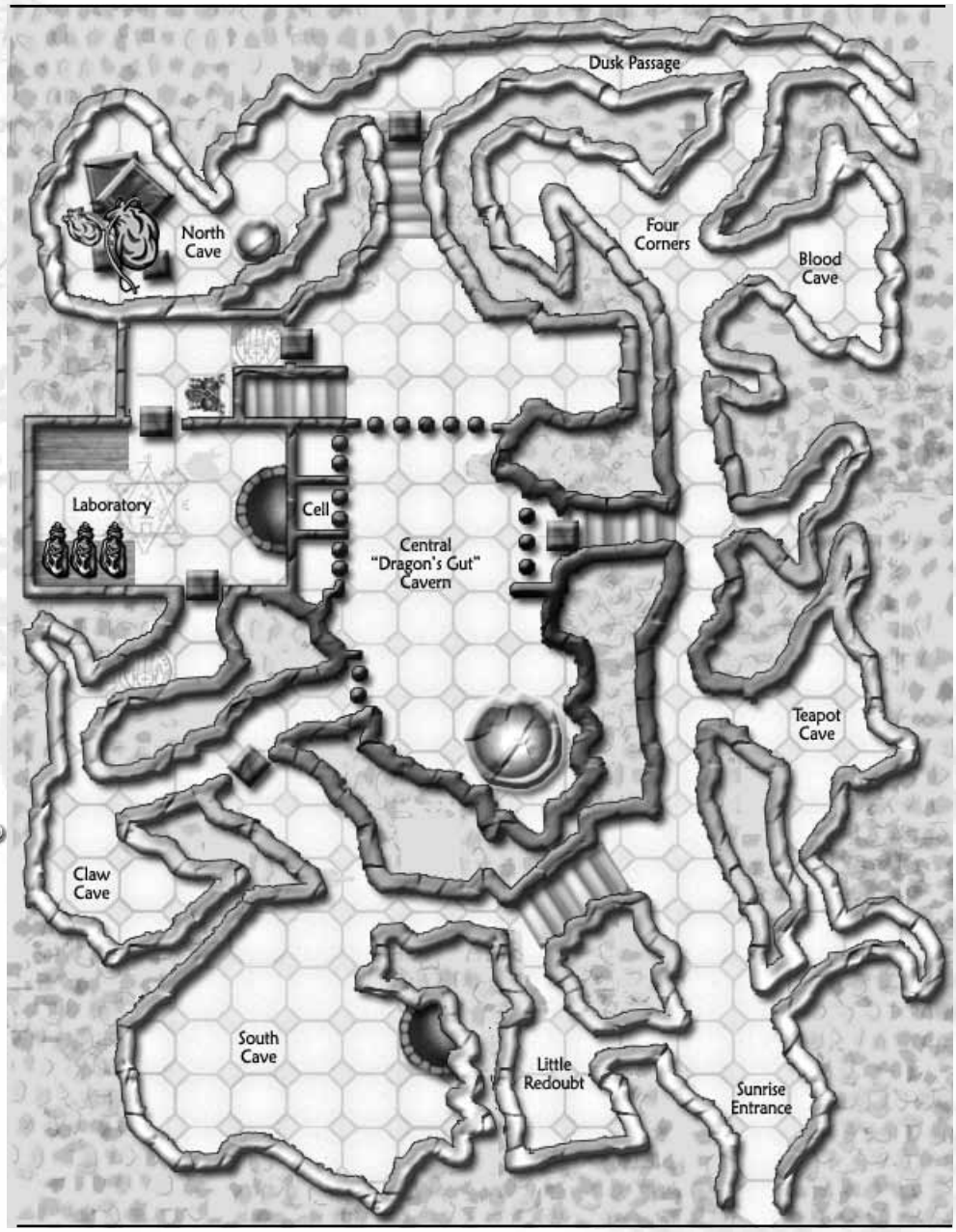
AREA: 5,500 square ft ; MARKET PRICE: 80,000 gp

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (sky captain)	276*	6	1	In cockpit
Drone	70	3	5	The hover patrolling in the cargo hold
Ergo	78	1	9	They stand watch in cargo hold or move cargo
Ergo (supron)	78	5	2	They stand watch in cargo hold or move cargo
Patron (aristocrat)	277*	13	1	Meets clients in office
Patron (fartrader)	277*	13	1	Works or meeting clients in office
Townie (stentor)	259*	2	1	In cockpit or observation lounge
Townie (technician)	259*	2	4	They work in repair shop or with ergos
Vespir	161	8	2	They are anywhere

Cave Complex



AREA: 4,000 square ft ; MARKET PRICE: 20,000 gp

This rambling set of caverns is a maze to the uninitiated. Its craggy, camouflaged entrances lead to mostly unworked tunnels and caves. But within its bowels lies a secret laboratory used to create, house, and test a mad medicant's nasty monstrous creations.

The south-east entrance, called Sunrise, only admits 1 person at a time and branches into 4 tunnels, 1 of which sports stairs shaped magically from the surrounding rock. The others constitute rough terrain and lead in circles.

Teapot Cave to the east offers a sulphurous hot spring. Though foul smelling, its warm waters are clean and can act as a medicinal, granting characters a +5 bonus on Heal checks when a vial of the water—still hot and fresh—is applied to a wound or drunk as a tonic.

A cave called Little Redoubt offers a view of Sunrise and ample rocks for cover. Defending archers, gunners, and spellcasters might hide here.

South Cave hasn't received the love it deserves as a flat, high-ceilinged open space. A worked fountain on its eastern-most wall suggests it might act as a large room for future endeavors. As pits of bones, burned garbage, and camp fires suggest, many creatures including orcs and gremlins have used this cavern over time. A globerex now lives here.

Blood Cave is named after the red mold that grows in it. The name also hints at the many unlucky souls who have stumbled into the mold and died in its ruddy embrace.

The so-called Dusk entrance to the north-east is very narrow, just enough for a single Medium person at a time to squeeze through. The 2 tunnels beyond it lead to interesting places.

North Cave presently acts as a dry storage area. A small security orb and monster protect the goods therein.

Three tough, locked iron doors lead from the tunnels down into "Dragon's Gut", which is the complex's central cavern. Besides the nasty battle orb in the corner, the lower ⅔rds of the room is set off with thick iron bars. There are also 3 barred cells to the east. The cells hold prisoners who are fodder to test (or reward) the troll-like monstrosities set loose in the central area.

The actual lab is reached through 2 doors with a golem and floor sigil in between to thwart intruders. The 20 -ft x 25-ft lab includes a well, benches, and a cot.

A flight of stairs leads down to a basement level that includes more cells, storage areas, and secondary labs.

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Choker	54	3	1	Near sunrise entrance trying to lure passersby
Globerex	88	13	1	In south cave or tunnels or outside at night
Golem (flesh)	90	8	1	In laboratory or transporting gear and bodies
Heirian (medicant)	96	13	1	Working in laboratory or chatting with medusa
Medusa	110	5	1	Occasionally visits to petrify failed creatures
Owlbear (guardian)	130	8	1	At entrance to north cave to guard treasure
Shock lizard	142	1	7	They are in the teapot cave and claw cave
Spider	146	4	7	They roam everywhere and nest in little redoubt
Troll	156	5	3	They wander about the central cavern

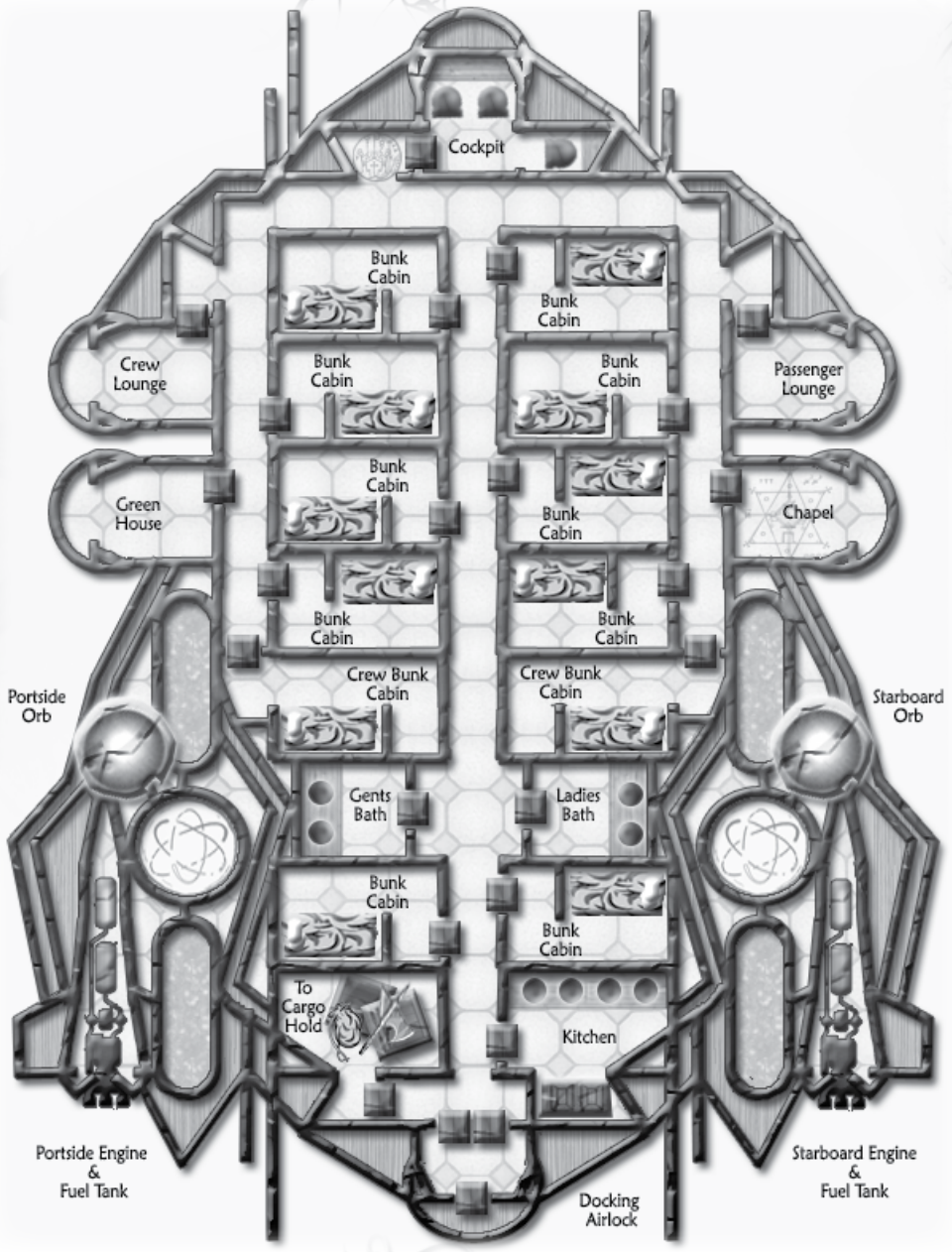
Colony Ship

This efficient rocket ship houses persons on long trips, such as colonists traveling to a new world. The ship is 110 ft long with an 80 ft span and a weight of 130 to 175 tons. It hosts 4 crew members and 20 passengers for extended travel. This is a noncombat vehicle with minimal defenses. It has 2 powerful engines, 2 small power plants, and ample fuel.

The ship is boarded from an airlock dock in the rear. Immediately inside is a storage area with access to the spacious cargo hold tucked under the ship's habitat. There is also a kitchen, 2 baths (men and women), 10 10-ft x 15-ft bunk-bed cabins, and a cramped bridge protected by an electric sigil. There is no dining area. The steward and volunteers serve passengers in their rooms or in the lounges. The ship is otherwise utilitarian. The ship's high ceiling (12 ft) and the 4 observation pods that line that ship's exterior are all that make it livable. These glassy, star-lit pods host a crew lounge, stargazing room, greenhouse, and chapel. Passengers can use these areas to escape crowding by scheduling private time in a pod. There is no engineering section to attempt repairs.

The crew of 4 consists of a pilot, navigator, steward, and peacekeeper, whose services may be needed to manage 20 strangers packed together for weeks or months. The ship's standard complement of supplies lasts 1 month for 24 persons. On longer voyages, cargo space holds extra foodstuffs and passengers take brief shore-leave as the ship refuels and resupplies. Two orbs mounted on the ship's port and starboard sides defend against piracy, errant asteroids, and other dangers. The ship also sports thick shielding along its flanks to absorb the void's fury. Only crew members may carry armaments during the trip—passengers must stow weapons in the cargo hold.

Aspiring owners can easily repurpose this ship. Some colonizers are remade as low-end yachts while others act as prison transports. More often, a family or several families share a ship as a permanent mobile home where some cabins are setup as offices, laboratories, and gardens. A few colonizer ships are outfitted as training centers where students and instructors live and learn together as they visit and study on various worlds.



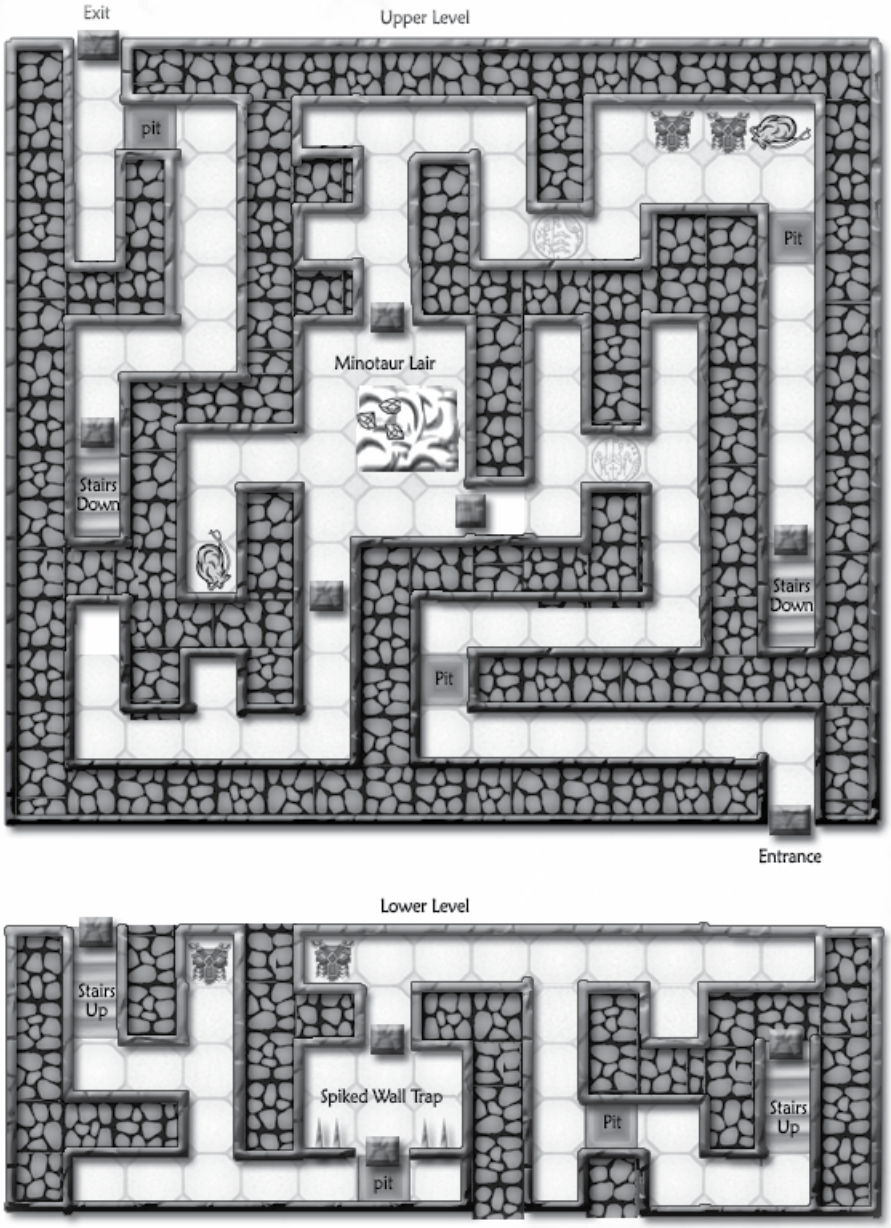
AREA: 5,250 square ft ; MARKET PRICE: 80,000 gp

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (sky runner)	276*	6	1	In cockpit or crew lounge
Alder (sky captain)	276*	6	1	In cockpit or crew lounge
Ergo (supron)	78	5	7	They are with the venturist or any passengers
Patron (venturist)	277*	13	1	Anywhere (this is her ship!)
Townie (artisan)	259*	2	8	They are in cabins or open areas (lounge, etc)
Townie (farmer)	259*	2	9	They are in cabins or open areas (lounge, etc)
Townie (healer)	259*	2	1	In cabin or open areas (lounge, etc)
Townie (stentor)	259*	2	1	In cabin or open areas (lounge, etc)
Townie (technician)	259*	2	1	Works in cockpit or crew lounge

Diabolic Maze



AREA: 7,500 square ft ; MARKET PRICE: 75,000 gp

This diabolic maze can provide more ache than its small size might suggest. Delvers (trainees, contestants or hapless fodder) begin in the southeast corner and must navigate the entire maze, including a lower level, in order to reach the exit unless they have a means to move through 5-ft-thick stone.

The maze features pits, energy glyphs, locked doors, golems, trapped treasure bags, folding stairwells, a room full of spiked crushing walls, and the lair of a fiendish minotaur. Or so the legends claim. Perhaps the minotaur is merely a ghost.

Pits are camouflaged and 10 ft to 30 ft deep. Some have acidic water or spikes at the bottom. Others have grates that close up or produce fiery blasts when they detect pressure.

The glyphs deliver elemental damage—cold, electricity or fire—unless the proper word is spoken in Abyssal or Infernal. Trapped bags either explode when touched or provide a mass of fiendish rats that swarm over the foolish delver. Even perfectly blank spaces may harbor invisible obstacles, trip wires, and such.

The stairwells' steps fold to provide a smooth slide that delivers a character into a pit or merely slams him against a wall, leaving him dazed and paranoid. The golems might be real or might act as decor.

The spiked wall trap on the lower level presents a plain 10-ft x 15-ft room to those who enter through the north door. The walls on the south side are riddled with holes. When someone touches the southern door, the northern door slams closed, spikes pop out of the southern wall, and the walls begin to close together to impale and crush the unlucky. A perceptive delver notices and questions the excessively blood-stained floor before entering. Even then, those who step gingerly through the south door discover a collapsing floor that sends them into a spiked pit.

Last is the maze's fiendish minotaur. It is immortal, hungry, and ill-tempered. It prefers to grapple and gore foes into unconsciousness and then return to its lair to eat them at its leisure. Consider, if the minotaur were incorporeal, it could pass through walls, surprising delvers with ease.

Holes in the ceiling of the upper level provide an entertaining view to the cultists who run the place.

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Avenger (vile)	43	5	1	Anywhere except trap room
Devil	60	9	3	They are anywhere except trap room
Fustiblig	81	3	4	They lurk anywhere, often leap from stair tops
Ghost	84	6	1	Anywhere, often hiding in the walls
Imp	102	2	3	They are anywhere
Minotaur (gorgon)	113	9	1	In minotaur lair or anywhere except trap room
Patron (trapmaker)	277*	13	1	Hiding in alcove above spiked wall trap room
Townie (cultist)	259*	2	10	They watch from the upper level
Townie (reaver)	259*	2	1	Wanders the lower level

Eldritch Waverider

This fine ocean-going vessel is 40 ft at its widest point and over 100 ft long not including rigging. It weighs 90 tons, sports 3 masts, carries thunder cannons and massive spikes to handle both far and close ship-to-ship combat. The ship comfortably carries 30 Medium creatures and 10 tons cargo, though it may carry 2x that number if needed.

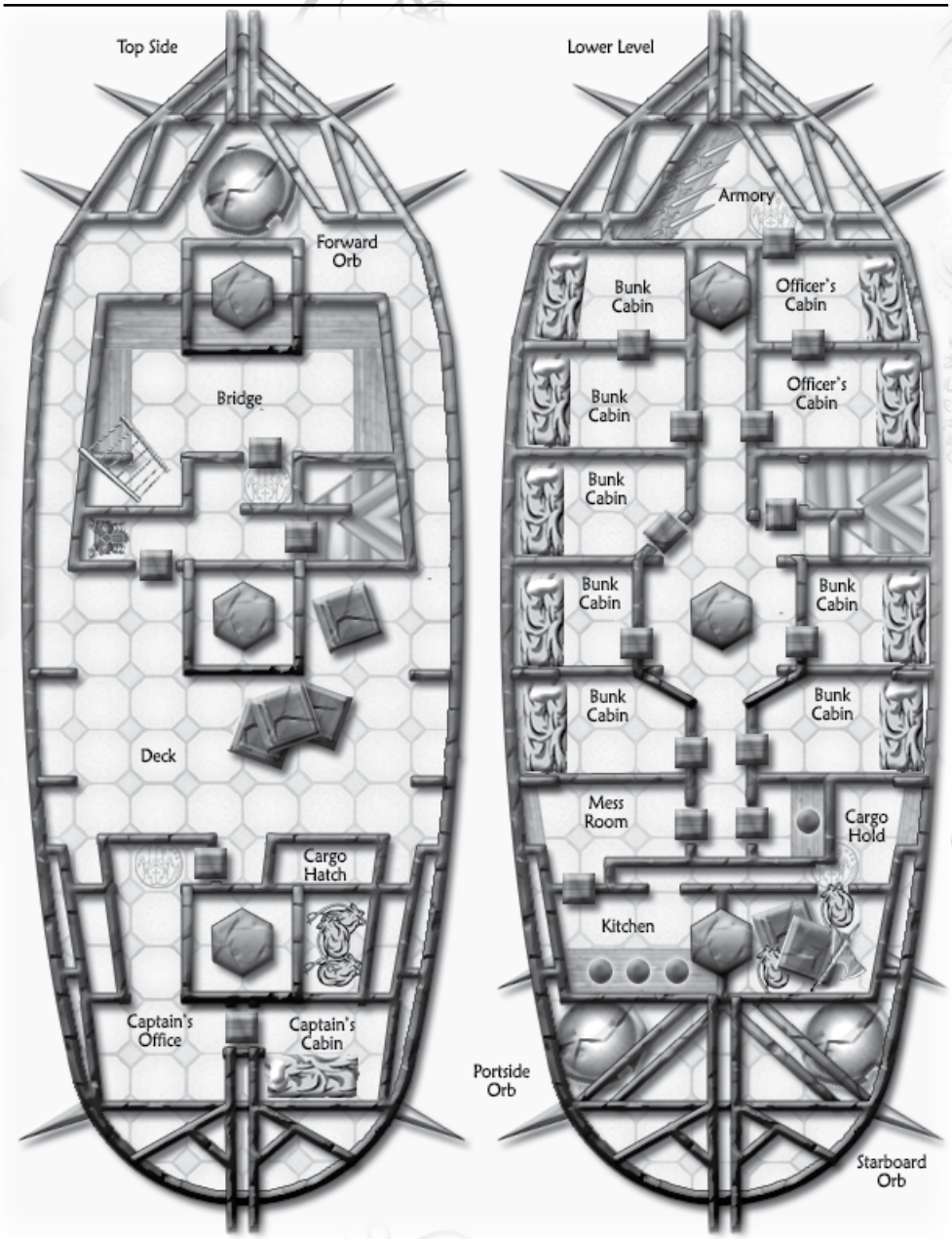
The ship's top side includes ample deck space, a bridge, cargo hatch, captain's office and cabin, and a forward thunder cannon, which is a defensive orb that requires an operator to zap foes with lightning up to 120 ft away. Doors to the bridge and captain's rooms are protected by sigils keyed to the crew. The cargo hatch opens down into a room on the lower deck and a golem protects the flight of stairs near the bridge for passengers to find their cabins.

The ship's lower deck sports a long 5-ft wide passageway, 9 cabins with bunks that hold 2 each, and a mess room, kitchen, cargo hold, toilet and armory. Larger cabins are 10 ft x 15 ft while smaller cabins are 10 ft square. Two cabins are only reached through an adjacent cabin, making them perfect for 9 crew or a group of 4 or 5 traveling together. The armory is protected by a sigil and only reached through crew quarters. The armory sits directly below the topside orb. In emergencies, the orb can be operated from the armory using a long swiveling periscope that affords a limited view.

The lower deck also sports 2 aft thunder cannons, 1 port and 1 starboard. Secret doors in the mess room and cargo hold lead along narrow corridors to cockpits to operate them. The 3 orbs cover the entire ship 360°.

This ship is reinforced at key points to repel pirates and monsters. While too heavy to move magically using Propel Craft, a powerful artificer can use the Thrust spell to move the 90-ton ship at a speed of 360 ft per minute, which is 4 miles per hour for a respectable 96 miles per sailing day. The crew should retract the sails before using magic to move.

Little do folks know, but this ship can literally fly. There are no magical or technical means of flight installed. Rather, an elder dragon's ghost is bound to the ship. The dragon can expend 1 vitality per round to grant the ship a 90 ft fly speed.



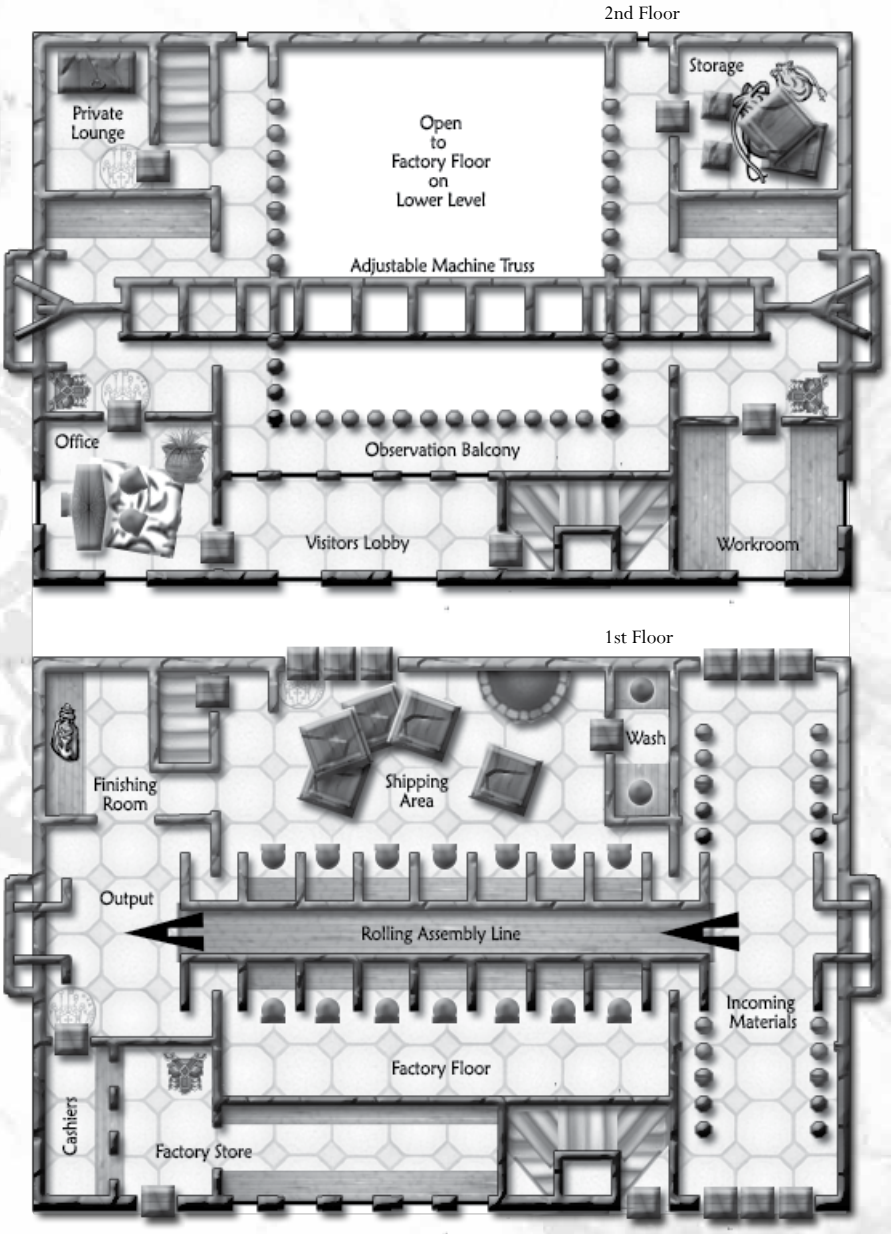
AREA: 6,000 square ft ; MARKET PRICE: 30,000 gp (or 50,000 gp with dragon spirit)

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (venturist)	276*	6	2	They are on bridge or in officer's cabin
Drone	70	3	3	They lie in cargo hold and can exit via hatch
Elemental (air)	74	6	1	Floats around sails
Hierian (elementalist)	96	13	1	In captain's cabin, captain's office or on bridge
Patron (sea witch)	277*	13	1	In captain's cabin or on bridge
Townie (aristocrat)	259*	2	6	Are in bunk cabins below deck, or on deck
Townie (jumper)	259*	2	1	Anywhere
Townie (ruffian)	259*	2	6	Are in bunk cabins below deck, or on deck
Townie (sailor)	259*	2	10	They are usually on deck or in rigging

Electrotech Factory



AREA: 6,000 square ft ; MARKET PRICE: 60,000 gp

This 2-story brick building produces and sells electrotech or other complex goods that require an assembly line for mass production. It is relatively small and thus focuses on quality and detail over quantity.

The factory's center piece is on the ground floor. Incoming raw materials enter through a set of wide iron garage doors that sit at the building's south-east corner. Typically, large wagons or train cars arrive every morning. Guide rails also allow workers to move smaller barrels and carts with ease.

Incoming materials are fed onto a slow-moving, rubbery assembly line. Up to 14 workers bolt, craft, link, paint, sort, and so forth. The workers sit at benches in cubicles. A truss that hangs from the ceiling hosts dangling machine elements including scopes and welders that the workers can access. The truss also offers pulleys to winch parts that are too weighty to handle on their own. Often, the nooks beside the cubicle benches are also stocked with spare parts and handheld tools. Every worker on the line is held responsible for every item it churns out.

The assembly line outputs semi-finished goods on the building's west end. From there, the items visit a finishing room and then land in either the shipping area in back or the factory's store in front. Very few are discarded as bad.

A long, high, glassy storefront greets passersby and customers. A gaggle of comely sellers call people into the store, perform demonstrations, answer questions, and handle sales. There is ample space for 3 cheery cashiers and 50 ft of shelving to display the latest wonders that the factory has to offer.

The factory's second floor sits 20 ft above the first. An inner U-shaped balcony grants a mesmerizing view of the assembly line below. Skirting around the balcony are offices for storage, research, meetings, and paperwork. Also, from 2 rooms at either end of the building, workers can service the various pulleys and tools that hang from a truss. The factory's manager often uses the balcony to provide an impressive tour for important visitors, new workers, children, and investors.

A back stairwell provides access to the 2nd floor for those who work here. Visitors, including potential big-buy customers, can climb stairs that start at the building's facade. Those stairs open into a plush lobby, which gives a fine glassed view of the balcony. Keen-eyed visitors may spy golems standing watch.

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (barrister)	276*	6	1	Is in upstairs office or visitors lobby
Alder (technician)	276*	6	1	Is in upstairs workroom
Ergo	78	1	5	They are all over 1st floor except factory store
Ergo (savant)	78	2	2	They are on factory floor or finishing room
Golem (guard)	91	15	1	In factory store or patrolling upstairs
Mechanite (crafter)	109	4	3	They are on factory floor
Patron (venturist)	277*	13	1	In upstairs office, visitors lobby or factory store
Spider (craftworker)	146	8	1	In upstairs office, visitors lobby or factory store
Townie (technician)	259*	2	15	They work anywhere on 1st floor

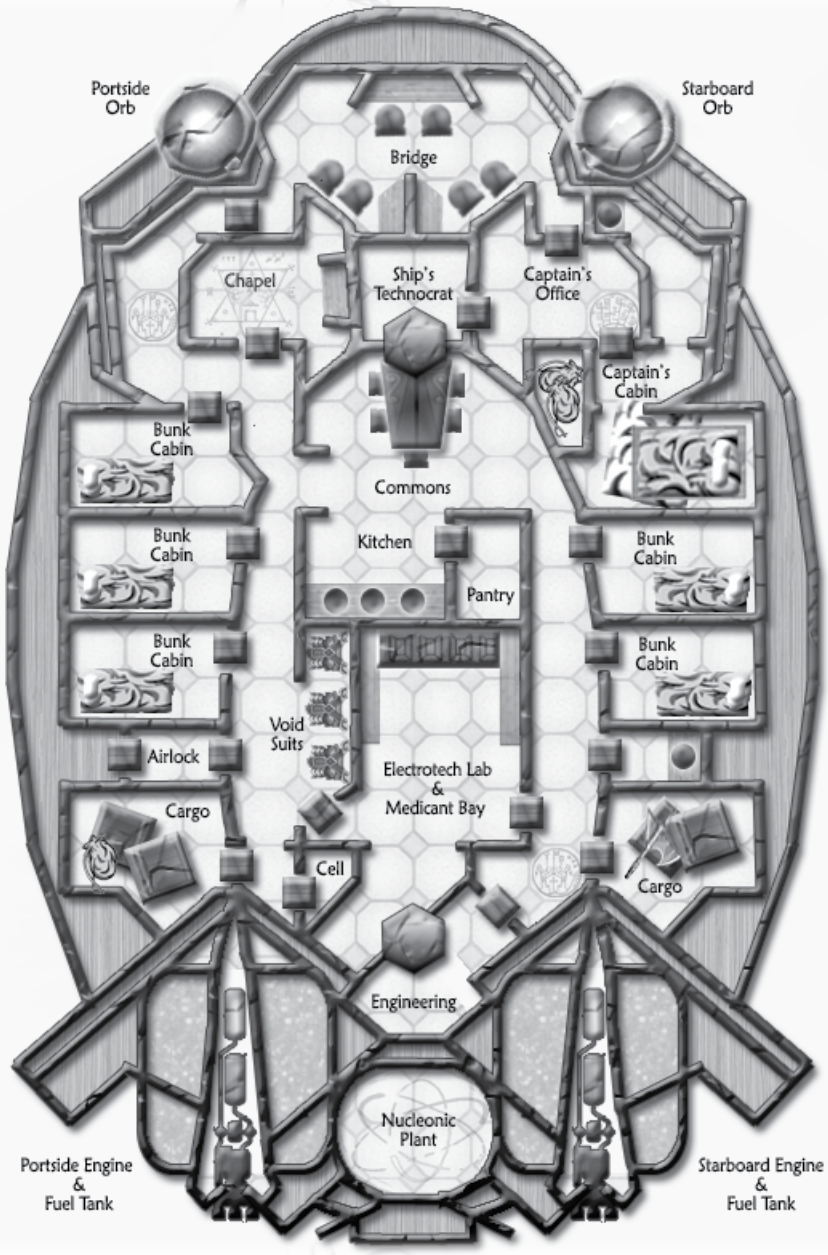
Explorer Vessel

This rocket ship fosters exploration. It hosts a 400 square-ft lab with electrotech and medicant gear to help the crew analyze or work with almost anything it discovers or needs, whether for long on-site sojourns or frequent stops. The ship is 110 ft long with a 70 ft span and a weight of 150 to 165 tons. It hosts 6 crew plus an additional 6 mission specialists. The ship has 2 powerful engines to make quick get-aways and a single large power plant to feed the ship's electro-intensive equipment.

The ship is boarded from a camouflaged, narrow port-side airlock. The receiving area includes a locker with 3 void suits and quick access to the lab. Around a circular hall, bunk-bed cabins are spacious enough for pairs of travelers to stay friendly. A commons with a kitchen and pantry, plus a chapel and 2 cargo holds, all ensure that everyone is fed and comfortable with all they need. The captain's area includes an office, stargazing deck, safe room, master bedroom, and access to the ship's technocrat, a powerful machine loaded with knowledge.

The 6-person crew includes a mission captain plus a pilot, navigator, artificer, medicant, and commando. The wide, glassy bridge with multiple control consoles and gorgeous view has seats for all 6 crew members. A blast door, u-shaped entrance, and electric sigil hinder unauthorized access to the bridge. Sigils also protect the captain's quarters, the starboard cargo hold, and engineering. Additional persons on board typically include scientists, technicians, diplomats, or soldiers. The ship's standard supplies sustain 6 persons for 1 month or 12 persons for 2 weeks. The ship is not combat-focused but sports 2 defensive orbs to repel threats or blast through obstacles. Also, there is a holding cell (interlopers beware!) plus an engineering area to make repairs when far from home.

There are many refurbished explorer vessels due to their specialized design, high price tag, and unusual missions. Often, a band of professional adventurers may limit its number to 6 and use left-over cabins to store supplies or to use as labs or garages for long-term missions. With its secret and sturdy airlock and large nucleonic plant, this ships parks well and can remain in the same location as a "home base" for many years.



AREA: 6,000 square ft ; MARKET PRICE: 90,000 gp

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (technician)	276*	6	4	They are usually in engineering or bunk cabins
Drone	70	3	5	They buzz in cargo hold ready to deploy
Ergo (savant)	78	2	2	They work in the electrotech lab
Ergo (supron)	78	5	3	They are near airlock, ready to go on missions
Heirian (pathfinder)	96	13	1	On bridge or in captain's office or cabin
Patron (sky captain)	277*	13	1	On bridge or in captain's office or cabin
Townie (stormtrooper)	259*	2	4	They are in commons of their bunk cabins
Townie (healer)	259*	2	1	In medicant bay or chapel
Vytorian	164	6	1	Anywhere, but usually bridge or medicant bay

Feyweald Village



AREA: 5,000 square ft ; MARKET PRICE: 10,000 gp (or 50,000 gp with fey guardians)

This tiny forest village is more than it seems. Each of its sturdy homes stands on a natural jut of granite above a warm underground spring, and the homes stand closely packed facing each other, to benefit from mutual protection.

There are no fences: flimsy wood does nothing to repel owlbears, dispatchers, and other monstrosities. Instead, 3 defensive orbs protect the village. One orb lies to the northwest, another to the southwest, and a third to the east. During the night or other times when monsters lurk, the orbs sound unpleasant alarms and provide an unpleasant electrical jolt against intruders.

More importantly, the villagers have forged an agreement with several treants and fey, including dryads and satyrs. The treants blend with the woodland's mundane trees and whack anything that gets out of hand. In exchange, the villagers avoid the use of outdoor fire and clear-cutting. Similarly, the fey provide entertainment while the villagers garden, harvest honey, and raise small game like rabbits.

Each 25-ft x 25-ft house is built with solid timbers and stone. One house holds up to 10 people: 4 on the ground and 6 in lofts. A main door of sturdy oak can be bolted from the inside, and a sigil wards against thieves and other unfriendly travelers who fail to carry the village's mark. Each house has an internal well and 3 small fireplaces that warm it from 3 sides. This is important since the winters can get quite cold. The high ceilings provide space for comfortable loft sleeping. The houses' small, high windows are hard to reach from the ground. Likewise, the houses' stone floors discourage burrowing monsters like bulettes.

Due to fey influence, the villagers are relaxed, friendly, and adverse to decorum and onerous laws. They are free-spirited, and while they welcome anyone, they reserve trust for those who are similarly easy-going and compassionate. The villagers will politely rebuke loggers, savages, soldiers, and anyone who might bring harm to them or the forest.

From time to time, particularly during solstices and equinoxes, the villagers are overcome by fey madness and happily take in strangers to shed blood back to the earth in thanks of its bounty.

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (wise weald)	276*	6	1	In house or meadow
Dryad	71	4	2	They are in meadow or by a tree
Nymph (queen)	121	15	1	In large deep pool 500 ft from village
Satyr	138	4	2	They are in meadow or by a tree
Sprite (brownie)	148	4	4	They are in house, often the attic or basement
Townie (artisan)	259*	2	12	They live and work in the houses
Townie (guide)	259*	2	1	In house
Treant	154	8	2	They are by cluster of trees surrounding village
Will-o-wisp (kissing)	169	8	1	Anywhere, to lead strangers away from village

Fortified Arena

This well-defended, stony complex is home to a powerful mercenary band that provides lodging for its honored members and exciting public tournaments for the public. The whole complex is enclosed for security.

The public enters a long hall from the southeast that takes them up a flight of stairs to balconies around the huge pentagon-shaped arena, which measures roughly 30 ft along each vertex. Sparring areas and a battle sphere surround a central 20-ft-diameter arena. The arena's high ceiling stands 50 ft above contenders. Off of the arena is an animal pen and armory.

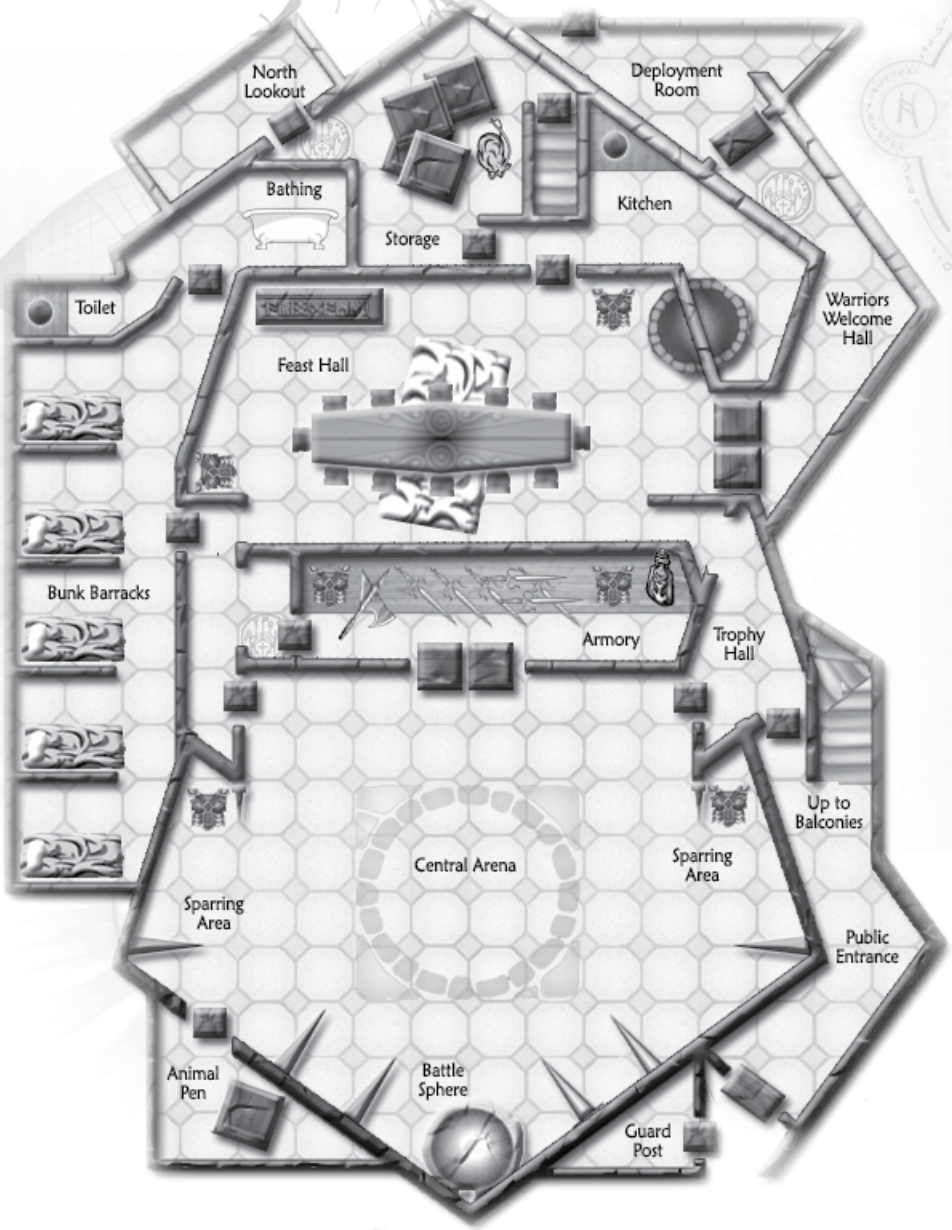
Members come and go from a deployment room in the northeast. The wide room leads into a welcome hall adorned with murals of past battles and statues of prominent warriors. Double doors lead into a spacious 25 ft x 50 ft feast hall with a 30-ft-high ceiling. An oak table that seats 12 dominates the room. There is also a sparkling pool, 2 suits of armor, and a votive shrine for prayers to the fighting or fallen.

Doors and passages lead off of the feast hall into a trophy room, kitchen, storage area, barracks, and armory. Off of the storage room is another 10-ft x 20-ft room with a ladder up to a lookout. The room is also used as a hospice for severely injured warriors, and for private meetings and secret rendezvous. Also in the storage room is a concealed door that affords access down to a basement area with a dungeon, and perhaps more.

The barracks consists of 5 10-ft x 10-ft rooms without doors that offer bunk space for 2 or 3 warriors. There is a spacious bathing area to accommodate several people at once.

At the heart of the complex lies a 10-ft x 35-ft armory filled with armaments. The armory rises some 15 ft high. Weapon racks decorate the walls. There are a few healing potions here as well. And a glyph guards the main entrance to the armory. Only members are cleared to pass through it.

Over centuries, this simple arena has endured even as its warriors shift like the tide. One local sage claims that the arena is built on a battle field where the gods Iris, Palendine, Stolgar, and Tanish spilled drops of blood as they sparred with inimical Phane, the Lord of Arms.



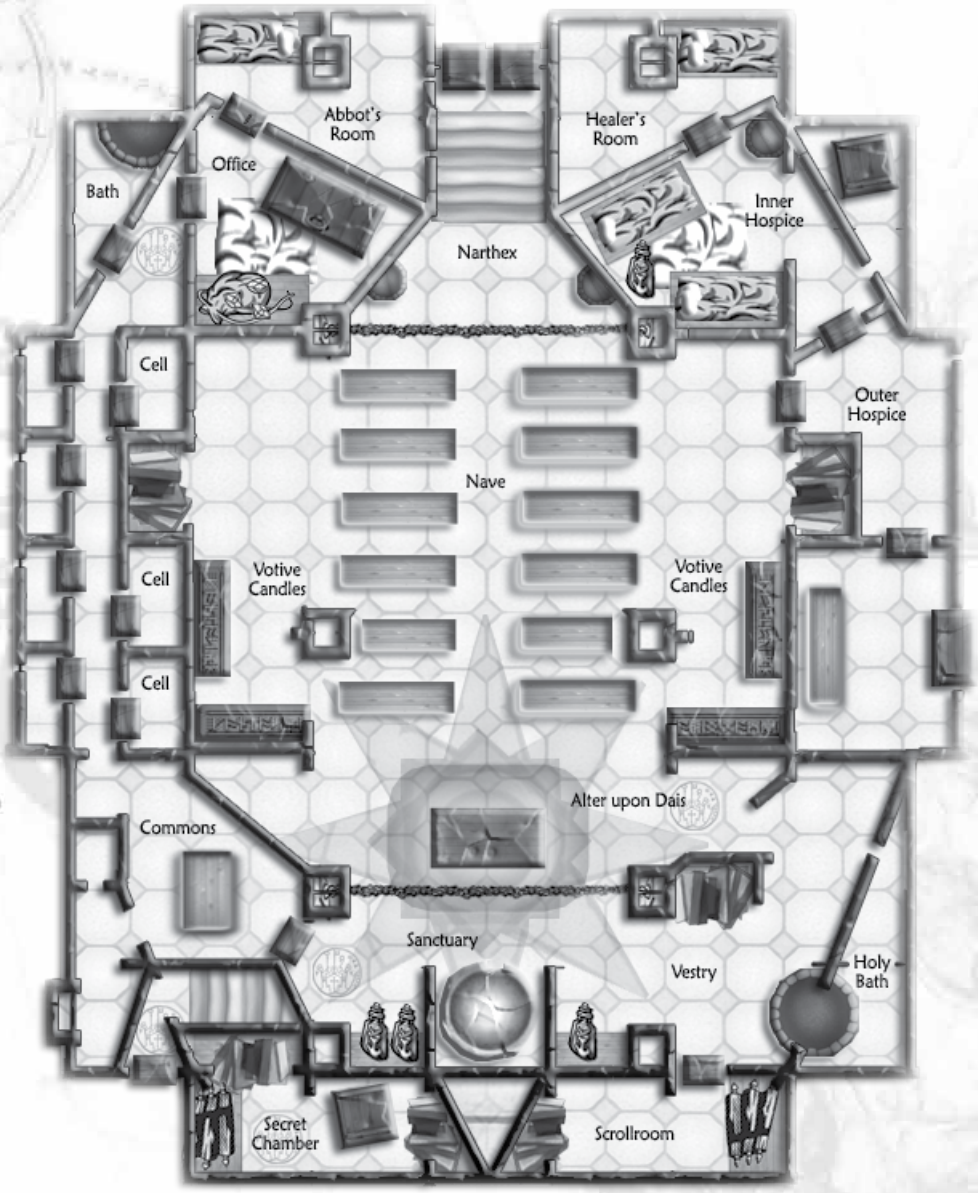
Area: 7,000 square ft ; **Market Price:** 70,000 gp

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (gladiator)	276*	6	1	Anywhere, though often in central arena
Alder (undying warrior)	276*	6	1	Anywhere, though often in welcome hall
Giant	87	8	3	They are outside in cave near arena
Orb (Elder, Stolgar)	125	14	1	Ensconced in corner of central arena
Patron (gladiator)	277*	13	1	Anywhere, though often in trophy hall
Townie (gladiator)	259*	2	6	They are anywhere, but usually in central arena
Townie (healer)	259*	2	2	They are anywhere needed
Townie (viking raider)	259*	2	5	They are anywhere, though usually in feast hall
Wolf	170	2	5	Are are in pen, deployment area or outdoor

Healing Temple



AREA: 7,000 square ft ; MARKET PRICE: 70,000 gp (or 100,000 gp with orb)

This sturdy, elegant temple is home to clerics, paladins, and other followers of good deities. Or at least that is how it presents itself officially. Its thick white marble walls, solid slate roof, and narrow high stained-glassed windows provide shelter and inspiration to believers as well as keeping out curious eyes.

From the front entry, a set of iron double doors lead down a flight of steps into a narthex, a 10-ft x 20-ft lobby with holy water dispensers and a metal-mesh screen. The screen is lowered or raised using wenches on either side from within the nave. Beyond the narthex lies the nave, which is s central worship area. The nave is 50 ft wide x 40 ft deep and is furnished with 12 spacious pews, 4 votive stands for prayers and offerings to the dead, and alcoves for hymnals and catechisms.

A white marble alter sits above an 8-pointed star-shaped dais. Sweet incense pours from the alter's candelabras. Behind the alter is a metal-mesh screen that is raised only during key holidays. A narrow passage to the east leads to a sanctuary behind the screen.

The sanctuary is home to a crystal holy orb. The 10-ft diameter orb provides scrying, healing, divination, and other benefits to good-aligned clergy who repeat the necessary incantations. At least, that was the original aim when the orb was crafted. Rumors suggest it has been offering other benefits, some blasphemous, and even accepting offerings to itself.

Behind the sanctuary, lies a scroll room and vestry, and cleansing bath to the east, reachable by a door. To the west is a secret treasure room reachable only by magical means. Due to its promixity to the outside wall, no treasure of actual value is stored here.

A rectory dominates the temple's west side from back to front. This area includes a dining room, kitchen with fireplace, cupboards, 7 monastic cells, 2 well-appointed offices, and a bath.

A hospice dominates much of the temple's east side. A large iron side door welcomes pilgrims, paupers, the ill, the injured, and the possessed into a waiting room. A series of 4 chambers provide comfortable beds, wash basins, and storage for visitors.

A narrow locked iron door on the temple's southwest backside grants entrance to a flight of stairs leading down into a basement mausoleum where the temple's believers now rest in peace.

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (life-giver)	276*	6	1	In hospice or in meditation cell
Angel	35	7	4	They are sanctuary or hospice or patrol outside
Avenger (holy)	43	5	1	Anywhere
Cherub	52	2	3	They are everywhere
D'vish	72	6	1	Holy bath area, hospice or nave with believers
Eagle (heavensent)	73	14	1	Outside on temple grounds or hills 1 mile away
Orb (Elder, Esmariah)	125	14	1	Ensconced in sanctuary
Patron (ritualist)	277*	13	1	In abbots room, office or working at alter
Townie (healer)	259*	2	4	They are in hospice or healers room

Humble Castle L#1

This is the first floor of a cozy, 2-story castle. It acts as a court room, banquet space, military garrison, and administrative office for the local noble family. The castle is built in the traditional style, a square with 4 towers.

The castle's only public entrance stands at the front between 2 stout towers. Two sets of iron doors defend against frontal assaults. Beyond the foyer is a 2-story, 30-ft-square audience hall. Two silent, ever-watching golems stand on either side of the throne room, which is somewhat offset of the hall to afford more private conservations when necessary. Balconies to the left and right afford views from the upper story, while 2 doors lead to garrison rooms. In times of war, soldiers muster in the hall.

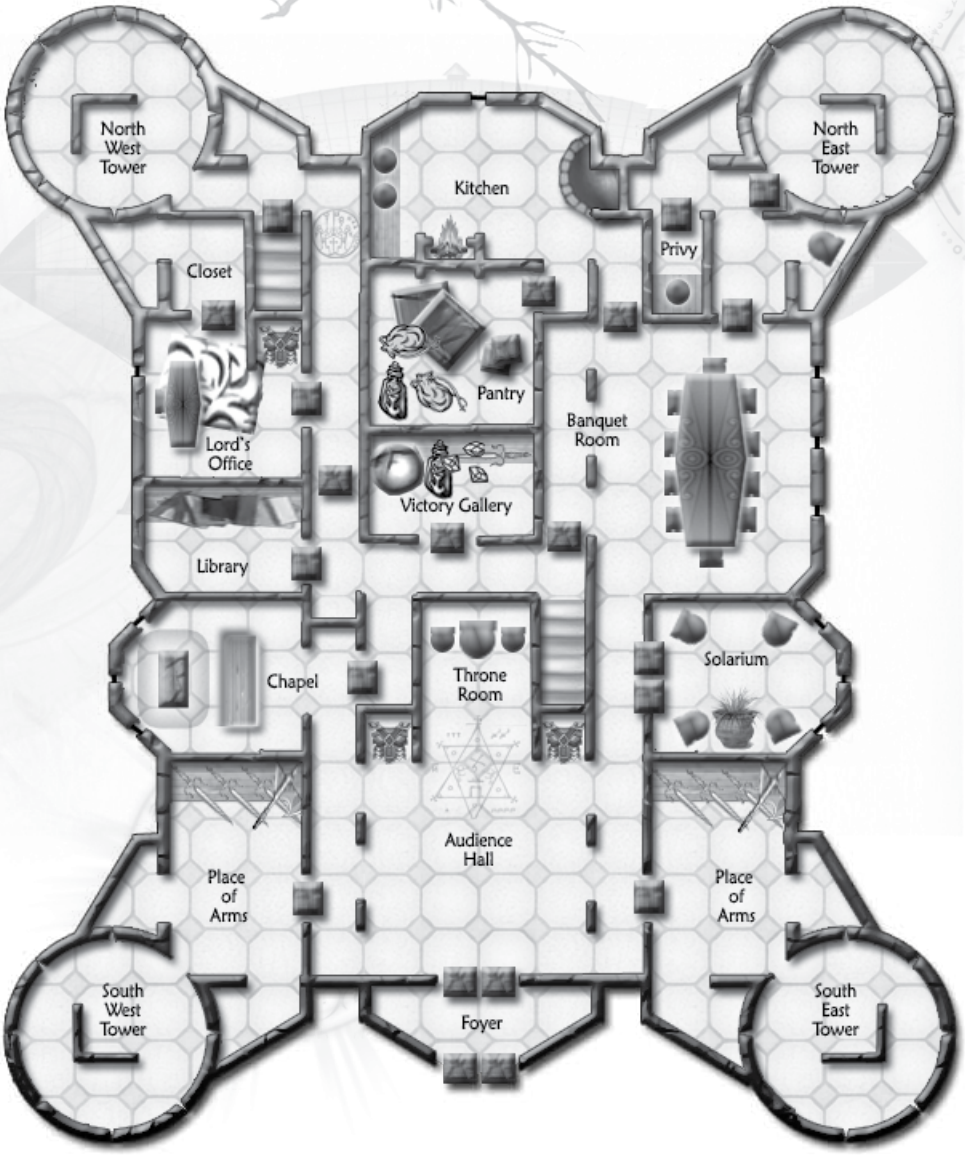
The castle's 4 towers are 3 stories are high and 250 square ft on each floor. They grant plenty of space and offer slit-sized views for soldiers to keep watch and fire on interlopers. Each tower has an internal ladder.

The audience hall leads to a chapel, solarium, and banquet room. The chapel is open to all. The solarium offers a sunny, finely-tended area with musical instruments, casual books, and tasty snacks that are regularly refreshed. Its closed doors exclude all but noble guests except during war when the space acts as a hospital. The banquet room is the castle's largest open area with a high ceiling. At 600 square ft, it is perfect for fine dining and formal entertainment. Doors lead from the banquet room into the kitchen and a traveller's room with a privy.

The kitchen complex includes a fireplace, well, built-in wash basins, and a well-stocked 225 square ft pantry. Only servants and the castle's owners are allowed into the kitchen. A trap door in the pantry leads down to the castle's storage basement and a small dungeon.

The more private areas of the first floor include a small library, the lord's office, storage space, and victory gallery where the family displays its prized trophies and the kingdom's memorabilia. Stairs off of the gallery lead to guest quarters on the second floor. A golem also keeps watch and a sigil guards passage to stairs leading up to the family's private quarters on the second floor.

The castle is sturdy to resist thievery and mild siege by foot soldiers, but not serious siege equipment.



AREA: 6,000 square ft ; MARKET PRICE: 120,000 gp (1st floor only)

Encounter Matrix

The matrix includes 125 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (cavalier)	276*	6	5	They are in the place of arms
Alder (deacon)	276*	6	1	In charge of chapel, though may be in library
Alder (oracle)	276*	6	1	In solarium or throne room by patron
Golem (guardian)	90	15	1	Stands guard in audience hall
Patron (aristocrat)	277*	13	1	Holds audience in throne room, or in office
Patron (cavalier)	277*	13	1	Oversees other cavaliers outside, or is upstairs
Townie (artisan)	259*	2	5	They are in kitchen, pantry, or cleaning/fixing
Townie (infantryman)	259*	2	8	They are in place of arms or outside on patrol
Warhorse	165	2	8	They are in stables adjacent to castle

Humble Castle L#2



AREA: 4,500 square ft ; MARKET PRICE: 90,000 gp (2nd floor only)

This is the second floor of a cozy 2-story castle. This floor provides a home for the owners, their progeny, guests, and a few key servants. It has a few more windows than the first floor, to provide a pleasant view from most rooms.

A more public stairway on the east side of the castle leads visitors to a coat room, quest room, and a balcony overlooking the audience hall. A golem stands guard at the end of the hall. The guest room, called the "Prince's Quarters" is in fact designed for the house's eldest son. Its windows welcome the morning sun and a narrow door leads to the south east tower. It is assumed that the eldest son may wish for private visitors and easy access to 1 of the castle's 2 "place of arms", which houses soldiers and a small armory. These soldiers are under the son's command when he comes of age.

A very private stairway near the north west corner of the castle is for the family. The stairs open into a plush parlor that offers pleasant afternoon light for daily activities such as sewing and music. This parlor also leads to the castle's north west tower, though the door is typically locked.

Beyond the parlor is a 60-ft-long hallway. The far end of the hallway acts as a 20-ft balcony that overlooks the audience hall. There are bars to block anyone foolish enough to try to climb up to the balcony. The hallway offers 3 doors in that direction and a short hall, blocked by a door, that leads to the south west tower.

The princess's quarters is designed as the elder daughter's private chambers. Its windows open to the west, allowing her to get beauty sleep and enjoy stunning sunsets. Second to the master bedroom, this is the finest room in the castle.

A small bedroom call the summer room because it heats markedly in the summer, is ideal for 1, 2 or even 3 younger children or a single adult guest. Across from it stands the servants quarters, which holds 2 bunk beds for 4 servants, usually a butler, coachman, tutor, and cook. All the servants are either male or female due to the room's overly familiar arrangement.

Finally, the hallway leads to 3 additional rooms: a walk-in wardrobe, a nursery, and a spacious master bedroom that includes a sitting area, bed chamber, hearth, privy, master bath, and a well-hidden hiding space. The whole master bedroom is 800 square ft and pleasant all-year round.

Encounter Matrix

The matrix includes 75 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (aristocrat)	276*	6	1	In quarters, wardrobe or family parlor
Alder (warcrafter)	276*	6	1	In servants quarters or a tower
Alder (warmage)	276*	6	1	In servants quarters or a tower
Alder (wayfinder)	276*	6	1	In servants quarters or a tower
Ergo (supron)	78	5	2	They are anywhere on patrol
Patron (warmage)	277*	13	1	In servants quarters or a tower
Townie (archer)	259*	2	12	They are in a tower, or down in place of arms
Townie (paramour)	259*	2	1	In personal quarters or family parlor
Townie (stonewright)	259*	2	1	In servants quarters or a tower

Mage's Tower

This 5-story wizards tower is 60 ft high and about 30-ft in diameter. It has a distinct star-like geometric shape, with a pair of 10-ft-wide iron doors on the lower level and a few windows on the 3rd, 4th, and 5th levels. Each level is 12 ft high. A basement rounds out the structure.

The ground level welcomes visitors into a 15-ft deep x 30-ft wide foyer. There is a glyph on the floor and a suit of armor by a lone door on the right. These might be decorative or offer magical protection. Perhaps the tower's wizard can see and talk through the knightly armor and animate it if needed. Beyond the door is a meeting room, trophy cove, and flight of stairs upward. A secret door grants access to the basement.

The 2nd floor offers a dining hall, kitchen, and pantry. A wizard and his apprentices must eat!

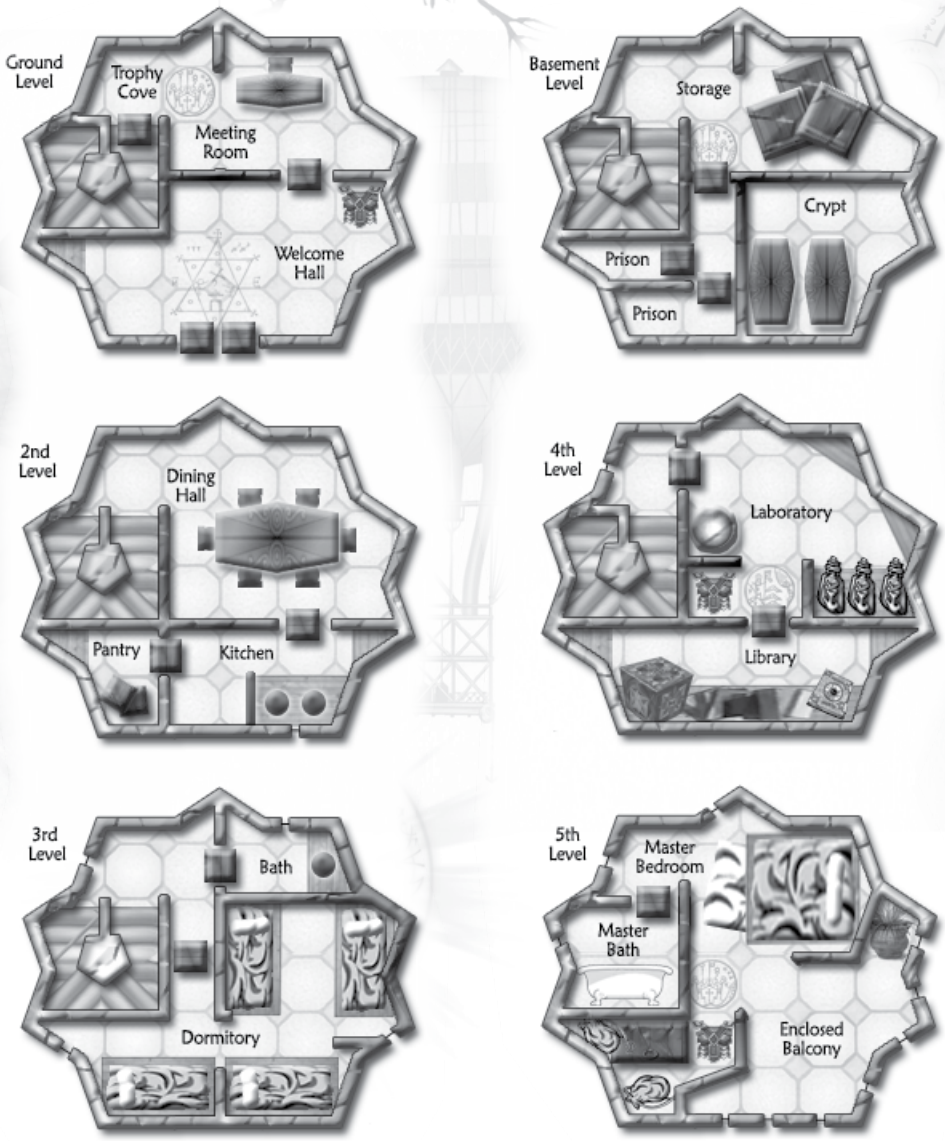
The 3rd floor houses a bath and bunks for 4 apprentices and/or visitors, while the 4th floor offers a laboratory and library. The lab hosts summoning circles on the floor, bookcases and alchemical tools, and a knightly statue. The statue guards the lab against intruders and will attack anything that escapes from the summoning circles.

One of the circles is actually a portal into the tower's "twin", which resides congruently in the Astral Realm. The twin is home to the tower's true keepers, a band of slith spellcasters who use it as a home base while exploring alternate realms.

A key is needed to unlock the solid oak doors to the various rooms, though these doors are often open during the day. The tower's stairway ends at the 4th floor.

The top-most level is the wizard's private chambers. One must use magic to reach this level, either teleporting or changing into a small bird to fit through the narrow windows. The chambers include a bedroom, fine bath, treasure room guarded by a knightly statue, and an enclosed balcony that grants a stunning view of the surrounding lands.

Delvers who enter the basement find a storage area filled with crates of food and supplies as well as 2 prison cells. Searching reveals a secret door that leads into a 15-ft x 15-ft crypt with several coffins. These might contain undead, slain apprentices or deceased former masters of the tower.



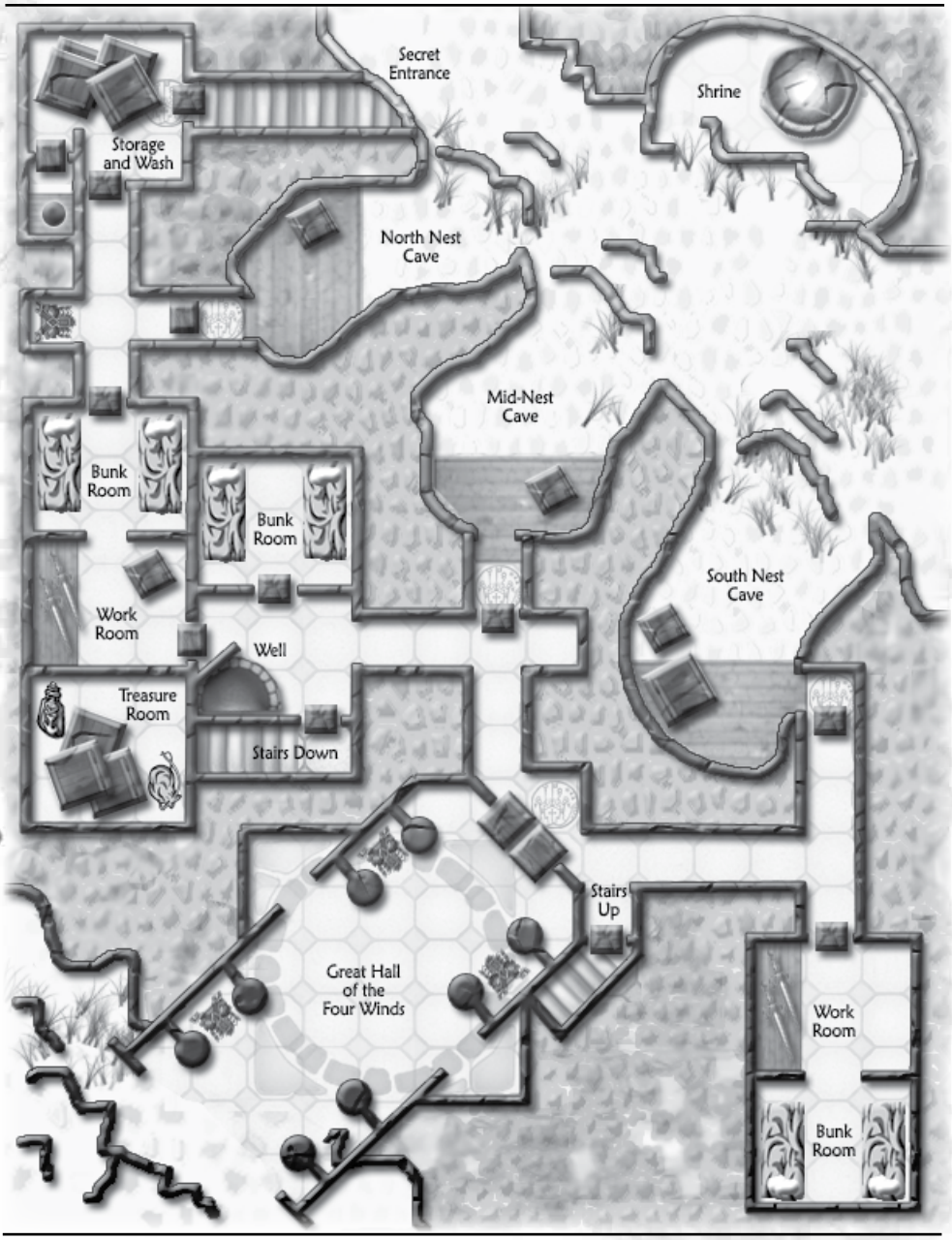
AREA: 4,000 square ft ; MARKET PRICE: 40,000 gp

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (wayfarer)	276*	6	2	They teleport "guests" into prison in basement
Gargoyle	82	2	4	They nest together at top of the tower
Golem (guard)	91	15	1	Stands guard in 1st floor welcome hall
Homunculus	98	2	9	They work in laboratory and tend to hide
Patron (thaumaturgist)	277*	13	1	On 5th floor bedroom or in lab or dining hall
Townie (warmage)	259*	2	4	They are on the 2nd, 3rd or 4th level
Townie (weave wizard)	259*	2	2	Any level 1st through 4th, usually in library
Xill	172	8	1	Patrols grounds around the tower
Xill (pharxik)	172	12	1	In laboratory or basement making magic items

Mountain Eyrie



AREA: 4,000 square ft ; MARKET PRICE: 80,000 gp

This snug fortress sits within the crest of a high mountain chain and is home to several dragons, griffons and other aerial mounts and their riders.

A narrow canyon scars the crestline. Within lie 3 spacious eyries (nesting caves). The eyries are roughly 20 ft x 30 ft, with bluffs below their yawning mouths. Deep inside are wooden platforms with riding gear and sturdy iron doors that lead into the fortress. The mounts are usually away in early morning and late afternoon as they scour the lands below for prey or hostiles. During hot afternoons and in winter, the mounts tend to rest.

Opposite the eyries is a well-hidden cave with 2 narrow entrances that open into a shrine for fallen riders and the gods who watch over the fortress and its noble mounts.

The south side of the crestline offers a single 20-ft-wide opening into the Great Hall of the Four Winds. The hall is often windy. Anyone who strays too close to the bluffs at the entrance may be knocked away. The hall stands 30 ft high and stretches 50 ft deep into the mountain. Wide pillars and lofty murals impress guests and hide several guards. Two alcoves provide respite from the wind. Skirting the hall 20 ft up is a mezzanine that denizens can access by a locked stairway off of a passage of the southeast.

The fortress consists of several winding passageways that link 8 rooms, including a bunk room and workroom to the southeast, a storage area and wash room to the northwest, and 2 more bunk rooms, a workroom, a well room, and a secret treasury. The treasury is found by a secret door above a stairway that leads down to a lower level with additional passages and chambers.

Doors to the northern eyries are trapped with glyphs that only allow riders through. There is also a concealed trapped door in the storage room that leads to a long, narrow flight of stairs down. The stairs open onto the base of the bluffs below the eyries and make a useful entrance for those who hike in or seek escape and don't wish to be followed.

Long ago, this place stood as a temple to the 4 elements. Still lurking on the premises, forever just out of sight, are astral creatures of air, earth, fire, and water. Those who call their true names will be greeted by these creatures, ready to act as eager servants.

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (sky rider)	276*	5	6	Are anywhere, often supervising other riders
Bat	46	3	4	Are in nest caves, or flying
Bat (hellspawn)	46	7	1	Roosts in shrine, and often flies at night
Fustiblig (goldbright)	81	5	3	Are along the mountainside, in tiny caves
Giant (mountain)	87	8	2	They maintain shrine to ancestors in great hall
Harpy	95	4	3	They roost by secret entrance
Ogre	122	4	5	They patrol the mountainside or in great hall
Townie (sky rider)	259*	2	1	In a bunk room, workroom, nest cave or flying
Vespir	161	8	1	Helps to train sky riders or with bats

Noble Mansion

This stony, modest-sized and well-appointed 3-story mansion is the perfect home for a well-to-do couple and either a half-dozen guests or a gaggle of servants and children.

The mansion is built from sturdy granite. It is 65 ft wide and 30 ft deep with a sloping slate roof, indoor plumbing, fine stone floors, numerous glass windows and a welcoming pillared front porch. In summer, curtains flutter at the windows, while in winter or in times of danger, strong iron shutters seal the mansion tight.

A set of double doors lead from the porch into a 10 ft x 15 ft foyer, which leads further in to a library, dining room, and parlor. Stairs lead up from the parlor. The library leads into a laboratory. And a large oak table in the dining room seats 10 to 16 for a lavish feast. Off the dining room is a guest bath to the west and kitchen to the east. A beautiful set of high stained glass windows give the dining-room an elegant feel. The kitchen has 2 sinks, a large iron oven, and an indoor well. A chef and maid are often found working here. Off the kitchen is the laundry, a service door to a side yard, and a concealed door to a winding set of steps down into the basement.

Six guest bedrooms dominate the second floor with a sun room at the west end for reading and music, and a spacious bathing room and toilet at the east end, just off the stairs. Each room is decorated in its own style suggestive of various ports and wonders from around the world. The stairs continue upward.

The third floor starts with a lounge: one does not simply walk into a master bedroom! Off of the lounge is a nursery, and an iron guard stands watch. Double doors lead into a master suite that is the size of smaller homes. Then there is a 10 ft x 20 ft walk-in dressing area and a fine marble master bath and toilet. A secret door leads to a 5-ft-square area suited to hide valuables.

Burglars find this mansion more secure than it first looks. One alarm spell admits only the owners to the 3rd floor, while another is activated each night by a command word to keep out intruders while everyone sleeps. The foyer is protected by a large glyph, and another glyph covers the storage area off of the laboratory. Finally, 2 roving orbs float about to patrol the house and grounds.



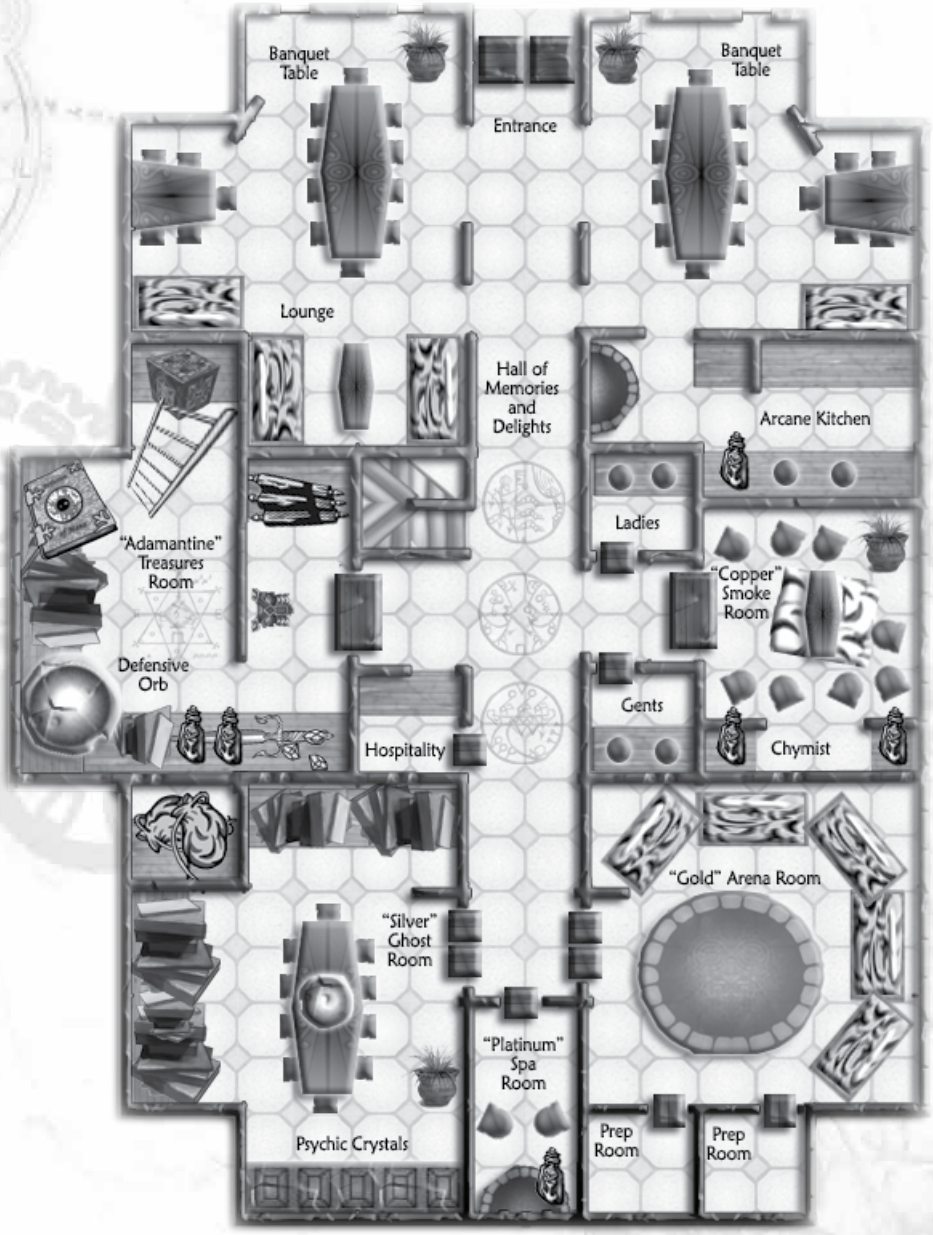
Area: 5,500 square ft ; **Market Price:** 110,000 gp

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (paramour)	276*	6	1	Is dining or in parlor, 3rd floor or out in town
Ashkar	42	4	3	They work in laboratory, possess technicians
Drone	70	3	3	They roam the grounds
Ghost	84	6	5	They haunt the stairwell and lab
Patron (aristocrat)	277*	13	1	In library office, on 3rd floor or out riding
Townie (deviant)	259*	2	2	Are in 2nd floor rooms, bath, or out in town
Townie (occult artist)	259*	2	1	In 2nd floor bedroom or painting in parlor
Warhorse	165	2	6	Are in nearby stables
Warhorse (magebred)	165	6	2	Are in nearby stables or riding for patron

Pleasure Lodge



AREA: 7,500 square ft ; MARKET PRICE: 100,000 gp (or 150,000 with genies)

Blue Rose is a well-appointed and costly establishment. It offers many delights to tease and fulfill one's appetites, from sumptuous meals in the main dining room to seances, medicinals, private theatrical shows, and live fights.

The lodge's facade presents fine brickwork, beautifully opaque stained-glass windows with iron shutters, and a wide set of stairs leading to a set of elaborately carved iron double doors.

A set of strong half-orcs, goliaths and dracks screen visitors. Through double doors is a 10 ft wide, 85-ft long hallway that offers treats on all sides including fine dining and more behind closed doors for any customers who can pay extra.

The main dining area or "Oak room" hosts small and large feasts. A genie chef prepares most of the meals, allowing the staff to focus on ambiance and service, including serenades and special desserts.

Further down the "Hall of Memories and Delights" is the innkeeper and a flight of stairs up for those who wish rooms for the evening, or wish fine company for their room. One can also purchase visitor tickets to enter and enjoy the other chambers.

The "Copper Room" is bedecked with overstuffed chairs and small tables where patrons can smoke or take drinks ordered from a chemist, who offers all kinds of drugs.

The Silver Room is an occult library with a large crystal ball dominating a spacious table. Blue Rose offers seances, fortune-telling, and clairsentient forays by appointment. A bank of crystals adorn the south wall. Touching a crystal activates the psychic imprints within. Each crystal is keyed to a different mental skill such as Appraise or Religion with a +10 bonus on such checks.

The Gold Room sports couches that circle around a 15-ft-diameter arena where warriors fight barefisted. This room is raucous at night.

The Platinum Room offers age-reversing treatments by some of the faction's most competent, beautiful, and articulate medicants.

Finally, the magically well-protected Adamantine Room offers a look-see at wondrous treasures including a device that transports people to other realms of existence. A golem and a defensive orb protect the room from anyone who touches an item or lacks Blue Rose's uniquely stamped sigil.

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (mystic)	276*	6	1	Is in ghost room to provide seances
Changeling (trickster)	51	9	1	Is in smoke room, trying to forget
Demon (skinwalker)	58	9	1	Works as masseuses in spa room
Genie	83	7	1	Acts as chef in kitchen
Genie (noble)	83	10	1	Is often reading in treasure room
Kitsune	103	5	1	Acts as hospitality at front desk
Townie (aristocrat)	259*	2	16	These guests are dining, in bedrooms or other
Townie (courtesan)	259*	2	8	These employees escort the aristocrat guest/s
Townie (gladiator)	259*	6	1	Guards the lodge and screen visitors

Rapid Transport

This rocket ship moves passengers, cargo, or a mix, typically for short journeys less than a day, or 2 days at most. The ship is 75 ft long, 45 wide, and 20 ft high. It weighs 50 tons empty or 100 tons when fully loaded.

The ship's main feature is a wide 25-ft x 40-ft bay. The bay comfortably holds 40 persons for up to 3 days, or 80 persons for less than 24 hours, or 40 tons of cargo. Typically, the bay is filled with removable seats, either spacious, cramped or a mix of both as the purpose and price point warrant. Naturally, the more spacious seats cost up to 5x as much.

At the ship's nose is a cockpit with 2 seats for the pilot and navigator. The controls may be simple mechanical buttons and levers on older ships, or may be sophisticated electrotech consoles with lights and sounds on newer ships. Next to the cockpit is a storage area. In an emergency, up to 5 more people can fit in the cockpit. A warning, however. Just inside the door to the cockpit is a sigil that zaps anyone who isn't affiliated with the ship's owners, faction or such.

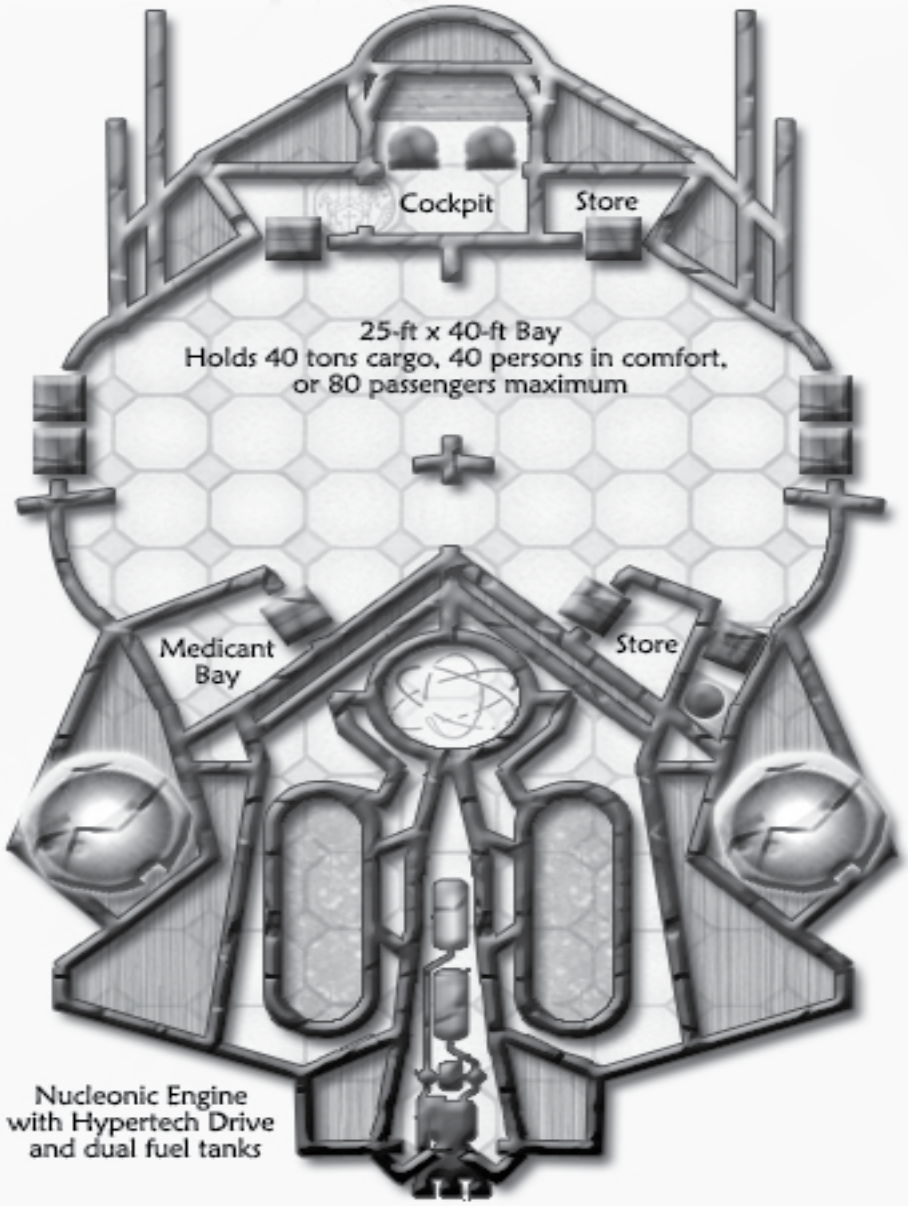
Behind the bay sits a medicant bay on the left and a storage closet and toilet on the right. The toilet holds 1 and medicant bay holds 2, typically a healer and his patient.

The ship relies on 1 engine and 2 fuel tanks. The engine provides a cruising speed of 45 ft with a maximum speed of 60 ft, though it stalls at speeds below 10 ft, so it can glide but not hover. Starting with 2 full fuel tanks, the ship has a range of 1,800 miles.

Like all rocket ships, a transport's mithral hull provides DR 15, with 90 hp damage needed to open a single 5-ft square breach. The ship's single Large nucleonic plant is nestled deep in its belly. Access for repair is from the outside, either around underbelly or from top-side. No engine service is possible from the inside.

The transport lacks airlocks. All models have cockpits that seal against the void. However, for the bay, older models can withstand void conditions for up to 3 days before they lose air as their seals give way. Only newer models enjoy effective seals that can survive as any void ship would.

The ship's bay is easily repurposed. It can be fit to carry soldiers and their gear, a weapon, several vehicles, correspondences, prisoners or war, or even animals bound for a zoo or such.



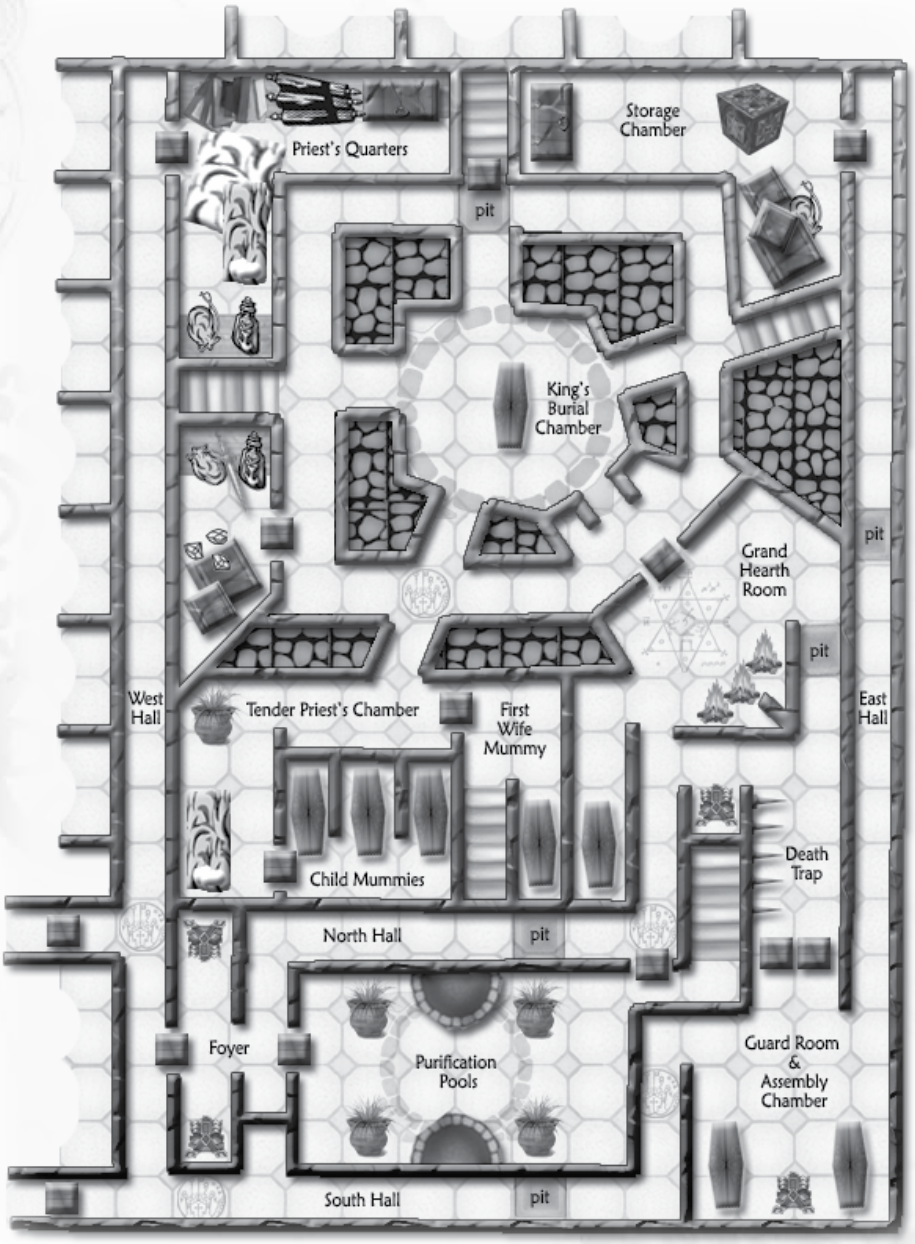
AREA: 2,500 square ft ; MARKET PRICE: 35,000 gp

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (sky captain)	276*	6	1	In cockpit
Avatar (Phane)	44	13	1	Stand in main bay or cockpit
Mechanite (warrior)	109	4	5	They are in storage
Snake (iron cobra)	144	10	1	In storage, usually released to track hard prey
Townie (healer)	259*	2	2	They are in the medicant bay
Townie (psychic)	259*	2	5	They stand or sit in the main bay
Townie (stentor)	259*	2	1	In cockpit
Townie (stormtrooper)	259*	2	15	They stand or sit in the main bay
Townie (technician)	259*	2	3	They are in cockpit or main bay

Sky-Fire Pyramid



AREA: 7,500 square ft ; MARKET PRICE: 150,000 gp

This pyramid acts as the resting place of a king, his family, and entourage. The main structure is 70 ft on a side and rises 70 ft into the air. A purification room, guard room, and priest's quarters add an additional 3,500 square ft.

There are 2 entrances to the complex, both facing the setting sun to the west as symbolic of life's end. Both entrances are secured with thick, magical iron doors. The entrance to the north is safer.

As visitors (or thieves) discover, the complex is replete with sigils, pit traps, golems, and other fiery surprises. The dead king enjoys fireworks, earning him the nickname "Sky Fire". Many of the sigils deliver fire damage.

Beyond the entrances are several halls. The 70-ft long West Hall arrives at the chambers of a living priest who tends the pyramid. The 50-ft long South Hall is set with sigils and a pit trap. It leads to a guard room, which is home to a golem and mummies of the king's favorite warriors.

The foyer is guarded by 2 golems and leads into a beautiful garden-like room with magical daylight, eternal trees, fragrant flowering bushes, a swarm of horrid death beetles, and 2 healing pools. Visitors may wash their bodies here to gain a magical aura that allows them to pass the sigils.

The Grand Hearth Room is the only entry to the royal burial chambers. Fools often attempt to pass through a misnamed "Hall of Heroes" to get here, which is actually known to the priests and family as the Death Trap. The hearth is eternally powered by a fire elemental.

The royal burial chambers include several rooms for keepsakes and the mummies of the king's children and first wife. Stairways lead up and down, or nowhere. Two of the 4 stairways magically teleport ignorant intruders into iron cages that lie at the back of the ever-burning hearth. There is also space for the priest who was locked alive in the pyramid when it was sealed. At death, he transformed into a living mist of blood to act as a powerful and vigilant protector.

The ceiling of the king's burial chamber rises some 50 ft into the air. Mirrors direct sunlight from holes in the pyramid's apex to grant the king a reflection of the real world even in undeath. In a niche high above the king's coffin sits a defensive orb that the king can talk with to entertain him or command to fight intruders.

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Drone	70	3	3	They patrol hallways and entrances
Elemental (fire)	74	6	1	Is bound to hearth room
Gnoll	86	2	5	They guard entrances and patrol the grounds
Mivix (necromancer)	115	6	1	Roams free but answers bell to speak with dead
Mummy	118	5	5	They relax in crypts
Mummy (king)	118	9	1	He is in the grand central burial chamber
Orb (Elder, Thulzuur)	125	14	1	Sits in alcove above central king's coffin
Sphinx (guardian)	145	14	1	Just outside the 2 entrances to the pyramid
Swarm	151	2	3	They wait in garden near the purifying pools

Strategic Bunker

This snug outpost is strategically built atop a high mesa to overlook adjacent mountain passes. Its walls are built with magically-reinforced granite, with no windows except slits along its 3 widely-placed towers.

Three defensive spheres guard the outpost, each visible from 1 of 3 towers to the north-east, west, and south. Archers can fire arrows from the towers or control the defensive spheres to aim and fire. Ideally, spell-casters and grenadiers can also lob fireballs. The spheres also respond with an alarm to intrusion into the outpost from outside or above and shoot sizzling lightning bolts to ward away attacks.

There is 1 iron door at an entrance on the north side. It is lined with several highly-realistic statues and is protected with a nasty trap. Any who pass the door without speaking the password turn to stone! The entrance evolves into a winding passage that terminates in a single well-guarded door. The entire outpost hosts zigzagging passages, protective sigils, and barred iron doors to stymie intruders.

The outpost hosts up to 12 men for a 6-month stay. There are 5 bedrooms, 3 of which double as observation posts and workrooms. There is also a storage room, mess, wash with a well, and a commons for mock combat, gambling, meals, and other distractions.

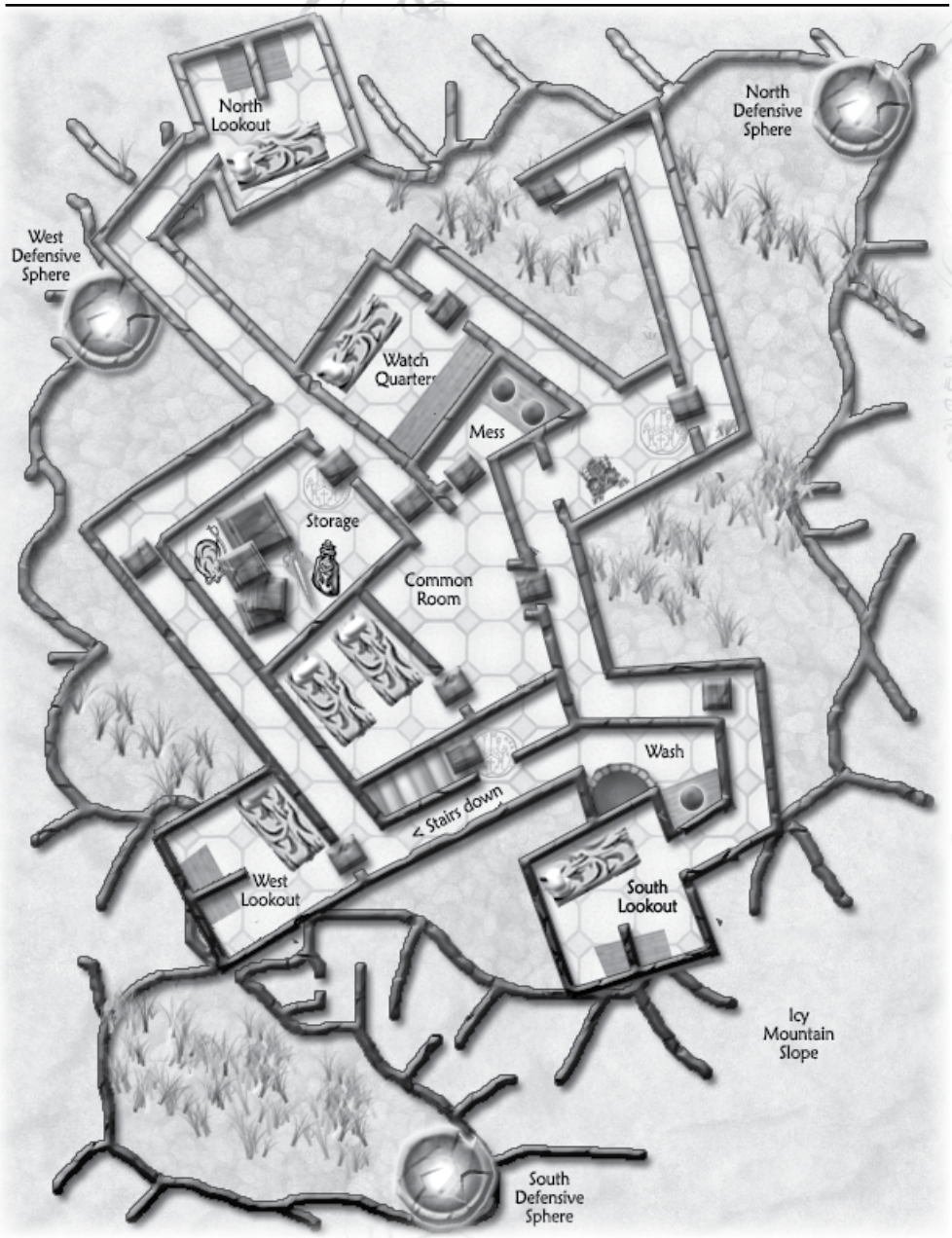
A flight of stairs descends to a cave complex below the outpost. The stairs feed into a short unworked corridor, a 30-ft-diameter cavern, and a half-dozen tunnels that branch to hot springs and torture cells.

Ideally, a golem stands guard near the entrance and friendly creatures such as wolves and frost drakes hinder intruders. The hot springs are home to large fungi that shriek when they sense new vibrations.

The slopes around the outpost drop some 30 ft at a rough angle. Safely traversing them requires an Athletics or Acrobatics check. Ice and snow may further hamper anyone who might climb up (to attack) or climb down (to escape).

About 1,000 ft away to the east is a sheer cliff that drops some 3,000 ft to a mountain pass below.

Typically, outpost regulars ride aerial mounts like drakes and utilize teleportation or dirigibles to access the outpost. It is ideally reached by characters who can naturally fly.



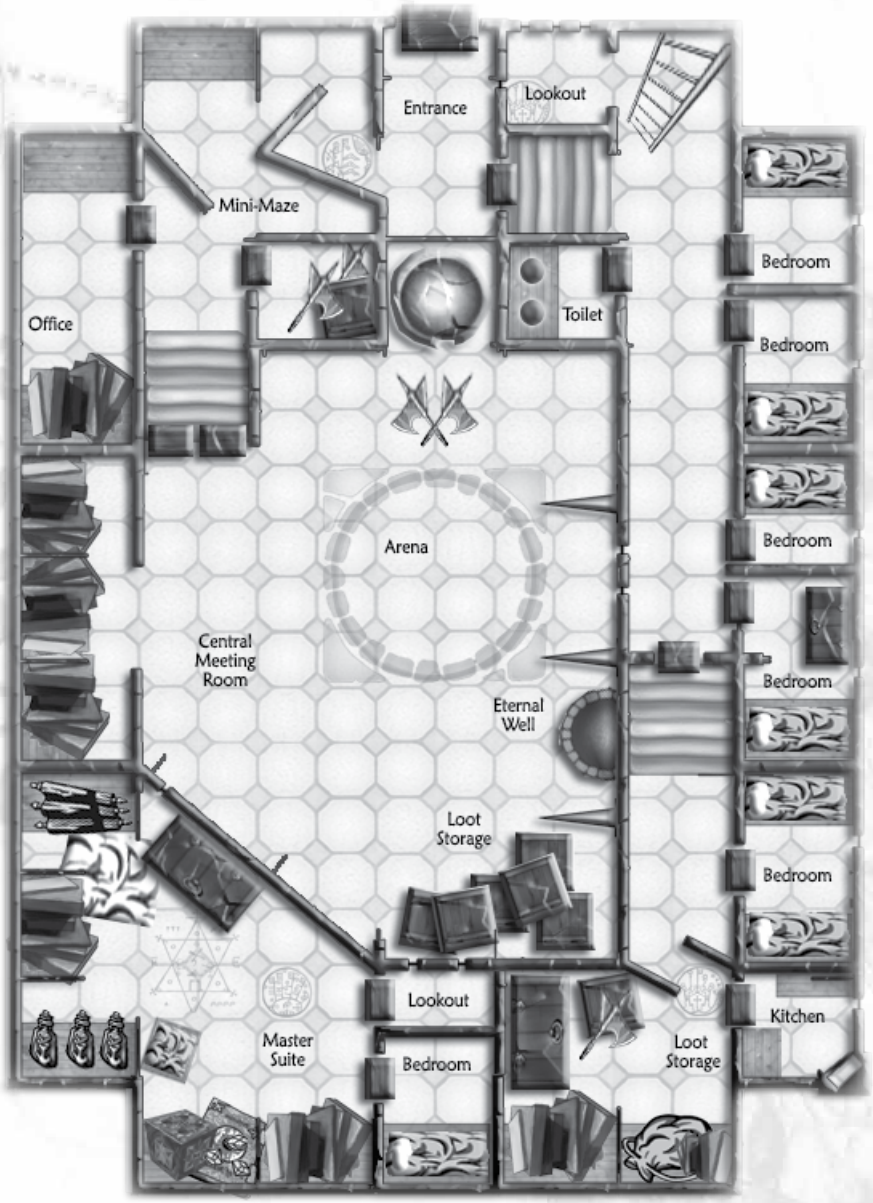
Area: 2,625 square ft ; **Market Price:** 50,000 gp

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Dragon	66	12	1	Nests in big cave 500 ft away
Drake	69	6	4	They nest in caves just beneath the bunker
Drone	70	3	4	They patrol grounds around bunker
Golem (guard)	91	15	1	Stands guard near entrance
Heirian (sorcerer)	96	13	1	In the west lookout or with dragon
Townie (dracolyte)	259*	2	4	They are in the south lookout or with drakes
Townie (skyrider)	259*	2	4	They are in rooms, commons or with drakes
Townie (sniper)	259*	2	3	They are in rooms, commons or mess
Townie (warmage)	259*	2	1	Studies in north quarter

Thieves' Hideout



AREA: 7,000 square ft ; MARKET PRICE: 35,000 gp (or 70,000 fully furnished)

This extensive three-story complex is 70 ft wide x 100 ft long. It might sit snugly in a dense urban environment or stand on its own as a small self-contained fortress.

The hideout is well-suited to a band of 10 to 12 folks, be they thieves, warriors, wizards, heretic priests or what not. The hideout has changed hands many times over the decades, starting from a simple 2-story warehouse to the nearly-windowless, trap-ridden miniature fortress that it is today. Several magical enhancements make it even more interesting.

The main foyer is 10 ft wide x 20 ft deep. A narrow observation room overlooks it. Archers or spellcasters may wait here to question or assault intruders. A single door leads up a staircase to the second floor, while an unblocked opening leads into a short, twisting maze. Visitors must make 6 sharp turns to exit the maze. In the event of a fight, defenders await intruders at each turn. Beyond the maze is a door into a 10 ft x 30 ft office, a door to a 10-ft-square armory, and a wide flight of stairs leading down.

A long hall dominates the upper level. Off the hallway sit 5 small bedrooms, a kitchen, a toilet, an observation deck, and a storage area. The bedrooms have bunk beds, chests, and narrow windows. A door, a brief flight of stairs, and a short zigzag passage into the storage area hinder intruders. The kitchen lies in the south east corner and includes a fireplace, sink, and workspace. A stout iron door sits halfway down the hall.

A huge 40 ft x 60 ft open area dominates the lower level. The ceiling rises up 3 stories. The boundaries of a combat arena mark the floor, and a well, storage crates, and bookcases round out the area.

Twenty paces up on the north wall of the lower level sits a magic sphere in an alcove. The sphere is used to conjure creatures into the arena or zap arena opponents, as needed. Some say there sphere is sentient.

Unknown to most visitors, the whole southwest wing of the hideout is dominated by a set of 4 rooms that act as the private bedchamber, study, bath, and observation deck for the hideout's leader and her closest hireling. The room offers fine rugs, a handsome bed and chest, and magic items. The room is accessed (or exited) magically via a narrow chimney chute from the roof.

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (mountebank)	276*	6	1	Presides from his office
Gremlin	92	1	7	They live in the walls and in the attic
Orb (Elder, Lilith)	125	14	1	Perches permanently over the arena
Rat	132	1	5	They scurry everywhere
Rakshasa	131	8	1	Whiles away hours in the master suite
Scorpian	139	1	4	They are chained in a nook off of the arena
Townie (ninja)	259*	2	11	They are in bedrooms, the arena or the lookout
Townie (sneak)	259*	2	11	They are in the arena or lookout, live next-door
Townie (spell thief)	259*	2	6	They are in the arena or lookout, live next-door

Urban Tower

This magnificent city building reaches 12 stories high. It is built with glass, metal, and magically shaped and reinforced stone. It is a monument to urban design and a den of odd trades and vile machinations.

On the first floor, visitors are screened as they enter the foyer. A golem or troop of guards are stationed around the lobby. Security is tight because the tower hosts numerous successful businesses and important clients including a bank for the city's wealthiest citizens.

The tower's great innovation is a spacious 10 ft x 10 ft elevator that whisks people from the basement (or second, secret basement) all the way up past the penthouse to the rooftop (sometimes referred to as the 13th floor). The rooftop was originally designed to accept griffon or drake riders. Instead, dirigibles now anchor and devour or disgorge travelers.

The tower alights at night with a notable arcane sigil projected into the clouds. While the tower's mysterious owners claim the light acts as a signal to sky travelers, gossips believe the light has a magical meaning and effect. A radio tower stands on the roof too but appears to broadcast only odd, inhuman signals.

The bank occupies half the 1st floor. It is a lovely space with plush chairs, a high ceiling, murals, fine teller windows, and potted plants. The bank's "small vault" is accessible by magic, while its larger vault is a secret chest hidden in the Astral Realm.

Each floor above the 1st hosts 8 to 10 offices or small apartments, depending on the layout. Fine spacious windows grant a stunning skyline view. Some offices have adjoining apartments so that a person might live and work in close proximity, fitting the philosophy of the original builders.

On each floor, a stout ergo stands guard and ready to help. Doors are magically protected such that only the owners and lessee can enter. In fact, there are no key holes! Doors do open from the inside, however, and a stairwell traverses the tower's entire height. Some visitors gossip that certain doors acts as dimensional links to other levels or even an odd jungle-like realm of existence.

Besides a bevy of barristers, the tower is home to peculiar denizens, including courtesans, psychic surgeons, and scientists of odd stripes.



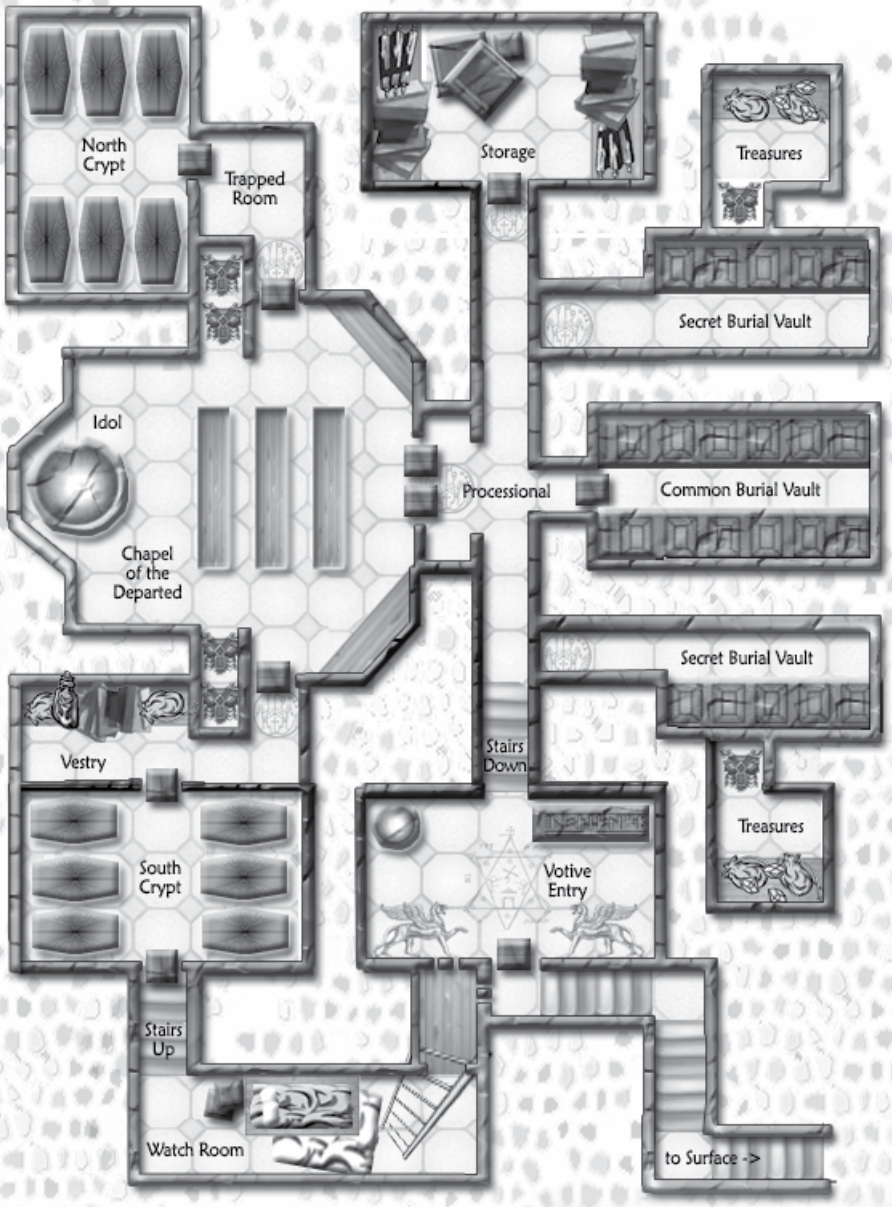
AREA: 3,500 square ft / level ; MARKET PRICE: 35,000 gp / level

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (courtesan)	276*	6	1	Lives and works in rooms adjoining office #606
Alder (barrister)	276*	6	1	Manages the bank from office #105
Alder (psiscope)	276*	6	1	Visits office #607 when doing "special" jobs
Alder (psy. surgeon)	276*	6	1	Sees patients in office #605
Brain eater	48	7	1	When not possessing, hides in office #604
Ergo	78	2	3	There are 2 on 1st floor and 1 on each upper floor
Illithrix	100	8	3	They meet in vacant offices and in basement
Misanthrope	114	5	5	They plot in office #602
Townie (barrister)	259*	2	7	They staff the bank, meet and evaluate clients

Vampire Crypt



Underground crypts are ideal homes for the undead as well as cultists, thieves, and others who wish to remain out of sight as they engage in questionable practices. This crypt is home to a nest of 12 vampires.

The only entrance to this chilly complex is down a twisting flight of stairs in the southeast corner.

A strong iron door blocks entry to a 15 ft x 25 ft foyer. The foyer includes a table filled with candles and jars where visitors make offerings to the dead. Two statues of winged horses stand ready to ferry spirits of the dead to the afterlife. The statues animate and attack intruders who fail to speak the password. An inlaid diagram grants faithful visitors a protective veil before they walk amongst the undead. Conversely, the diagram disguises the crypt's vampires when they go out for an evening in the world above.

Stairs on the foyer's north wall lead into a 50-ft processional with a locked chamber at the end, a single door leading to a burial vault, and double doors leading into a main chapel.

The storage chamber contains the vampires' daily gear and is home to a nasty giant rat that is a pet of the crypt's vampire princess.

There are 3 burial vaults on the east side of the complex. The "common vault" is plain to enter through a solid oak door. The other 2 vaults are secret. They were reserved for wealthy patrons. Adjacent secret chambers hold worldly goods. In all three, the coffins' remains animate to attack thieves who dare to disturb their rest.

The main chapel is approximately 35 ft by 35 ft and has a huge alter or statue overlooking rows of pews.

Skeletons stand in alcoves. Any who pass without making the proper signal animate the skeletal guards, who attack the intruders.

Side rooms off the chapel lead to the vampires' crypts and a vestry where sacrifices are prepared before being ritually bled. The vampire princess resides in the north west crypt with the coffins of her most faithful and beautiful allies sleeping beside her.

A 10-ft x 30-ft bedroom lies past 3 rows of crypts and up a flight of stairs. The room has a loft that overlooks the entrance in the foyer. Slits allow easy spying and targeting of intruders by the crypt's cultists.

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Ghost	84	6	1	Haunts secret burial vault
Orb (Nefriti)	125	6	1	Presides over chapel
Rat	132	1	1	Nests in storage area
Shadow	140	5	1	Lurks wherever their is darkness
Skeleton (warrior)	143	4	6	They defend the entry and chapel
Townie (kindred)	259*	2	3	They use the chapel or visit vampires in vestry
Vampire (spawn)	158	4	8	They sleep in crypts
Vampire	158	8	1	Sleeps in crypts and visit chapel
Vampire (lesser lord)	160	12	1	Sleeps in crypts and visit chapel

Werewolf Den

Dense, fetid swampland surrounds the ruins of this fallen icon of civilization. The building may have been a monastery, mansion, church or academy. Now, water and vines choke the remains.

A pack of werewolves shelter here. Around full moons, the den is thick with the smell, yelps, and jabber of these beasts who gather from the local towns. The rest of the month, the ruins echo only with swamp noises.

The swamp varies in depth from a few inches to shoulder height. Due to dense mats of vegetation and unstable stonework, it is hard to find a path. The unlucky fall into quicksand or are assaulted by the swamp's nastier denizens, including giant spiders, stirges, vynes, will-o'-wisps, and an otyugh that hunts around the ruins but is too timid to enter. Grubs are actually the most dangerous denizens since they are hard to spot and quickly kill.

An orb to the southwest sits on duty, though it no longer works.

A half-rusted iron door greets visitors. A brief flight of stairs leads upward into a 20 ft x 30 ft grand foyer. The whole building has a 30-ft high ceiling though must of the roof has fallen or rotted away. The smudged remains of mosaics imply the building has lost purpose and wealth. Three sets of double doors (little more than remains) lead west, east and north.

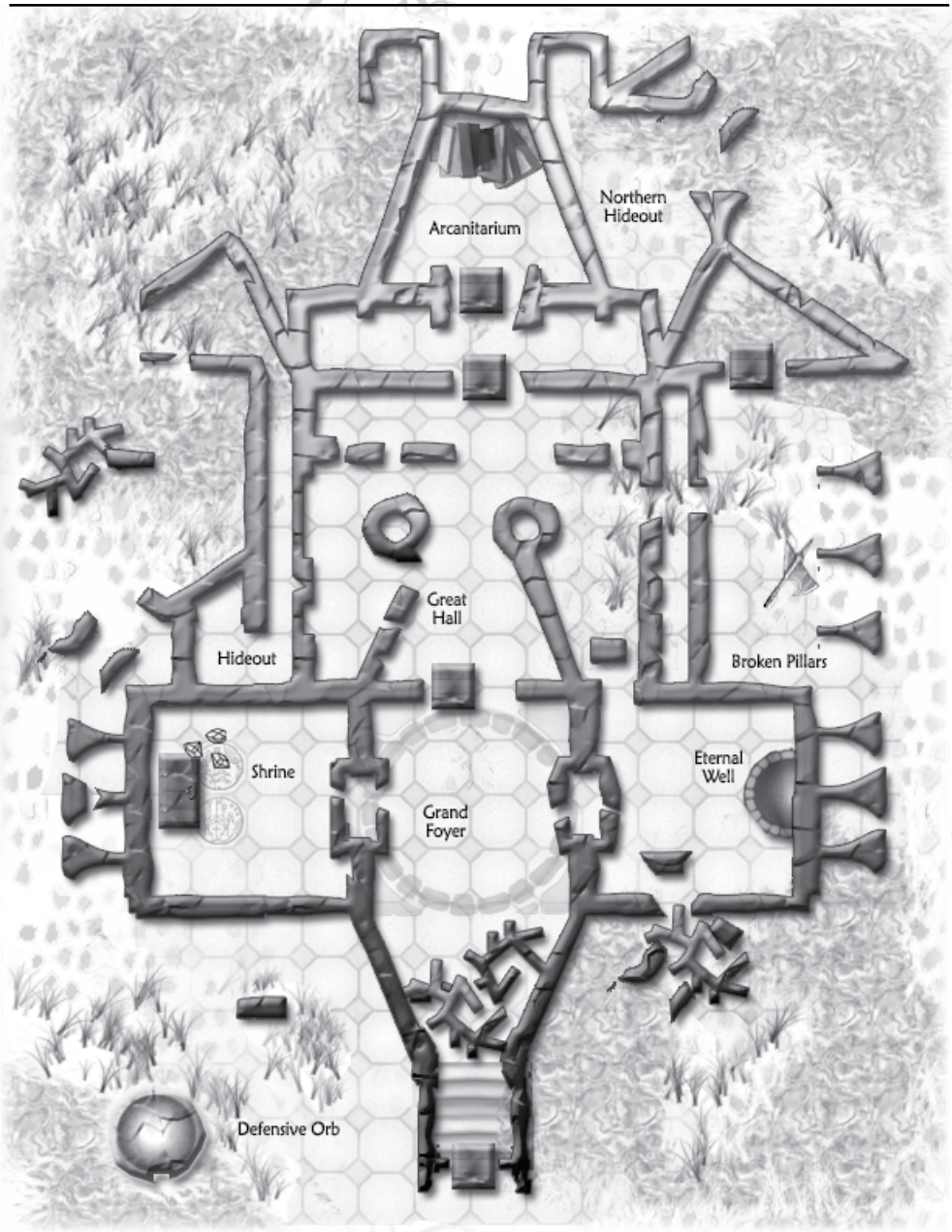
The west 20-ft-square chamber was once a shrine, dedicated to a now-forgotten god. Restoring the shrine might endear visitors to the deity. The werewolves sleep here since it is dry and free of vermin.

The east 20-ft-square chamber was a kitchen. All that remains is a broken fireplace and stinking water well covered in vines and insects. A small broken door leads north.

A northern 30-ft-square chamber was once a great hall. Broken pillars, floating silverware, fallen alcoves, and mysterious murals of vileness and valor suggest the chamber was a commemorative feast hall. Apparently, an important event occurred on these grounds, when it was still a hill rising well-above the swamp.

Some side chambers are home to muck-dwellers. The secret passage to the west is reachable only by water. The werewolves retreat to these spots if outnumbered.

The north-most chamber was a library. It is in good condition. Some magically-fortified books are usable.



AREA: 3,500 square ft ; MARKET PRICE: 17,500 gp (or 50,000 gp if restored)

Encounter Matrix

The matrix includes 100 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Alder (swamp rat)	276*	6	1	Shacks up by the eternal well and fears nothing
Fungus (violet)	80	5	4	These dot the marsh around the ruins
Grub	94	1	8	These are everywhere, so tread carefully
Spider	146	4	5	They nest within holes in ground around ruins
Stirge	150	1	8	They roost in trees and ceiling beams of ruins
Vyne	163	4	3	They grow just to the east, south, and west
Werebeast	167	4	7	They lurk in ruins except by eternal well
Werebeast (lord)	167	8	1	Presides over the ruins and sleeps in shrine
Will-o'-wisp (assassin)	169	8	1	Leads hapless strangers to the premises

Player	PC Name	Class / Level	Race	Align	Deity	Theme	Vision	Init	DR	Fort/Reflex/Will	Conditions
										/ /	
										/ /	
										/ /	
										/ /	
										/ /	
										/ /	

Creature	Page	Level	Template / Role	Vp/Wp	Damage Taken	Align	Deity	Vision	Init	DR	Fort/Reflex/Will	Conditions
				/							/ /	
				/							/ /	
				/							/ /	
				/							/ /	
				/							/ /	
				/							/ /	

Table 4-2: Character Progression

Level	XP	Vitality	Abilities Gained	Theme Awards	Attribute Boost
0	-2	1	Standard racial traits	Minor	
1	0	5	2 racial, 3 core		
2	5	10	4 basic	Minor	
3	20	15	4 basic, 1 racial		
4	40	20	2 basic, 1 intermediate	Minor	
5	70	25	2 intermediate		+1/+1
6	100	30	1 basic, 1 intermediate	Major	
7	150	35	2 intermediate, 1 racial		
8	200	40	2 intermediate	Minor	
9	250	45	1 advanced		+1/+1
10	300	50	1 basic, 1 intermediate	Major	
11	375	55	1 advanced		
12	450	60	1 advanced	Minor	
13	550	65	1 racial		+1/+1
14	650	70	1 paragon	Minor	
15	750	75	1 advanced		
16	850	80	1 basic	Major	
17	950	85	1 basic, 1 advanced		+1/+1
18	1100	90	1 intermediate, 1 racial	Major	
19	1250	95	1 basic		
20	1500	100	1 act of legend*	Minor	

* Each day the character may select a different paragon tier ability.

Option: Maybe You Can!

A PC can try to use class abilities that have a vitality cost or an instantaneous effect. The chance of success depends on the time spent and the ability's tier relative to the highest tier the PC can already access.

Tier	Try For 1 Round	Try For 1 Minute
Below your highest tier	1 in 6 chance	1 in 4 chance
Same as highest tier	1 in 10	1 in 8
Above your highest tier	1 in 20	1 in 12

Succeed or fail, the PC expends the ability's vitality cost, or 1 vitality. The PC may try a particular ability only once per level and can use this rule up to 1/day per point of Wisdom bonus (minimum 1).

Awarding Experience Points

1. **Defeat Foes**: For each level of creature you banish, slay or otherwise permanently overcome, a PC gains 1 XP.
2. **Survive a Trap/Hazard**: Every trap or hazard has a level. PCs gain 1 XP for each level of trap or hazard that they survive.
3. **Train Intensely**: Award 1 XP for each 1 month of intense training and home study. No adventuring allowed. A PC can train for 3 consecutive months before needing a 1 month break, and he can benefit from up to 20 months total during your life time.
4. **Achieve a Personal Goal**: If a PC achieves even a single major success that is personal (rather than for the party as a whole), award 1 XP for each of the PC's levels.
5. **Play in Character**: If the player acted in a creative way that altered the course of events, and/or made a meaningful choice against better judgment but congruent with the PC's personality, then award 1 XP for each of the PC's levels.

Table 12-2: Reactions

Reaction	Means a character…	Possible Actions
Helpful	Will take risks to help you.	Protect, backup, heal, aid
Friendly	Wishes you well.	Chat, advise, offer limited help, advocate for you
Indifferent	Doesn't much care.	Expected interaction.
Unfriendly	Wishes you ill.	Mislead, gossip, avoid, watch suspiciously, insult
Hostile	Will **take risks to hurt you.**	**Attack, interfere, berate, flee**

Table 12-3: Improving Reactions

Starting Reaction	**Bluff or Diplomacy** DC to Improve One Step*	Result When Fail by 10 or More
Helpful	—	Become friendly
Friendly	DC 20	Become indifferent
Indifferent	DC 15 to make friendly	Become unfriendly
Unfriendly	DC 15 to make indifferent	**Become hostile**
Hostile	**DC 20 to make unfriendly**	—

* Adjust the DC by +5 if the parties had a past violent encounter. Adjust the DC by -5 if both parties have the same alignment. Adjust by +5 if a party does not understand the other's language or +10 if neither party understands the other. Also, apply Comeliness modifier for person-to-person d20 checks.
** When a check fails by 10+ then the attempt has **the opposite effect and degrades the reaction by 1 step.**

Table 12-4: Natural Light Sources and Illumination

Object	Bright	Shadowy	Duration
Candle [1]	n/a	5 ft	1 hour
Everburning torch	20 ft	40 ft	Permanent
Lamp (common)	15 ft	30 ft	6 hours/pint
Lantern (bullseye) [2]	60-ft cone	120-ft cone	6 hours/pint
Lantern (hooded)	30 ft	60 ft	6 hours/pint
Sunrod	30 ft	60 ft	6 hours
Torch	20 ft	40 ft	1 hour

1 A candle only provides shadowy illumination.
2 A bullseye lantern illuminates a cone, not a radius.

Table 12-5: Magical Light Sources and Illumination

Spell	Bright	Shadowy	Duration
Continual Flame	15 ft	30 ft	Permanent
Daylight	60 ft	120 ft	At will
Halo	15 ft	30 ft	At will
Illusionist (torches)	5 ft	15 ft	At will
Light	15 ft	30 ft	At will

Table 12-12: Tactical Speed in Natural Terrain

	Typical Impediments			
Speed	Plantlife	Solid Obstacles	Water Level	Incline
Normal	Barren	None	On land	None
¾ normal	Sparse	Some stones	Wading	30 °
½ normal	Moderate	Rocks and stones	Swim at surface	60 °
¼ normal	Lush	Dense jagged rocks	Underwater	90°
5 ft	Impassible	Walls of stone	Deep diving	120 °

Table 12-13: Harming Objects

Object	DR	Hit Points*	Athletics DC**
Wooden door (simple)	5	10	13
Wooden door (good)	5	15	18
Wood door (strong)	5	20	23
Rope bonds (1 inch diam.)	0	2	23
Rope (rend 4 inch diam.)	2	5	26
Iron bars (bend them)	10	30	24
Iron bars (break them)	10	30	35
Barred wooden door	6	15	25
Chain (burst it)	10	5	26
Iron door (2 inch thick)	10	60	28
Metal machine (large)	10	100	36
Metal machine (medium)	10	50	31
Metal machine (small)	10	10	26
Small chest	5	10	17
Treasure chest	5	15	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Manacles	10	10	26
Masterwork manacles	10	10	28

* Dealing half the listed hit points disables but doesn't destroy a device.

** Increase the DC by +5 if the item is protected by basic magic, or by +10, +15 or +20 for intermediate, advanced, or paragon magic, respectively. If multiple abilities apply, use the highest one.

Use Table 12-14 to approximate an object's hardness and hit points. The hit points breach a 1-square-ft area that is 1 in thick.

Table 12-14: Material Qualities

Substance	DR	Hit Points
Paper or cloth	0	2
Rope	0	2
Glass	1	1
Reinforced glass	2	2
Ice	0	3
Leather or hide	2	5
Wood	5	10
Stone	8	15
Iron or Steel	10	30
Mithral	15	30
Adamantine	20	40

Climate & Weather

Climate: Set an temperature appropriate to the time of year. In temperate climes, winter is cold, spring and fall are mild, and summer is hot. Tropical climes are mild in winter and hot all other seasons, while arctic climes are mild in summer and cold all other seasons. Each day, roll 2d10 and consult Table 12-15: Temperature to learn that day's temperature.

Extreme Temperatures: Outside of mild temperatures, PCs without Endure Elements must attempt a DC 15 Survival check. Failure means 1d6 vitality damage (bypasses DR) or 1 wound damage if the PC has 0 vitality. Apply a -5 penalty if the PC is inappropriately dressed: either over-dressed (Medium or heavier armor or thick clothing) in hot or hotter temperatures, or under-dressed (light or no armor, or no thick clothing) in cold or cooler temperatures.

Weather: Every 2d4 hours, roll d20 and consult Table 12-16: Weather. Also, every hour, characters must pass a Survival check to avoid getting lost. Use the best result for the whole party.

Table 12-15: Temperature

Temp (°F)	Weather Grade	Survival Check	Climate (roll 2d10 each day)		
			Cold	Mild	Hot
Above 150	Deadly heat	1/rnd	2	2	2
130 to 150	Extreme heat	1/min	3	3	3-4
110 to 130	Broiling	1/10 min	4	4	5-8
80 to 110	Hot	1/hr	5-6	5-8	9-12
40 to 80	Mild	—	7-9	8-14	13-15
10 to 40	Cold	1/hr	10-13	15-17	16-17
-20 to 10	Frigid	1/10 min	14-17	18	18
-20 to -50	Extreme cold	1/min	18-19	19	19
Below -50	Deadly cold	1/rnd	20	20	20

Table 12-16: Weather

d20	Grade	Lost?	Effects (every 2d4 hours)
1-13	Calm	—	Partially cloudy, wind 0 to 10 mph
14-15	Abnormal	DC 5	Heat wave, cold snap, mist or dust, or wind gusts
16-17	Precipitation	DC 10	Drizzle, snow flurry or light fog (-5 Perception, -2 on all other skill checks, enjoy partial concealment, and pass DC 10 Reflex each round in combat or be knocked prone)
18-29	Storm	DC 15	Moderate precipitation, winds 20-50 mph, and possibly thunder and/or lightning (-10 Perception, -5 on all other skill checks, enjoy full concealment, move at ½ speed, pass DC 15 Reflex each round in combat or be knocked prone)
20	Powerful storm	DC 20	Heavy precipitation, winds 50+ mph, plus possibly flooding and/or tornado (-20 Perception, -10 on all other skill checks, full concealment, ¼ speed, pass DC 20 Reflex each round or be knocked prone)

Table 12-17: Common Calendar

No	Sign	Day of Year	Week of Year	Season	Hours Light	Example Holidays
1	Portal	1-28	1-4	Mid-winter	9	New Years
2	Spider	29-56	5-8	Late winter	10	Weaving Week
3	Tree	57-84	9-12	Early spring	11	First Planting
4	Angel	85-112	13-16	Mid-spring	12	Alms and Vows
5	Knight	113-140	17-20	Late spring	13	Battle Call
6	Crown	141-168	21-24	Early summer	14	Ruler's Birthday
7	Lute	169-196	25-28	Mid-summer	15	Merriment
8	Dragon	197-224	29-32	High summer	15	Founding Day
9	Fiend	225-252	33-36	Late summer	14	First Harvest
10	Ghoul	253-280	37-40	Early fall	13	Night of the Dead
11	Genie	281-308	41-44	Mid-fall	12	Harvest Festival
12	Magi	309-336	45-48	Late fall	11	Three Magi
13	Wolf	337-364	49-52	Early winter	10	Day of Silence

Townie (lvl 2)

Townies have the following statistics.

TYPE Person
SIZE Medium or Small (as a person of its race)
ALIGNMENT Usually any lawful, or neutral good.

LORE CHECK History DC 14
BYPASS Bluff, Diplomacy or Intimidate DC 24 (or DC 19 if offered a bribe of 1 gp).

SENSES Normal for patron's race
PERCEPTION +1 ; STEALTH +0
LANGUAGES Common plus any racial languages.
INITIATIVE +0

SPEED 30 ft (or by race)
ATTACK d20+3
WEAPONS Club (1d6), dagger (1d4, 10 ft) or longsword (1d8)
DAMAGE +0

ARMOR None or studded leather ; DR 0 (or 3 in studded leather)
WOUNDS 8
VITALITY 11
FORTITUDE 13, REFLEX 13, WILL 13

STR 11, CON 12, DEX 10, INT 10, WIS 12, CHA 11
(* A townie has a 15 for the attribute linked to his profession.)
PRIME As indicated in parentheses with profession.
SKILLS See profession description.
SPECIAL A townie has the standard abilities of his race.

FP 1 ; DEITY Any (often Solari, Mithrais or Esmariah)
MULTICLASSING None
TREASURE Mundane items worth 50 gp in the townie's home and workplace.

Table 8-4: Character Upkeep

Living Standard	Weekly Cost	Monthly Cost	Example Lifestyle
Self-Sufficient	5 sp	2 gp	Hunt and take shelter in the wild.
Meager	12 sp	5 gp	Scavenge and live in poor houses.
Poor	3 gp	12 gp	Use basic travelers accommodations.
Common	12 gp	48 gp	Share quarters in inns with tavern meals.
Good	25 gp	100 gp	Keep private quarters with fine food and clothing.
Extravagant	50 gp	200 gp	Enjoy luxury lodging with fine dining, stylish clothing, and personal assistants.
Royal	100 gp	400 gp	Fulfill unique tastes and fantasy projects with personal servants.

GP Limits

Type	Settlement Population	GP Limit	Mundane Item*	Magic Item*
Outpost	1-25	50 gp	75%	10%
Small town	26-250	250 gp	90%	25%
Town	251-2,500	1,000 gp	95%	50%
Large town	2,501-25,000	5,000 gp	99%	75%
City	25,001-250,000	25,000 gp	100%	90%
Metropolis	250,001+	No limit	100%	99%

* Indicates percent chance to find a particular item of that kind.

HIRELINGS: 2 gp daily, or 5 gp daily if professions denoted with a * symbol. Multiply 5x for dangerous work. Add resources used.

Table 13-5: Urban Activity

Time/Place	Check for an event every..
Busiest hours in crowded areas	1d6 rounds
Less busy times and places	1d6 minutes
Quiet and sparsely populated areas	10-60 minutes

Table 13-6: Urban Events**

4d8 Result	Event	4d8 Result	Event
4	Murder*	19	Gossip
5	Parade or festival	20	Religious ministration
6	Wedding	21	Con and/or gambling
7	Search for lost animal	22	Sale/auction
8	Spying/suspicious loitering	23	Abuse of people or animals
9	Crime investigation	24	News (crier or paper)
10	Street performance	25	Fleeing suspect
11	Loud party	26	Theft/kidnapping
12	Appearance of noble or hero	27	Funeral or funeral procession
13	Brawl	28	Electioneering
14	Accident	29	Fire*
15	Competition (archery, ring tosses, etc)	30	Flooding*
16	Animal on the loose	31	Supernatural event*
17	Rowdy youth	32	Monstrous attack*
18	Solicitation or invitation		

* Soldiers or other official persons will arrive in 1d6 minutes.
** Apply 25% chance that PCs are drawn into the event as it occurs.

NPC Objectives

d12	Townie comes to PCs and...
1	Begs for money, food, drink or healing.
2	Is afraid, hurt or in need of protection.
3	Is assigned to infiltrate the party, or views the PCs as chumps.
4	Is looking for fame, love or a good time.
5	Is playing a secret game, or using the PCs to harm a rival.
6	Bargains to disclose the location of a secret treasure or passage.
7	Needs help to clear his name, regain lost funds, or solve a crime.
8	Needs help to stop a crime or a prophesied event.
9	Seeks investors for a business venture.
10	Seeks to wreck vengeance on the PCs to avenge a past wrong.
11	Wants to hear a fantastical tale, which he'll record and sell.
12	Wants to join the adventure and be a hero too.

Cultural Strivings

Culture	Focuses on...	Skill Boost
Primal Tribal	Survival	Survival +5
Medieval Feudal	Salvation	Religion +5
Enterprising Colonial	Progress	Mechanics +5
Decadent Imperial	Pleasure	Literacy +5

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Creatures are presented by type and page. Some creatures appear in multiple locations.

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