



RADIANCE

MONSTER FOLIO

FOR USE WITH
RADIANCE RPG PLAYERS GUIDE,

A D20
ROLE-PLAYING
GAME

BY DARIO NARDI

DEAR GAMER...

This supplement introduces creatures for use with RADIANCE RPG as introduced in the PLAYERS GUIDE. This is a preview of creatures both familiar and new that will be presented among many more in the upcoming MASTERS GUIDE. Please report errors, questions, and suggestions at www.RadianceRPG.com.

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CREDITS

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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

LORE CHECK Arcana DC 34

BYPASS Insight DC 39

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)

WEAPONS 8 tentacles (2d6 each + dazing slam, 40 ft reach) ; **MULTI-ATTACK**

DAMAGE +13

ARMOR Tough hide ; **DR** 4 (9 vs cold and electricity)

WOUNDS 20 (head is 4 wounds and each tentacle is 2 wounds)

VITALITY 89

FORTITUDE 22, **REFLEX** 19, **WILL** 22

SPECIAL +5 to resist sleep and charm

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 5 ; **PATRON DEITY** Maurob or Ymuri

MULTICLASSING Psion, sage, witch or wizard

TREASURE Items worth 1,500 gp scattered in 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, hot 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 *RADIANCE RPG PLAYERS GUIDE* regarding weather. Costs 10 vitality.

DAZING SLAM^M: 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.

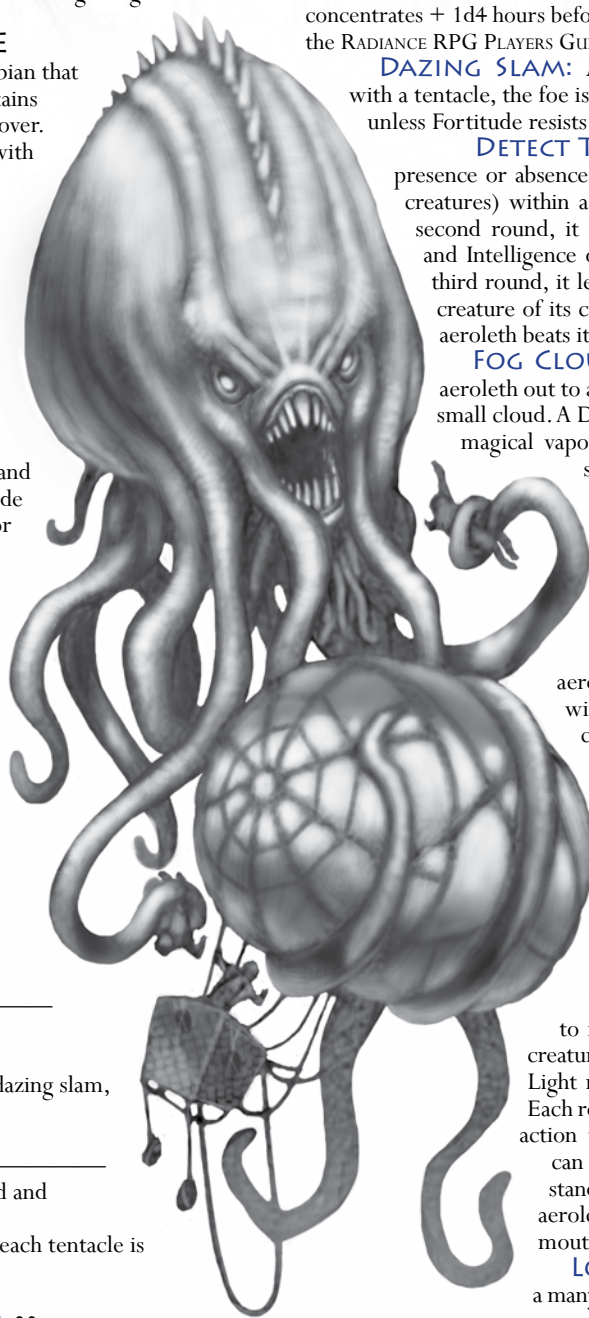
GUST OF WIND^M: The aeroleth projects a 60-ft line of forceful wind. Medium and smaller creatures cannot move toward it for 1 round. If foes fail using Reflex, they are also knocked prone (or are pushed back 1d6 x 10 ft if flying). The wind grants a sailed ship standard speed for 1 round. Costs 2 vitality.

IMPROVED GRAPPLE^M: 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 that is 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^M: Due to its exposure to a 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^M: 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.



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

LORE CHECK Nature DC 24

BYPASS Handle Animal DC 34

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)

WEAPONS Bite (4d6) and

2 claws (2d6 each) ; **MULTI-**

ATTACK

DAMAGE +13

ARMOR Metal plating ; **DR** 9

(19 vs ranged weapons)

WOUNDS 15

VITALITY 54

FORTITUDE 23, **REFLEX** 15, **WILL** 16

STR 27, **CON** 21, **DEX** 14, **INT** 2, **WIS**

12, **CHA** 6

PRIME Strength and Constitution

SKILLS Athletics +18, Endurance +15

FP 4 ; **PATRON DEITY** Asmodius, Mithraia

or Rorax

MULTICLASSING Barbarian, druid, elemental

or shifter

TREASURE Magic items worth 700 gp in its stomach

BASE ABILITIES

Bulettes have the following abilities.

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.

RESIST MUNDANE ARROWS:

A bulette enjoys +10 DR against mundane ranged weapons. Costs 2 vitality.

SCENT: A bulette can 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 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)

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 as 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.

IRONWORKS BULETTE (LVL 13)

An ironworks bulette is a construct. Apply +42 vitality, +3 saves, +3 attacks, +5 DR, and the following abilities.

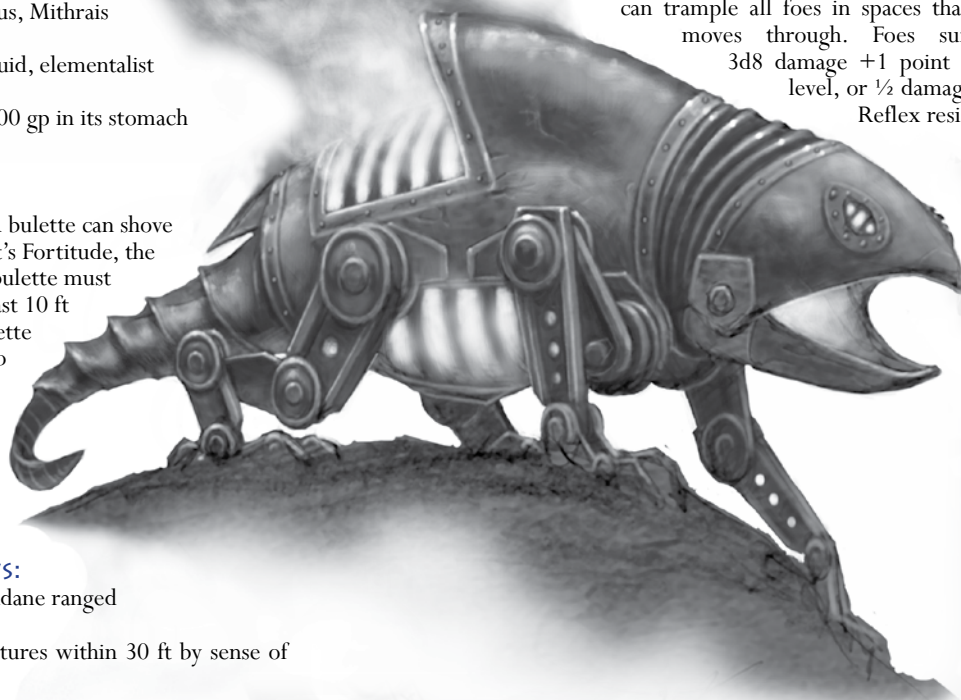
BREATH WEAPON: An ironworks bulette has a 30-ft cone breath weapon that inflicts 1d6 fire damage per level, or ½ damage when Reflex resists. Costs 2 vitality.

CONSTRUCT TRAITS: Ironworks bulettes are immune to all ailments including poison and disease. They do not need to breathe, eat or sleep and have no need to make Endurance checks. They are immortal and cannot be raised from death if slain. An ironworks bulette gains only ½ the benefit of cure spells. However, once daily, it or an adjacent ally may attempt a DC 15 Mechanics check on it to restore a number of hit 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.



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 and repairing weapons, including firearms, and mining and building. Cyclones view themselves as above work and mundane activities.

Cyclones ply oceans, the void between worlds, and even supernatural realms using spellships. They adeptly fly such ships though few know how to build them. Typically, cyclones send scouts to survey a new region. When the time is right, the scouts call their brethren to attack en masse.

A cyclone may be tricked to recall its former life and personhood. When a cyclone is addressed by its original name or its true name, it may be confused long enough for its foes to escape or even capture or kill it. A few advanced cyclones who were once evil possess enough of their original mentality to use the abilities they had in life as townies, alders or even adventurers.

CYCLONE (LVL 6)

Cyclones have the following statistics.

TYPE Construct

SIZE Medium

ALIGNMENT Usually lawful evil

LORE CHECK Mechanics DC 22

BYPASS Mechanics and Stealth DC 27

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)

WEAPONS Two short swords (1d6 each) or halberd (1d10, 10 ft reach) or 2 hand crossbows (1d4 each, 30 ft range) or heavy crossbow (1d10, 120 ft range) or 2 shotguns (2d8, 30 ft range) or claw (1d4) ; **RAPID SHOT**

DAMAGE +4 (+9 using crossbows)

ARMOR Platemail chassis ; **DR** 6

WOUNDS 10

VITALITY 45

FORTITUDE 19, **REFLEX** 17, **WILL** 19

SPECIAL Immune to disease and poison. Suffer 2x damage from

electrical and psychic attacks.

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 ; **PATRON DEITY** Asmodius, Mithraism 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[™]: As an immediate action, subtract 30 ft from the distance fallen when computing falling damage. Costs 1 vitality.

CYCLONIC FIRE[™]: 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.

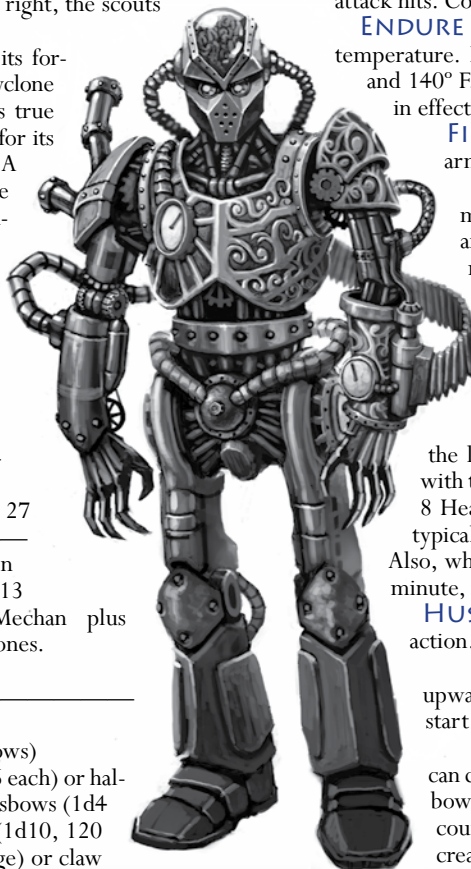
HUSTLE: As a swift action the cyclone gains a bonus move action. Costs 1 vitality.

JUMP: A cyclone can 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[™]: 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.



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 playful 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

LORE CHECK Religion DC 28

BYPASS Literacy and Religion each DC 33 (or DC 28 if also evil, or DC 23 if also offer a virgin sentient sacrifice)

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) or greatsword (2d6) or mace (1d8) or longsword (1d8) or spear (1d8, 30 ft) or barbed whip (1d6, 10 ft reach) or horns (1d4) or hooves (1d4).

DAMAGE +3

SPECIAL Apply +2 attacks and +2d6 damage when using 1 specific 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, +5 DR against all other energy types except electrical and holy damage.

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 ; **PATRON DEITY** Asmodius or Phane

MULTICLASSING Blackguard, fighter, rogue or warlock

TREASURE Armaments and other items worth 900 gp on its person

BASE ABILITIES

All devils have the following abilities.

DEVIL'S CONTRACT[™]: 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 5000 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[™]: Devils do not age, do not need to breathe, eat or sleep, and cannot be raised from death if slain.

INFERNAL GOUT[™]: 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 enjoy +5 DR against all other energy types except electrical and holy damage.

MORTAL FORM[™]: 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[™]: 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[™]: Once daily, a devil can unerringly move itself to a person in any realm of existence who has just uttered its truenome. 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.

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[™]: 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[™]: 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[™]: 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 save. Multiple effects do not stack. Costs 2 vitality.

CENTURION (HAMATULA) ABILITIES

These spiked guard devils have the following additional abilities.

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.

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.

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 inflict 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 dis-

tracted 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, or it binds a helpless Large or smaller foe, or it grapples an adjacent target if it beats its Reflex. 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 beat 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 mist devil ignores the effects of concealment granted by darkness, fog, fire, and other non-solid 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 mist 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 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 and 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; nor does it age; and it cannot move or take actions except to speak. Each year that a creature 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 her magic abilities when she holds or wears 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 or 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 cur-

rency 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.

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 Strength- and Constitution-based skill checks 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 his attack against himself.

STORMTROOPER: On the first round of combat, the devil gains a bonus move or standard action to use a nonmagical ability.

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).

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

LORE CHECK Religion DC 42

BYPASS Literacy and Religion each DC 47 (or DC 42 if also evil, or DC 37 if also offer virgin sentient sacrifice).

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) or mace (4d8) or spear (4d8, 60 ft) or barbed whip (4d6, 30 ft reach) or dagger (4d4) or 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, +5 DR against all other energy types except electrical and holy. Also, Magic Resistance.

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 ; **PATRON DEITY** Usually Asmodius or Phane

MULTICLASSING Blackguard, fighter, rogue or warlock

TREASURE Armor and weapons plus mundane and magical items worth 6,000 gp

BALOR DEVIL 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: As a swift action, the balor wreaths itself in greenish blistering flames for 5 minutes. Adjacent creatures that attack the balor suffer 1d6 fire damage per level on their turn. 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.

DEFY MAGIC: 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.

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. 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.

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 half fire and half 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 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.

TECHNICS SAVVY: 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 (which is already reflected in the balor's statistics block). See page 172 of the RADIANCE RPG PLAYERS GUIDE for details.

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, and romantic liaisons with mortals always result in offspring (typically, tieflings).

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.

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 ransom 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

LORE CHECK Arcana DC 14

BYPASS Arcana and Intimidate each DC 19

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 Evasion

STR 4, **CON** 14, **DEX** 21,
INT 14, **WIS** 12, **CHA** 15

PRIME Dexterity and
Charisma

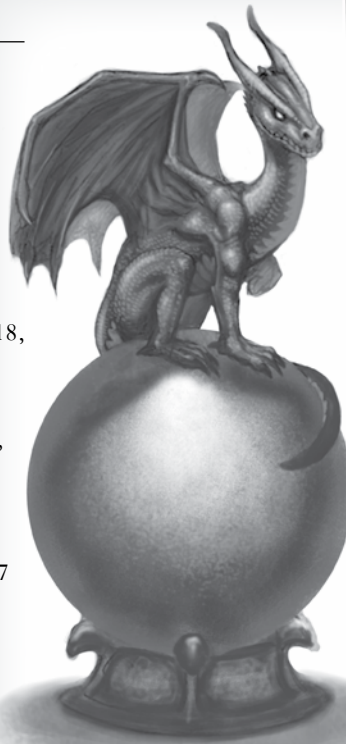
SKILLS Acrobatics +15,
Appraise +7, Arcana +5, Trick +7

FP 1 ; **PATRON DEITY**

Palendine, Greenwurm or Tiamat

MULTICLASSING Bard,
sage, witch or wizard

TREASURE None



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.

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.

UNNATURAL BOND OF LIFE: A dragonette does not experience the effects of aging and has a lifespan of 300 years. However, it dies within 1 month after its master dies and does not return to life.

YOUNG DRAGONETTE (LVL 4)

Apply +10 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 count 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

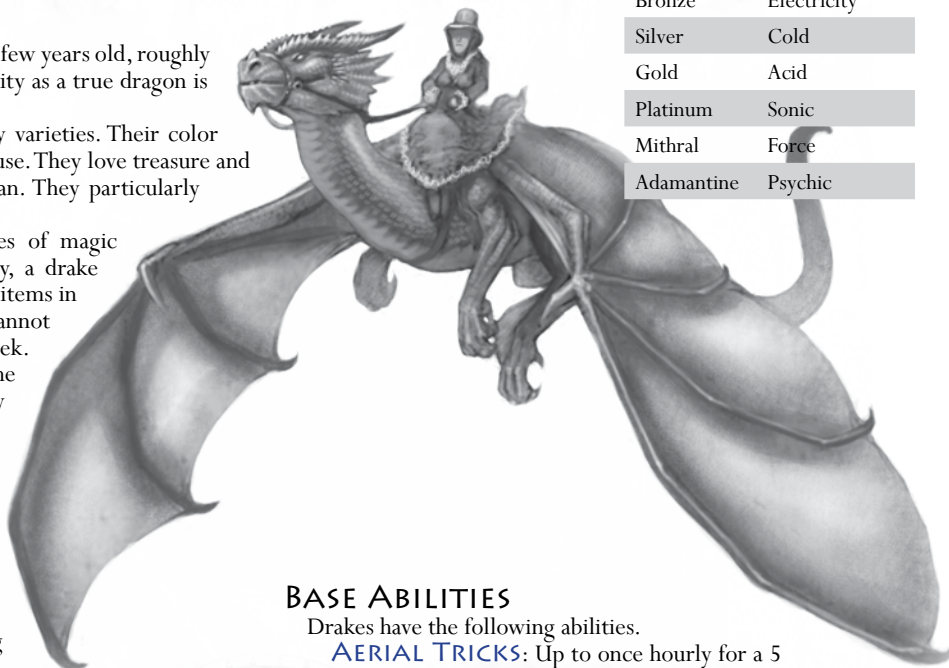
A drake is an immature dragon. It is only a few years old, roughly the size of a large horse, and its immortality as a true dragon is not yet assured.

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 spell before making the "great nap", as some sages call it.

Drakes make fine steeds if they are raised from birth and provided with adequate magical rewards.



Metal	Energy Type
Copper	Fire
Bronze	Electricity
Silver	Cold
Gold	Acid
Platinum	Sonic
Mithral	Force
Adamantine	Psychic

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 WEAPONSM: 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 TREASURESM: 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.

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 dragon'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 is equivalent to a donkey.

SECOND WIND: Once daily, a drake can recover 4d6 vitality after 1 minute of rest.

DRAKE (LVL 6)

Drakes have the following statistics.

TYPE Dragon

SIZE Medium

ALIGNMENT Any

LORE CHECK Arcana DC 22

BYPASS Arcana and Bluff each DC 27

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)

WEAPONS Bite (3d6) and 4 claws (2d4 each) and tail swipe (2d4) ; **MULTI-ATTACK**

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.

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 6 ; **PATRON DEITY** Palendine, Greenwurm or Tiamat

MULTICLASSING Bard, shifter, sorcerer or witch

TREASURE Items worth 600 gp in its lair

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

LORE CHECK Nature DC 18

BYPASS Diplomacy, Music and Nature each 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.

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 ; **PATRON DEITY**

Corvis, Greenwyrn, 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 from her. 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 receive 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 beautiful 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 it can defend itself as its feet become roots and its arms branches. On the third failed try it turns to 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.

ERGO

These large, bulky constructs act as wondrous hardworking laborers.

APPEARANCE & CULTURE

Ergos are lumbering, formidable ironwrought servants designed to do menial labor. Each one 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

LORE CHECK Arcana DC 12

BYPASS Arcana and Mechanics
each DC 19

SENSES Standard

PERCEPTION +0;

STEALTH -2

LANGUAGES Under-
stands Common, Dwarven,
Gnomish, and Mechan.

INITIATIVE +0

SPEED 30 ft; **FLY** 10 ft

ATTACK d20+3 (10 ft
reach)

WEAPONS Slam
(2d6, x3 damage v stone
and metal)

DAMAGE +3

ARMOR Metallic plating; **DR** 5

WOUNDS 15

VITALITY 10

FORTITUDE 15, **REFLEX** 10, **WILL** 12

STR 16, **CON** 16, **DEX** 10, **INT** 4, **WIS** 10, **CHA** 4

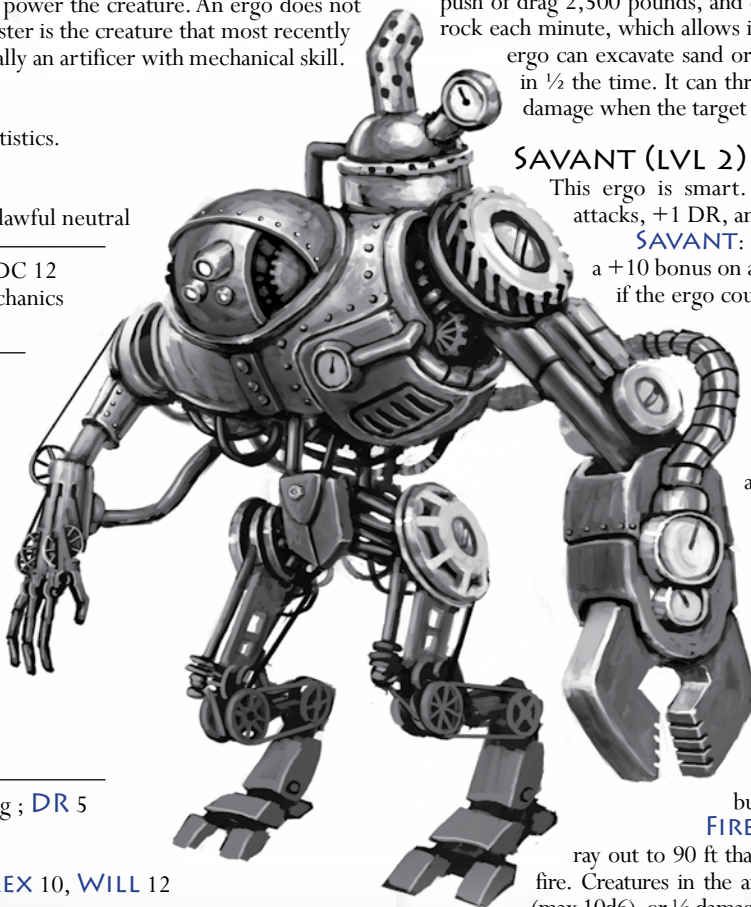
PRIME Strength and Constitution

SKILLS Athletics +13, Mechanics +5

FP 1; **PATRON DEITY** Mithraia or Rorax

MULTICLASSING Artificer, elementalist, fighter or monk

TREASURE Scrap parts worth 200 gp



BASE ABILITIES

Ergos have the following abilities.

CONSTRUCT TRAITS: Ergos are immune to all ailments including poison and disease. They do not need to breathe, eat or sleep and have no need to make Endurance checks. They are immortal and cannot be raised from death if slain except using Miracle or Wish. An ergo gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of hit 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.

SERVICE: An intelligent creature can command an ergo to per-

form 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.

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 or 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.

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. 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 or 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, changing 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. 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 one 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 (which is not reflected in the ergo's statistics block). See page 177 of the *RADIANCE RPG PLAYERS GUIDE* 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 weight tons. They smash and crash, spew alchemical fire, dig trenches in minutes, and resist magic. Few fortresses and armies, even those supported by potent wizards, can last long against these terrors.

Although they possess some basic intelligence, they are built for war and strictly follow instructions according to their master's command. Typically, the dreadnought contains a carriage area nestled inside its massive chassis that allows its master to sit, survey the battlefield, and direct as needed.

The armagon is the fiercest dreadnought. Its nickname is Destroyer of Worlds. Whether by alchemical cold, waves of thunder, or an earth-quaking overrun, it seeks to complete its task.

DREADNOUGHT (LVL 10)

Dreadnoughts have the following statistics.

TYPE Construct

SIZE Huge

ALIGNMENT Usually lawful neutral

LORE CHECK Arcana DC 30

BYPASS Arcana and Mechanics each DC 35

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

WEAPONS 2 slams (4d6, 15 ft range, 3x damage vs stone and metal) ; **MULTI-ATTACK**

DAMAGE +9

ARMOR Metal plating ; **DR** 15

WOUNDS 45

VITALITY 78

FORTITUDE 26, **REFLEX** 16, **WILL** 19

SPECIAL Apply +5 on saves to resist magic attacks. Also, Magic Resistance, Construct Traits, and Endure Elements.

STR 29, **CON** 27, **DEX** 12, **INT** 9, **WIS** 14, **CHA** 10

PRIME Strength and Constitution

SKILLS Athletics +16, Warfare +9.

FP 5 ; PATRON DEITY Mithraia, Rorax or Phane

MULTICLASSING Artificer, elementalist, fighter or mageblade

TREASURE Scrap metal parts worth 2,000 gp

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 one 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.

GREAT WORKER A light load is 500 pounds, a medium load 1000 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 five 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.

ARMAGON (LVL 20)

An armagon has all the features of a dreadnought. Also, apply +70 vitality, +5 saves, +5 attacks, +5 DR, and the following 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 10 to 60 ft (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 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.

FLESH GOLEM

These animated corpses act as strong servants.

APPEARANCE & CULTURE

Flesh golems are ghoulis 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 at 6 donors: 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, 2500 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

LORE CHECK Religion DC 26

BYPASS Arcana and Bluff each DC 31

SENSES Low-light vision, darkvision

PERCEPTION +0 ; **STEALTH** -2

LANGUAGES Understands Common or 1 other language of the creator's choice.

INITIATIVE -1

SPEED 30 ft

ATTACK d20+14 (10-ft reach)

WEAPONS 2 slams (6d6 each) ; **MULTI-**

ATTACK

DAMAGE +6

SPECIAL If both slam attacks hit, add +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 (see ability below).

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 ; **PATRON DEITY** Mithraia, Nefriti or

Rorax

MULTICLASSING Barbarian, blackguard, fighter or warlock

TREASURE None

BASE ABILITIES

Flesh golems have the following abilities.

CONSTRUCT TRAITS: Flesh golems are immune to all ailments including poison and disease. They do not need to breathe, eat or sleep and have no need to make Endurance checks. They are immortal and cannot be raised from death if slain except using Miracle or Wish. A flesh golem gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of hit 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 supron 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.

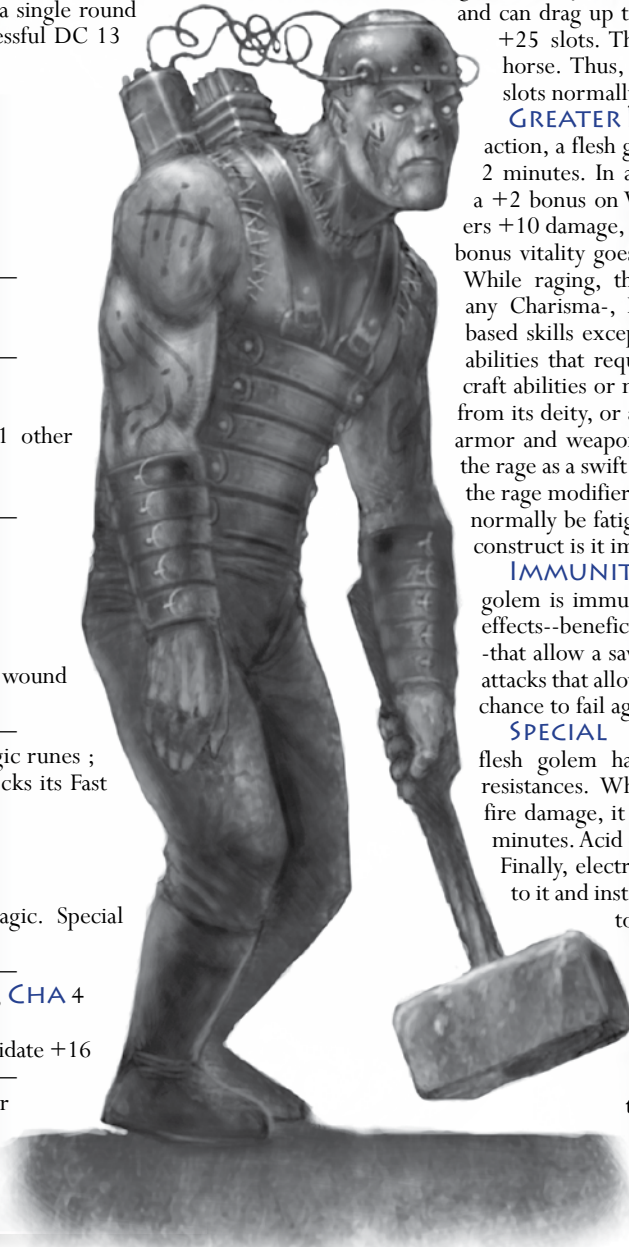
GREATER RAGE: Once daily as a swift action, a flesh golem can fly into a rage for 2 minutes. In a rage, it temporarily gains a +2 bonus on Will and attack rolls, delivers +10 damage, and enjoys +10 vitality. The bonus vitality goes away when the rage ends. While raging, the flesh golem cannot use any 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 a save to resist 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 no harm to it and instead heals it an amount equal to ½ 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.



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 or simply right misdeeds of the evil. 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)

LORE CHECK Religion DC 22

BYPASS Diplomacy and Insight each DC 27 (or DC 22 when presenting an item the ghost possessed in life)

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

STR 10, **CON** 10, **DEX** 10, **INT** 11, **WIS** 11, **CHA** 14

PRIME Dexterity and Charisma

SKILLS None

FP 3 ; **PATRON DEITY** Lilith or Nefriti

MULTICLASSING Bard, necromancer, shadowcaster or shaman

TREASURE Keepsake items worth 600 gp in 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 its killer is destroyed beforehand.

INCORPOREAL^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 +20 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: Ghouls 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.

UNNATURAL AURA: Animals, whether wild or domesticated, sense the unnatural presence of a ghost at a distance of 30 ft. They do not willingly approach nearer than that and panic if forced to do so. They remain frightened as long as they are within 30 ft.

BANSHEE

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

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™: 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

These frightening ghosts have the following additional abilities.

FORM OF DOOM™: 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™: 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

These ghosts have the following additional abilities.

PHANTASMAL KILLER™: The phantasm targets 1 sentient person within 15 ft and conjure 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.

MIRAGE™: 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 believe, 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.

POLTERGEIST

These angry and destructive ghosts have the following additional abilities.

ETHERIC MAZE™: 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™: One target up to size Large within 15 ft is pushed back 10 ft, or 5 ft if Fortitude resists. Costs 1 vitality.

WINDSTORM™: 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

These despairing ghosts have the following additional abilities.

AURA OF DESPAIR™: 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™: 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™: 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™: 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

These ghosts have the following additional abilities.

DEADLY WASTING™: 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™: 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™: 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™: 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™: 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™: 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™: 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 conveys 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 ghastrs.

GHOUL (LVL 2)

Ghouls have the following statistics.

TYPE Undead
SIZE Medium
ALIGNMENT Any evil

LORE CHECK Religion DC 14
BYPASS Intimidate DC 24 (or DC 19 and evil alignment).

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

STR 19, **CON** 14, **DEX** 23, **INT** 9,
WIS 10, **CHA** 6
PRIME Strength and Dexterity
SKILLS Acrobatics +11, Athletics +19

FP 1 ; **PATRON 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, 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. Costs 1 vitality.

UNDEAD TRAITS: Ghouls 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.

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.

SMELL FEAR: The ghoul detects the presence and location of the nearest person within 15 ft who fails resist using Will.

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.

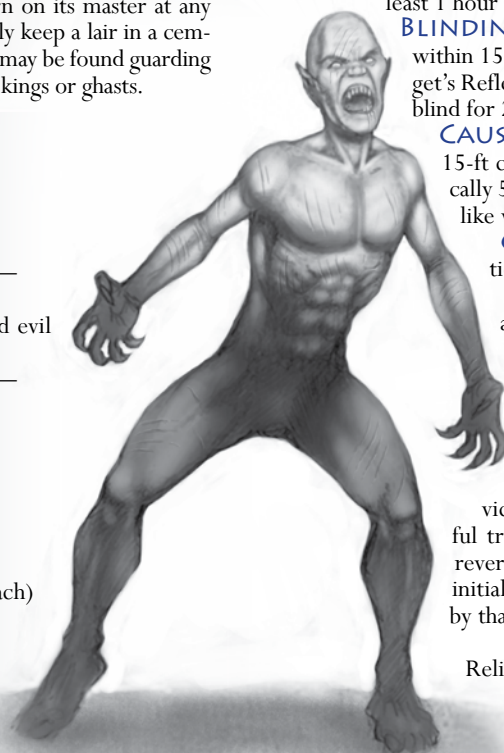
GHAIST (LVL 5)

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 ghaist 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 ghaist automatically rakes to inflict an additional 1d6 wound damage.



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

LORE CHECK Nature DC 14

BYPASS Intimidate DC 19 plus speak Abyssal

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

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 ; **PATRON DEITY** Phane, Thulzuur or Tiamat

MULTICLASSING Barbarian, ranger, shaman or warlock

TREASURE Armaments, poisons, and other items worth 200 gp on its person 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: A gnoll can 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 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.

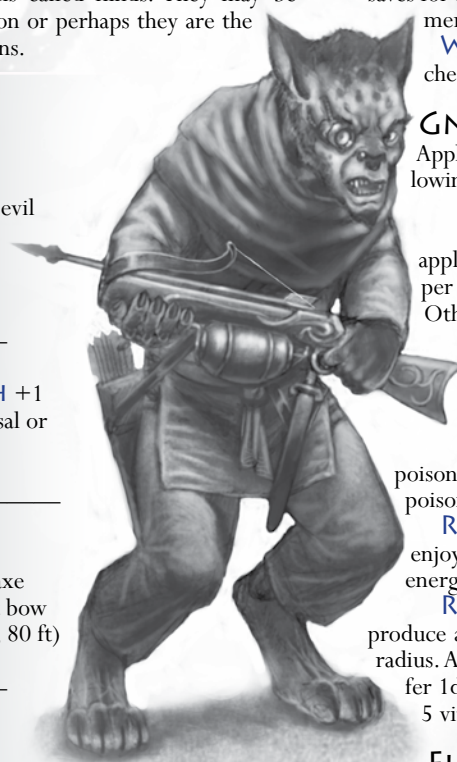
FLIND (LVL 8)

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.

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.

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.



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

LORE CHECK Nature DC 22

BYPASS Handle Animal 32 (or DC 27 and offer of 10 pounds of horse meat)

SENSES Darkvision, low-light vision, scent

PERCEPTION +6 ; **STEALTH** +1

LANGUAGES Understand Common and Aural.

INITIATIVE +3

SPEED 30 ft ; **FLY** 80 ft

ATTACK d20+7

WEAPONS Bite (2d6) or 2 claws (1d4 each) ; **MULTI-ATTACK**

DAMAGE +4

SPECIAL When 2 claws hit, the griffon rakes to automatically inflict an additional 1d6 wound damage.

ARMOR Thick hide ; **DR** 5

WOUNDS 15

VITALITY 44

FORTITUDE 17, **REFLEX** 18, **WILL** 16

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 ; **PATRON DEITY** Corvis, Greenwurm or Iris

MULTICLASSING Barbarian, Druid, Ranger or Shifter

TREASURE Items worth 600 gp scattered in and below 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 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 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.

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

LORE CHECK Arcana DC 14

BYPASS Arcana and Intimidate each DC 19

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 traits, evasion, endure elements

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 ; **PATRON DEITY** Maiya, Mithraia or Rorax

MULTICLASSING Artificer, rogue, sage or wizard

TREASURE None

BASE ABILITIES

Homunculi have the following abilities.

CONSTRUCT TRAITS: Homunculi are immune to all ailments including poison and disease. They do not need to breathe, eat or sleep and have no need to make Endurance checks. They are immortal and cannot be raised from death if slain. A construct gains

only ½ the benefit of cure spells. However, once daily, it may regain a number of hit points equal to Mechanics check results 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 determine 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 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.

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.

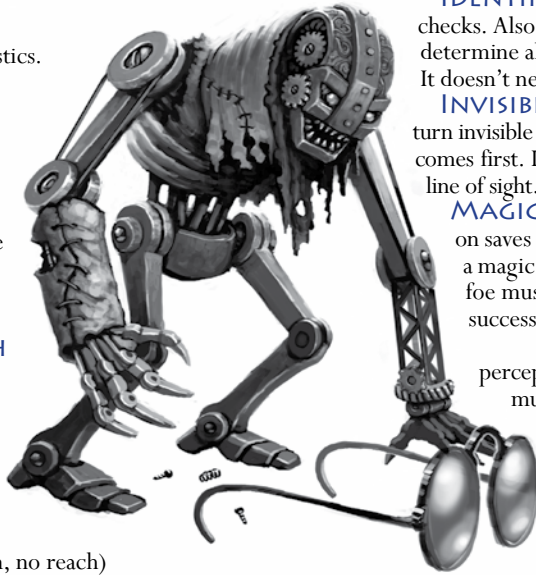
MESSAGE^M: At any time, an arcane homunculus can whisper a message that is clearly audible to a target within 90 ft. It doesn't need line of sight, only line of effect.

TECHNIC HOMUNCULUS (LVL 5)

The technic homunculus is adept with steam gear and electrotech. Apply +5 vitality and the following abilities.

TECHNICAL SKILLS: Boost Mechanics and Technics by +10. Requires Scientific Engineer.

TECHNICS SAVVY: 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 page 177 of the RADIANCE RPG PLAYERS GUIDE for details.



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. Though 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 ulorix. Most illithrixes specialize in powers of the mind and magic, and enjoy dominating lesser creatures to function as slaves.

ILLITHRIX (LVL 8)

Illithrixes have the following statistics.

TYPE Aberration

SIZE Medium

ALIGNMENT Usually lawful evil

LORE CHECK Arcana DC 26

BYPASS Bluff and Insight each DC 31

SENSES Darkvision

PERCEPTION +2 ; **STEALTH** +2

LANGUAGES Common, Aquan, Undercommon, and telepathy 120 ft.

INITIATIVE +7

SPEED 30 ft

ATTACK d20+10 (+15 grapple)

WEAPONS 4 tentacles (1d3 wounds each) ; **MULTI-ATTACK** **DAMAGE** +1

ARMOR Psychic shield over leathery skin ; **DR** 6

WOUNDS 8

VITALITY 57

FORTITUDE 14, **REFLEX** 18, **WILL** 20

SPECIAL +5 saves vs magic abilities, immune to sleep and charm

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 ; **PATRON DEITY** Beyos, Maurob, Voktra or Ymuri

MULTICLASSING Medicant, psion, sage or wizard

TREASURE Items worth 800 gp on person and in 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 THOUGHTSSM: 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 beat its Will. Costs 2 vitality.

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 INSINUATIONSM: 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 that is 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 Fortitude anyway, and if it successfully resists then the magic has no effect.

PSIONIC BLASTSM: Sentient creatures within a 30-ft cone are stunned for 1d4 rounds. Will resists. Costs 5 vitality.

TECHNICS SAVVY: 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 (which is already reflected in the statistics block). See page 177 of the RADIANCE RPG PLAYERS GUIDE for details.

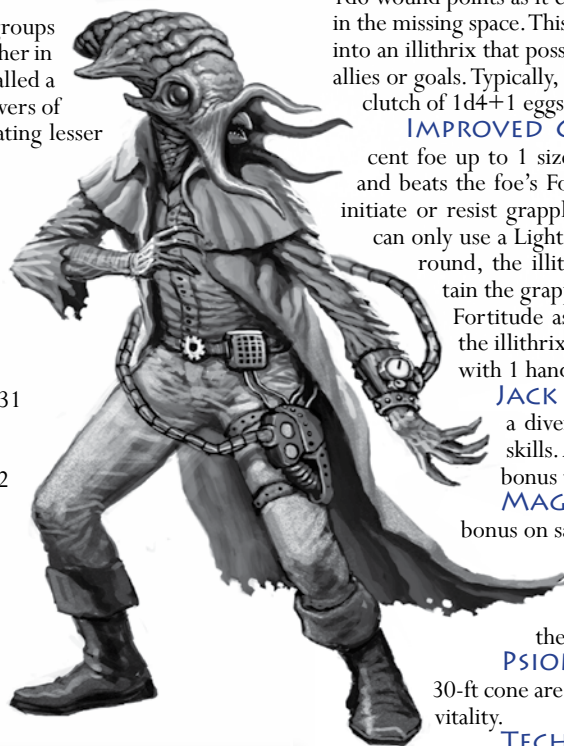
TELEPATHYSM: An illithrix can wordlessly hear and speak with one, some or all sentient beings within 120 ft. Communication is as natural and quick as normal speech but requires no shared language. Affected creatures cannot so communicate with each other. Costs 1 vitality per round.

MASTERMIND ILLITHRIX (LVL 11)

Apply +21 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

FAR DREAMINGSM: 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-MASTERSM: 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.

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.

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 it, 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 5000 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 as a standard action.

ULORTIX (LVL 20)

An ulortix has the following statistics.

TYPE Aberration

SIZE Large

ALIGNMENT Always lawful evil

LORE CHECK Arcana DC 26

BYPASS Bluff and Insight each DC 31

SENSES Mindsight

PERCEPTION +2 ; **STEALTH** -2

LANGUAGES All plus telepathy 120 ft.

INITIATIVE -2

SPEED 5 ft

ATTACK d20+18

WEAPONS 4 tentacles (2d4 each + paralysis) plus 16 tentacles (1d4 each) ; **MULTI-ATTACK**

DAMAGE -2

ARMOR Psychic shield ; **DR** 12

WOUNDS 15

VITALITY 141

FORTITUDE 23, **REFLEX** 28, **WILL** 36

SPECIAL Resist magic, immune to sleep and charm.

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, Dungeoncreeper +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 4 ; **PATRON DEITY** Beyos, Maurob, Voktra or Ymuri

MULTICLASSING Psion, sage, witch or wizard

TREASURE Random items from worth 2,500 gp in 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 ulortix 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. A Mindlink from a third party ends the effect. 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

LORE CHECK Religion DC 14

BYPASS Bluff and Religion each DC 19

SENSES Nethersight

PERCEPTION +6 ; **STEALTH** +10

LANGUAGES Common, Abyssal and

Infernal. Imps understand Celestial but never speak it.

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.

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 ; **PATRON 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 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. While disguised, the imp can use its usual attacks and abilities.

CLOSE WOUNDS: Once daily as a move action, heal 2d6 wound points. It may heal itself, another fiend, or the person selected for the Mortal Bound ability.

DETECT GOOD: An imp immediately learns whether celestials and/or clerics and paladins are present within a 30-ft cone.

INVISIBILITY: 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 are not cumulative. Costs 1 vitality.

HELLFIRE IMP (LVL 4)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

DETECT MAGIC: 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: 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 qualifies from any class. The binding lasts 24 hours or until the imp fails to resist the Exorcism ability.

RINGS OF FIRE: 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: 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: As a swift action, adjacent foes must resist using Will or be shaken for 2 minutes. Costs 2 vitality.

WEEKLY COMMUNE: 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.

SECRET TEACHING: 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.

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: An adjacent person suffers 6d6 vile damage. Costs 5 vitality.

SUMMON FIENDS: The imp perform 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).

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 mind. 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

LORE **CHECK**

Mechanics DC 14
BYPASS Mechanics and Stealth DC 24

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 range)
DAMAGE -2

ARMOR Platemail chassis ; **DR** 5
WOUNDS 5
VITALITY 17
FORTITUDE 16, **REFLEX** 19, **WILL** 15
SPECIAL Immune to disease and poison. Suffer 2x damage from electrical and psychic attacks.

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 ; **PATRON DEITY** Asmodius, Mithraia or Phane
MULTICLASSING Artificer, gunslinger, mageblade or rogue
TREASURE One 200 gp gem (or 400 gp gem for a level 4 mechanite)

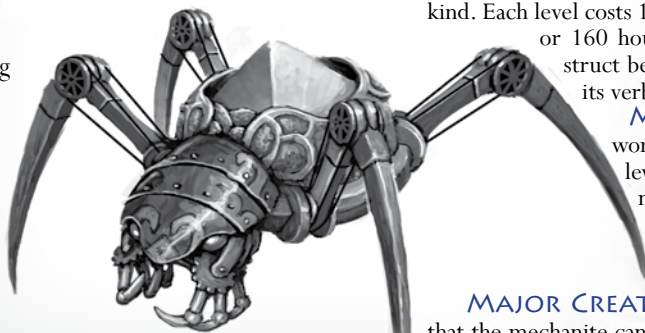
BASE ABILITIES

Mechanites have the following abilities.

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 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.

DISGUISE^M: The mechanite's general shape and surface traits transmute to grant it a +20 bonus on Disguise checks for 1 hour to be mistaken for an inanimate object of similar size such as a chair. Costs 2 vitality.

INVISIBILITY^M: The seeker mechanite or a touched allied construct 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: 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 seeker 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 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 repairs 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.

MOA

BASE ABILITIES

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 hellknight 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 invokes and, though no less stupid than their mundane cousins, are may be worshiped by ignorant tribes as demigods in their own right. The feathers of these magical moa are known to act potent shamanic implements.

MOA (LVL 2)

Moas have the following statistics.

TYPE Animal

SIZE Large

ALIGNMENT Neutral

LORE CHECK Nature DC 14

BYPASS Handle Animal DC 24 (or 19 if offer 5 pounds of fresh meat)

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

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 ; **PATRON DEITY**

Corvis, Greenwyrn or Lilith

MULTICLASSING Barbarian, druid, invoker or warlock

TREASURE Items worth 200 gp scattered in nest

All moas have the following abilities.

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.

PUSH BACK: 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.

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 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.

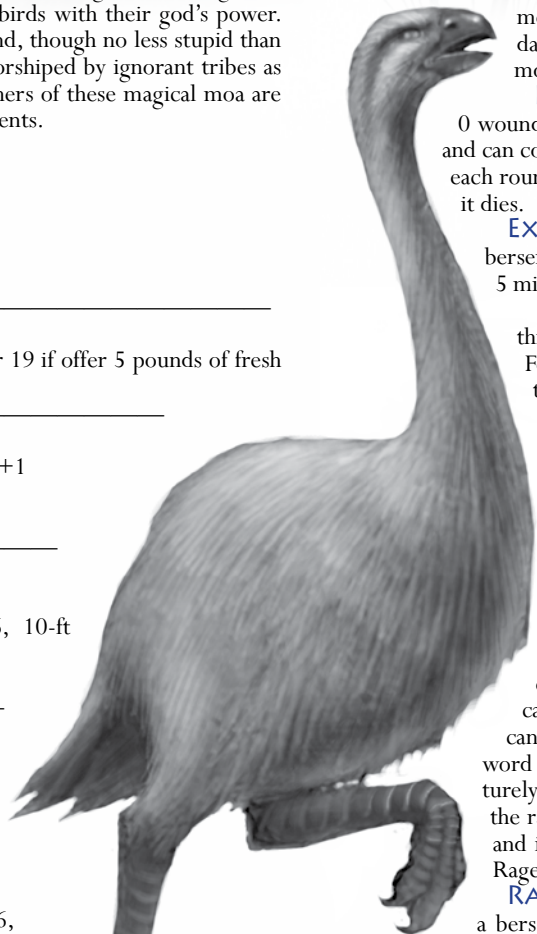
EXPEDITIOUS STRIDE: As a swift action, a berserker moa can boost its land speed by +30 ft for 5 minutes. Costs 1 vitality.

OVERRUN: A berserker moa easily push 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.



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 the normal 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 sweat 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

LORE CHECK Nature DC 14

BYPASS Bluff and Trick each DC 19 plus offer a sweet treat or a card, die or similar game piece

SENSES Low-light vision

PERCEPTION +4 ; **STEALTH** +14

LANGUAGES Arcanum, Common, 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

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, Dun-

geoneering +13, Literacy

+13, Mechanics +12, Nature

+13, Trick +17, Warcraft +12.

FP 1 ; PATRON DEITY Rorax.

MULTICLASSING Artificer, mageblade, rogue or wizard

TREASURE Items worth 50 gp in 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.

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.

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.

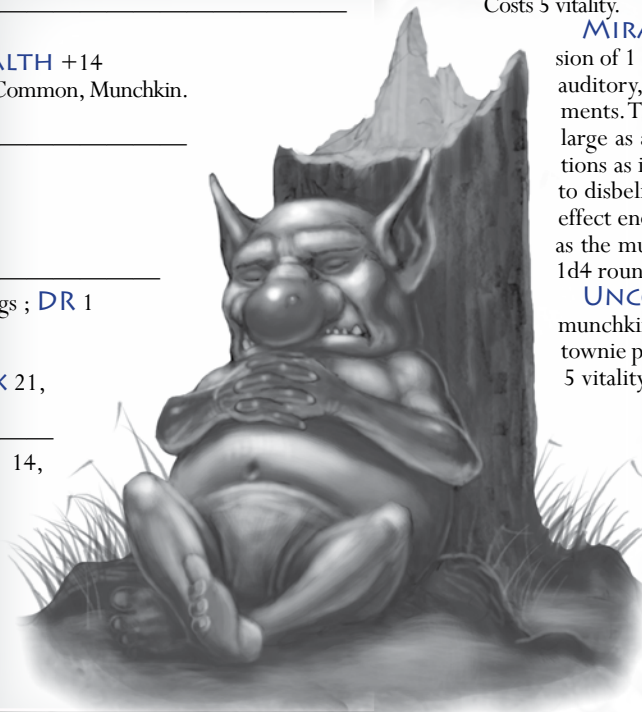
MIRAGE^M: The rouse munchkin creates an illusion of 1 creature, object, corpse or building with full auditory, visual, tactile, olfactory, and thermal elements. The illusion can be as small as a house fly or as large as a keep or ancient dragon. The illusion functions as if it were real. If a creature 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.

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.



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 worth 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

LORE CHECK Nature DC 18

BYPASS Intimidate DC 23 and speak in Giant

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 with club, +12 grapple)

WEAPONS Dagger (1d6) or club (4d6) or javelin (2d8, 30 ft range) or large blitz gun (3d10, 60 ft range)

DAMAGE +5

ARMOR Tough skin and broken armor ; **DR** 3

WOUNDS 18

VITALITY 31

FORTITUDE 21, **REFLEX** 11, **WILL** 12

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 ; PATRON DEITY Tiamat or Thulzuur

MULTICLASSING Barbarian, rogue, shaman or shifter

TREASURE Armaments plus other items worth 400 gp on person and in cave 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 that is 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.

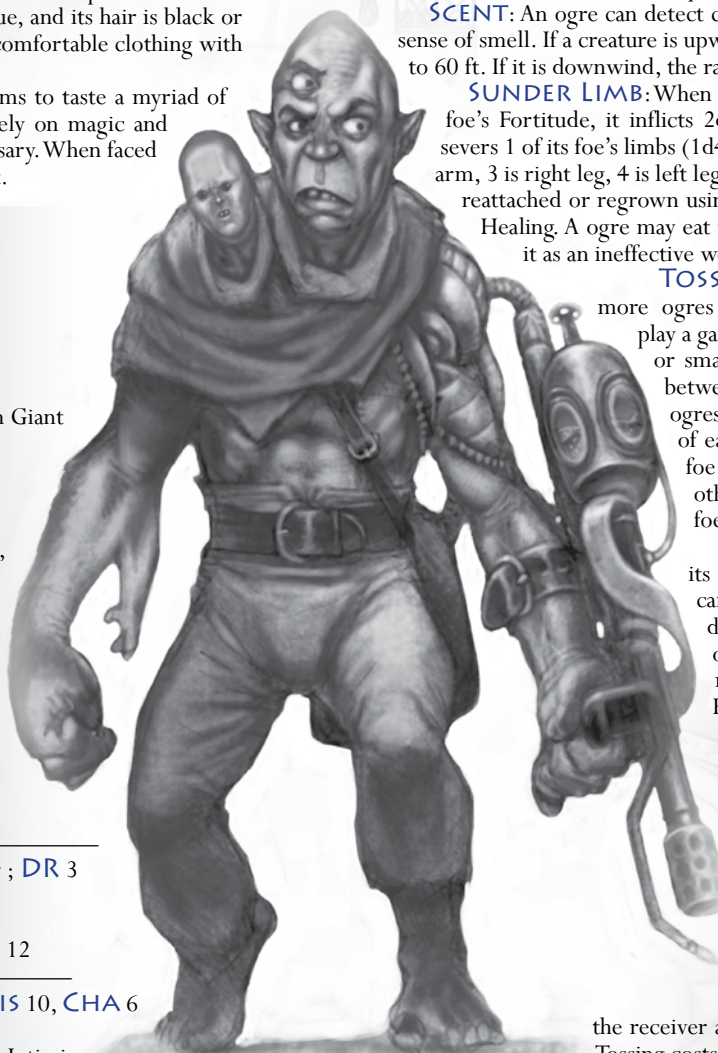
IMPROVED SHOVE: The ogre shoves an adjacent foe. If it beats the foe's Fortitude, the foe is pushed back 1d4 x 5 ft.

SCENT: An ogre can detect creatures 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 5)

These bizarre ogres sport 2 heads. Apply +5 vitality and the following abilities.

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 make 1 physical attack and use 1 magical in the same round with a -2 penalty on attack rolls that round.

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-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

LORE CHECK Nature DC 30

BYPASS Intimidate DC 35 and speak in Abyssal

SENSES Low-light vision, nethersight, scent, see invisibility

PERCEPTION +6 ; **STEALTH** +10

LANGUAGES Common, Abyssal, Orc.

INITIATIVE -1

SPEED 40 ft

ATTACK d20+9 (+11 with greatsword, +14 grapple)

WEAPONS Dagger (1d6) or greatsword (4d6) or longbow (2d8, 120 ft range)

DAMAGE +5

ARMOR Scalemail over tough skin ; **DR** 6

WOUNDS 18

VITALITY 73

FORTITUDE 23, **REFLEX** 16, **WILL** 18

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 ; **PATRON DEITY** Tiamat or Thulzuur

MULTICLASSING Barbarian, rogue, shaman or witch

TREASURE Armaments plus other items worth 1,000 gp on person and in castle or similar lair

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.

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.

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.

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.

OGRIISH 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, this 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 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 it 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.

SCORPION

These giant insects are extremely irritable and poisonous.

APPEARANCE & CULTURE

Scorpions are nasty vermin. They sports 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.

Scorpions come in many varieties. Most infamous is the large drow hissing scorpion. It spits poison as well as stings 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

LORE CHECK Nature DC 12

BYPASS Impossible

VISION Darkvision, tremorsense

PERCEPTION +5 ; **STEALTH** +6

LANGUAGES None.

INITIATIVE +0

SPEED 30 ft

ATTACK d20+3 (+8 grappling)

WEAPONS 2 claws (1d6 each) or 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.

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 ; **PATRON DEITY** Lilith or Tiamat

MULTICLASSING Barbarian, druid, rogue or shifter

TREASURE Items worth 100 gp scattered in 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 minute 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 that is 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: The warmech scorpion is a construct. As a construct, it is immune to all ailments including poison and disease. It does not need to breathe, eat or sleep and has no need to make Endurance checks. It is immortal and cannot be raised from death if slain except using Miracle or Wish. A construct gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of hit points equal to the check result minus 15. Thus, a Mechanics check with a result of 23 heals 8 hit points.

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 beat 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.

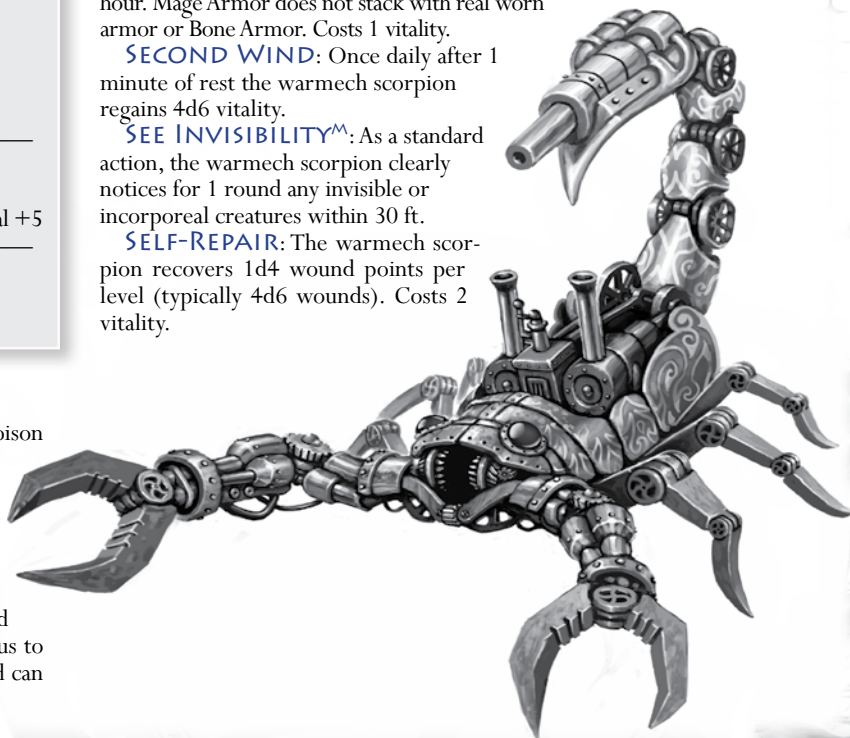
JUMP: The scorpion can leap outward or upward up to 30 ft as a standard action without a running start or Athletics check. Costs 1 vitality.

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 these creatures make potent though untrustworthy familiars.

SHADOW (LVL 5)

Shadows have the following statistics.

TYPE Undead
SIZE Medium
ALIGNMENT Any evil

LORE CHECK Religion DC 20

BYPASS Arcana, Disguise, and Religion each DC 20 and present a magical light source such as a Daylight spell

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.

STR 6, **CON** 12, **DEX** 23, **INT** 17, **WIS** 8, **CHA** 14
PRIME Dexterity and Intelligence
SKILLS None

FP 3 ; **PATRON 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 daylight 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 TOUCH: 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: 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 +20 bonus on Stealth checks, and must materialize to make attack rolls. Materializing and dematerializing are swift actions that cost 5 vitality each.

SPAWN: 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 AURA: 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, it goes insane. Costs 1 vitality.

UNDEAD TRAITS: Shadows 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.

DEVOURING DEATH SHADOW (LVL 7)

Apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

ILLUSIONIST: 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 DEATH: 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 DWEOMER: 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.

GLOOM: 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 RIDER: A shadow magi can merge with the shadow of another creature or object for up to 4 days + 1 day per level, effectively vanishing from sight. It can 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 CRY: 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 WASTING: 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.

TELCHINE

These tall many-armed humanoid 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 an 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. Telchines reproduce 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 distant epochs past, there were supposedly many millions of telchines, with 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 caves under the earth in order to avoid undo attention. As highly refined spiritual beings, the bestial nature and raw emotionality of mortals can overwhelm them. Some sages believe the telchines seek to shepherd mortals to their next stages of evolution, whatever those might be. In fact, many telchines pity mortals, who appear unable to locate peaceful means of sustaining their civilizations. 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 their future in order 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

LORE CHECK Arcana DC 34

BYPASS Diplomacy DC 44

SENSES Low-light vision

PERCEPTION +19 ; **STEALTH** +5

LANGUAGES Understands all languages.

INITIATIVE +7

SPEED 20 ft

ATTACK d20+10

WEAPONS 2 slams (1d6 each) or 2 scimitars (1d8 each) ;

MULTI-ATTACK

DAMAGE +1

ARMOR Magical robes over metallic skin ; **DR** 8

WOUNDS 12

VITALITY 80

FORTITUDE 25, **REFLEX** 25, **WILL** 27

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 ; **PATRON DEITY** Maiya, Voktra or Ymuri

MULTICLASSING Elementalism, psion, sage or wizard

TREASURE Magic items and artwork in 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[™]: The telchine utters a creature's true name and it immediately moves toward the telchine at its 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[™]: 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[™]: 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[™]: 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[™]: After a 1-minute ritual, the telchine permanently forgets a true name of its choice. Requires Learn True Name.

QUASIFORM[™]: 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.

LEARN TRUE NAME[™]: 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.

REBIRTHING[™]: 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[™]: 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[™]: 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.

WORD OF PEACE[™]: 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[™]: 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[™]: 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[™]: 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[™]: 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[™]: 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

LORE CHECK Arcana DC 22

BYPASS Diplomacy DC 32

SENSES Low-light vision

PERCEPTION +10 ; **STEALTH** +7

LANGUAGES Understands 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

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 ; **PATRON DEITY** Maiya, Voktra or Ymuri

MULTICLASSING Elementalist, psion, sage or wizard

TREASURE Gear and artwork in lair worth 600 gp

FEMALE QUASIFORM ABILITIES

The female quasiform has the following abilities.

CURE AILMENT[™]: 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[™]: 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[™]: 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[™]: 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[™]: 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[™]: 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.



VAMPIRE

BASE ABILITIES

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

LORE CHECK Religion DC 26

BYPASS Religion DC 31 and strongly present a holy symbol (or DC 26 if Comeliness 7 or lower)

VISION Darkvision.

PERCEPTION +4 ; **STEALTH** +8

LANGUAGES Common plus any other one.

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) or slam (1d6) or kama (1d6) or 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

STR 23, **CON** 14, **DEX** 16, **INT** 12, **WIS** 8, **CHA** 19

PRIME Strength and Charisma

SKILL BOOSTS Acrobatics +8, Athletics +15, Bluff +14, History +6, Insight +4, Intimidate +15

FP 4 ; **PATRON DEITY** Lilith, Nefriti or Thulzuur

MULTICLASSING Any

TREASURE Armaments and other items worth 1,600 gp on its person or in lair



Vampires have the following abilities.

BLOOD DEPENDENCY: Each day a vampire goes without any fresh warm blood, reduce by 5 its current and maximum vitality points. A vampire cannot fall below 0 vitality or suffer wound damage from lack of blood.

BEGUILE^M: As Charm Person, but lasts 24 hours. Costs 5 vitality.

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 beat 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) while exposed to natural daylight, and are dazed for 1 round upon first exposure to natural daylight.

FAST HEALING: A vampire heals 5 wound points as a swift action. Acid and fire damage do not heal, but other forms of damage heal. 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 that is 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: Vampires 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.

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 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 their 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

LORE CHECK Religion DC 18

BYPASS Religion DC 23 and press garlic or a holy symbol

VISION Darkvision.

PERCEPTION +3 ; **STEALTH** +7

LANGUAGES Common plus any other one.

INITIATIVE +2

SPEED 30 ft ; **CLIMB** 30 ft in dark, 15 ft in shadow, 0 ft in light.

ATTACK d20+5

WEAPONS Bite (1d4) or slam (1d6) or 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

STR 19, **CON** 12, **DEX** 14, **INT** 10, **WIS** 6, **CHA** 17

PRIME Strength and Charisma

SKILLS Acrobatics +7, Athletics +14, Intimidate +14

FP 2 ; **PATRON DEITY** Lilith, Nefriti or Thulzuur

MULTICLASSING Any

TREASURE Items worth 400 gp on person or in 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 that is 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: Spawn vampires 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 heal rather than suffer harm from necrotic or vile energy and are harmed by holy and curative energy. They are 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 must sleep during daylight hours or suffer fatigued (as a normal person would be after missing a night's sleep).

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 over-loaded.

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.

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, refugees 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

LORE CHECK Arcana DC 22

BYPASS Intimidate DC 32 (or DC 27 and warmech)

SENSES Darkvision, low-light vision, see invisibility

PERCEPTION +12 ; **STEALTH** +13 (+18 in Astral Realm)

LANGUAGES Vorn and Common plus 1 other language such as Abyssal, Celestial, Genie, Infernal or Mechanite.

INITIATIVE +3

SPEED 30 ft

ATTACK d20+6 (+8 using firearms)

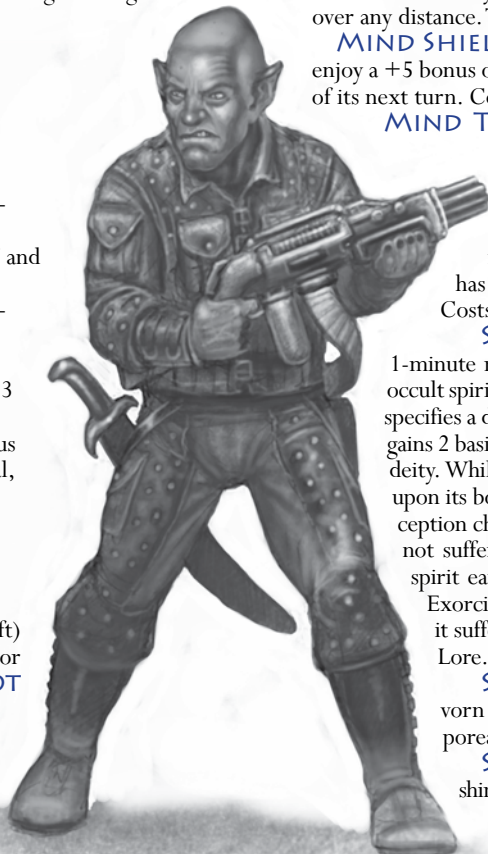
WEAPONS Hunting rifle (2d10, 80 ft) or shotgun (2d8, 30 ft) or scimitar (1d6) or unarmed strike (1d6) ; **MULTI-SHOT** and **MULTI-ATTACK**

DAMAGE +2 (+7 using firearms)

ARMOR Studded leather ; **DR** 3

WOUNDS 10

VITALITY 45



FORTITUDE 19, **REFLEX** 19, **WILL** 19

SPECIAL Automatically regenerate 1 wound point per round except against acid and fire damage, auto-stabilize when bleeding, and remain conscious down to -10 hit points, at which time they die.

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 ; **PATRON DEITY** None

MULTICLASSING Artificer, gunslinger, medicant or psion

TREASURE Mundane armor and weapons plus potions, all worth a total of 1,200 gp

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 RADIANCE PLAYERS GUIDE regarding potions.

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 with 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 stay put unless seeking 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 greenvice 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. Its celestial counterpart, the holysnare, offers a medicinal berry that heals the drinker and revitalizes his moral and ethical compass, motivating him toward goodness.

VYNE (LVL 4)

Vynes have the following statistics.

TYPE Plant

SIZE Large

ALIGNMENT Neutral

LORE CHECK Nature DC 18

BYPASS Nature or Survival DC 28

VISION Blindsight, low-light vision

PERCEPTION +6 ; **STEALTH** +0 (+20 in either outdoor or underground environments)

LANGUAGES Do not use language.

INITIATIVE +0

SPEED 5 ft

ATTACK d20+7

WEAPONS 2 slams (2d6 each, 20 ft reach) ; **MULTI-ATTACK DAMAGE** +5

ARMOR Rubbery bark ; **DR** 4 (9 vs cold and electrical damage)

WOUNDS 15

VITALITY 31

FORTITUDE 19, **REFLEX** 12, **WILL** 20

SPECIAL +5 to resist disease and poison.

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 ; **PATRON DEITY** Absolom, Greenwurm or Lilith

MULTICLASSING Barbarian, druid, elementalist or shifter

TREASURE 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 shown 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.

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 that is 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.

GREENVICE 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 greenvice'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 greenvice 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.

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

LORE CHECK Nature DC 14

BYPASS Handle Animal DC 24

VISION Low-light vision, scent

PERCEPTION +6 ; **STEALTH** +0

LANGUAGES Variant warhorses understand various languages.

INITIATIVE +1

SPEED 50 ft (also, can run at 5x normal speed)

ATTACK d20+5

WEAPONS Bite (1d4) or 2 hooves (2d6) ;

MULTI-ATTACK
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 abilities that cause fatigue or exhaustion, and can sleep in armor without fatigue the next day.

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 ; **PATRON 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 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^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 +20 bonus on Stealth checks, and must materialize to make attack rolls. Materializing and dematerializing are swift actions that cost 5 vitality each.

UNDEAD TRAITS: Ghostmares 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.

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)

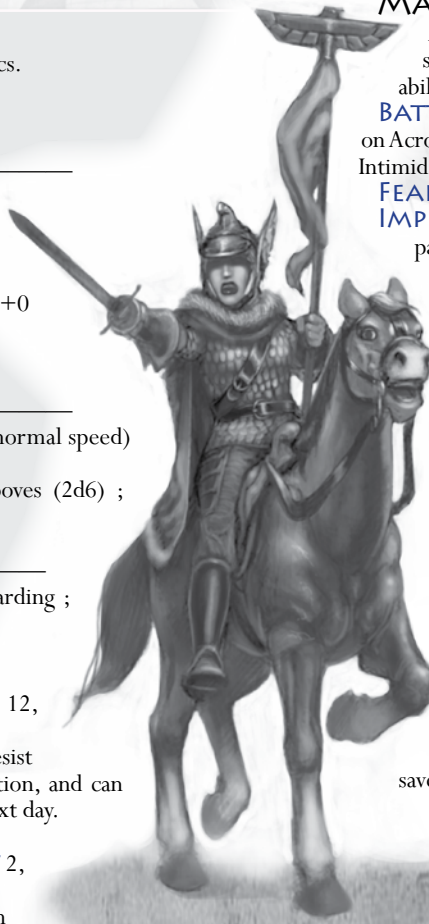
This beautiful winged warhorse is a magical beast. Apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

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.



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 common type of werebeasts, 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 Chaotic evil

LORE CHECK Nature DC 18

BYPASS Handle Animal DC 23 and strongly present a silver holy symbol

VISION Low-light vision, scent

PERCEPTION +11 ; **STEALTH** +7

LANGUAGES Common.

INITIATIVE +5

SPEED 40 ft

ATTACK d20+8 (+13 when using Trip)

WEAPONS Bite (3d6) and 2 claws (3d4 each) ;

MULTI-ATTACK

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.

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 ; **PATRON DEITY** Corvis, Phane or Stolgar

MULTICLASSING Barbarian, druid, ranger or shadowcaster

TREASURE Items worth 400 gp in lair

BASE ABILITIES

Werebeasts have the following abilities.

ANIMAL FORMSM: 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 that is 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 TRANSFORMATIONSM: 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 LIMITATIONSSM: A werebeast cannot cross water more than 5 ft wide or approach within 5 ft of silver objects.

SCENT: A werebeast can 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 drops to 15 ft.

SLAIN BY 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.

CLIMBSM: 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.

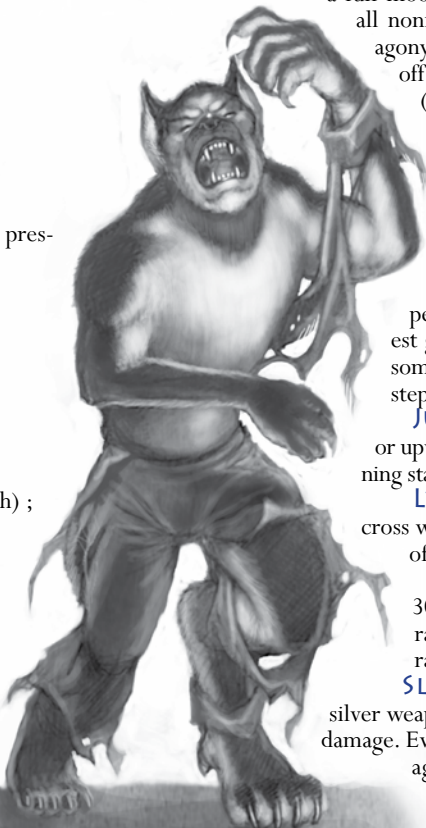
FAST HEALING: A werebeast lord heals 5 wound points at the start of its turn each round as a swift action. Acid and fire damage do not heal, but other forms of damage heal. Also, if the werebeast loses a limb, it can reattach the limb to the stump as a move action.

LYCANTHROPY CURSESM: As a swift action, a werebeast lord can expend 5 vitality and afflict a person it just successfully inflicted wound damage with the lycanthropy curse. The condition can be negated with Remove Curse or by the death of the werebeast lord.

MULTIFARIOUS FORMSSM: 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 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.



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 their 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 stray 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 goutts of flame, turn invisible, and see in magical darkness.

WOLF (LVL 2)

Wolves have the following statistics.

TYPE Animal

SIZE Medium

ALIGNMENT Usually neutral

LORE CHECK Nature DC 14

BYPASS Handle Animal DC 24

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.

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 ; **PATRON DEITY** Corvis, Phane or Stolar

MULTICLASSING Barbarian, druid, shadowcaster or witch.

Only a worg can become a witch. Only a shadow mastiff can become a shadowcaster.

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 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.

SHADOW MASTIFF (LVL 4)

A shadow mastiff is a magical beast and its typical alignment to neutral evil. Apply +14 vitality, +2 saves, +2 attacks, +2 DR, +2 Intel-

ligence, and the following abilities.

BAY[™]: All living creatures within 250 ft are shaken for 5 minutes or 1 round if it resists using Will. If a creature is 5+ levels below the shadow mastiff, it is frightened instead: it flees the best it can, or cowers if it cannot flee. Once a creature saves against the bay, it is immune to further bay effects for 24 hours. Costs 5 vitality.

DARKNESS[™]: For 5 minutes, a shadow mastiff can create total darkness in a 15-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 opponents fail 50% of the time. It can maintain only 1 area of darkness at a time. Costs 2 vitality.

SHADOW BLEND[™]: The shadow mastiff merges 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[™]: The shadow mastiff 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.

WORG (LVL 4)

A worg is a magical beast and its typical alignment to neutral evil. Apply +14 vitality, +2 saves, +2 attacks, +2 DR, +4 Intelligence, and the following abilities.

ENLARGE[™]: 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[™]: 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 halting Abyssal or Infernal plus fluent Common and 3 additional mortal languages such as dwarven, elven, and gnomish.

VENTRILLOQUISM: 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.

HELL HOUND (LVL 5)

A hell hound is a fiend and its typical alignment to 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[™]: 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[™]: 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[™]: A hell hound can see in mundane and magical darkness as easily as in daylight.

SEE INVISIBILITY[™]: As a standard action, the hell hound clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

ZOMBIE

These mindless undead relentlessly roam in search of tasty brains.

APPEARANCE & CULTURE

Zombies are relentless menaces that batter foes with fists and tear their 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

LORE CHECK Religion DC 14

BYPASS Religion DC 19 and offer a hunk of fresh flesh for the zombie to eat

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 Bludgeoning weapons inflict ½ damage on zombies.

STR 17, **CON** 10,

DEX 9, **INT** 1, **WIS** 10,

CHA 1

PRIME Strength and Dexterity

SKILL BOOSTS +11 Athletics, +7 Stealth

FP 1 ; **PATRON DEITY** Nefriti or Thulzuur

MULTICLASSING Any though prefer necromancer. 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 that is 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: Zombies 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.

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[™]: A demonic zombie spews a 15-ft cone of vomit that inflicts 1d6 vile damage per level (max 5d6). Costs 1 vitality.

RAPID SPAWN[™]: 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[™]: A person killed by a mohrg rises after 1d4 days as a standard zombie under the mohrg'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[™]: 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[™]: 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[™]: 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.

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