

BLOOD THRONE



The Book of Bones

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*"In this new age, things will crawl into the light,
maelific horrors born of war and destruction,
and they shall plague the elder races and their kin..."*
-The Talmosan Revelations



THE BOOK OF BONES

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"Here they come again boys!" Loren called out as he readied his musket. The horde of creatures strode out of the sorcerous pale green mist, clambering over the wreck and ruin littering the valley below the great bulwark. Gasps were heard as the grey men lining the bulwark caught sight of their enemy for the first time. Malefic, red glowing eyes stared out of the walking carcasses. Lined with jagged leather stitches, their pallid flesh was a gruesome patchwork of body parts. Some of the deathless monstrosities appeared to have been made in part from animals and fell beasts. A foul stench preceded their approach, wafting up the great wall where more than a few of the men began to retch. Loren stared out at the horrors for a long moment before taking aim with his long barreled musket.

"Mother of the gods, that's something new," he swore, and then fired into the undead throng.

INTRODUCTION

The war-torn world of Simarra is filled with many horrors. Some are creatures who have plagued the inhabitants of this world for countless centuries, others nightmares unleashed upon this world with the invasion of the Keza-Drak. Tainted beasts - once locked in the threshold realm - have found their way into the world through the stone gates. In addition, the dead lands have opened once more, unleashing hordes of undead into the world. Not all of the strange and horrific creatures that can be found in this world are otherworldly in nature, however.

Indeed, the Sundaari perform vile experiments upon unfortunate souls brought to Thel-Kaza, transforming them into mutated horrors for use in their ongoing war

against the free people of the world. Thankfully, many of these nightmare creations don't survive to be turned against their brethren. They live painfully short lives. Some, driven insane by unimaginable torment, kill themselves rather than face servitude as shock troops in Agārazōn's armies. Others simply don't survive the experiments and are cast away, offered up as sacrifices or even fed to other monstrosities.

Foul gretchlaw, once the plague of the deep earth, have come into the light of day, spreading their pestilence to any trespassers on their domains. Cyclopean Baasi-Gholú prey on unwary travelers and refugees who settle in the Northern arm of the Shield wall Mountains. Fearsome monstrosities such as the mazruk and the waste scorpion inhabit the Vaskraall Wastes. These are but a sampling of the horrors you will find in this, the book of bones.

ARADI LIONMAN

Type: 1st Level Monstrous Humanoid (1st Level Warrior)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +1, Con +1, Int -1, Wis -1, Cha -2

Skills: Climb 0 (+4), Intimidate 4 (+2), Jump 0 (+4), Notice 4 (+3), Survival 4 (+3)

Feats: Heavy Armor Training, Light Armor Training, Night Vision^B, Shield Training, Talented (Climb and Jump)^B, Weapon Training

Traits: Aradi Background Traits

Combat: Attack +2 (+1 base, +1 Dex), Damage +5 (sword, crit 19-20/+3), Defense: Dodge/Parry +2/+3 (+1 base, +1 Dex/+2 Str), Initiative +1

Saving Throws: Toughness +7 (+1 Con, +6 platemail), Fortitude +3 (+2 base, +1 Con), Reflex +1 (+1 Dex), Will -1 (-1 Wis)

The aradi lionmen are a proud race of lion-centaurs, an ascendant race created by the god Aradon; Lord of the Hunt. They stand around 6 ft. tall, possessing the body of a small lion with a humanoid torso where the head

would normally be and a very lion-like head. Their hides are a deep golden brown. Males customarily have thick manes which they grow long and occasionally braid. Some younger cubs have bucked tradition, wearing mohawks or shaving their manes off entirely as a symbol of grief for a lost loved one.

After the fall of their human allies in Numaráth during the Age of Steel, the aradi lionmen suffered heavy losses while repelling the trio of Death Lords and their undead horde that spilled out of the Dead Lands. With the help of their narmrothan allies the aradi were able to construct a mighty bulwark that bridged the Numarán Gap, a narrow mountain valley that served as a choke point where they were able to hold out against the undead horde.

During the age of plenty, other peoples came to settle in the Aradi Heartlands. After some internal debate, the aradi decided to allow others to settle their homelands. All was well until the coming of the baldarrans, who held no respect for the aradi or their lands. These people strip mined the aradi sacred sites for gold and over-hunted the wild game populations. When war inevitably broke out between the aradi and the baldarrans, the aradi prevailed and drove out these newcomers with no respect for the land, but by this time it was too late and the damage to the aradi sacred sites had been done.

When the Age of Blood began with the invasion of the keza-drak, the aradi were already weakened and war-weary. Believing that this new threat was a punishment from their god, Aradon, for allowing the baldarrans to despoil their homeland the aradi fled into the Broken Bone Hills. Today they are a scattered and disorganized people. Some dwell in the Broken Bone Hills and the Freehold of Aradan while others try to hold the Numarán Gap against a new horde of undead emerging from the Dead Lands with their narmrothan allies. Other groups have joined the fight alongside the volsparran elves, and some have become landless wanderers.

COMBAT

Aradi warriors often bear metal arms and armor specially crafted for them by their narmrothan allies. They favor the lance, long bow, axe and sword in combat and display a lethal degree of mastery of each of these weapons. The aradi lion men are a peace loving people, but they are warriors at heart and will not tolerate being pushed around by anyone. They are gentle and firm creatures who only resort to violence if they cannot provide for and protect their people through peaceful means.

Aradon's Blessing: Once per day an aradi with levels in the Adept role may bless those around her, providing a +1 to all attacks and toughness checks.

ECOLOGY

The aradi were once masters of the great plains between the Broken Bone Hills to the North and the kingdom of Numaràth to the south. Now, after the invasion of the keza-drak, the aradi struggle to eek out a miserable existence in the freehold of Aradan, where they roam the plains as insurgents, or fight alongside the volsparran elves. They are hunters by nature and their preferred prey is the spike nosed bison of their homeland, but in the Age of Blood these bison have grown few in number and the aradi hunters must often make do with whatever game they can find.

ADVENTURE HOOK

A group of Aradi approach the heroes to beseech them to aid themselves and their Narmrothan allies in holding the defenses at the Numarán Gap against a particularly large wave of the undead. Recent surges have weakened their numbers and damaged the fortifications and they fear another wave may engulf them, allowing the undead legion to pour out into the lands beyond.

ASHANAI

Type: 4th Level Fey

Size: Medium

Speed: 30ft.

Abilities: Str +0, Dex +4, Con +1, Int +5, Wis +3, Cha +4
Skills: Acrobatics 7 (+11), Bluff, 7 (+11), Concentration 7 (+10), Craft (bowyer) 7 (+12), Diplomacy 7 (+11), Disguise, 7 (+11), Knowledge (supernatural) 7 (+12), Notice 7 (+10), Sense Motive 7 (+10), Stealth 7 (+14), Survival 7 (+10)

Feats: Attack Focus (bow), Attack Specialization (bow), Nightvision^B, Heavy Armor Training^B, Light Armor Training^B, Weapon Training^B, Skill Focus (Stealth)^B

Traits: Fey Traits, Hamstring Shot

Combat: Attack +6 (+2 base, +4 Dex) (+7 w bow), Damage +4 (blood wood bow, crit 19-20/+3) or +3 (sword, crit 19-20/+3) Defense: Dodge/Parry +6/+2 (+2 base, +4 Dex/+0 Str), Initiative +4

Saves: Toughness +3(+2 studded leather, +1 Con), Fortitude +2(+1 base +1 Con), Reflex +8(+4 base, +4 Dex), Will +7 (+4 base, +3 Wis)

Commonly known as horned fey by other races and cultures, the ashanai are benevolent creatures that inhabit the vast, mysterious forest known as Fey Hold, claiming the ancient forest city of Caledren as their capital. Unlike their cousins - the wicked Azradil - the horned fey are helpful to all who enter their territory, providing what shelter, clothing and food they have to the refugees of the war. This attitude has been the seed of much strife among the inhabitants of fey hold, however.

Many other fey creatures (most notably centaurs, gremlins and the azradil) object to the incursion of the elder races upon their ancestral homelands. Some have even begun to attack non-fey who enter the forest on sight, much to the chagrin of the ashanai.

Standing roughly 5 feet on average, the ashanai are known for their angular facial features and blue-tinged skin tone. Most are brunettes, while some males have auburn or sandy blonde hair. All wear henna tribal tattoos on their bodies which glow in the presence of a mana well or ley line.

COMBAT

Ashanai are able warriors who prefer ambushes and guerilla tactics, using their natural surroundings for cover and striking at their foes with their bloodwood bows from a distance. It is not uncommon for armed or suspicious looking travelers to be unaware of the presence of the ashanai until a warning shot gets fired. Those who show peaceful intent are cautiously welcomed, but travelers foolish enough to return fire may find that their last act.

Hamstring Shot: Ashanai are unparalleled masters of the deadly blood wood bow. When a Horned Fey hits with a blood wood bow, the victim must make a Fort save with a Difficulty 15 + the fey's level or suffer +2 Dex damage in addition to normal damage done by the bow and have their movement reduced by 5 ft. until they receive some form of healing.

ECOLOGY

The ashanai see themselves as the last line of defense for the uncorrupted natural world and all of farie kind. They subsist mostly on a diet of fruits, nuts roots and berries, only occasionally hunting down small game animals whom they respect greatly, thanking the animal's spirit for providing them meat before dressing and preparing the body for consumption. Some communities of ashanai may also practice small scale forms of agriculture, consisting of little more than small personal herb and vegetable gardens, but few have the patience for cultivation.

ADVENTURE HOOK

The heroes stumble upon a small band of heavily wounded ashanai who are fleeing a much larger band of azradil. The azradil are too intent on their quarry to notice the heroes at first, and things are looking dire for the ashanai, whom will surely perish if the heroes do not intervene on their behalf.

ASHOI NOTKAH

Type: 2nd Level Undead (Cold)

Size: Small

Speed: 20 ft.

Abilities: Str +1, Dex +1, Con -, Int +2, Wis +4, Cha -2

Skills: Diplomacy 5 (+3), Notice 5 (+9), Intimidate 5 (+3), Knowledge (history) 5 (+7), Knowledge (supernatural) 5 (+7), Sense Motive 5 (+9)

Feats: Power, Power (3)^B

Traits: Damage Reduction +2/supernatural, Darkvision 60 ft., Ghost Sight, Powers (rank 5, Wis, save Difficulty 15; Bind Spirit +9, Drain Vitality +9, Imbue Unlife +9, Summon Spirit +9), Touch of the Grave, Undead Traits, Vulnerable to Fire

Combat: Attack +3 (+1 base, +1 Dex, +1 size), Damage +1 (unarmed) or by weapon, Defense: Dodge/Parry +3/+3 (+1 base, +1 size, +1 Dex/+1 Str), Initiative +1

Saving Throws: Toughness +1 (+1 Undead, +1 natural, -1 size), Fortitude +0, Reflex +1 (+1 Dex), Will +7 (+3 base, +4 Wis), Initiative +1



The wild lands are filled with many strange creatures but none are as wicked as the dreaded ashoi notkah; undead servants of the ascendant god Shetek-Garak. The ashoi notkah live deep in the southern jungles of the great chasm. Once a tribe of exceedingly vile shek-tar gnomes who served Shetek-Garak, the ascendant god rewarded his followers with undeath and they became the ashoi notkah. Ashoi notkah spirit binders bolster their ranks by raising fallen shek-tar whenever they can.

Ashoi notkah cities are constructed almost entirely from the bones of creatures slain to feed the tribes or sacrificed in profane rites. The borders of these bone cities are warded by eldritch spells engraved into bone gates and walls. Hordes of undead zombies and hunters leading packs of wyldlings protect the borders from all who venture too close.

Recent days have seen ashoi notkah war parties renew their attacks on Seguire outposts along the Ardrennen River and fledgling Baldarran settlements at the eastern stair, prompting many to wonder if these vile creatures might be in the initial stages of a war for conquest of the wild lands. Even more worrisome to the free people of the wild lands are the sightings of Fearsome groa'khan and kithanni warriors among the war parties operating in the north.

Elsewhere, brave adventurers have returned to remote freeholds in the Northern Reaches claiming to have sighted the bone cities of the Ashoi Notkah. Exactly how these undead have managed to leave the Wild Lands unnoticed is not known, but it bodes ill for all peace-loving folk of Simarra.

COMBAT

Ghost sight: Ashoi-notkah naturally see incorporeal and invisible creatures and have a +4 bonus to Will saves made for resisting illusions.

Touch of the Grave: Once per day, an ashoi-noktah can choose to channel the negative energy of the Dead Lands, dealing an additional +2 lethal extreme cold damage on an unarmed strike.

Extreme Cold Damage: Extreme cold damage is treated like regular cold damage with the following exceptions: Creatures who are resistant to Cold are not resistant to extreme cold. Creatures that are immune to cold take half damage from extreme cold if they fail a Fortitude save, and no damage if they make their Fortitude save. The difficulty for this save is given in each creature's description. In addition, metal items such as most weapons and armor must resist damage or be sundered. Consult the sundering rules on page 105 of the *True20* core rules for more information on sundering.

NECROLOGY

The ashoi-notkah are a group of undead that have attracted much attention from scholars of necrology. An entire race of living beings that have been transformed into undead monstrosities at their god's whim is a frightening prospect; one that has caused fear among the nobler races of Simarra that such a cataclysmic event may happen again. Ashoi-notkah are undead beings that embody the bitter cold of the icy north. Their touch drains so much heat from living targets that beasts virtually immune to cold weather can be frozen solid.

ADVENTURE HOOK

The heroes are sent into the icy northern lands to find an important expedition searching for a tomb of the ancients that is rumored to contain powerful artifacts. When the heroes find the expedition, the men and sled dogs have all been frozen solid despite their heavy coats and magical talismans for resisting the cold.

AZRADIL

Type: 5th Level Fey (Augmented, Tainted)

Size: Large

Speed: 40 ft.

Abilities: Str +4, Dex +5, Con +5, Int +3, Wis +3, Cha +4
Skills: Bluff 8 (+12), Climb 8 (+12), Concentration 8 (+11), Craft (bowyer) 8 (+11), Intimidate 8 (+12), Knowledge (supernatural) 8 (+11), Notice 8 (+11), Stealth 8 (+12), Survival 8 (+11)

Feats: Attack Focus (bow), Attack Specialization (bow), Nightvision^B, Heavy Armor Training^B, Light Armor Training^B, Weapon Training^B, Skill Focus (Stealth)^B, Powers (3)^B

Traits: Fey Traits, Frightful Presence, Hamstringing Shot*, Enlarged, Heightened Glands, Powers (rank 8, Cha, Difficulty 17; Illusion +12, Shadow Shaping +12, Supernatural Strike +12)

Combat: Attack +6 (-1 size, +2 base, +5 Dex) Damage +9 (blood wood bow, crit 19-20/+3), or +7 (sword, crit 19-20/+3) or +6 (claws), Defense: Dodge/Parry +6/+5 (-1 size, +2 base, +5 Dex, +4 Str), Initiative +5

Saves: Toughness +10 (+2 size, +5 Con, +3 natural), Fortitude +6 (+1 base, +5 Con), Reflex +9 (+4 base, +5 Dex), Will +9 (+4 base, +5 Dex)

Commonly known as shadow fiends, the vile azradil are ashanai who have become tainted from prolonged exposure to corrupted mana wells. These vile creatures are common throughout the vast forest known as fey hold, where they constantly war against their benevolent cousins. Like the ashanai, the azradil are masters of the blood wood bow. The azradil lair in a vast cave complex at the foothills of the Northern Reaches in the Northwest borders of fey hold.

COMBAT

Azradil prefer to stick to the shadows and use sniper tactics in combat. They use their mastery of shadow and illusion to cause confusion among their enemies on the battlefield. They also make for excellent assassins. When a group of azradil are faced with an inferior force, they delight in hamstringing their foes to the point where they can do little but crawl frantically away in a desperate retreat. In such cases the azradil will often take their time picking off individuals one by one and drawing things out as long and painfully as they wish.

Frightful Presence: Azradil can unsettle foes with their mere presence. Creatures within a 90 ft. radius that have fewer levels than the azradil must succeed on a Will save (Difficulty 17). Those who succeed remain immune to that azradil's frightful presence for 24 hours. On a



failure, creatures with 4 or less levels become panicked for 1 round per point by which they failed their Will save, and those with 5 or more levels become shaken for 1 round per point by which they failed their Will save. The save Difficulty is Constitution-based.

Hamstring Shot: Azradil are masters of the deadly blood wood bow. When a shadow spawn hits with a blood wood bow, the victim must make a Fort save with a Difficulty 15 + the fey's level or suffer 2 Dex damage in addition to normal damage done by the bow and have their movement reduced by 5 ft. until they receive some form of healing.

ECOLOGY

The azradil see themselves as the last hope for farie kind. They look down upon their more benevolent ashanai cousins as being conservatives who are too caught up in the old ways to survive the Age of Blood. In the eyes of the azradil, the ashanai are not willing to commit the necessary evils to preserve their race and their homeland from the incursions of the keza-drak and other such evils of this brutal age. The azradil believe that in order for their people to survive they must treat all strangers as enemies and abandon compassion altogether. Those fey who see things differently are merely an obstacle and a liability which must be cut out like a cancer before they infect and doom all of the fey with their misguided benevolence.

ADVENTURE HOOK

A hunting party of azradil have come across the heroes' tracks in the wilderness and decided to stalk them for sport. They first seek to disorient the heroes and to kill off any guides or mounts they may have. They will proceed to stalk the heroes, picking off any who leave the group and attacking under cover of night but retreating as soon as the heroes look like they may be able to gain the upper hand.

BAASI GHOLU

Baasi-Gholú Warrior

Type: 8th Level Humanoid (Giant)

Size: Large

Speed: 40 ft.

Abilities: Str +6, Dex +3, Con +4, Int +0, Wis +2, Cha -1

Skills: Craft (any one) 11 (+11), Notice 11 (+13)

Feats: All-out Attack, Attack Focus (spear), Cleave, Light Armor Training^B, Night Vision^B, Weapon Training^B

Traits: Darkvision 60 ft., One-Eyed

Combat: Attack +8 melee/+7 ranged (-1 size, +6 base, +3 Dex/-2 Ranged) (+9/+8 w spear, crit 19-20/+4), Damage +10 (large spear), Defense: Dodge/Parry +8/+11 (-1 size, +6 base, +3 Dex/+6 Str), Initiative +3

Saving Throws: Toughness +12 (+2 size, +4 Con, +4 natural, +2 studded leather), Fortitude +10 (+6 base, +4 Con), Reflex +5 (+2 base, +3 Dex), Will +4 (+2 base, +2 Wis)

"Long have we suffered the encroachment of the man-animal upon our domain. Long have we waited for the time of reckoning, heeded the whisperings of stone and spirit. "Wait", they said. "Persist in spite of the attacks by the hated elflings!" And so we endured, But no longer! The time of reckoning has come. The fires of war are kindled. The time of the Baasi-Gholú has come..."

Baasi-Gholú Stone Shaman

Type: 8th Level Humanoid (Giant)/4th Level Adept

Size: Large

Speed: 40 ft.

Abilities: Str +5, Dex +3, Con +4, Int +0, Wis +4, Cha -1

Skills: Concentration 8 (+12), Craft (any) 11 (+13), Knowledge (supernatural) 4 (+4), Notice 15 (+17)

Feats: All-Out Attack, Attack Focus (spear), Cleave, Light Armor Training^B, Night Vision^B, Power (4), Weapon Training^B

Traits: Darkvision 60 ft., One-Eyed, Powers (Rank 7, Wis, save Difficulty 16; Choose any four of Cure +11, Earth Shaping +11, Elemental Blast (earth) +11, Enhance Other +11, Summon Beasts +11, Visions +11)

Combat: Attack +10 melee/+8 ranged (-1 size, +8 base, +3 Dex/-2 Ranged) (+11/+9 w spear), Damage +9 (spear, crit 19-20/+4), Defense Dodge/Parry +10/+13 (-1 size, +10 base, +3 Dex/+5 Str), Initiative +3

Saving Throws: Toughness +14 (+2 size, +6 Con, +4 natural, +2 studded leather), Fortitude +11 (+7 base, +4 Con), Reflex +4 (+3 base, +1 Dex), Will +6 (+4 base, +2 Wis)

The fearsome baasi-gholú are a cyclopean race of giants who claim the entire Northern arm of the Shieldwall Mountains as their domain. Once a peaceful, intensely spiritual race, the baasi-gholú are rumored to have been the favorite of all Vathrim's creations. However, time would see these shamans become corrupted by the minions of Thûrak to such an extent that they fell out of favor with their creator-god. Vathrim cursed the baasi-gholú, marring their physical features to match the corruption he saw within their hearts.

A changed race, the baasi-gholú have endured persecution over the centuries by the elder races. Not recognizing the baasi-gholú for whom they really were, elves, men and dwarves who came to populate the Shieldwall Mountains and the Trachan Steppes believed them to be a creation of the hated god Thûrak and hunted the once-peaceful giants mercilessly.

The baasi-gholú responded in kind, attacking settlements throughout the North in retribution for the unwarranted persecution of their people. Later years would see the giants recede into the heart of the mountains, their dwindling numbers forcing them to forfeit much of their territory and holdings to stave off extinction. The Age of Plenty saw these creatures diminish into legend and myth, tales told by firelight in the gloom of night of the cyclopean beasts who once stole children for food.

-Mogrok Ruun, stone shaman of the raging bear tribe

The Age of Blood has seen a remarkable resurgence of the race, who — much to the surprise of the narmrothan clans living in the region — stormed out of the mountains to re-take much of their lost territory. The city of Mogrush-Kel has been rebuilt at the base of the Shieldwall mountains, a fortress home to thousands of baasi-gholú. These fearsome creatures now range all across the north lands, attacking supply trains, settlements and even the fortresses of the Narmrothan horse lords.

COMBAT

Baasi-gholú are a proud warrior race. They are ferocious in combat, taking no prisoners and giving no quarter. Their physique and combat prowess are only moderately hindered by a lack of depth perception.

One Eyed: Because a baasi-gholú possesses only a single eye, it has poor depth perception, and suffers a -2 penalty on all ranged attacks.



ECOLOGY

The baasi-gholú primarily subsist by cultivating herds of mountain dwelling animals such as goats and sheep. Some groups also participate in limited forms of agriculture, but this is primarily limited to small orchards of fruit bearing trees, a few grains and other such crops that can grow in the mountains.

ADVENTURE HOOK

The heroes stumble across a dead baasi-gholú who appears to have fallen off of a ledge and broken his neck. On his body they find a map case which outlines a local Dwarven stronghold, along with a battle plan for attacking it, and quickly neutralizing its best defenses. These plans are fairly complete and the attack they outline could happen at any time.

BATUK GECKA

Type: 2nd Level Animal (Reptile)

Size: Medium

Speed: 40 ft., Climb 20ft.

Abilities: Str +3 Dex +6, Con +3, Int -5, Wis -3, Cha -2

Skills: Notice 5 (+2)

Feats: Ability Focus (Breath Weapon)^B, Night Vision^B, Double Strike

Traits: Immunity to Fire and Heat, Breath Weapon +4 fire (Difficulty 14), Scent, Pounce

Combat: Attack +7 (+1 base, +6 Dex), Damage +4 (bite or talon), Defense: Dodge/Parry +7/ – (+1 base, +6 Dex), Initiative +6 (+6 Dex)

Saves: Toughness +6 (+3 Con, +3 natural), Fortitude +6 (+3 base, +3 Con), Reflex +6 (+6 Dex), Will -3 (-3 Wis)

The batúk-gecka of the Ash Mountains are fierce, fire breathing reptiles standing roughly five feet at the shoulders. Streaks of reddish-orange hair run the length of their long, muscular bodies to frame their vicious spike-covered maws. Most batúk-gecka have obsidian colored eyes, matching their sharp claws. Their scales are black with bright red-orange edges giving the appearance of black coal scattered over glowing embers. batúk-gecka are generally lizard-like in shape, though their powerful limbs stand more upright than most lizards, whose legs are usually splayed out to the sides.

COMBAT

Batúk-gecka are very territorial creatures. When they become hostile their bright orange manes stand on end as they arch their backs and emit a sound which is a combination of a low rumbling growl and the his of

released steam, a reaction that has been compared at times to that of a large magma spewing housecat.

Breath Weapon: 20-foot cone; once every 3 rounds (but no more than 5 times per day); +4 fire damage; Reflex Difficulty 15 for half damage. The save Difficulty is Constitution based.

Pounce: If a batúk-gecka charges a foe, it can attack a single target with both its talons and its bite in a single round.

ECOLOGY

Batúk-Gecka can be found all across the Ash mountains of Droghedia. They tend to lair in deep caves near lava flows where they can bask in the extreme heat. Batúk-gecka feed on any mammal they can find, including humanoids, though they prefer the leathery-winged rhuuku, a large flying rodent found in the region. Batúk-gecka have also been seen swallowing stones, though it is unclear if they can actually digest them, if they are used to refuel their fiery breath or if they are merely used to aid digestion by rolling around and grinding food in their stomachs. The fire dwarves of clan Volagar have managed to domesticate some of these beasts, training them as mounts and beasts of burden.

ADVENTURE HOOK

The heroes are attacked by a tribe of wild men. Shortly after the attack, the heroes come across a small town filled with terrified villagers. They plead the heroes to help them, stating that a tribe of savages has been kidnapping townsfolk. These captives are then taken to a great volcano where the tribe members sacrifice them



to their god of volcanoes. This “volcano god” is actually a large batúk-gecka that has grown fat on sacrificial offerings and no longer feels a need to leave the warmth of its home to hunt now that food is regularly brought to its doorstep.

BLOOD FALCON

Type: 3rd Level Animal

Size: Small

Speed: 15 ft., Fly 60 ft. (average)

Abilities: Str +1, Dex +3, Con +1, Int -4, Wis +1, Cha +0

Skills: Notice 4 (+13), Stealth 2 (+9)

Feats: Attack Focus (talons), Move-by Action, Night Vision^B

Traits: Feeding Frenzy

Combat: Attack +6 (+2 base, +1 size, +3 Dex) (+7 w talons), Damage +2 (talons) or +3 (bite), Defense: Dodge/Parry +6/ – (+2 base, +1 size, +3 Dex), Initiative +3

Saves: Toughness +0 (-1 size, +1 Con), Fortitude +4 (+3 base, +1 Con), Reflex +6 (+3 base, +3 Dex), Will +2 (+1 base, +1 Wis)

Blood falcons are voracious birds of prey. They have the general shape of a large eagle with wickedly curved beaks. Their plumage takes on a rusty red or maroon hue comparable to the color of rotten meat. These large solitary avian creatures prey on anything smaller than themselves that they can catch. Blood falcons also scavenge meat from fresh carcasses whenever the opportunity arises. Attracted to the sounds of battle, they are often seen circling battle fields. In large groups they can enter a feeding frenzy, sometimes falling upon fallen or disabled warriors before they are even dead and stripping flesh from bone.

Blood falcons have become a symbol of war and carnage. They are often held to be the sacred animals of war like deities, and are often used in heraldry to represent ferocity and ability in battle.

COMBAT

Blood falcons have learned to associate metal weapons and armor with impending conflict, and they tend to follow large groups of armed individuals in the hopes that carnage will ensue. Blood falcons do not attack healthy and uninjured targets unless they are desperate. For the most part, the creatures keep their distance, watching until a fight breaks out and one or more combatants is rendered unconscious, disabled or worse. At that point they flock down to attack the wounded individual, attempting to finish them off quickly so that they may begin to feed. If the blood falcons are particularly hungry and no other dead or dying bodies

are present, blood falcons have been known to attack the first target to get knocked prone, but this is rare.

Feeding Frenzy: When five or more blood falcons congregate at the same site to feed, they all enter a feeding frenzy, gaining the benefits of the Rage feat.

Skills: Blood Falcons have a +8 bonus to notice checks.

ECOLOGY

Blood falcons are scavengers and opportunistic predators. They will consume the flesh of most mammalian corpses they come across, be they man or animal and whether they died naturally or in armed conflict. Blood falcons are solitary in nature, but have been known to aggregate in massive numbers at battlefields or other places where corpses abound. If there are more than five blood falcons for every medium size corpse available for feeding, it is likely that fights will break out among the blood falcons as they challenge each other for the lions share of the meat. These fights are usually not lethal, but on occasion one blood hawk will kill another. In these cases, the surviving blood hawks seem to have no hesitations about cannibalism.

ADVENTURE HOOK

After a battle in which one or more of the heroes has been badly injured, the heroes notice a group of blood falcons have begun to follow them. Unless these birds are killed or driven away, they will swarm any who are downed in the next battle, be they heroes, their allies or their adversaries.

BLOOD SPIKE BOAR

Type: 6th Level Supernatural Beast (Augmented, Vice)

Size: Medium

Speed: 40ft.

Abilities: Str +7, Dex +3, Con +4, Int -5, Wis +0, Cha -4

Skills: Notice 9 (+12)

Feats: Awesome Blow, Double Strike, Nightvision^B, Rage^B, Run^B, Skill Focus (Notice)

Traits: Enlarged, Multi-legged, Tainted Attacks, Viscous Secretion

Combat: Attack +7 (+4 base, +3 Dex), Damage +8 (bite) or +9 (gore), Defense, Dodge/Parry +7/ – (+4 base, +3 Dex), Initiative +3

Saves: Toughness +8 (+4 Con, +4 natural), Fortitude +9 (+5 base, +4 Con), Reflex +8 (+5 base, +3 Dex), Will +2 (+2 base)

Offshoots of boars found in various regions of Simarra, blood spike boars are hideous beasts who strayed too close to tainted regions of the world. The resulting exposure to the corrupting taint of the Threshold Realm

transformed them into vicious, mutated beasts. Blood spike boars stand roughly four feet tall. Their thick, black hides are covered in a putrid green ooze.

COMBAT

Blood spike boars are fiercely territorial scavengers who attack any trespasser on their domains. They can also be extremely territorial about their food. Once a carcass has been located, a group of blood spike boars will attack or chase off any other creatures in the area in order to minimize competition for the carrion's rotten flesh.

Thick Hide: Blood Spike Boars have a +4 natural armor bonus due to thick, leathery hide.

Viscous Secretion: Blood Spike Boars have abnormal sweat glands which produce a highly toxic substance which infects the victim with an insidious disease (Virulence rank 10). Failure on the Fort save indicates the victim has been infected and will become sick in 24 hours. Damage on a failed save is 2 Con and 1 Wis. Two successful Fort saves remove all effects of the disease.

ECOLOGY

Blood spike boars are scavengers that travel in packs of six to ten, with one larger boar leading the pack. At least two sows will also be found nearby, usually in a den. They are often found in the ruins of towns and cities feeding on carrion.

Special Notes: If you are using the sanity rules found in the Horror chapter of the *True20 Companion*, anyone who fails a save against a blood spike boar's viscous secretion trait must make a Difficulty 21 sanity check. Those who fail will suffer from delusions.

ADVENTURE HOOK

The heroes are searching for a hermit who possesses critical information for their next adventure. Upon finding his remote dwelling they find it empty. A search of the surrounding wilderness quickly turns up the hermit's body. He is still living, but badly wounded and in a hysterical, hallucinogenic state. Meanwhile the blood spike boar that initially wounded the hermit returns and attacks the heroes as well. To obtain their information, the heroes have to fend off the boar, keep the hermit alive and heal both his mind and body.



BATTLE ANT

Type: 8th Level Supernatural Beast (Augmented)

Size: Large

Speed: 10 ft., Burrow 20 ft.

Abilities: Str +8, Dex -1, Con +7, Int +1, Wis +1, Cha +0

Skills: Notice 6 (+7), Stealth 6 (+1), Climb 10 (+28)

Feats: Awesome Blow, Ability Focus (Breath Weapon), Snatch, Attack Focus (Bite)^B, Diehard^B, Night Vision^B

Traits: Breath Weapon (10 acid, Difficulty 21) (Damage Reduction 2/piercing, Scent, Tremorsense 60 ft.)

Combat: Attack +6 (+8 base, -1 size, -1 Dex) (+7 w bite), Damage +11 (bite), Defense: Dodge/Parry +5/— (+6 base, -1 Dex), Initiative -1

Saves: Toughness +16 (+2 size, +7 Con, +3 natural, +4 steel plating), Fortitude +13 (+6 base, +7 Con), Reflex +1 (+2 base, -1 Dex), Will +7 (+6 base, +1 Wis)

The bule-zek (battle ant in common) - is but one of the myriad horrors plaguing the free people of Simarra. Originally created in the Sundanar Peninsula by the blood lords, these vile creatures have been created by exposing giant ants to the blood of half giants, which, in conjunction with dark rituals, caused them to mutate, growing to roughly the size of a male half-giant. Sundaari vivisectionists (commonly known as zul'grezech) took those abominations and twisted them further, grafting steel plates to their head and torso for added protection. The mandibles of the bule-zek are lined with razor-sharp adamantine blades, making their vicious bites incredibly deadly. Giant ants are commonly found in the Cradle of Life, though reports by tharan spies indicate that the zul'grezech are releasing them into the wilderness in hopes they breed.

COMBAT

Bule-zek are far more intelligent than they appear, capable of making tactical decisions as well as any trained soldier. Their ant heritage still shows through in the kinds of tactics they favor, preferring to attack in superior numbers, targeting a foe's limbs first in an attempt to disarm or disable them and swarming larger foes.

Breath Weapon: A bule-zek can breathe a cone of acid. 30-foot cone; once every 3 rounds (but no more than 5 times per day); +10 acid damage; Reflex Difficulty 25 for half damage. The save Difficulty is Constitution based.

Enhanced Mandibles: Adamantine-laced mandibles provide a +3 damage bonus on a successful bite attack. **Steel Plating:** Grafted steel plating provides an additional +4 bonus to the bule-zek's toughness score.

Skills: Bule-zek have a +8 racial Bonus to Climb Checks. A battle ant can take 10 on climb checks even if rushed or threatened.

ECOLOGY

Bule-zek are unnatural abominations created by the Sundaari and have no real role in natural ecologies. They can cause wide swaths of destruction when they march, killing and stripping the flesh off all living things that fail to get out of their path.

ADVENTURE HOOK

A group of Sundaari have formed a temporary alliance with a large band of blight elves. The heroes are sent on a mission to steal the secret process for making bule-zek from the Sundaari and framing the blight elves for the theft of this closely guarded piece of information, thus breaking up the tenuous alliance, if not setting the Sundaari and blood elves at each other's throats. In order to pull this off, the plan not only requires the theft of documents describing the process, but also the capture of a live bule-zek to be placed in a blight elf laboratory for the Sundaari to find.

CORNIGER

Type: 10th Level Undead

Size: Huge

Speed: 40 ft.

Abilities: Str +10, Dex +1, Con —, Int —, Wis +0, Cha -5

Skills: —

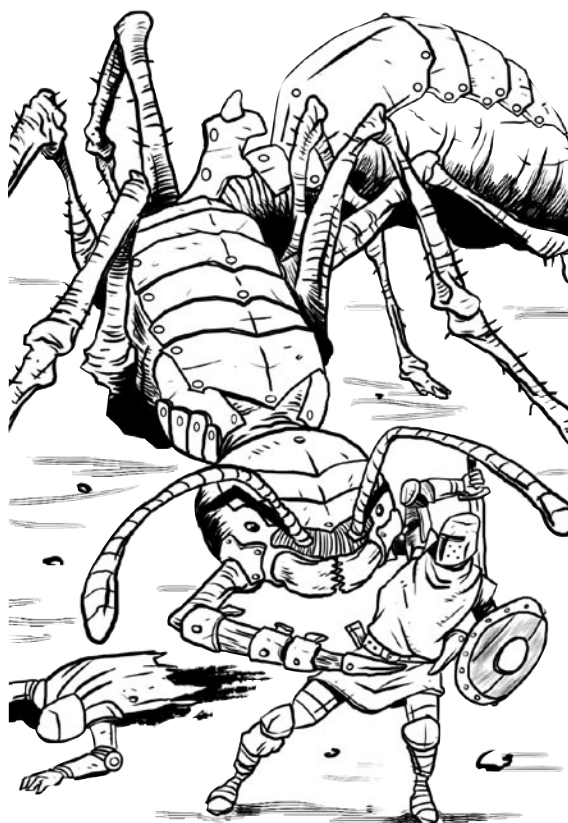
Feats: Improved Initiative^B

Traits: Damage Reduction 2/Bludgeoning, Dark Vision 60 ft., Immunities, Undead Traits

Combat: Attack +3 (-2 size, +5 base), Damage +15 (gore), Defense Dodge/Parry +6/+15 (+5 base, +1 Dex/+10 Str), Initiative +5

Saving Throws: Toughness +11 (+4 size, +2 natural, +5 undead), Fortitude +3 (+3 base), Reflex +4 (+3 base, +1 Dex), Will +7 (+7 base, +0 Wis)

Cornigers are cat-like beasts the size of elephants with a pair of wicked tusks. At one point they roamed the grasslands of the Aradi Highlands and Numaráth, and are believed to have went extinct early in the Age of Steel. Cornigers exist now as skeletal undead raised up by Death Lords as beasts of burden and war. Even as undead, they are nigh impossible to stop, one of the reasons why the cornigers will be animated as undead



war beasts for as long as their bones are available for dark necromantic rites.

COMBAT

Cornigers are used as undead siege engines. They can use their tusks as highly effective battering rams, and they often wade into battle bearing a fortified siege tower containing a number of archers on their backs. They are also used to tow other siege engines such as catapults, cannons, ballistae and mortars. When used in smaller scale combat, they are often commanded to charge straight into the enemy while a number of foot soldiers come in behind it to mop up anyone who survives the devastating charge. After the initial charge, a corniger simply wades into battle to crush its enemies with its massive tusks.

Damage Reduction 2/Bludgeoning: Cornigers are skeletons and lack flesh or internal organs, making them resistant to cutting and piercing weapons

Immunities: Cornigers are immune to cold, poison, sleep, paralysis, stunning, disease, and mind-influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain, or any effect requiring a Fortitude save, unless it works on inanimate objects or is harmless.

NEGROLOGY

Cornigers were once towering herbivores, occasionally trained as battle mounts in ages past, sometimes bearing

entire siege towers atop their hulking frames. During the Age of Blood, these massive beasts have been returned to Simarra despite having been extinct for hundreds of years. Their bodies are sometimes found frozen in glaciers or mummified in bogs, or their bones are dredged up from tar pits or found fossilized in layers of sedimentary rock. The bones of such corpses fetch a high price among militias that employ necromancers capable of restoring these beasts to their traditional roles.

ADVENTURE HOOK

A corniger skeleton has been discovered inside a crumbling sandstone cliff. The heroes are asked to retrieve the skeleton before it is discovered by enemy forces operating in the area. However, upon arrival the heroes find an enemy excavation team already in place. The heroes must find a way to sabotage the dig and either acquire the bones themselves or destroy them or else they will become a powerful weapon in the hands of their enemy. To make matters worse, wherever there is a corniger excavation, there is sure to be a powerful necromancer nearby.

CORPSE MOUND

Type: 14th Level Undead

Size: Huge

Speed: 20 ft.

Abilities: Str +12, Dex +0, Con —, Int —, Wis +0, Cha -5

Skills: —

Feats: Tough^B

Traits: Darkvision 60 ft, Frightful Presence, Stench, Undead Traits

Combat: Attack +5 (+7 base, -2 size), Damage +16 (slam), Defense: Dodge/Parry +5/+17 (+7 base, -2 size, +0 Dex/+12 Str), Initiative +0

Saves: Toughness +12 (+7 undead, +4 size, +1 Tough), Fortitude +4 (+4 base), Reflex +4 (+4 base), Will +9 (+9 base)

The Age of Blood may be a dark age for most, but for necromancers it is a time of ample opportunity. Life is cheap throughout the war torn lands of Simarra and there is rarely a shortage of fresh bodies. The problem is, often times these bodies are too damaged to be useful for the creation of standard undead such as zombies and skeletons. Sometimes the corpses pile up too quickly to make individual animation very efficient. Not to be outpaced, those who practice the art of necromancy have found a solution to these problems in the abomination known as a corpse mound. These piles of bodies are literally walking mass graves. These heaps of dismembered corpses are held together by

a stronger version of the necromantic energies which bind the bones of an animated skeleton together without connective tissue like tendon or muscle. Some necromancers will sculpt these masses of dead to their perverted whim by lashing them together with rope, sewing the bodies together like a patchwork blanket of corpses, or nailing them together with large iron spikes. Needless to say, the mere sight of one of these undead creatures is enough to send most warriors fleeing for their lives.

COMBAT

As non-intelligent undead, corpse mounds obey the orders of their necromantic master without question or hesitation. They are only capable of fulfilling simple one-phrase commands, and thus display no tactics in their approach to combat unless their master is able to observe the battlefield and give the corpse mound new commands as the tide of battle flows and ebbs. In order to do this, the master must be able to sense what is happening on the battlefield, and either be present to give verbal commands or have some sort of supernatural link with the corpse mound that allows them to issue new commands at a moments notice. Otherwise a corpse mound simply wades into combat flailing its massive mangled “limbs.” Occasionally corpse mounds are equipped with massive iron cleavers (treat as a greataxe).

Frightful Presence: A corpse mound can unsettle foes with its mere presence. Creatures within a 90 ft. radius that have fewer levels than the corpse mound must succeed on a Will save (Difficulty 17). Those who succeed remain immune to that corpse mound’s frightful presence for 24 hours. On a failure, creatures with 4 or less levels become panicked for 1 round per point by which they failed their Will save, and those with 5 or more levels become shaken for 1 round per point by which they failed their Will save. The save Difficulty is Constitution-based.

Stench: A corpse mound exudes a horrific smell that overpowers even the hardest adventurers with nausea. All living creatures within 40 feet of a corpse mound must succeed on a Difficulty 17 Fortitude save or be sickened for 10 rounds. The save Difficulty is Constitution-based. Creatures that successfully save cannot be affected by the same corpse mound’s stench for 24 hours. A use of the Cure Poison supernatural power removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

NECROLOGY

Corpse mounds were developed by necromancers as a means of utilizing large amounts of corpses that have

been hacked apart in a battle or the sack of a city which are too mangled for animation as other types of undead. Corpse mounds require significant necromantic power to construct, but they make for nigh-unstoppable war machines and terrifying body guards, out-performing skeletons and zombies in sheer durability and brute strength, not to mention shock factor.

ADVENTURE HOOK

After a particularly bloody battle, the heroes are asked to go back to the battle site to look for survivors who may have been left behind. Upon arrival at the scene they find the bloodstained field of battle devoid of corpses. A search of the area turns up one bloodied survivor who managed to drag his shattered body into some bushes to hide, but he is almost catatonic with fright. It is obvious that this man saw something that put the fear of the gods into him, but getting a coherent answer out of his mad ravings may be difficult.

DREAD LEGIONNAIRE

Type: 7th Level Undead (Augmented, Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +2, Con —, Int +0, Wis +1, Cha -1

Skills: Climb 4 (+7), Jump 4 (+7), Notice 4 (+5), Stealth 4 (+6)

Feats: Attack Focus (sword), Iron Will, Heavy Armor Training^B, Light Armor Training^B, Shield Training, Tough^B, Weapon Training^B

Traits: Damage Reduction 2/supernatural, Darkvision 60 ft., Regeneration, Slave to the Coin, Undead Traits

Combat: Attack +9 (+7 base, +2 Dex)(+10 w sword), Damage +6 (sword, crit 19-20/+3), Defense: Dodge/Parry +11/+12 (+7 base, +2 large shield, +2 Dex/+3 Str), Initiative +2

Saves: Toughness +10 (+3 undead, +6 full plate, +1 Tough), Fortitude +5 (+5 base), Reflex +4 (+2 base, +2 Dex), Will +5 (+2 base, +1 Wis, +2 Iron Will)

Dread Legionnaires are mysterious entities. The tales of their origin vary widely depending on the teller, but most agree that they once numbered among the fiercest and most bloodthirsty of human mercenary companies. The creatures are sometimes referred to as the “black legion,” in reference to the callous darkness of their very souls. Wherever there was a war to be fought these men would flock to the scene like vultures, selling their services to the highest bidder and slaughtering all in their path whether they were men, women or children. It is said they were hired out by the Keza-drak when the race first came to Simarra. Consumed by greed, the dread legion betrayed their human brethren for a purse

of gold, an act that condemned their souls to continue their mercenary lifestyle after death, forever slaves to the coin but unable to enjoy the earthly pleasures that gold once brought them.

COMBAT

The dread legion fight in grim silence, obeying the orders of their employer to the letter. They display the intelligence and tactics of seasoned mercenaries and are known for cutting their foes down with brutal efficiency.

Regeneration: A dread legionnaire gains an extra recovery check each round. Damage from fire and acid cannot be recovered in this way.

Slave to the Coin: Dread legionnaires greatest weakness is their curse. They are under a supernatural compulsion to follow the orders of the highest bidder, a fact that those who employ them take pains to keep secret. These unfortunate souls must obey whoever offers to pay them the largest sum, so long as payment is delivered upfront. What they do with this wealth is anyone’s guess and there has been endless speculation about where they might hoard it. Some whisper that their curse of unrest will be lifted once they have amassed enough wealth, but it is unlikely they will ever be able to buy off their undying curse.



NECROLOGY

Experts on the undead sometimes voice doubt that the creation of the dread legion was wholly the result of mere moral transgression. Some believe that they must have been cursed by a powerful witch or evoked the wrath of an elder god.

ADVENTURE HOOK

The heroes encounter an aging rogue who claims to know the hiding place of the dread legion's treasure, but says he needs the heroes' aid to recover it due to the treasure being guarded by a small detachment of the dread legion. A number of deadly traps are surely in place as well, making the prospect of obtaining the treasure much more dangerous.

DAHG-MOHG

Type: 18th Level Supernatural Beast

Size: Huge

Speed: 40 ft., fly 150 ft. (poor)

Abilities: Str +10, Dex +0, Con +5, Int -4, Wis +2, Cha -2

Skills: Jump 1 (+11), Notice 20 (+25)

Feats: Attack Focus (bite), Attack Focus (claw), Double Strike, Improved Initiative, Move-By Action, Snatch, Skill Focus (Notice)

Traits: Blindsense 60 ft., Damage Reduction 2/supernatural, Scent

Combat: Attack +16 (-2 size, +18 base) (+17 with bite or claws), Damage +14 (bite) or +12 (claws), Defense: Dodge/Parry +16/ - (-2 size, +18 base), Initiative +4

Saving Throws: Toughness +16 (+2 size, +5 Con, +9 natural), Fortitude +16 (+11 base, +5 Con), Reflex +11 (+11 base), Will +13 (+11 base, +2 Wis)

The draconic tribes have not been seen in Simarra for ages, but that has not stopped the Keza-drak from capitalizing on humanity's fear of them. Often referred to as false dragons, the Dahg-Mohg are battle-mounts bred on the homeworld of the Keza-Drak. The look eerily like the dragons of legend, but these beasts are merely imitations bred from an unknown reptilian stock. Though they may not be true dragons, these beasts are truly ferocious creatures. Their coloration ranges from greens and browns to red or black, and occasionally they pose a mixed coloration patterned on their scales in the form of stripes or diamonds. False dragons are a created species, and have no real ecological place in nature. All of them were bred in captivity, and only a rare few have managed to escape the service of the keza-drak.

COMBAT

Despite their draconic appearance, Dahg-Mohg are little more than brutes of animal level intelligence. However they do possess a sort of predatory cunning and their predatory instincts can lead to the appearance of the possession of far greater intelligence. In addition, most false dragons are trained as battle mounts for the keza-drak from birth, and can respond easily to subtle cues from their riders which may add to the illusion of tactical cunning in combat.

In combat, false dragons often fly over their opponents a few times in the hopes that they will panic and scatter. They then proceed to swoop down to snatch up vulnerable looking targets who have separated themselves from the group. Dahg-Mohg bearing riders are very disciplined and will fight according to their master's wishes without shirking from combat unless they are wounded to the point of disablement.

ECOLOGY

Dahg-Mohg are not natural creatures, but they take on the role of a large predator in their nature, hunting for their own food and preying upon whatever they can catch. They usually won't bother with prey smaller than medium size unless they are particularly hungry, and will target easily accessible prey such as domesticated livestock or old, sick, or wounded animals first if there are any in the area. Those Dahg-Mohg which are held in captivity are fed a diet of meat, usually live humanoids taken from slave camps.

ADVENTURE HOOK

The heroes learn of a newly built Dahg-Mohg aerie where an unprecedented number of the creatures' eggs have been gathered and are being incubated by the keza-drak. The implications of this new facility are grave, presumably foretelling plans for a massive aerial assault conducted by the keza-drak on a scale that has never before been seen on Simarra. Who their eventual targets might be is unknown, but the keza-drak cannot be allowed to develop such a powerful military asset. It is up to the heroes to get past the aerie's substantial defenses to shut this facility down and destroy as many of the false dragon eggs and hatchlings as they can before they are faced with an unstoppable aerial force.

GHASKRII WIND RAIDER

Type: 1st Level Monstrous Humanoid

Size: Large

Speed: 40 ft., fly 50 ft. (good)

Abilities: Str +5, Dex +1, Con +0, Int -2, Wis +0, Cha +0

Skills: Notice 4 (+4/+8)*, Stealth 4 (+5/+9)*

Feats: Heavy Armor Training^B, Hover, Light Armor Training^B, Weapon Training^B

Traits: Darkvision 60 ft., Rake

Combat: Attack +1 (+1 base, +1 Dex, -1 size), Damage +6 (claw) or +2 (rake), Defense Dodge/Parry +1/+5 (+1 base, -1 size, +1 Dex/+5 Str), Initiative +1

Saving Throws: Toughness +3 (+1 size, +2 natural), Fortitude +0, Reflex +4 (+3 base, +1 Dex), Will +3 (+3 base)

Ghaskrii Wind Raider Scout

Type: 1st Level Monstrous Humanoid/2nd Level Expert

Size: Large

Speed: 40 ft., fly 50 ft. (good)

Abilities: Str +5, Dex +3, Con +0, Int -2, Wis +0, Cha +0

Skills: Notice 6 (+6/+10)*, Profession (hunter) 6 (+6), Stealth 6 (+9/+13)*, Survival 6 (+6)

Feats: Heavy Armor Training^B, Hover, Light Armor Training^B, Move-by Action, Sneak Attack, Weapon Training^B

Traits: Darkvision 60 ft., Rake

Combat: Attack +4 (+2 base, +3 Dex, -1 size), Damage +8 (spear, crit 19-20/+4) or +6 (claw) or +2 (rake), Defense Dodge/Parry +4/+5 (+1 base, -1 size, +3 Dex/+5 Str), Initiative +3

Saving Throws: Toughness +3 (+1 size, +2 natural), Fortitude +0, Reflex +4 (+3 base, +1 Dex), Will +3 (+3 base)

Ghaskrii Wind Raider Soldier

Type: 1st Level Monstrous Humanoid/3rd Level Warrior

Size: Large

Speed: 40 ft., fly 50 ft. (good)

Abilities: Str +6, Dex +3, Con +2, Int -2, Wis +0, Cha -2

Skills: Notice 7 (+7/+11)*, Stealth 7 (+8/+12)*

Feats: Attack Focus (spear), Attack Specialization (spear), Heavy Armor Training^B, Hover, Light Armor Training^B, Move-by Action, Weapon Training^B

Traits: Darkvision 60 ft., Rake

Combat: Attack +6/+7 (+4 base, +3 Dex, -1 size/+1 spear), Damage +10 (spear, crit 19-20/+4) or +6 (claw) or +3 (rake), Defense Dodge/Parry +6/+12 (+4 base, -1 size, +3 Dex/+6 Str), Initiative +3

Saving Throws: Toughness +5 (+1 size, +2 Con, +2 natural), Fortitude +3 (+1 base, +2 Con), Reflex +5 (+2



base, +3 Dex), Will +3 (+3 base)

Scholars know very little about the ghaskrii or their floating island homes among the clouds. What is known is that they possess at least human intelligence mixed with the cunning of a vicious predator. They guard the skies around their homes vehemently and resent any other being who tries to dominate the air. Ghaskrii appear to have developed some sort of caste system, thus far the only beings encountered have been Scouts and Soldiers, there is much speculation as for what other as-of-yet unseen castes may exist.

COMBAT

Tactically both scouts and soldiers prefer hit-and-run tactics and attacking in numbers, often gliding down on unsuspecting foes from straight above. Although they are fierce warriors, they have been proven consummate cowards, only pressing their attacks when they have upper hand, either by surprise or by superior numbers. After they have inflicted what casualties they can they retreat to the skies, wise survivors know they will return soon, in larger numbers. Once the ire of the ghaskrii has been raised, it is only lessened when the offending party has been slain or driven off.

Of all their foes, the Thusparri are the most hated. For this reason in recent years, the ghaskrii have begun carrying wickedly hooked glaives, used to maim the Thusparran mounts or pierce the thick canvas balloons of their air ships. This fact alone confirms that they are more advanced than their savage appearance and meager loincloths would suggest.

Rake: If a ghaskrii wind raider hits a single target with two claw attacks (using the rules for attacking with two weapons in Chapter 6 of True20 Adventure Roleplaying), then it can increase its total damage by an additional +2 by raking with its taloned feet if it succeeds on a third attack roll against the same target.

Skills: Ghaskrii Wind Raiders have keen vision like a hawk, they can pick out their targets far below and then glide in silently for the kill, and as such, they receive a +4 bonus to Notice and Stealth Checks while flying.

ECOLOGY

Little is known about ghaskrii ecology. They are presumed to be aerial predators who hunt smaller birds and other flying beasts, but few non-ghaskrii have ever entered one of their floating castles and lived to tell the tale, and there are no known records of their lifestyles or eating habits.

ADVENTURE HOOK

A close friend or key ally has been kidnapped by the ghaskrii for unknown purposes. To save their friend, the heroes must find a way to reach and enter one of their floating island strongholds, spring their ally and escape with their lives. They will find jail breaks to be trickier several miles above ground level.

GRETCHCLAW

Type: 3rd Level Supernatural Beast

Size: Large

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con +2, Int -3, Wis -1, Cha -1

Skills: Notice 6 (+5), Stealth 0 (+1)

Feats: Great Fortitude^B, Tough 2

Traits: Darkvision 60 ft., Poison, Poison Immunity, Scent

Combat: Attack +3 (+3 base, +1 Dex, -1 Size), Damage +5 (claws), Defense: Dodge/Parry +3/ - (+3 base, +1 Dex, -1 Size), Initiative +1

Saving Throws: Toughness +6 (+2 Con, +2 size, +2 Tough), Fortitude +7 (+3 base, +2 Con, +2 Great Fortitude), Reflex +4 (+3 base, +1 Dex), Will +0 (+1 base, -1 Wis)

The gretchclaw is a large, bipedal, cave-dwelling



creature with fierce claws and a hunched back with spiked protrusions along its spine. Their skin is dark grey to black in color, and they have thick hides and fierce, oversized jaws surrounded by small tentacles that aid the creature when it eats.

COMBAT

The gretchclaw is a natural hunter and fiercely territorial, attacking anything that ventures near its lair. They have been known to hunt in packs and ambush unsuspecting travelers.

Poison: Upon a successful grapple, a gretchclaw can poison a target by secreting blood through its tentacles. Gretchclaw blood is poisonous, and any who come in contact with it must make a Fortitude save Difficulty 13 or take 1 point of temporary Constitution damage. The save Difficulty is constitution based.

Poison Immunity: The gretchclaw has a natural immunity to all poisons.

Skills: The gretchclaw has a natural +4 bonus to Stealth.

ECOLOGY

These cave-dwelling predators hunt both in underground tunnels and caverns and in the aboveground territories around their rocky lairs. They are most common in mountainous or hilly regions where suitable stone

caves exist, though some will dig themselves a large burrow or den in the earth if there are no caves available. Gretchclaws are distinct from most other predators in that they will hunt even when they are not hungry. A hungry gretchclaw will often consume their prey immediately after bringing it down, but a full gretchclaw will disable or kill their prey and drag it back to their lairs for later. They then preserve the kill by covering it with a slimy translucent blue mucous which they produce in their salivary glands. This substance hardens into a bubbly foam which seems to delay rot, keeping the kill fresh and partially pre-digesting it. Prey who are disabled and unconscious but still living will suffer +2 acid damage for each day they spend in this state. Escaping the substance requires a difficulty 12 Strength check.

ADVENTURE HOOK

The heroes are told of a young child that was carried off by a gretchclaw after it attacked a family collecting firewood on the outskirts of town. The child's family implores the heroes to track the beast and retrieve their son if he still lives. Should he be dead they ask for his body and the head of the gretchclaw.

GROAKHAN

Type: 7th Level Dragon (Augmented, Reptilian)

Size: Large

Speed: 30ft. (despite being large half dragons, Groa'khan don't have wings)

Abilities: Str +10, Dex +2, Con +9, Int +0, Wis -2, Cha -1

Skills: Climb 10 (+2), Concentration 10 (+8), Intimidate 10 (+9), Jump 10 (+20), Notice 10 (+8), Swim 10 (+20)

Feats: Ability Focus (Breath Weapon)^B, Attack Focus (great axe)^B, Attack Focus (spear)^B, Awesome Blow, Night Vision^B, Heavy Armor Training^B, Improved Critical (great axe), Improved Critical (spear), Light Armor Training^B, Weapon Training^B

Traits: Breath Weapon (+7 Fire, Difficulty 20), Damage Reduction 6/Piercing, Darkvision 60 ft., Frightful Presence, Half Dragon Traits, Immunity to Fire, Sleep and Paralysis, Powerful Charge

Combat: Attack +8 (+7 base, +2 Dex, -1 size), Damage +14 (greataxe, crit 20/+3) or +13 (barbed spear, crit 19-20/+4), Defense +8/+18 (+7 base, -1 size, +2 Dex/+12 Str), Initiative +2

Saves: Toughness +14 (+9 Con, +2 size, +3 natural), Fortitude +14 (+5 base, +9 Con), Reflex +7 (+5 base, +2 Dex), Will +3 (+5 base, -2 Wis)

The hideous beings known only as groa'khan are said to have come into existence during the Age of Steel, though the truth of their origins has become obfuscated

with the passage of the ages. Furthermore, what scant information on the groa'khan in the memory vaults of the daleian elves has been lost during the Age of Blood. Those few adventurers who have in recent years, seen the creatures, describe groa'khan as a monstrous hybrid; a hideous marriage of humanoid and reptilian features bearing a striking resemblance to illustrations depicting the dragons of old.

Groa'khan stand upwards of nine feet tall. Their thick, scaled hides are covered in razor-sharp horns. The beasts walk on four legs, and have long, powerful tails capable of knocking a grown man to the ground. The groa'khan's upper torso is decidedly humanoid. Their heads are draconic in nature; elongated, gaping maws are filled with jagged teeth. The beasts' skin tones vary in color, ranging from onyx to crimson hues. It should be noted that groa'khan tend to segregate themselves according to skin color. Some speculate there may be numerous tribes, or some sort of caste system.

COMBAT

Groa'khan are natural born warriors. In combat they favor wickedly curved greataxes and barbed spears of their own craftsmanship, carefully designed to maximize the pain caused by their martial strikes.

Breath Weapon: 30-foot cone; once every 3 rounds (but no more than 5 times per day); +7 fire damage; Reflex Difficulty 25 for half damage. The save Difficulty is Constitution based.

Frightful Presence: A groa'khan can unsettle foes with its mere presence. Creatures within a 90 ft. radius that have fewer levels than the groa'khan must succeed on a Will save (Difficulty 22). Those who succeed remain immune to that groa'khan's frightful presence for 24 hours. On a failure, creatures with 4 or less levels become panicked for 1 round per point by which they failed their Will save, and those with 5 or more levels become shaken for 1 round per point by which they failed their Will save. The save Difficulty is Constitution-based.

Powerful Charge: A groa'khan deals an extra +2 damage when charging.

ECOLOGY

Groa'khan biology is almost as mysterious as their history. They presumably have some link to dragons, though this is unproven speculation at best. They are somewhat dragon-like in their ways. They reproduce through egg laying and are consummate predators capable of hunting and eating virtually anything they fancy.

ADVENTURE HOOK

The heroes hear whispers that one of the ancient dragon tribes has re-formed and is growing in power. Investigation leads them to a small cult of groa'khan half dragons who have been obtaining human sacrifices which they are preparing and dedicating to a being known as T'sserakk.

HELMET CRAB

Type: 2nd Level Vermin

Size: Tiny

Speed: 20 ft.

Abilities: Str +1, Dex +2, Con +2, Int —, Wis +0, Cha -4

Skills: Notice 0 (+4)

Feats: —

Traits: Poison

Combat: Attack +5 (+1 base, +2 size, +2 Dex), Damage +2 plus poison (claws), Defense: Dodge/Parry +5/— (+1 base, +2 size, +2 Dex), Initiative +2

Saves: Toughness +2 or +6 in shell (-2 size, +2 Con, +2 natural or +6 natural), Fortitude +5 (+3 base, +2 con), Reflex +2 (+2 Dex), Will +0

These terrestrial crustaceans resemble aquatic hermit crabs. Their coloration is often a mottled brown or grayish texture designed to allow them to blend in with sandy or rocky terrain. Their camouflage can be further enhanced by their tendency to adopt old skulls or discarded helmets as both their home and as an extra protective layer. Because of this behavior, helmet crabs are often found at sites where a skirmish or battle took place recently, picking through the refuse to find a suitable helmet or similarly shaped object.

COMBAT

A helmet crab can withdraw almost completely into its home, to the point where it is not visible from above. Unlucky scavengers picking up or turning over a helmet crab's residence are in for a nasty surprise. Not only are these little crustaceans fiercely territorial and surprisingly strong, but their claws are hollow-tipped and can deliver a deadly toxin.

Poison: claw; Fortitude Difficulty 13; initial damage 1 Con, secondary damage 2 Con. The save Difficulty is Constitution-based.

Shell: When a helmet crab withdraws into its "shell," it is almost completely concealed, increasing their natural armor bonus from +2 to +8.

Skills: Helmet crabs have a +4 racial bonus to Notice checks. Helmet crabs gain a +8 bonus on Stealth checks when they are inside their home, or when they are on either sandy or rocky terrain.

ECOLOGY

Helmet crabs are consummate scavengers. They are capable of stripping the flesh off of a rotting carcass with surprising efficiency, leaving nothing but bleached bones in their wake and occasionally taking up residence in the skulls or helmets of their previous meal. As a helmet crab grows and ages it must constantly search for successively larger homes to accommodate their growing bodies. Young helmet crabs usually use the skulls of small animals or children as homes and graduate to adult human skulls or helmets upon reaching adulthood. While skulls and helmets seem to be the most popular homes, helmet crabs of various sizes and ages have been recorded using similar objects such as metal buckets or pails, small overturned chests, large drinking vessels, small kegs, or even metal gauntlets or boots as homes.

ADVENTURE HOOK

While the heroes are camping at night, a helmet crab crawls out of its previous home, a shieldwall dwarf's skull, and into one of the heroes' helmets. The next day the unsuspecting hero is in for a nasty surprise and will be lucky if they can avoid getting poisoned. Furthermore, with no other readily available sources of helmets in the wilderness they may be faced with the choice of trying to get rid of the helmet crab or going helmetless (at the Narrator's discretion, a helmetless hero may suffer a -1 penalty to the toughness bonus they gain from their armor against attacks from opponents who have the higher ground, or who are their size or larger).

JAGAREIN

Type: 6th Level Animal

Size: Large

Speed: 40 ft.

Abilities: Str +6, Dex +3, Con +4, Int -4, Wis +1, Cha -3

Skills: Acrobatics 0 (+7), Jump 0 (+10), Notice 5 (+6), Stealth 4 (+7)

Feats: Attack Focus (claws), Double Strike, Improved Grab^B, Night Vision^B, Skill Training

Traits: Poison, Pounce

Combat: Attack +6 (+4 base, -1 size, +3 Dex) (+7 w claws), Damage +9 (claws) or +8 plus poison (bite), Defense: Dodge/Parry +6/— (+4 base, -1 size, +3 Dex), Initiative +3

Saves: Toughness +7 (+2 size, +4 Con, +1 natural), Fortitude +9 (+5 base, +4 Con), Reflex +8 (+5 base, +3 Dex), Will +3 (+2 base, +1 Wis)

These wiry savannah predators stalk the flatlands at night. Their spotted golden brown fur breaks up their

outline, helping them blend into the shadowy landscape. A jagarein has a large head dominated by a toothy maw with prominent tusks on both top and lower jaws. Its six eyes peer out from under a spiky mane of fur beginning at the base of its skull and meandering down most of its back.

COMBAT

Jagarein hunt by pouncing on their prey and grasping with their claws while they deliver several poisonous bite attacks before leaping away and waiting for the poison to do its work. Jagarein prefer to hunt solitary targets, and if presented with multiple prey they will try to separate one from the rest or to carry off one of the smaller targets.

Poison: bite; Fortitude Difficulty 17; initial damage 1 Dex, secondary damage 2 Dex. The save Difficulty is Constitution-based.

Pounce: If a jagarein charges, it can attack a single target with both its claws and its bite in a single round.

Skills: Jagarein have a +4 bonus on Acrobatics, Jump and Stealth skill checks.

ECOLOGY

Jagarein are large savanna predators. They usually live in prides of five to eleven, but solitary individuals who have been cast out of their pride are not unusual, particularly young males who tried to challenge the alpha male and lost.

ADVENTURE HOOK

While moving through the wilderness, the heroes are approached by a surprisingly tame and docile acting jagarein. The beast keeps a safe distance, but appears to want the heroes to follow it. Should they choose to follow the beast, it will lead them to a wounded huntress. The woman is unconscious due to loss of blood, her body riddled with arrows and it is obvious that she will die if she isn't tended to quickly. The jagarein closely watches over what the heroes do next. It will make threatening growling noises if the heroes attempt to harm the woman or try to leave without helping her. It will also try to herd anyone trying to leave the scene back to the beast's wounded master. If the heroes do not heed the beast's warning, it will attack if need be.

Special Notes: It is possible to domesticate and train a jagarein, though this is exceptionally difficult. All Handle Animal skill Difficulties are increased by +10. If the jagarein was raised by the trainer from a pup, these penalties drop to +5.



JANITE

Type: 4th Level Fey

Size: Small

Speed: 40 ft.

Abilities: Str -1, Dex +3, Con +1, Int +1, Wis +2, Cha +2

Skills: Bluff 7 (+9), Diplomacy 7 (+9), Knowledge (local) 7 (+8), Notice 7 (+9), Sense Motive 7 (+9), Stealth 7 (+10), Survival 7 (+9)

Feats: Improved Initiative, Night Vision^B, Powers (4)^B, Trackless

Traits: Powers (rank 7, Cha, Difficulty 14; Cure +9, Cure Disease +9, Heart Reading +9, Summon Spirit +9)

Combat: Attack +6 (+2 base, +1 size, +3 Dex), Damage +1 (spear) or +0 (walking stick), Defense: Dodge/Parry +6/+2 (+2 base, +1 size, +3 Dex/-1 Str), Initiative +7

Saves: Toughness +0 (+1 Con, -1 size), Fortitude +2 (+1 base, +1 Con), Reflex +7 (+4 base, +3 Dex), Will +6 (+4 base, +2 Wis)

Janites are kindly spirits of the roadways who protect and guide goodly travelers in need of their assistance. They maintain hidden shelters near crossroads where they can give food, rest and healing to those in need. Janites appear as lithe and kindly sprites with angular elfin features. They often wear hoods, and their simple clothing is always of humble earth-tones that blend in easily to the color of the landscape they dwell in. Janites are rarely seen without a walking stick, but in these dangerous times, many have replaced this tool with a

spear. Janites stand between two and three feet tall, and weigh around 25 pounds.

Once these elusive yet helpful spirits dwelt at nearly every major crossroads in Simarra, but during the Age of Blood, the keza-drak have hunted down and slain the janites in all but the most remote and out-of-the-way roadways. To the keza-drak these fey are a symbol of compassion and hope that must be stamped out in their conquest of Simarra. The janites hate the keza-drak for having hunted their race to the brink of extinction, but they are small humble spirits with little recourse for vengeance. The only known grouping of janites is a small village of them in Fey Hold, where they tend to friendly visitors to that realm.

COMBAT

Janites shun combat, preferring to avoid confrontation with potentially hostile creatures. They remain in hiding, only emerging when they determine that there is no danger, using Heart Reading to sense the emotions of those they approach. If attacked, they will flee, summoning a spirit to cover their escape. They only use their walking sticks or spears as weapons as a last resort, and usually summon a few spirits to aid them before resorting to melee. In addition to their ability to summon spirits, Janites often know where other more powerful fey in the region can be found, and may seek them out for aid in combat if they are able. What local fey and forest creatures are available and willing to come to the janite's aid is left up to the Narrator.

ECOLOGY

Janites once ranged all over the continent, but the specimens who have survived the keza-drak genocide live mostly to the south and the eastern parts of the continent, though they are a scattered and solitary people. They live off the land with little ecological impact, eating fruits, roots bark and berries and drinking dew and rainwater. They are protectors and preservers of the natural order, and will oppose those like the keza-drak who seek to despoil nature. Janites are often friends with other local fey, and will know where such creatures can be found, though they are unlikely to betray such information to those they perceive to be a threat.

ADVENTURE HOOK

The heroes come upon a wounded Janite who has just barely escaped a nearby keza-drak encampment. The Janite - Nixelfudge is his name- claims that he knows of a hidden cache of weapons and supplies, and will guide the characters to it if they slay the keza-drak and free his companions.

KAPURRA BEAST

Type: 3rd Level Animal

Size: Large

Speed: 50 ft.

Abilities: Str +3, Dex +2, Con +3, Int -4, Wis +1, Cha -4

Skills: Stealth 0 (+2), Jump 4 (+11)

Feats: Endurance, Great Fortitude

Traits: Blind Sense 60 ft.

Combat: Attack +3 (+2 base, +2 Dex, -1 Size), Damage +3 (Bite), Defense: Dodge/Parry +3/ - (+2 base, +2 Dex, -1 Size), Initiative +2

Saving Throws: Toughness +5 (+3 Con, +2 size), Fortitude +8 (+3 base, +3 Con, +2 Great Fortitude), Reflex +5 (+3 base, +2 Dex), Will +2 (+1 base, +1 Wis)

Kapurra beasts are massive reptiles with thick, squat bodies. They are slightly bullet shaped, with large dog-like heads, which bear a jagged bony crest which protects their necks. Their mouths are large and filled with sharp predatory teeth, and their hides bear a number of spikey scales which come in a range of earthy tones which blend in well with the desert sands. The kapurra are natives of the Vaskraall Wastes. Some have been domesticated by the Shodonai, who use the great lizards as mounts and beasts of burden. Kapurra beasts are extremely resilient creatures, capable of traveling for days without rest and going extended periods without food or water. These



beasts seem to have a sort of sixth sense, and are almost impossible to sneak up on, making them valuable guard animals, since they seem able to detect even invisible foes. Additionally, the kappurra beast prove invaluable in the desert, where they are able to detect and dig up subterranean water sources.

COMBAT

Kapurra beasts are ferocious and physically intimidating creatures, but they seldom attack without provocation. Of course to a kapurra beast, a stranger trespassing too deeply into their territory may count as provocation. When a kapurra beast becomes hostile, it usually lets out a loud resonating hiss that rumbles out from deep in its throat. Those who do not visibly back away and otherwise act in a submissive or non-hostile manner may be attacked. A kapurra beast will try to sneak up on potential prey. Whether or not they have the advantage of stealth, a kapurra beast usually attacks with a pounce, after which it tears into its foe with its massive jowls. When attacking in a group, the first few kapurra beasts may attempt to latch onto and grapple an opponent with their jaws, allowing its pack mates to pile on and tear the target to shreds.

Skills: Kapurra beasts have a +4 bonus to Stealth checks, increasing to +8 in desert terrain. They also have a +4 bonus to Jump checks and can take 10 on any jump check, even when threatened or distracted.

ECOLOGY

Kapurra beasts are desert predators. They rely on their stealth and prestigious leap to catch prey off guard and pounce on them unawares. Should their prey escape, they are much faster runners than their squat bodies might otherwise indicate. Kapurra beasts are able to use their Blind Sense ability to locate groundwater running up to 60 ft. below the surface.

ADVENTURE HOOK

A mysterious illness has befallen the Kappurra mounts of a shodon sept. In the mean time, the keza-drak have been sighted near the the shodon camps. The heroes are tasked to get to the bottom of the matter before the keza-drak can take advantage of the shodon sept's limited ability to respond to raids.

KAZ MORGUL

Type: 3rd Level Monstrous Humanoid

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +1, Con +1, Int -1, Wis +0, Cha -1

Skills: Climb 0 (+2), Notice 2 (+5), Stealth 4 (+5)

Feats: Double Strike, Night Vision^B, Skill Focus (Notice)

Traits: Scent

Combat: Attack +4 (+3 base, +1 Dex), Damage +3 (unarmed) or by weapon, Defense +4/+5 (+3 base, +1 Dex/+2 Str), Initiative +1

Saves: Toughness +3 (+1 Con, +2 natural), Fortitude +2 (+1 base, +1 Con), Reflex +4 (+3 base, +1 Dex), Will +3 (+3 base)

The kaz-morgul are a savage, bestial people. Legends claim they were the first people created by the elder gods, a flawed and hideously botched first attempt that the immortals swept aside and forgot about. The kaz-morgul are ugly beings, covered in patchy mange-ridden fur and puss filled sores. They suffer from all manner of mutations and deformities, and no two share the exact same set of defects. Despite their many differences the kaz-morgul are universally strong and stocky beings with heavy-set frames, long ape-like arms, large hammer-like fists, heavy brow ridges and mouths filled with mismatched tusks. These wretched creatures vary greatly in size and shape, ranging between four and seven feet tall and weighing between 150 and 300 pounds.

Kaz-morgul are bitter, hate-filled creatures. They despise their misshapen bodies and look with envy upon the farer races, which only serves to further fuel their hate. Even among themselves they tend to be gruff and rude. The keza-drak are the only race they have been observed to treat with any modicum of respect. Their tribal culture is built on violence, and the strongest individual of any given group will always be the leader. Leadership is determined by single combat between any who believe themselves to be the mightiest of the group. Only their shamans are outside of this rule, for they gain authority through supernatural might that even the strongest warrior dare not challenge.

The kaz-morgul were the first flawed creation of the gods and they spread over much of the earth before they were displaced by the elder races, a fact which few of them have forgotten even if the rest of the world has. Now they are subterranean creatures who dwell in hiding in the darkest corners of the world. The kaz-morgul hate the fairer races of Simarra with a passion, blaming them for causing the elder gods to forsake their first creations. During the invasion of the keza-drak they gladly allied with these invading outsiders to take bloody vengeance upon those whom their gods had favored above themselves. They see the keza-drak as strong allies against the fairer races of Simarra, and as kindred spirits who share the goal of bringing all the races of Simarra to their knees in submission. The kaz-

morgul dream of a day when they and their keza-drak allies will wreak bloody vengeance upon those whom their gods had favored above themselves and remake the world.

COMBAT

Kaz-morgul are known for howling and grunting like crazed animals in combat. Kaz-morgul fight with their large meaty fists, or take up primitive looking clubs, axes and spears made of stone or iron. Their tactics tend to be direct and unsubtle, though they do have the cunning to set the occasional simple trap or ambush.

The statistics given here are for the average member of this misbegotten race. When encountered in groups, there will often be at least one individual with Warrior levels and the Rage feat. Groups of 10 or more may also be accompanied by a shaman with adept levels.

ECOLOGY

Kaz-morgul have a tribal culture that subsists by hunting and gathering. The beasts live primarily underground in complex cave systems where they collect and eat fungi. They regularly send hunting parties to the surface world at night to capture and kill prey for consumption by the tribe.

ADVENTURE HOOK

Recent months have seen Kaz-morgul increase their attacks on the city of Twin Rivers. The attacks are more organized than previous efforts by the race, prompting some to believe there is a force directing the attacks. The heroes are tasked to find out what or who is responsible.

KAGADOTH

Type: 15th Level Animal

Size: Gargantuan

Speed: 20 ft., Burrow 20 ft. (mud & loose soil only), Swim 10 ft.

Abilities: Str +11, Dex +2, Con +8, Int -5, Wis -1, Cha -1

Skills: Notice 9 (+8), Stealth 9 (-1), Swim 0 (+19)

Feats: All-out Attack, Attack Focus (bite), Improved Critical (bite), Improved Grab, Lightning Reflexes, Move-by Attack, Night Vision^B,

Traits: Electric Aura, Immunity to Electricity, Tremorsense 60 ft.

Combat: Attack +9 (+11 base, -4 size, +2 Dex) (+10 w bite), Damage +16 (bite), Defense: Dodge/Parry +9/ —, Initiative +2

Saves: Toughness +20 (+6 size, +8 Con, +6 natural), Fortitude +17 (+9 base, +8 Con), Reflex +13 (+9 base, +2 Dex, +2 Lightning Reflexes), Will +4 (+5 base, -1 Wis)

Death lurks just below the mud of swamplands throughout the cradle of life. These massive blind eel-like predators burrow effortlessly through muddy soil just below the surface, and can sense the vibrations of potential prey trudging through the swampland above. These massive behemoths are covered with a slimy mucous that seems to facilitate their movement through the muck. Their skin coloration ranges from earth tones to a sickly dark green, and their skin tone often has horizontal striations or stripes of alternating darker and lighter shades.

COMBAT

Kagadoth are feared for their ability to stun prey with a jolt of electricity they can generate from their own powerful bio-electric fields, which is often followed shortly by the creature lunging up with its gaping maw to drag its stunned prey down into the mud.

Electric Aura: As a free action, a kagadoth can generate an electric field along its body that is harmless to it. Anyone touching a kagadoth while it is generating the electrical field suffers +4 Electricity damage.

ECOLOGY

Kagadoth are massive subterranean predators. They are blind and hunt by sensing vibrations caused by other creatures moving over or through the muddy earth they dwell in. Sages theorize that their main food sources are other subterranean creatures, many of which may still be unknown to the surface races. Unfortunately kagadoth can (and occasionally do) come to the surface of their swampland hunting grounds to drag surface-dwelling prey down into the muck with them. Kagadoth are solitary creatures, though they do dwell in mated pairs for brief moments in their mating cycles.

ADVENTURE HOOK

The heroes require a powerful magical item or artifact made by the ancients. Unfortunately their search uncovers that the last known possessor of this item was recently swallowed, along with the item, by a kagadoth dwelling in a specific swamp. In order to retrieve the item, the heroes will have to face the creature in its native environment, kill it, and cut the artifact from its stomach. What the heroes aren't counting on is to find a mated pair of kagadoth when they arrive at the swamp.

KEZA DRAK

Type: 1st Level Outsider

Size: Large

Speed: 30 ft.

Abilities: Str +4, Dex 0, Con +2, Int +1, Wis -2, Cha -2

Skills: Climb 4 (+8), Intimidate 4 (+2), Jump 4 (+8), Knowledge (supernatural) 4 (+5), Knowledge (tactics) 4 (+5), Notice 4 (+2), Stealth 4 (+4)

Feats: Cleave, Rage

Traits: Damage Reduction +2/supernatural, Darkvision 60 ft.

Combat: Attack +0 (+1 base, -1 size), Damage +4 (unarmed), +9 (greataxe, crit 20/+3), Defense: Dodge/Parry +0/+4 (+1 base, -1 size, +0 Dex/+4 Str), Initiative +0

Saving Throws: Toughness +4 (+2 size, +2 Con), Fort +4 (+2 base, +2 Con), Ref +2 (+2 base), Will +0 (+2 base, -2 Wis)

The keza-drak are towering monstrosities, often measuring over 7 ft. tall and weighing well over 300 lb. Their bodies are covered in tough, chitinous protrusions, and they have slightly elongated heads, emphasizing a sloping forehead and a cavernous mouth with four rows of razor sharp teeth. Despite their appearance, the keza-drak are master tacticians, bred for war and conquest by their god, Urkog-Drall. The dark god created the keza-drak to further his own ambitions regarding the utter conquest of all things, mortal and immortal alike.

Keza-Drak live for war; their entire culture is centered around the conquest and subjugation of other civilizations. The keza-drak rely on their military and spiritual leaders to guide them at all times. The tazâri-chock, generals of the infernal armies, and the zukuk-chock battle priests work in unison to keep the troops in line. The keza-drak are very superstitious and will not march if the omens are not auspicious.

KEZA DRAK HULKER

Type: 7th Level Outsider

Size: Huge

Speed: 40 ft., Climb 20 ft.

Abilities: Str +8, Dex -1, Con +5, Int +0, Wis -2, Cha -2

Skills: Climb 0 (+16), Notice 10 (+8)

Feats: Attack Focus (great club), Cleave, Great Cleave, Heavy Armor Training^B, Light Armor Training^B, Weapon Training^B

Traits: Damage Reduction 4/supernatural, Darkvision 60 ft.

Combat: Attack +4 (+7 base, -2 size, -1 Dex)(+5 w great



club), Damage +13 (great club), Defense: Dodge/Parry +4/+13 (+7 base, -2 size, -1 Dex/+8 Str), Initiative -1

Saves: Toughness +10 (+4 size, +5 Con, +1 natural), Fortitude +10 (+5 base, +5 Con), Reflex +4 (+5 base, -1 Dex), Will +3 (+5 base, -2 Wis)

In the breeding pits of the keza-drak, every so often an individual is born that is considerably larger and stronger than its formidable brethren. The keza-drak long ago noticed this and began to select such individuals for a breeding program designed to isolate and enhance these qualities. The keza-drak hulkers are the result of centuries of such pairings. These keza-drak have been bred as living war machines, capable of lobbing boulders like catapult, smashing down city gates and scaling fortified walls with relative ease.

Keza-drak hulkers appear as larger and stockier keza-drak with even heavier brow ridges and more flattened faces. Their posture tends to be more hunched over than their lesser brethren, giving them an almost simian posture.

KEZA DRAK WAR HOUND

Type: 5th Level Outsider

Size: Medium

Speed: 50 ft.

Abilities: Str +5, Dex +2, Con +3, Int -3, Wis +1, Cha +0

Skills: Jump 3 (+8), Notice 8 (+9), Stealth 8 (+10), Survival 5 (+6)*

Feats: Attack Focus (bite), Improved Trip^B, Rage, Track^B

Traits: Darkvision 60 ft.

Combat: Attack +7 (+5 base, +2 Dex)(+8 w bite), Damage +7 (bite), Defense: Dodge/Parry +7/ – (+5 base, +2 Dex), Initiative +2

Saves: Toughness +9 (+6 natural, +3 Con), Fortitude +7 (+4 base, +3 Con), Reflex +6 (+4 base, +2 Dex), Will +5 (+4 base, +1 Wis)

The war-like keza-drak have been breeding this strain of guard animal for centuries. No one is sure what the keza-drak war hounds started out as, but these fell beasts have been twisted by dark magic and brutal mutilation into ferocious creatures completely loyal to the keza-drak. These beasts often have metal plates welded or bolted directly into their flesh to provide armor, and to keep them in pain to further push their already nasty temperaments over the edge. These beasts are hideous, and appear to have the skin flayed from their bodies to expose raw muscle and pulsating black veins crisscrossed with cracked scar tissue beneath interlocking spike-riddled iron plates. Their slaverling jowls usually hang open, displaying a mix of ivory fangs and implanted iron teeth.

COMBAT

Keza-drak war hounds will stalk virtually any creature of large size or smaller that is not a keza-drak.

Skills: A keza-drak war hound has a +2 racial bonus on Stealth, and Notice checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

ECOLOGY

Keza-drak war hounds are unnatural creatures bred for war. They tend to display dog-like behaviors and a sort of pack mentality, though they are far more aggressive than any natural beast and fights that lead to the maiming or death of a “pack member” among war hounds are not uncommon. These war hounds possess predatory instincts, but they are happy to kill for pleasure as well as for food.

ADVENTURE HOOK

The heroes learn of the recent construction of a Sundaari breeding facility close to a freehold, and are tasked to find out more information. The place is guarded by keza-drak and their war hounds.



KOTARRAN HALF GIANT

Type: 1st Level Humanoid (Giant) (1st Level Warrior)

Size: Large

Speed: 30 ft.

Abilities: Str +3, Dex +0, Con +2, Int -2, Wis -1, Cha -2

Skills: Climb 4 (+7), Intimidate 4 (+2), Notice 4 (+3)

Feats: Favored Opponent (Sundaari), Heavy Armor Training, Light Armor Training, Shield Training, Weapon Training

Traits: Kotarran Half Giant Background Traits

Combat: Attack +0 (+1 base, -1 size), Damage +7 (large warhammer, crit 20/+4), Defense: Dodge/Parry +0/+3 (+1 base, -1 size, +0 Dex/+3 Str), Initiative +0

Saving Throws: Toughness +10 (+2 size, +2 Con, +6 platemail), Fortitude +4 (+2 base, +2 Con), Reflex +0, Will -1 (-1 Wis)

Half giants are immense humanoids who lack the slowness or clumsiness that characterizes most other races of giant. These tall figures possess well sculpted muscles which bulge and knot under sun-bronzed flesh. Most possess black hair and eyes in dark shades brown, blue, or steel-grey. Many wear masks bearing terrifying caricatures of a face upon them. These are known as “blood masks” and they represent a state of ritual mourning that has enshrouded the entire race

since the dawn of the Age of Blood and the atrocities committed against all Kottarans.

Initially the kotarrans were a mighty warrior race of giants created by the elder god, Vathrim, to serve as protectors and defenders of the world. In the first age they migrated from the cradle of life along with the other elder races. The giants finally settled in the Kotarran Highlands, where they eventually encountered a being known as Lothoron, an ascendant god who had been created and then abandoned by Vathrim. Lothoron sought vengeance upon his creator by turning his favored race of giants against him. Posing as a servant of Vathrim, Lothoron spread his own cult among the kotarrans with promises of power and glory in battle.

When Vathrim saw his favored race bowing before Lothoron and erecting temples in the ascendant god's name, he became angry and cursed the kotarrans to be reduced to half their stature and a fraction of their former physical might until the entire race learned to embody the principles of loyalty and honor that their ancestors had lost. His vile work done, Lothoron too abandoned the half giants, ignoring their prayers and leaving them to their fate. For the kotarran people, the Age of Blood is a time of hardship and mourning, but also a chance to quest for redemption. Today most half giants dwell in free holds or join mercenary bands who fight against their mortal enemies, the Sundaari and the keza-drak.

COMBAT

Kotarran half giants are mighty warriors, even after falling from grace as true giants. They are fierce and brave in combat as many would rather die than further disgrace their people. The kotarran have a long standing rivalry and hatred with the Sundaari and will generally attack them on sight unless extreme circumstances prevent them from being able to do so. They tend to favor heavy armor and large greataxes or warhammers built specifically for warriors of their great stature.

ECOLOGY

Kotarran half giants are omnivorous and eat whatever fair is served in the freehold they have taken up residence in. Kotarrans see themselves as defenders of the land and its people from the encroaching keza-drak. They are also bitter enemies of the Sundaari, who have hunted their people almost to extinction. To add insult to injury, those kotarran half giants captured alive by the Sundaari have been experimented on with terrible magicks, twisting and contorting them into the fell creatures known as the Urrumäz.

ADVENTURE HOOK

A large contingent of kotarran mercenaries have been ambushed by a hunting party of Sundaari who used a strange piece of ascendant technology to render most of the half giants temporarily incapacitated while the rest were slaughtered. A few survivors seek out the heroes to help them free their kin before they are subjected to the dark rituals that will transform them into an army of evil Urrumäz.

KRAVEN

Type: 2nd Level Monstrous Humanoid

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +3, Con +2, Int -1, Wis +1, Cha -1

Skills: Climb 0 (+11), Notice 5 (+6), Swim 0 (+11)

Feats: Heavy Armor Training^B, Light Armor Training^B, Shield Training, Weapon Training^B

Traits: Scent

Combat: Attack +5 (+2 base, +3 Dex), Damage +3 (bite) or +4 (sword, crit 19-20/+3), Defense Dodge/Parry +5/+3, Initiative +3

Saving Throws: Toughness +4 (+2 Con, +2 studded leather), Fortitude +2 (+2 Con), Reflex +6 (+3 base, +3 Dex), Will +4 (+3 base, +1 Wis)



Wherever one finds garbage, refuse and filth, one finds kraven. These agile scavengers feed off of the filth of civilization and stalk the darkest alleyways of the most destitute sectors of any city or freehold large enough to sustain them. Kraven can also be found in large numbers on battlefields, attracted from afar by the perfume of rancid flesh carried by the wind. They appear as mange-ridden rodent-like humanoids with beady black eyes, ferociously misaligned incisors and no visible ears. Their skin is patchy and prone to large boils.

COMBAT

Kraven wield weapons made of scavenged scrap metal, favoring large rusty swords they refer to as “bone saws” in their own tongue. Kraven fight as a pack, surrounding their foe as different individuals alternate between aggressive and defensive stances in the hopes of confusing their enemy. A kraven that attacks one round will be ready to defend the next in case their enemy retaliates against them.

Disease: **Bite;** Fortitude Difficulty 13 resists; filth fever – incubation period 2 days, damage 1 Dex and 1 Con. The save Difficulty is Constitution-based.

Skills: A kraven uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. Kraven also have a +8 racial bonus on Swim checks.

ECOLOGY

Kraven thrive on garbage, carnage and filth. They are capable of living off of rotten scraps and putrid flesh that would sicken most other creatures, and their clothing, tools and weaponry are scavenged from trash heaps, from old and rusty tools and weapons to improvised, modified or re-purposed objects. Kraven are subterranean tunnelers. They dwell in large garbage-strewn nests built in massive underground warrens with countless winding and branching tunnels. Navigating these labyrinthine underground complexes might seem all but impossible for other humanoids, but the kraven have little trouble memorizing every turn and fork, and seem able to keep themselves oriented with their keen sense of smell.

ADVENTURE HOOK

While exploring the mysterious disappearance of several crates of supplies from a nearby human settlement, the heroes walk over some unsteady ground that gives way under their combined weight, dropping them down a steeply vertical tunnel into the middle of a kraven warren. The fall is far and the heroes risk taking damage as they land. Climbing back to the surface proved near

impossible as the sides of the tunnel are steep and the earth crumbles away under the grasp of anyone attempting to climb out. Unless they are capable of levitation or flight, the heroes will have to find another way out of these tunnels, and may stumble upon both hostile kraven and the missing supplies in the process.

LADY IN THE WELL

Type: 8th Level Fey

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +1, Int +3, Wis +4, Cha +6

Skills: Bluff 11 (+17), Concentration 11 (+15), Diplomacy 11 (+17), Escape Artist 11 (+15), Knowledge (life sciences) 11 (+14), Knowledge (supernatural) 11 (+14), Notice 11 (+15), Sense Motive 11 (+15), Stealth 11 (+15)

Feats: Attractive^B, Defensive Roll, Iron Will, Power (4)^B, Night Vision^B, Quicken Power, Trailblazer^B, Weapon Training^B

Traits: Damage Reduction 2/cold iron, Powers (rank 11, Cha, Difficulty 20; Mana Blast +17, Mana Shield +17, Mind Touch +17, Sleep +17, Suggestion +17, Summon Spirit +17)

Combat: Attack +8 (+4 base, +4 Dex), Damage +1 (dagger, crit 19-20/+3), Defense: Dodge/Parry +8/+4 (+4 base, +4 Dex/+0 Str), Initiative +4

Saves: Toughness +3 (+1 Con, +1 natural, +1 Defensive Roll), Fortitude +3 (+2 base, +1 Con), Reflex +10 (+6 base, +4 Dex), Will +12 (+6 base, +4 Wis, +2 Iron Will,)



Mana is the lifeblood of Simarra. The mana wells where this supernatural energy pools are the chosen dwelling places of the fey spirits known as the ladies in the well. These fey spirits appear as lithe and unearthly beautiful human or elven maidens. Their exact skin tone, hair color and manner of dress vary, but are always reminiscent of the mana well to which they are linked. Ladies in the well are reclusive creatures who guard their mana wells, and try to prevent their power from being abused or tapped for evil ends. This tends to bring them at odds with evil adepts who wish to subvert the power of the well to their own ends, often forcing such adepts to dispose of the lady in the well before they can access the mana well. Not every mana well has a lady in the well in residence, but generally speaking the older and more potent the mana well, the greater the chances that it is guarded by a lady in the well.

Occasionally a lady in the well will become rather taken with a particularly handsome or charismatic human or elf male and try to seduce him. Such love affairs are often short lived. All male children of such unions are statistically the same as the father's race, while all female offspring grow up to become ladies in the well and must seek out and bind themselves to their own mana well once they reach adulthood, or they wither and die.

COMBAT

Ladies in the well are not combative creatures. They prefer to stay hidden within their mana wells unless the well is endangered or being used for evil ends. In these cases, these normally friendly and timid fey can become ferociously protective. In combat a lady in the well relies primarily on her supernatural powers and tries to avoid melee combat at all costs. Ladies in the well are naturally able to tap into the power of their mana well, but tend to use this as a last resort.

Mana Well Dependent: Each lady in the well is mystically bound to a single mana well, and must never stray more than 300 yards from it. Any who do become ill, suffering 1 point of Constitution damage every 3 hours. If a lady in the well's Constitution reaches -5 in this manner, she dies. Once returned to her mana well, she recovers lost Constitution points at the rate of 1 per hour.

ECOLOGY

While they can eat and drink, ladies in the well do not appear to need to do so. It is thought they are sustained by the flow of supernatural energy from their mana well. Should a mana well's power become greatly depleted for a long period of time, any lady in the well dwelling there may require alternate sources of sustenance, but this is rare. Ladies in the well are found dwelling

in mana wells across Simarra. Not every mana well possesses a lady in the well, but the larger and more powerful a mana well, the more likely it is that a lady in the well dwells within, with the exception of wells controlled by evil adepts. In these cases, if there was a lady in the well living there, she must be either dead or imprisoned before she would allow her well to be used for evil ends. Unfortunately, the Age of Blood has seen the deaths of many Ladies in the Well for these very reasons.

ADVENTURE HOOK

The heroes are approached by a desperate and badly injured lady in the well who pleads them for help. Her mana well is being tapped by an evil necromancer for some dark ritual and her attempts to stop him thus far have proven futile. Rather than die in vain the lady in the well decided to seek aid, and the heroes may well be her best last hope.

LOST CHILDREN

Type: 1st Level Undead (Incorporeal)

Size: Small

Speed: 30ft.

Abilities: Str —, Dex +2, Con —, Int +0, Wis +0, Cha +0

Skills: Diplomacy 4 (+4), Notice 4 (+4), Sense Motive 4 (+4), Stealth 4 (+4)

Feats: Improved Initiative

Traits: Constitution Drain, Damage Reduction 2/—, Incorporeal Traits

Combat: Attack +3 (+1 size, +2 Dex), Damage +0 plus Con drain (incorporeal touch), Defense Dodge/Parry +3/—, Initiative +2

Saves: Toughness -1 (-1 size), Fort +0, Ref +2 (+2 Dex), Will +2 (+2 base)

During the war-torn Age of Blood there has been much suffering, but no single group of beings has suffered more from the current age's violence and warfare than the children of Simarra. The terrible truth is that the Age of Blood has not spared the young, weak and innocent, and children end up stranded without parent or guardian, without a home, and without a friend to help them survive.

These wretched souls are the undead spirits of children who died afraid and alone. Lost children do not seem to realize that they are dead, as children usually cannot fully comprehend what death is. Instead they know just enough to realize something is horribly wrong, but cannot identify the source of this feeling. Lost children are frightened creatures that are drawn to the warmth of human contact. Some reach out with their tiny hands to grasp for the affection and care that they hunger for so

desperately, unaware that they drain the life force from anyone they touch. Others are filled with undirected childlike rage and lash out at anyone or anything that they can blame for their plight.

COMBAT

Upon encountering another intelligent creature, most lost children flock towards it, either beseeching it for help and comfort or yelling and screaming at it in a fit of childish rage. Either way, they seem to want nothing more than to touch another sentient being, particularly one of its own race. They seem unable to realize that their incorporeal touch causes harm to other beings, and quickly get lost in the frustration of not being able to actually hold onto their "target" as their grasping incorporeal hands pass right through living creatures.

NECROLOGY

The existence of "lost children" is one that has many philosophers most intrigued. These lost souls seem unaware that they are dead, which makes some wildly theorize that an absence of knowledge about death may be one of the ingredients of immortality. Others point to these sorrowful beings as evidence that a should must find its way to the afterlife after death or else become stuck in the mortal realm. Unfortunately the lost children themselves are unable to bring clarity to such guesses, and their existence raises far more questions than it answers.



ADVENTURE HOOK

The heroes find themselves haunted by a spectral lost child who beseeches them for the whereabouts of its parents. While trying to ward off the little phantom, they stumble across the child's recently deceased body. Those knowledgeable of the area will know of only one settlement near enough for the child to have come from. Traveling there the heroes will be able to learn the circumstances of the child's separation from its parents in the woods while fleeing from a raiding party of kezadrak. They will also find that the child's parents now haunt their old home near the edge of town. Reuniting the lost child with the ghosts of its parents will put all three spirits to rest.

MAZRUK

Type: 10th Level Supernatural Beast

Size: Huge

Speed: 30ft. (Burrow 60ft.)

Abilities: Str +10 Dex +3, Con +10, Int +2, Wis +1, Cha -3

Skills: Concentration +13 (+14), Notice +13(+14), Search +13(+15), Survival +13(+14),

Feats: Nightvision^B, Snatch, Ability Focus (breath weapon), Attack Focus (bite), Double Strike, Dominate^B

Traits: Darkvision 60ft., Breath Weapon 10 Acid (Difficulty 25), Poison.

Combat: Attack +11 (-2 size, +10 base, -2 Dex), Damage +11 plus Poison (Sting), or +12 (Bite), or +11 (Tail Slap), Defense, Dodge/Parry+11 (-2 size, +10 base, +3 Dex), Initiative +3

Saves: Toughness +20 (+4 size, +10 Con, +6 natural), Fortitude +17 (+7 base, +10 Con), Reflex +10 (+7 base, +3 Dex), Will +4 (+3 base, +1 Wis)

The dreaded mazruk is a huge beast with two-heads and a long segmented body. Its overall appearance is something like a gigantic two-headed draconic centipede. They are covered in thick layers of interlocking chitinous plates which seem to have more in common with insectoid carapaces than draconic scales. Located primarily in the Vaskraall Wastes, this horror preys upon travelers and those foolish enough to searching through ruins of long forgotten cities - prime spots for mazruk lairs.

COMBAT

Mazruk are fierce hunters who tend to attack any living thing that is smaller than themselves.

Breath Weapon: 60-foot cone; once every 3 rounds (but no more than 5 times per day); +10 acid damage; Reflex



Difficulty 25 for half damage. The save Difficulty is Constitution based.

Poison: sting; Fortitude Difficulty 25; initial damage 1 Con, secondary damage 2 Con. The save Difficulty is Constitution-based.

ECOLOGY

Mazruk are solitary scavengers who feed off of rotten organic matter, both in the form of rotten meat and dead vegetation. They are also happy to consume fresh meat when the opportunity presents itself, readily attacking anything smaller than themselves. These ancient creatures once dominated the landscape during the Primordial Age, but their numbers have been declining steadily since. Now, during the age of blood, their numbers seem to be stabilizing, if not once again growing.

ADVENTURE HOOK

While camping near some ruins, the heroes are awakened by a band of thieves, picking over their belongings. A fight breaks out and those thieves who are not cut in the first few rounds of combat flee blindly down a set of tunnels below the ruins with as much of the heroes gear as they were able to grab and run with. Unbeknownst to both parties, the tunnels are actually the lair of a mated pair of mazruk.

ORC OF THE MORASH GHORAN TRIBE

Type: 1st Level Humanoid (Orc) (1st Level Warrior)

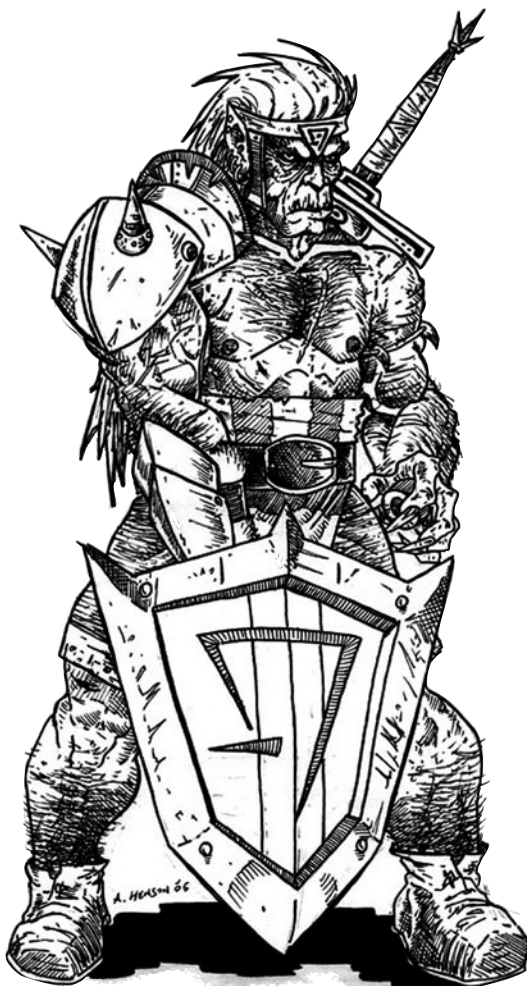
Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +0, Con +2, Int -2, Wis +0, Cha -3

Skills: Intimidate 4 (+1), Notice 4 (+4), Survival 4 (+4)
Feats: Heavy Armor Training, Light Armor Training, Night Vision, Shield Training, Weapon Training
Traits: Morash-Ghóran Orc Background Traits.
Combat: Attack +1 (+1 base), Damage +6 (sword, crit 19-20/+3), Defense: Dodge/Parry +1/+4 (+1 base, +0 Dex/+3 Str), Initiative +0
Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +4 (+2 base, +2 Con), Reflex +0, Will +0

The morash-ghóran are a group of orcs who split from the saran-ghori orc tribes at the beginning of the age of blood. When the keza-drak invaded Simarra, some of the more conservative saran-ghori called for a return to the more barbaric and brutal ways of their people which they had practiced during the Age of Steel, claiming that the more “civilized” customs had made their people weak. The leader of the saran-ghori, Battlemaster Ghûchok Seven Tongues, met this outcry by declaring martial law and beheading a thousand dissenters. Instead of unifying his people, this act only served to escalate the conflict that would eventually divide his people. Thousands of orcs abandoned the ways of the saran-ghori to form the loosely allied tribes of the more barbaric and violent morash-ghóran. The morash-ghóran immediately allied themselves with



Agärazôn and the keza-drak, and have been at war with the saran-ghori orcs ever since.

COMBAT

The morash-ghóran are bitter enemies of the saran-ghori orcs and will attack them on sight without provocation. If possible they are even more fierce and ruthless in combat than the more “civilized” saran-ghori orcs. The morash-ghóran favor ugly but effective weapons and armor of their own make, cast in blackened steel and pitted by near-constant use.

ECOLOGY

The morash-ghóran live in loosely allied tribal societies which will occasionally form more cohesive alliances under a very powerful and widely feared warlord. They have mostly reverted back to the hunter-gatherer ways of their ancestors, though they lack the intrinsic respect for nature that characterizes most hunter-gatherer societies. They know enough to avoid over-hunting or over-fishing any one area, but see nature as a deadly and dangerous environment where the strong survive and exploit both the land and those weaker than themselves.

ADVENTURE HOOK

The heroes stumble across a great battle between morash-ghóran orcs and saran-ghori orcs. As they observe the scene, trying to make sense of things and decide on a course of action, they notice more troops closing in around them. If they do not act quickly, it is only a matter of time before they are spotted. Remaining where they are will surely get the heroes caught up in the crossfire. Those intent on the battle will notice that the morash-ghóran orcs seem to be winning the day over the saran-ghori, though they may lack the ability to distinguish which group of orcs is which.

SPECIAL NOTES

You can use these statistics to represent low level saran-ghori orc warriors as well as the morash-ghóran.

PYRE WIGHT

Type: 6th Level Undead (Fire)

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con —, Int +0, Wis +1, Cha -1

Skills: Jump 9 (+12), Climb 9 (+12), Notice 9 (+10), Stealth 9 (+10)

Feats: Attack Focus (claws), Diehard, Shield Training, Heavy Armor Training^B, Light Armor Training^B, Tough^B, Weapon Training^B

Traits: Damage Reduction 2/supernatural, Darkvision 60 ft., Burning Hunger, Flame Aura, Shroud of Smoke, Undead Traits.

Combat: Attack +4 (+3 base, +1 Dex) (+5 w claws), Damage +5 (claws), Defense: Dodge/Parry +4/+6 (+3 base, +1 Dex/+3 Str), Initiative +1

Saves: Toughness +7 (+3 Undead, +3 chain mail, +1 Tough), Fortitude +2 (+2 base), Reflex +3 (+2 base, +1 Dex), Will +6 (+5 base, +1 Wis)

The bravest of the Narballan people are given a hero's funeral, burning their bodies in a great pyre surrounded by their most prized possessions and the bodies of the foes they slew in their last battle. If the warrior is brave and pure, his soul will pass on to its reward in the afterlife, but in the age of blood this has not always been the case. If taint has entered the warrior's heart, his body will not be wholly consumed by the flames, his spirit remaining bound to the charred, desiccated corpse. The fallen hero is doomed to rise from the dead as a pyre wight.

These tortured souls long for salvation and seek to redeem themselves, removing the taint so that their bodies may finally be consumed and their souls set free. Unfortunately redemption is often elusive as their higher nature must contend with their ever-burning hunger for human flesh and thirst for the blood of their kinsmen. On occasion pyre wights have been known to arise in other areas where funeral pyres are used to send off the dead to the afterworld.

A pyre wight appears as a blackened corpse flailing around within a raging column of fire. When sentient humanoids encounter a pyre wight, the creature will often begin to howl and scream in an attempt to scare them off before the hunger overtakes them and they are compelled to slaughter innocents, further staining their souls.

COMBAT

Pyre wights are slaves to their own unholy hunger. They do not typically wish to harm other beings, and often try to frighten them away with an Intimidation attempt on the first round of an encounter. If this fails, they will most likely succumb to their Burning Hunger. As the hunger overtakes a pyre wight it loses all regard for self perseverance, and runs ravening into battle with grasping claws and jaws wide open.

Burning Hunger: Within 1 round of meeting creatures of living flesh, a pyre wight must make a Difficulty 25 Will save or be overcome by an all-consuming hunger, forcing them to attack and to attempt to consume as many foes as possible.

Flame Aura: The body of a pyre wight is continually surrounded in roaring flame. The pyre wight suffers

no harm, but anyone grappling with the pyre wight or struck by it takes +4 fire damage. Anyone within 5 feet suffers +2 fire damage.

Shroud of Smoke: A pyre wight is continually surrounded by a shroud of black smoke that provides it with partial concealment.

NECROLOGY

Pyre wights generally bring death and destruction wherever they go, consuming any creature they can catch and kill, and often setting ablaze local vegetation or buildings with their fiery touch. Experts on necrology believe that a pyre wight is created when an individual burned in a pyre is too corrupted to enter the heavens. Ironically, one of the major reasons that some cultures such as the Narballans use funeral pyres in the first place is to prevent it from being raised as one of the undead or otherwise desecrated.

ADVENTURE HOOK

While the heroes are resting in a port town, a flaming ghost ship is sighted. The whole community flies into panic as the fiery ship rapidly approaches and a host of pyre wights pour out to sack the town in a fit of hungry savagery.



ROCK HIDE VIPER

Type: 2nd Level Supernatural Beast

Size: Small

Speed: 40ft.

Abilities: Str +2, Dex +5, Con +5, Int +3, Wis -1, Cha -1

Skills: Climb 6 (+12), Intimidate 6 (+5), Notice 6 (+5), Survival 6 (+5), Stealth 6 (+19)

Feats: Attack Focus (bite), Power (Earth Shaping)^B, Power (Elemental Blast: Earth)^B

Traits: Poison, Damage Reduction 5/bludgeoning

Combat: Attack +8 (+2 base, +1 size, +5 Dex) Damage +5 plus poison (bite), Defense: Dodge/Parry +5/-, Initiative +5

Saves: Toughness +8 (-1 size, +5 Con, +4 natural), Fortitude +8 (+3 base, +5 Con), Reflex +8 (+2 base, +5 Dex), Will +0 (+1 base, -1 Wis)

Found in mountain ranges across Simarra, rock hide vipers are vicious, intelligent predators that use their rough, rocky hides to blend in near perfectly with their surroundings. The rock hide viper's paralytic poison incapacitates their prey, allowing them to feed at their leisure. While typically not more than two of three feet in length, the largest known rock hide viper weighed in at 200 pounds and had grown to six feet in length before it was killed. Rock hide vipers are prized for their hides which are often used to make leather armor of exceptional quality.

COMBAT

Rock hide vipers are deadly predators that strike their prey without warning. Unfortunately for travelers in the mountains, these deadly snakes are well camouflaged and will usually bite any who accidentally tread upon them. Rock hide vipers tend to avoid combat if they are not hungry or don't perceive the target as prey and they have not been provoked. In addition to their poisonous bite, rock hide vipers have the unusual ability to call upon the stones themselves to strike at their enemies.

Poison: A Rock Hide Viper's bite injects a paralytic venom requiring a Difficulty 11 Fort save. The venom causes paralysis (as the trait) and secondary damage of +2 Con.

Skills: Rock Hide vipers have a +4 racial bonus to Climb and Stealth checks.

ECOLOGY

Rock hide vipers are deadly mountain predators that hunt by hiding and laying in wait to ambush their prey. Typically rock hide vipers only hunt animals their size or smaller so they can unhinge their lower jaw and swallow the corpse after their poison has done its work.

ROCK HIDE VIPER LEATHER ARMOR

The smooth scaly skin of the rock hide viper can be fashioned into rather exceptional suits of leather or studded leather armor. The armor is reduced to 2/3 of its normal weight and provides camouflage that gives the wearer with a +4 bonus to Stealth checks made in rocky terrain (See the Skill Bonus armor trait in Chapter 3 of the True20 Companion). Because rock hide viper skin is a unique and relatively fragile material when cured, all Craft Difficulties to work it are increased by +2. The skins of rock hide vipers are rarely traded, but some intrepid merchants brave the mountains to harvest it, outside of mountainous regions armors fashioned of rock hide viper skin have their wealth check Difficulties increased by at least +2 and often as high as +4. Rock hide viper leather armor is often of at least masterwork quality. Each suit of armor requires the intact skins of three rock hide vipers for a medium sized suit. This number doubles for each size category above medium. Smaller suits only require the skin of a single rock hide viper.

ADVENTURE HOOK

A Shodonai tribal leader offers to craft the heroes special armor from the skin of rock hide vipers if they agree to hunt the creatures for him.



LARGE WASTE SCORPION

Type: 5th Level Vermin

Size: Large

Speed: 40 ft.

Abilities: Str +5, Dex +2, Con +3, Int —, Wis +0, Cha -4

Skills: Climb 0 (+9), Notice 0 (+4), Stealth 0 (+2)

Feats: Double Strike^B, Improved Grab^B

Traits: Armored Shell, Constrict, Darkvision 60 ft., Poison, Vermin Traits

Combat: Attack +4 (+3 base, -1 size, +2 Dex), Damage +7 (claws or grapple) or +7 plus poison (sting), Defense Dodge/Parry +4/— (+3 base, -1 size, +2 Dex), Initiative +2

Saving Throws: Toughness +8 (+2 size, +3 Con, +3 natural), Fortitude +7 (+4 base, +3 Con), Reflex +3 (+1 base, +2 Dex), Will +1 (+1 base)

HUGE WASTE SCORPION

Type: 10th Level Vermin

Size: Huge

Speed: 40 ft.

Abilities: Str +7, Dex +2, Con +4, Int —, Wis +0, Cha -4

Skills: Climb 0 (+11), Notice 0 (+4), Stealth 0 (-2)

Feats: Double Strike^B, Improved Grab^B

Traits: Armored Shell, Constrict, Darkvision 60 ft., Poison, Vermin Traits

Combat: Attack +7 (+7 base, -2 size, +2 Dex), Damage +10 (claws or grapple) or +10 plus poison (sting), Defense Dodge/Parry +7/— (+7 base, -2 size, +2 Dex), Initiative +2

Saving Throws: Toughness +14 (+4 size, +4 Con, +6 natural), Fortitude +11 (+7 base, +4 Con), Reflex +5 (+3 base, +2 Dex), Will +3 (+3 base)

GARGANTUAN WASTE SCORPION

Type: 20th Level Vermin

Size: Gargantuan

Speed: 40 ft.

Abilities: Str +11, Dex +2, Con +4, Int —, Wis +0, Cha -4

Skills: Climb 0 (+15), Notice 0 (+4), Stealth 0 (-6)

Feats: Double Strike^B, Improved Grab^B

Traits: Armored Shell, Constrict, Darkvision 60 ft., Poison, Vermin Traits

Combat: Attack +13 (+15 base, -4 size, +2 Dex), Damage +15 (claws or grapple) or +15 plus poison (sting), Defense Dodge/Parry +13/— (+15 base, -4 size, +2 Dex), Initiative +2

Saving Throws: Toughness +19 (+6 size, +4 Con, +9

natural), Fortitude +16 (+12 base, +4 Con), Reflex +8 (+6 base, +2 Dex), Will +6 (+6 base)

COLOSSAL WASTE SCORPION

Type: 30th Level Vermin

Size: Colossal

Speed: 40 ft.

Abilities: Str +13, Dex +1, Con +4, Int —, Wis +0, Cha -4

Skills: Climb 0 (+17), Notice 0 (+4), Stealth 0 (-11)

Feats: Double Strike^B, Improved Grab^B

Traits: Armored Shell, Constrict, Darkvision 60 ft., Poison, Vermin Traits

Combat: Attack +15 (+22 base, -8 size, +1 Dex), Damage +18 (claws or grapple) or +18 plus poison (sting), Defense Dodge/Parry +15/— (+22 base, -8 size, +1 Dex), Initiative +1

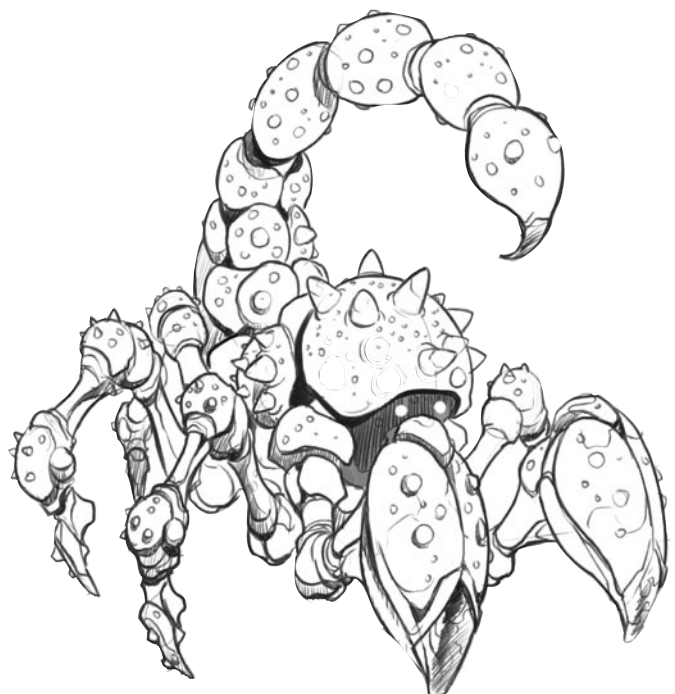
Saving Throws: Toughness +22 (+8 size, +4 Con, +10 natural), Fortitude +19 (+17 base, +2 Con), Reflex +11 (+10 base, +1 Dex), Will +10 (+10 base)

Waste scorpions are monstrous arthropods who have developed some powerful defenses. Their thick armored shells sport a number of chitinous spines which tear bloody wounds in anyone or anything attempting to grab or hold onto one of these beasts.

COMBAT

Waste scorpions are deadly hunters. They can occur singularly, or in groups of up to seven.

Armored Shell: The shell of the waste scorpion is incredibly thick and covered with spines it gains a



natural armor bonus equal to half its level rounded up. It has the “Close Quarters Defense System” Armor Quality (see Chapter 3 of the *True20 Companion*) which inflicts +2 piercing damage to anyone grappling or grappled by a waste scorpion. Furthermore, because its shell is so dense, its forelimbs are considered weapons; hence it gains the ability to parry attacks as if it were armed.

Improved Grab: To use this ability, a waste scorpion must hit with a claw attack. A waste scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison: A waste scorpion has a poisonous sting. The details vary by the waste scorpion’s size, as follows. The save Difficulties are Constitution based. The indicated damage is initial and secondary damage. The save Difficulty is Constitution based.

Size	Difficulty	Damage
Large	15	1 Con
Huge	19	2 Con
Gargantuan	24	3 Con
Colossal	29	3 Con

Skills: A scorpion has a +4 bonus on Climb, Stealth, and Notice checks.

ECOLOGY

Waste scorpions live mostly in deserts and wastelands where they fill an ecological niche as predators and scavengers. They have been known to pick carcasses clean and then proceed to consume the skeleton or exoskeleton of the corpse with their powerful mandibles. This may be done as a means of gaining the minerals required to maintain their thick chitinous shells. Waste scorpion chitin is highly prized among the denizens of the Vaskraall Wastes for it can be fashioned into lightweight but very durable armor; see the sidebar for more details.

ADVENTURE HOOK

The heroes are sent in search of a caravan which has become lost in the Vaskraall Wastes. The caravan is carrying vital supplies for the Saran-Gheri Oasis. The heroes find the caravan, but it has been surrounded by waste scorpions. The heroes must defeat the creatures if they are to save the caravan.

WASTE SCORPION CHITIN ARMOR

The chitin of the waste scorpion can be fashioned into any archaic medium or heavy armor, the armor is reduced to 2/3 of its normal weight and gains the “Close Quarters Defense System” Armor Quality as presented in Chapter Three of the *True20 Companion* and inflicts piercing damage. Because of it is a unique material all Craft Difficulties to work it are increased by +2. The material is rarely if ever traded with outsiders but some intrepid merchants brave the wastes to harvest it, outside the Vaskraall Wastes armors fashioned of waste scorpion chitin have their wealth check difficulties increased by at least +2 and often as high as +5. Waste scorpion chitin armor can also be made masterwork. Each suit of armor requires the remains of a scorpion one size category larger than the intended wearer, or two suits can be fashioned from a scorpion two size categories larger. (For example, one large waste scorpion shell can be fashioned into two suits of small armor and one huge waste scorpion shell can be used for two suits of medium armor.)

WITHERSPINE TROLL

Type: 6th Level Undead (Augmented, Giant)

Size: Large

Speed: 30 ft.

Abilities: Str +7, Dex +2, Con —, Int -2, Wis -2, Cha -2

Skills: Climb 9 (+16), Notice 9 (+7), Survival +9 (+10),

Feats: Double Strike^B, Night Vision^B, Skill Focus (Survival), Tough^B, Track, Trailblazer

Traits: Darkvision 90 ft., Regeneration +3/2, Seared by Mana, Undead Traits

Combat: Attack +4 (-1 size, +3 base, +2 Dex), Damage +9 (claw or bite), Defense: Dodge/Parry +4/+9 (-1 size, +3 base, +2 Dex/+7 Str), Initiative +2

Saving Throws: Toughness +11 (+2 size, +3 Undead, +5 natural, +1 Tough), Fortitude +2 (+2 base), Reflex +4 (+2 base, +2 Dex), Will +5 (+5 base)

Witherspine trolls appear as blackened and emaciated troll corpses that shamle about with surprising dexterity. Like many undead, few can say with any certainty where the witherspine troll originated. Some believe that they are trolls who died in a bog and became mummified in the acidic muck, before some dark force that dwells deep in the swamplands raised them again as powerful undead, though there is little evidence to support these claims and nobody is certain what sort of being would create this sort of undead or

to what purpose. What is certain however, is this vile creature's reputation. They are known throughout Simarra as being relentless hunters, often directed to hunt down prey by unseen masters like the Death Lords or Kithanni sorcerers. While not very intelligent by mortal standards, these wicked creatures do possess a predatory cunning, keen vision, and the insatiable hunger of the grave.

COMBAT

Like living trolls their healing ability is uncanny, however due to their undead status it is somewhat slower than normal. Unfortunately, for most of the witherspine troll's opponents, fire and acid have no ability to impair their necrotic regeneration.

Regeneration: A witherspine troll automatically gains an extra recovery check every other round with a +3 bonus. If a wither spine troll loses a limb or body part, the lost portion re-grows in 10 minutes. The creature can reattach the severed member instantly by holding it to the stump. Witherspine trolls can regenerate damage caused by fire and acid, though they cannot regenerate damage from disintegration effects or raw magical energy such as that produced by the Mana Blast power.

Seared by Mana: witherspine trolls are burned by contact with raw mana energy. They suffer +2 damage whenever they make contact with a Mana Shield or a Mana Wall, and each round they spend in contact with a ley line or mana well. The touch of a mana shard likewise burns their undead flesh.

NECROLOGY

Whither spine trolls are largely a mystery. Some attribute their existence to the darker magical forces of corruption and taint that abound in the age of blood. Others believe them to be deliberate creations of either the Death Lords or the Kithanni. Whatever their cause, these undead terrors seem to have arisen out of the darkest swamplands during the Age of Blood, and terrorize the countryside for miles around.

ADVENTURE HOOK

The adventurers hear tales of a mysterious entity known as Gorothe the Swamp King who has purportedly mastered the art of creating witherspine trolls. According to the rumor, Gorothe is amassing an army of these fell creatures. His exact intentions are unknown, but nothing good ever comes from standing armies of powerful undead. The heroes are able to find a local who knows where the swamp king lairs in a large morass called the deadwood swamp, but are warned that they must tread carefully for he has many minions who lurk just below the much surface, and few who enter deadwood swamp survive to tell the tale.

URRUMAZ

Deep below the city of Thel-Kaza, in blood-spattered labs littered with the putrefied cadavers of past experiments, the sinister sundaari magi work their dark magicks, creating the hideous Urrumâz; half giants captured by the Keza-drak and brought back to become mutant servants of the betrayer; shock troops bred to wreak havoc on the forces of light. Thus far, three distinct breeds have survived the creation process; the Mohg-Bhak (battle lords), Amoth-Shar (flame horrors), and the Kuul-Tari (shock troopers).

COMBAT

Urrumâz are bred for combat. Indeed, their very existence is meaningless in the absence of violence. Each variety of urrumâz has its own tactics, weapon preferences and special combat abilities but they all share an unnatural love of gore and slaughter, the only activity in which they seem to find pleasure.

ECOLOGY

Urrumâz fill no ecological niche. They are abominations created from half giants and perverted into walking harbingers of death and destruction. The only role they play in nature is to destroy it by laying the land to waste under their massive iron-shod feet as they smash, burn and defile.

MOHG BHAK

Type: 14th Level Monstrous Humanoid (Augmented, Giant)

Size: Large

Speed: 30ft.

Abilities: Str +12, Dex +2, Con +10, Int -4, Wis -2, Cha -4

Skills: Intimidate 17 (+21)

Feats: Ability Focus (Breath Weapon)^B, Awesome Blow, Cleave, Great Cleave, Great Fortitude, Heavy Armor Training^B, Improved Critical (triple greatsword)^B, Light Armor Training^B, Rage, Weapon Training^B

Traits: Breath Weapon (+10 Cold, Difficulty 30), Frightful Presence, Persistent Wound, Powerful Charge

Combat: Attack +15 (-1 size, +14 base, +2 Dex), Damage +18 (triple greatsword, crit 15-20/+4), or +15 (Energy gauntlets, crit 20/+3) Defense: Dodge/ Parry +15/+25 (+14 base, -1 size, +2 Dex/+12 Str), Initiative +2

Saves: Toughness +21 (+2 size, +10 Con, +9 natural) Fortitude +16 (+4 base, +10 Con, +2 Great Fortitude), Reflex +11 (+9 base, +2 Dex), Will +7 (+9 base, -2 Wis)

A horrific sight to behold, this strain of urrumâz are the commanders of the race, bred to lead their monstrous kin into battle. As with all urrumâz, Mogh-Bhak have an exoskeleton giving them an extra layer of armor in addition to the steel plates bolted to their arms, legs, back and face.

COMBAT

The urrumâz battle lord has an exoskeleton which grants a natural armor bonus of +9 due to an exoskeleton lined with steel plates which have been bolted to the creature's body. Mogh-bhak typically wield mighty great swords with three blades in battle and wear energy gauntlets; ascendant technology designed to unleash a blast of energy upon striking the opponent.

Breath Weapon: 30-foot cone; once every 3 rounds (but no more than 5 times per day); +8 cold damage; Reflex Difficulty 24 for half damage. The save Difficulty is Constitution based.

Frightful Presence: An urrumâz battle lord can unsettle foes with its mere presence. Creatures within a 90 ft. radius that have fewer levels than the urrumâz battle lord must succeed on a Will save (Difficulty 27). Those who succeed remain immune to that urrumâz battle lord's frightful presence for 24 hours. On a failure, creatures with 4 or less levels become panicked for 1

round per point by which they failed their Will save, and those with 5 or more levels become shaken for 1 round per point by which they failed their Will save. The save Difficulty is Constitution-based.

Persistent Wound: Triple greatsword; +2 damage each round; Difficulty 17 Medicine or adept level check. The wound is a supernatural ability of the urrumâz battle lord, not of the weapon.

Powerful Charge: An urrumâz battle lord deals an extra +2 damage when charging.

Skills: The urrumâz battle lord has a +8 bonus to Intimidate checks.

AMOTH SHAR

Type: 9th Level Monstrous Humanoid (Augmented, Giant)

Size: Large

Speed: 30ft.

Abilities: Str +5, Dex +1, Con +7, Int +2, Wis -2, Cha -1

Skills: Concentration 12 (+10), Intimidate 12 (+19), Knowledge (supernatural) 12 (+14), Notice 12 (+10)

Feats: Ability Focus (breath weapon), Attack Focus (battle staff), Heavy Armor Training^B, Iron Will, Light Armor Training^B, Rage, Weapon Training^B



Traits: Breath Weapon (+8 Fire, Difficulty 24), Supernatural Resistance 21

Combat: Attack +10 (-1 size, +10 base, +1 Dex) (+11 w battle staff), Damage +9 (battle staff, crit 19-20/+4) or +8 (energy gauntlets crit 20/+3), Defense: Dodge/Parry +10/+14 (-1 size, +10 base, +1 Dex/+5 Str), Initiative +1

Saves: Toughness +15(+2 size,+7 Con, +6 natural), Fortitude +10 (+3 base, +7 Con), Reflex +7 (+6 base, +1 Dex), Will +6 (+6 base, -2 Wis, +2 Iron Will)

Commonly known as flame horrors, the amoth-shar strain have the ability to breathe fire, and carry the same traits as their mutated brethren, having an exoskeleton and metal plates bolted to their bodies.

COMBAT

The urrumâz flame horror has an exoskeleton which grants a natural armor bonus of +6 due to an exoskeleton lined with steel plates which have been bolted to the creature's body. The flame horror wields a massive battle staff in combat as well as energy gauntlets. While generally used in a guardian role, flame horrors can play havoc on the battlefield with their breath weapons.

Breath Weapon: 30-foot cone; once every 3 rounds (but no more than 5 times per day); +6 fire damage; Reflex Difficulty 24 for half damage. The save Difficulty is Constitution based.

Skills: The urrumâz flame horror has a +8 bonus to Intimidate checks.

KUUL TARI

Type: 6th Level Monstrous Humanoid (Augmented, Giant)

Size: Large

Speed: 30 ft.

Abilities: Str +9, Dex +4, Con +7, Int +2, Wis -3, Cha -2

Skills: Climb 9 (+26), Intimidate 9 (+15), Notice 9 (+6), Stealth 9 (+9),

Feats: Attack Focus (battle maul), Cleave, Heavy Armor Training^B, Light Armor Training^B, Weapon training^B, Rage

Traits: Damage Reduction 2/adamantine, Darkvision 60 ft., Frightful Presence, Persistent Wound, Powerful Charge

Combat: Attack +9 (-1 size, +6 base, +4 Dex), Damage +16 (Battle Maul, crit 18-20/+3) or +13 (energized gauntlets, crit 20/+3), Defense: Dodge/Parry +9/+14 (-1 size, +6 base, +4 Dex/+9 Str), Initiative +4

Saves: Toughness +12 (+2 size, +7 Con, +3 natural) Fortitude +9 (+2 base, +7 Con) Reflex +9 (+5 base, +4 Dex), Will +2 (+5 base, -3 Wis)

The most vicious of the urrumâz strains, kuul-tari shock troopers comprise the bulk of the mutated half giant forces in Agärazôn's arsenal. Their ferocity makes them widely feared by opposing forces.

COMBAT

The urrumâz shock trooper has an exoskeleton which grants a natural armor bonus of +3, reflecting a number of adamantine plates which have been bolted to the creature's body. They wield vicious battle mauls and energized gauntlets. Shock troopers have exoskeletons and metal plates bolted to their bodies, just as other urrumâz do.

Frightful Presence: An urrumâz shock trooper can unsettle foes with its mere presence. Creatures within a 90 ft. radius that have fewer levels than the urrumâz shock trooper must succeed on a Will save (Difficulty 20). Those who succeed remain immune to that urrumâz shock trooper's frightful presence for 24 hours. On a failure, creatures with 4 or less levels become panicked for 1 round per point by which they failed their Will save, and those with 5 or more levels become shaken for 1 round per point by which they failed their Will save. The save Difficulty is Constitution-based.

Persistent Wound: Battle maul; +1 damage each round; Difficulty 13 Medicine and adept level check. The wound is a supernatural ability of the urrumâz shock trooper, not of the weapon.

Powerful Charge: An urrumâz shock trooper deals an extra +2 damage when charging.

Skills: The urrumâz shock trooper has a +8 racial bonus to Climb and Intimidate checks.

ADVENTURE HOOK

While the Urrumâz are most commonly found on the battlefield, they are also used to guard keza-drak bases and serve as body guards for high ranking officials. Additionally, some Urrumâz units, especially shock troopers, have gone rogue, succumbing to their base need to wreak as much havoc and destruction as possible.

URRUMAZ WEAPONRY

Weapon	Damage	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
Martial Weapons							
Battle Staff	+6	19-20/+3	Bludgeoning	—	Huge	12	18 lb.
Exotic Weapons*							
Battle Maul	+6	19-20/+3	Bludgeoning	—	Huge	14	54 lb.
Energized Gauntlets*	+3	20/+3	Electricity	—	Large	10	15 lb.
Triple Greatsword*	+6	18-20/+4	Slashing	—	Huge	16	33 lb.

* Urrumâz treat battle mauls, energized gauntlets and triple greatswords as martial weapons.

Special Note: These weapons are sized for large creatures. Medium sized versions would have to be custom made and would have their damage size category and damage reduced by 1 and its weight reduced by 1/3.

VOROXX

Type: 5th Level Animal

Size: Large

Speed: 50 ft.

Abilities: Str +4, Dex +3, Con +4, Int -4, Wis +1, Cha -4

Skills: Notice 4 (+5), Stealth 4 (+3), Survival 0 (+1)*

Feats: Endurance, Improved Trip^B, Night Vision^B, Track

Traits: Scent

Combat: Attack +5 (+3 base, -1 size, +3 Dex), Damage +6 (bite), Defense: Dodge/Parry +5/ — (+7 base, -2 size, -1 Dex) (+3 base, -1 size, +3 Dex), Initiative +3

Saves: Toughness +7 (+2 size, +4 Con, +1 natural), Fortitude +8 (+4 base, +4 Con), Reflex +7 (+4 base, +3 Dex), Will +2 (+1 base, +1 Wis)

Voroxx are large predatory lizards that hunt in packs across the badlands of Simarra. These reptiles are relatives of the desert dwelling kapurra beast, but they favor more rocky terrain where they have less competition from their cousins. Voroxx are somewhat longer and leaner than the kapurra, but they share many of the same features, including a relatively stout body and a spiky frill extending from the base of their skulls to protect their necks. Voroxx lack the “sixth sense” of the kapurra, but make up for that with a keen sense of smell. The hide of a voroxx is even thicker than that of a kapurra, and tends to have a jagged stony appearance which leads some to refer to them as “gravel hides” or “gargoyle lizards.” Though several attempts have been made to domesticate voroxx, they have thus far proven to be too ill tempered to become trained mounts, and only the foolish would attempt to ride one of these beasts.

COMBAT

Voroxx hunt using pack tactics much like a wolf, attempting to out-flank their prey and bring it down with Improved Trip before swarming their fallen victim. Usually several voroxx will engage potential prey from the front and flanks, while their leader sneaks in to lunge at the animals legs and bring them down. They usually roam the badlands in groups of 5 to 11. Voroxx usually only attack to defend themselves, or when they are hungry and in search of food, though their large appetites meant that they are in an almost constant search for food.

Skills: Voroxx have a +4 bonus to Stealth. This bonus increases to +8 in rocky terrain. *Voroxx have a +4 bonus on Survival checks when tracking by scent.

ECOLOGY

Voroxx are deadly predators, capable of tracking their prey for days with their keen sense of smell. They favor more rocky terrain than their cousins, the kapurra beasts. Voroxx also hunt in larger groups, allowing them to bring down prey that are larger than themselves.

ADVENTURE HOOK

The heroes are crossing a barren badland mounted on a group of wasteland striders. Along the journey, one of these beasts slips on some loose stones and falls. The rider is unharmed, but the mount’s leg is badly cut on a sharp piece of rock, and the animal now walks with a limp. The scent of blood attracts the attention of a local pack of voroxx and the heroes must choose between abandoning their wounded and bleeding mount who cannot move quickly enough to escape the voroxx and risking both their healthy mounts and themselves in a confrontation with these deadly predators.

WAR GAUNT

Type: 4th Level Undead

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +2, Con —, Int +0, Wis +1, Cha -1

Skills: Intimidate 7 (+6), Notice 7 (+8), Search 7 (+7), Stealth 7 (+9)

Feats: Attack Focus (sword), Heavy Armor Training^B, Light Armor Training^B, Shield Training, Tough^B, Weapon Training^B

Traits: Darkvision 60 ft., Persistence, Undead Traits

Combat: Attack +4 (+2 base, +2 Dex) (+5 w sword), Damage +5 (sword, crit 19-20/+3), Defense: Dodge/Parry +6/+6 (+2 base, +2 large shield, +2 Dex/+2 Str), Initiative +2

Saves: Toughness +6 (+2 undead, +3 chain mail, +1 Tough), Fortitude +1 (+1 base), Reflex +3 (+1 base, +2 Dex), Will +5 (+4 base, +1 Wis)

War gaunts are soldiers who died while attempting an important mission or key strategic strike. In some cases the dedication of these warriors to attain their objective becomes an obsession so powerful that it prevents their spirits from passing out of this world. These bizarre undead rise anywhere from a week to a year after their deaths and seek to fulfill the objectives of their last mission, even if they no longer make sense or have subsequently become impossible to complete.

Often war gaunts twist the wording of their last orders to give them new meanings in order to accommodate the new circumstances they find upon rising from the dead. While intelligent, the thoughts of these undead are singularly focused on the completion of their mission to the exclusion of all other thoughts or rationality. Obsession doesn't even come close to describing their dedication to the cause, since their undead state is sustained by their undying need to fulfill a particular task.

COMBAT

War gaunts believe themselves to still be on a mission and will attack any who they perceive as targets of that mission as well as any who get in their way or otherwise impede their ability to complete their perceived mission. War gaunts often display whatever kinds of tactics they used in life, particularly if they had been ordered to engage enemies in a particular fashion while on the mission they died trying to complete.

Persistence: All war gaunts are animated by an obsessive drive to fulfill their last combat objective or the last set of orders they received before they died. Their

supernatural persistence aids them in accomplishing these goals. This trait operates just like the Dedicated feat, with the completion of their mission being the object of their dedication.

NECROLOGY

War gaunts are a curious form of spontaneous undead that confound necromancers to no end. Many have tried to unlock the formula of circumstances that creates one of these walking dead, but so far all such attempts have met with failure. Some necromancers theorize that there must be both a powerful dedication that borders on obsession within the soldier at the moment of death, and a particular set of environmental influences from the stars or proximity to key ley lines or mana wells which might trigger such spontaneous necromancy.

ADVENTURE HOOK

The heroes come across a small fortified outpost consisting of little more than a palisade and a small watch tower which had been built by the keza-drak. It has since been cleared out by a group of shieldwall dwarves, who are currently using it as a lookout post. Whether the heroes enter the tower or not, they soon witness the arrival of a troop of undead dwarves who proceed to lay siege to the tower, apparently under the misconception that it is still inhabited by the keza-drak and blind to the fact that it is their former dwarven companions they are now attempting to slaughter.

WASTELAND STRIDER

Type: 4th Level Animal

Size: Large

Speed: 60 ft.

Abilities: Str +4, Dex +2, Con +2, Int -4, Wis +1, Cha -2

Skills: Notice 7 (+8)

Feats: Endurance, Night Vision^B, Run

Traits: —

Combat: Attack +4 (+3 base, -1 size, +2 Dex), Damage +6 (kick) or +5 (bite), Defense: Dodge/Parry +4/— (+3 base, -1 size, +2 Dex), Initiative +2

Saves: Toughness +4 (+2 size, +2 Con), Fortitude +6 (+4 base, +2 Con), Reflex +6 (+4 base, +2 Dex), Will +2 (+1 base, +1 Wis)

Wasteland striders have a form similar to that of most flightless birds, though they are actually fur-covered mammalian beasts. They have long tails which they use for balance while running. Their powerful hind legs contrast sharply with their smaller forelimbs which are used for grasping and manipulating vegetation rather

than locomotion. Their necks are elongated and their heads sport four round glossy black eyes, and a mouth full of flat plant-grinding teeth. The fur of a wasteland strider can vary in color and pattern, but most have speckled hides of a color that matches the local sand dunes. Their powerful legs have retractable claws and large padded feet that do not disturb the delicate desert vegetation or sink into the sandy dunes.

Wasteland striders make for excellent mounts that are loyal to a fault, though they have a reputation for stubbornness, particularly if they are poorly treated or dislike their rider.

Wasteland striders are typically encountered in groups of three to seven in the wild. Domesticated versions can be encountered being used as mounts in much larger or smaller numbers.

COMBAT

Wasteland striders are not typically aggressive creatures, and when individually threatened, they tend to flee. However, they are naturally protective of their pack mates, and will stand their ground to fight off a threat that threatens more than one of them. Among domesticated wasteland striders, this herd mentality often extends to their riders, making them extremely loyal mounts. When they must fight, they employ a powerful kick that can disembowel a human. They can also bite, but usually only do this as a last resort.

Carrying Capacity: A light load for a wasteland strider is up to 300 pounds; a medium load 301-600 pounds; and a heavy load, 601-900 pounds. A wasteland strider can drag 4,500 pounds.

ECOLOGY

Wasteland striders are naturally pack dwelling, living in groups of up to seven or eight. Wasteland striders are well adapted to the badlands and deserts they inhabit, able to travel long distances between oases. They can go for days, even weeks without water. This is due in part to the fact that they have a large sack-like crop in the base of their neck which they use to store water. Wasteland striders are herbivorous, eating cacti and a variety of desert plants and grasses. Claims that they can survive on a diet of sand alone are exaggerated, though they do occasionally swallow small rocks to aid in their digestion by grinding tough desert vegetation up in the first of their two stomachs. They are mostly active in the mornings and evenings, huddling together at night for warmth on cold desert nights, and seeking shade during the hottest parts of midday. Domesticated individuals are capable of traveling through the hottest parts of the day, but they dislike doing so, and will become uncooperative if they are forced to do so for more than three to five consecutive days.

ADVENTURE HOOK

The heroes find themselves trapped between a large keza-drak army and a vast desert. Just when it looks like they will have to choose between dying in combat or dying of exposure, the heroes happen across a pack of wasteland striders. The beasts are friendly and domesticated, still bearing saddles and supplies that once belonged to their previous riders, who are nowhere to be seen.

WHICKER MAN

Type: 16th Level Construct (Fire)

Size: Huge

Speed: 40 ft.

Abilities: Str +8, Dex +1, Con —, Int —, Wis +0, Cha -5

Skills: —

Feats: —

Traits: Damage Reduction 4/supernatural, Darkvision 60 ft., Construct Traits, Plant Sense, Vulnerable to Plant Shaping,

Combat: Attack +13 (-2 size, +12 base, +1 Dex), Damage +11 plus +2 fire (slam), Defense: Dodge/Parry +13/ - (-2 size, +12 base, +1 Dex), Initiative +1

Saves: Toughness +13 (+1 Construct, +4 size, +8 natural), Fortitude +5 (+5 base), Reflex +6 (+5 base, +1 Dex), Will +5 (+5 base)

The Sundaari are masters of the art of ritual sacrifice, and they have adapted this technique to create the dreaded whicker men. The Sundaari create these monstrosities by building a giant humanoid statue of wood with a woven whicker exterior. Sacrificial victims are bound and filled into the whicker man, which may contain up to two large, eight medium or 16 small creatures at once. Then a ritual is performed during which the statue is lit ablaze, killing the sacrificial victims and trapping their tortured souls inside of the whicker statue, thereby animating it as a golem under the sundaari's control.

A whicker man is a horrific sight, appearing as a towering whicker statue surrounded by a blazing inferno. The blackened hands of the sacrificial victims can still be seen reaching pleadingly through the spaces between the woven whicker framework.

COMBAT

Whicker-men are brutal and fearless combatants. They obey the orders of their creator or a designated master without question or hesitation. They attack either by bludgeoning their target with their massive flaming limbs, or by grabbing and grappling an enemy, thereby engulfing them in fire.

Burn: A whicker man deals fire damage with the touch

of its flaming body. Those hit by a whicker man's slam attack must succeed on a Difficulty 18 Reflex save or catch on fire. The flame burns for 3 rounds. A burning creature can take a move action to put out the flame. The save Difficulty is Constitution-based.

Creatures striking a whicker man with natural weapons or unarmed attacks take +2 fire damage as though hit by the creature's slam attack, and also catch on fire unless they succeed on a Reflex save.

Power Deflection: A wicker man is animated by the trapped essences of the souls of the victims sacrificed inside of it. The trapped essence cannot be raised from the dead with either the Imbue Unlife or Imbue Life powers until after the wicker man is destroyed. A whicker man can hold up to eight essences.

The trapped essence provides a measure of supernatural protection. Supernatural powers targeted at the whicker man that only affect a single target affect one of the imprisoned essences instead. In many cases, this deflection effectively neutralizes the power's effects. Some powers might eliminate one or more of the trapped essences, depriving the whicker man of this trait once all essences have been eliminated.

Vulnerable to Plant Shaping: The Plant Shaping supernatural power can be used to hold a wood elemental at bay. This acts exactly like the creature ward effect of the Ward supernatural power.

ECOLOGY

Whicker men are constructs and have no real place in the natural world, though they often set fires wherever they go. These fires are indeed destructive, but can also help burn dead plant matter and return nutrients to the soil. It is rumored that the original purpose of the whicker man was to renew the land with human sacrifice, but their modern incarnation seems to be used more to glorify the Sundaari pantheon and to spread destruction and terror among the enemies of the Sundaari.

ADVENTURE HOOK

A friend or ally of the heroes has been captured by a Sundaari raiding party. As the heroes track down their friend, and investigate the purpose behind the kidnapping, they discover that the captives taken by the Sundaari marauders are intended for a mass sacrifice in a ritual that will create a whicker man.

WYDLING

Type: 3rd level Monstrous Humanoid (Predator)

Size: Small

Speed: 40 ft.

Abilities: Str +3, Dex +3, Con +2, Int -1, Wis +0, Cha -5

Skills: Stealth 8 (+5), Survival 4(+5)

Feats: Improved Initiative, Light Armor Training^B, Tough^B, Lightning Reflexes, Rage^B

Traits: Darkvision 60 ft., Natural Armor, Pounce, Scent

Combat: Attack +7 (+1 size, +3 base, +3 Dex), Damage +5(claws) or +5 (Bite), Defense: Dodge/Parry / +7/+7 (+1size, +3 base, +3 Dex/+3 Str), Initiative +7

Saves: Toughness +4 (-1 size, +1 natural, +2 bone battle harness, +1 Feat), Fortitude +3 (+1 base, +2 Con), Reflex +8 (+3 base, +3 Dex, +2 Feat), Will +3 (+3 base, +0 Wis)

Natural Armor: Wyldlings have tough, thick, leathery skin which gives them a +1 bonus to Toughness saves.

Pounce: If a Wyldling charges, it can attack a single target with both its claws and its bite in a single round.

Scent: A wyldling can sense opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet. If the opponent is downwind, the range decreases to 15 feet. Strong scents can be detected at twice the ranges noted above. Overpowering scents can be detected at triple the normal range.

Wyldlings are ferocious rat-like humanoids who live in the Wild Lands. Wyldlings prey on other creatures indiscriminately, their insatiable lust for blood and primal instincts making them dangerous predators. Fiercely territorial, wyldlings will pursue anyone who intrudes on their domains on sight, halting their vicious attacks only when the creature is either slain or has been chased far away from their dens.

At first glance, wyldlings appear to be tiny, pale-skinned humans with bulging eyes and long matted hair. Closer inspection reveals an elongated nose and mouth with jagged teeth, a small tail and extended claws and feet. Blue henna tribal designs are prominently displayed along their ridged foreheads, wiry necks and arms. Always fidgeting, the creatures constantly move about, taking deep, wheezing breaths accompanied by intermittent clicking noises and shrill yips.

COMBAT

Wyldlings rush into combat with a near-suicidal lack of regard for anything but their chosen target. The creatures' preternatural speed makes them very hard to hit with ranged weapons and even more dangerous in close quarter combat, where they use their small size to dart in and out of their opponents reach with dizzying speeds, biting and clawing like the ravenous beasts they are.

ECOLOGY

Wyldlings are found primarily in the Southeastern region of the Wild Lands, though some people claim to have seen the creatures in Keza-Drak and Sundaari war bands elsewhere in Simarra, prompting speculation that the invaders have built an outpost in the largely unexplored expanse of mountains and jungle. Wyldlings live in clusters of ten to twenty, making their homes in expansive subterranean warrens denoted by mounds of dirt, bones and black smoke rising from ventilation shafts. The creatures mark their territory with engraved totems surrounded by heaps of skull and bone. Wyldlings tend to keep the possessions of their victims, using them as trophies or ornaments to decorate their dens.

Wyldlings are constantly at odds with the brutal Shek-tar gnomes, who hunt them mercilessly, feeding on them or enslaving them to use as attack dogs in their struggle against the Groa'khan and the hated Seguire gnomes.

ADVENTURE HOOK

While traveling in the Wild Lands, the heroes come across a group of seguire gnomes who have just been attacked by wyldlings. The gnomes were on a mission to retrieve a sacred stone for their tribal elder. On the return journey, the party was ambushed, by the wyldlings, who took three of their group, one of whom had the stone. The surviving gnomes beg the heroes to help them recover their friends and the stone.



ZERAK GHUL

Type: 3rd Level Monstrous Humanoid (aquatic)

Size: Medium

Speed: 30 ft., Climb 10 ft., Swim 40 ft.

Abilities: Str +3, Dex +2, Con +1, Int -3, Wis +1, Cha -2

Skills: Climb 1 (+12), Stealth 5 (+10)

Feats: Improved Grab^B, Improved Initiative^B, Lightning Reflexes, Skill Focus (Stealth)

Traits: Amphibious, Constrict, Darkvision 60ft., Quickness, Tentacles

Combat: Attack +5 (+3 base, +2 Dex), Damage +4 (tentacle), Defense +5/+6 (+3 base, +2 Dex/+3 Str), Initiative +6

Saves: Toughness +3 (+1 Con, +2 natural), Fortitude +2 (+1 base, +1 Con), Reflex +5 (+3 base, +2 Dex), Will +4 (+3 base, +1 Wis)

Zerak-ghul are moderately humanoid cephalopod-like beings with rough warty flesh and large saucer-like eyes reminiscent of those you would see on a dead fish. Their faces are dominated by a large bulbous nose-like protuberance over a small beaked mouth. Each zerak-ghul has nine tentacled appendages, four of which grow from its shoulders in pairs where you would expect its arms to be, and the other five arranged in a circular pattern below its waist, and which serve it as a means of locomotion. The hide of a zerak-ghul is a mottled brown to grey-green with earthy undertones.

Their exact height varies with how much they stretch or contract their flexible rubbery bodies, but they generally stand between 5 and 6 ft. and weigh up to 200 pounds.

In an encounter, zerack-ghul tend to be aggressive, particularly when they have not fed recently. They rarely pass up a chance to feast on the flesh of an intelligent creature. Should their potential quarry prove too powerful to be brought down, the zerack-ghul are likely to flee into the depths once they realize they cannot win.

COMBAT

Zerak-ghul are scourges along the waterways of Simarra. Their favorite trick is to grab boatmen off of passing watercraft with their tentacles and to drag them screaming into the water with them. They tend to target individuals, and will attempt to grapple and drown them. A zerack-ghul will not typically attack a new target until it's first has died or escaped its clutches.

Tentacles: A zerak-ghul's tentacles can extend out to 10 feet to grapple opponents. A tentacle can be severed by a successful sunder attack with a slashing weapon (see Sundering in Chapter Six of the *True20 Adventure Role-playing book*). An opponent can ready an action to

attempt to sunder a tentacle when the creature attacks him. A tentacle counts as a held object of small size and has a Toughness save of +1. Reducing a tentacle to “disabled” or worse condition on the damage track effectively severs it. Cutting off one of a zerak-ghul’s tentacles deals +1 damage to the zerak-ghul itself. A zerak-ghul’s tentacles re-grow within 3 weeks.

Quickness: A zerak-ghul gains an extra standard or move action each round.

Skills: Zerak-ghul have a +8 bonus to Climb checks.

ECOLOGY

Zerak-ghul are ravenous aquatic predators. While they can get by just fine on eating a variety of aquatic animals, they seem to have a taste for the flesh of intelligent creatures and going to great lengths to obtain it even when other food sources are available. Some sages believe that the brains of intelligent creatures contain key proteins that the zerak-ghul require to reproduce, but most common folk believe that they are simply evil and sadistic creatures.

ADVENTURE HOOK

The heroes hear tales of a great underwater treasure trove that lies deep beneath the waves in an underwater cave inhabited by the zerak-ghul. This cave is rumored to contain the treasures of a thousand shipwrecks, including one or more pieces of ascendant technology. There the treasure is heaped as an offering to their strange many-tentacled god.



HAZARDS

LOOTER'S SBANE

(5th Level Hazard)

Looter's bane is a deadly mould that only grows on corpses. It has a rusty crimson color and texture that makes it look much like dried blood. If the body on which looter's bane is disturbed, the mold bursts forth with a cloud of poisonous spores. All within 10 feet of the infected dead body must make a Difficulty 15 Fortitude save or suffer 2 points of Constitution damage. Another Difficulty 15 Fortitude save is required 1 minute later—even by those who succeeded on the first save—to avoid taking another point of Constitution damage. Creatures killed by this mould will grow their own patch of looter's bane within six hours. Fire destroys looter's bane on contact.

METAL MILDEW

(4th Level Hazard)

In the darkest and wettest corners of Simarra dwells this fowl black fungus that feeds on veins of iron ore. This mould can be found in cave complexes, feeding on veins of ferrous metal, or on discarded metal objects. This mould takes on a brownish rust-like appearance. If disturbed, it releases a cloud of spores with a 10 ft. radius. All within this area who are carrying non-supernatural items made of iron or iron containing alloys like steel must make a Difficulty 17 reflex save or have their items become infected, and slowly begin rusting away. Armor and weapons lose 1 point of damage bonus or toughness bonus per hour thereafter, and when the bonus reaches zero they crumble into a useless heap. Other metal objects deteriorate in a similar fashion, losing a point of their object toughness (see page 105 of *True20 Adventure Role-playing*) and disintegrate once they hit zero toughness. Any iron containing item used to touch metal mildew directly automatically becomes infected. Sunlight renders metal mildew inactive, and fire kills it on contact.

NEW TEMPLATES

ORAK DRA

Also known as a mechanus construct, the dreaded Orak'Dra is an animated object created by means of ascendant technology, usually following the guidelines prescribed by a lesser or greater mechanus construct rote. Mechanus constructs never gain levels. The following features are fixed and based on the level of the person or persons who create them.

FEATURES

A mechanus construct has the following features:

- **Toughness:** A mechanus construct has a toughness of + 5 modified by their size and armor.
- **Combat:** Base combat bonus is equal to the creator's level.
- **Saving Throws:** No good saving throws.
- **Skills:** Mechanus constructs have access to skills coded into the memory shards used in their creation. The number of skills available to a mechanus construct is equal to the rank of the memory shard(s) containing them. This "skill set" may never have skill ranks higher than the rank of the person(s) who created the construct. *So, a mechanus construct with 2 rank 5 memory shards created by a 5th level Avikus is capable of having 10 skills (5 in each memory shard). The max ranks for each skill is 8 (level 5 +3).*
- **Feats:** Mechanus constructs have access to feats encoded into power shards. The number of feats a mechanus construct has is equal to the rank of the power shard they are stored in. *So a mechanus construct with a rank 5 power shard may have up to 5 feats.*
- **Supernatural Powers:** Mechanus constructs have access to a number of supernatural powers equal to the rank of the power shard(s) which contains them. The rank of each supernatural power or combination of supernatural powers may never exceed the rank of the power shard they are stored in.

TRAITS

A mechanus construct possess the following traits.

- No constitution
- Proficiency with natural weapons.
- Immunity to all mind-influencing effects (including Heart Reading, Heart Shaping and any powers requiring mental contact).
- Immunity to poison, sleep effects, paralysis, stunning, and disease effects or the Imbue Unlife supernatural power.
- Cannot heal damage on their own. Mechanus

constructs must be repaired using the Craft(Ascendant Technology) skill (Difficulty 15 for "hurt", 20 for "wounded", 25 for "disabled").

- Can be upgraded. A mechanus construct can have armor plating added to them. They can have higher powered mana shards fused in place of old ones.
- Acts in accordance with the commands encoded into the memory shard. In addition, can be commanded by the creator, if the creator is within 60 feet of the mechanus construct.
- Not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue or exhaustion.
- Immunity to any effect requiring a Fortitude save (unless the effect also works on objects, or is harmless).
- Immediately destroyed when reduced to "dying" condition on the damage track.





SAMPLE MECHANUS CONSTRUCT

The following sample mechanus construct was created by an 18th level adept, and built around a rank 8 memory shard and a rank 12 power shard.

LEMURIAN WAR MACHINE

Type: 18th Level Mechanus Construct

Size: Huge

Speed: 40 ft.

Abilities: Str +15, Dex -1, Con —, Int —, Wis +0, Cha -5

Skills: Intimidate 0 (+6), Jump 0 (+26), Knowledge (tactics) 0 (+7), Notice 0 (+11), Search 0 (+7), Sense Motive 0 (+11), Stealth 0 (+3), Survival 0 (+11)

Feats: Attack Focus (unarmed)^B, Attack Focus (Mana Blast)^B, Attack Focus (Lemurian Vambraces)^B, Dodge Focus^B, Great Fortitude^B, Improved Initiative^B, Lightning Reflexes^B, Iron Will^B, Night Vision^B, Tough (2)^B, Weapon Training^B

Traits: Mechanus Construct Traits, Powers (power shard rank 10, Wis, Difficulty 19; Combat Sense +13, Enhance Senses +13, Ghost touch +13, Mana Blast +13, Mana Shield +13, Psychic Reflection, Psychic Shield +13, Psychic Trap +13, Supernatural Speed +13, Supernatural Strike +13)

Combat: Attack +15 (+18 base, -2 size, -1 Dex)(+16 w/unarmed, Mana Blast and Lemurian Vambraces), Damage +18 (unarmed), Damage +23(Lemurian Vambraces) Defense: Dodge/Parry +16/ — (+18 base, -2 size, -1 Dex, +1 Dodge Focus), Initiative +3
Saves: Toughness +17 (+5 mechanus construct, +4 size, +2 Tough, +6 armor), Fortitude +8 (+6 base, +2 Great Fortitude), Reflex +7 (+6 base, -1 Dex, +2 Lightning Reflexes), Will +8 (+6 base, +2 Iron Will)

Skills: A Lemurian war machine's rank 8 memory shard gives it 11 virtual skill ranks in Intimidate, Jump, Knowledge, Notice, Search, Sense Motive, Stealth and Survival.

The Lemurian war machine is a fearsome relic of the Age of Steel. These menacing constructs of steel and mana quickly fell into obscurity during the Age of Plenty, when the elder races, still reeling from the horrors of the Ascendant Wars, looked to begin the new age in peace.

Consequently, many of the lemurian war machines and other types of ascendant technology were destroyed or simply left on the battlefield to rust and waste away into memory. Some were saved, however, for historical value. The battered war machines found homes in museums or the private collections of eccentric, wealthy, families. Unwilling to destroy their beloved creations, some aviki secreted them away to hidden vaults, storing them far away from the world until they were needed once again. Of course, the vast majority of ascendant technologies were given over to the ones they hurt the most; dragons.

At the dawn of the Age of Plenty, the god spawn gathered as many pieces of ascendant technology and placed them in the care of the remaining dragons. They tasked the remaining draconic tribes with custodianship of the powerful devices and their roles to stave off any attempts to rebuild the machines and once again plunge Simarra into war. For nearly a thousand years, the knowledge of the war machines was lost. Then the Age of Blood dawned and war flooded across Simarra once again.

Lemurian war machines (and other types of ascendant technology) are exceedingly rare in the Age of Blood. Five such machines are employed in the defense of Ardrennen Falls, and two patrol Blisterback's wall. Other than that maybe one, perhaps two can be found in other free cities across the continent.

COMBAT

The lemurian war machine follows the directives of the person who created it, attacking with whatever weapons it has on hand or alternately using the mana blast power encoded into it.

MECHANUS CONSTRUCT WEAPONRY

Weapon	Damage	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
Exotic Weapons*							
Lemurian Greataxe	+9	19-20/+4	Bludgeoning	—	Huge	14	54 lb.
Lemurian Vambraces	+5	19-20/+4	Slashing	—	Large	10	30 lb.
Lemurian Greatsword*	+8	18-20/+4	Slashing	—	Huge	16	33 lb.

*Orak'Dra treat Lemurian Greataxes, Vambraces and Greatswords as martial weapons.

Special Note: These weapons are sized for large and huge-sized creatures. Medium sized versions would have to be custom made and would have their damage size category and damage reduced by 1 and its weight reduced by 1/3.

TAINTED CREATURE TEMPLATE

"Tainted Creature" is an acquired or inherited template that can be added to any animal, giant, humanoid, monstrous humanoid, outsider, plant, or supernatural beast. The base creature must have a base Constitution of at least +0.

Type: If the base creature is a humanoid, change its type to monstrous humanoid. If the base creature is an animal, change its type to supernatural beast. The base creature gains the Augmented and Vice subtypes.

Speed: Same as base creature.

Abilities: Increase the base creature's Strength by +2 and decrease its Intelligence by 1. The warping effects are beneficial to the body but not so to the mind.

Skills: Same as base creature.

Feats: A tainted creature gains Double Strike and Rage as favored feats if it did not already have them.

Traits: A tainted creature retains all traits of the base creature. In addition they gain the following traits.

Mutations: A tainted creature gains two or more of the mutations listed below. Each additional trait beyond the first two increases the level lag of this template by 1. Remember a tainted creature retains any mutations it gained through taint prior to becoming tainted. To determine mutations, roll on the following table.

D20	Mutation	Effect
1-2	Aerial	The tainted creature gains wings with a 30' fly speed (poor), and gains Wingover as a bonus feat.
3-4	Aquatic	The creature gains gills and has the aquatic subtype as well as the amphibious trait. It gains a swim speed equal to its normal lands speed, but its base land speed is reduced by 10'. Its eyes shift to the top of its head giving it a +8 bonus to hide while submerged in water.
5-6	Enlarged	The creature's size increases by one category and all of its natural attacks have their damage increased by +1. It gains Awesome Blow as a bonus feat (even if it has less than +7 Strength).
7-8	Glands	The creature gains Fast Healing 1 and a +4 bonus to saves made against Poison and Disease.

9-10	Multi-armed	The base creature gains a +8 bonus to Climb and grapple checks, and gains Improved Grab, Double Strike and Two Weapon Fighting as bonus feats.
D20	Mutation	Effect
11-12	Multi-legged	The creature gains an additional pair of legs. This increases its movement by 10' including any climb, swim, or burrow speed it may have possessed. It also gains the Run feat and a trample attack (as the trait). It also gains a +4 bonus to resist trip attempts.
13-14	Predatory	The creature gains the Scent trait, a +4 bonus to Jump and Stealth checks and a +4 bonus to Survival checks when tracking by scent. It also gains Improved Trip and Night Vision as bonus feats.
15-16	Subterranean	The base creature gains massive digging claws. Increase its Strength score by an additional +1, increase the base damage for its natural weapons by +1, give it a burrowing speed of 20 ft., and Darkvision out to 90 ft.
17-18	Supernatural	The tainted creature gains two bonus supernatural powers and can manifest them as if its adept level were equal to its caster level.
19-20	Super mutant	The tainted creature may roll twice more for mutations, ignoring further results of a 19 or a 20.

Tainted Attacks: Infused with malignant energy all the creatures natural attacks that successfully inflict damage force the target to make a Will save with Difficulty equal to 10 +1/2 the tainted creature's level plus its Charisma score. Failing this save infects the target with a point of taint.

Combat: A tainted creature gains claw and bite attacks appropriate for the size of the base creature. If base creature already has claw or bite attacks use whichever does the most damage.

Size	Base Damage
Diminutive	-2
Tiny	-1
Small	+0
Medium	+1
Large	+2
Huge	+3
Gargantuan	+4
Colossal	+6

Saving Throws: A tainted creature gains a natural armor bonus to toughness equal to half its level rounded down unless the base creature already has a higher natural armor bonus.

Advancement: As base creature.

Level Lag: +2 or more (see above).

The following sample tainted creature uses a voroxx (found in this book) as the base creature.

TAINTED VOROXX

Type: 5th Supernatural Beast (Augmented, Vice)

Size: Large

Speed: 50 ft.

Abilities: Str +6, Dex +3, Con +4, Int -5, Wis +1, Cha -4

Skills: Jump 0 (+10), Notice 4 (+5), Stealth 4 (+7), Survival 0 (+1)*

Feats: Double Strike^B, Endurance, Improved Trip^B, Night Vision^B, Rage^B, Track

Traits: Mutations (Predatory, Supernatural), Powers (rank 8, Wis, Difficulty 13; Psychic Blast +9, Sense Minds +9), Scent

Combat: Attack +5 (+3 base, -1 size, +3 Dex), Damage +8 (bite), Defense: Dodge/Parry +5/ — (+7 base, -2 size, -1 Dex) (+3 base, -1 size, +3 Dex), Initiative +3

Saves: Toughness +7 (+2 size, +4 Con, +1 natural), Fortitude +8 (+4 base, +4 Con), Reflex +7 (+4 base, +3 Dex), Will +2 (+1 base, +1 Wis)

Skills: This tainted voroxx has a +4 bonus to Jump and a +8 bonus to Stealth. The Stealth bonus increases to +12 in rocky terrain. *This voroxx has a +8 bonus on Survival checks when tracking by scent.

VAMPIRES

There is no higher honor among the Sundaari than to become one of the Blood Gods' chosen. The nine Blood Gods impart great power to the vampires known as the Zôrùn-Ahmrê, who serve as their lieutenants, high priests and favored servants, but the process of gaining the Blood Gods' favor is extremely dangerous. When a Sundaari Blood Lord has distinguished himself, he is given the opportunity to undergo the Trias de Sanguine or "Trial by Blood." This demanding ritual involves the capture and sacrifice of nine adepts, one to each of the Blood Gods. The demanding rites take a full three days to complete and must take place on an altar of pure obsidian. At the end of the trial, the altar bursts into supernatural flame, and the supplicant must pass through this fire in order to be transformed. Only those blood lords that have achieved sufficient mastery of blood magic and gained the favor of all nine of the Blood Gods become one of the Zôrùn-Ahmrê. However those unfortunate souls who have insufficient mastery of blood magic have their bodies and minds twisted into one of the misshapen beast-like necrullites. It is said that should one of the nine Blood Gods fall, one of their Zôrùn-Ahmrê will be promoted to replace the fallen Blood God, though the veracity of this claim has never been tested.

VAMPIRE - ZORUN AHMRE

The Zôrùn-Ahmrê are the Sundaari Blood God's chosen. At any given point each of the nine Blood Gods will have up to two Zôrùn-Ahmrê in their service. A Zôrùn-Ahmrê appears much as it did in life though its skin becomes pale and takes on a sickly pallor if it has not had a blood meal recently, and the veins running through their skin become more visibly pronounced. Their eyes appear to be blank white orbs, but red pupils and irises become visible if they have fed recently.

This breed of vampires act as intermediaries between the Blood Gods and the Sundaari people. The Zôrùn-Ahmrê also serve as high priests of the Sundaari, and the secret police of Sundaari royalty. The Zôrùn-Ahmrê control strongholds in every major Keza-Drak held city across Simarra, from which they hunt down renegades and assist in operations to ferret out insurgents.

The Zôrùn-Ahmrê are broken up into four major sects;

1. The Blood Guard (The emissaries of the Blood Gods): The mysterious Blood Guard are a cabal of high ranking vampires who are the voices of the nine Blood Gods on Simarra. Some are even imperators, governing entire city-states. Many of the Blood Guard haven't exposed themselves to the general populace, giving rise

to rumors that they secretly walk among the people.

2. The Zul'graal (The Crimson Priesthood): Although they are the second largest sect of Zôrùn-Ahmrê on Simarra, the crimson priesthood have managed to keep their true nature hidden from the Sundaari. Those who have learned the truth in the past have either been killed or sworn to secrecy, usually through coercion and blackmail. The Zul'graal are a factious lot, given to infighting and plotting as high-ranking members vie for control of the inner circle of Od-jigran; a sinister conclave of the most powerful Blood priests on Simarra. Members of the Od-jigran dictate policy for the Zul'graal.

3. The Zul'grezech (The Vivisectionists): Arguably the most wicked group of individuals to walk the face of Simarra, These blood magi are responsible for the creation of many mutated horrors which walk the face of Simarra. The infamous urrumâz half giants are their handiwork, as are horrific legions of mutated battle ants the size of a full-grown man.

Unlike the other Zôrùn-Ahmrê, the power base of the Zul'grezech lies at the heart of Thel-Kaza. There, the vile blood magi have access to an un-ending supply of specimens as they refer to the slaves who are subjected to their unrestrained brutality.

4. The Zôrùn-Ahmrê (The Brethren of The Flesh): The "face" of their sect, the Zôrùn-Ahmrê are the largest, most visible branch of the order, operating out of outposts across the continent. At the behest of the blood guard and the Zul'graal, the brethren of the flesh bear the title of their sect to dissuade any speculation that the Zôrùn-Ahmrê are more than what they appear. Indeed, only the leaders of the brethren, known as the "Ahmrê-Rha," have any knowledge that they are apart of a larger organization. Generally speaking, the hounds and hunters are just as ignorant as the general populace.

ZORUN AHMRE TEMPLATE

"Zôrùn-Ahmrê" is an acquired template that can be added to any Sundaari Blood Lord of at least 11th level (referred to hereafter as the base creature). A Zôrùn-Ahmrê uses all the base creature's statistics except as noted here.

Type: The creature's type changes to undead. Do not recalculate base combat bonus, saves or skills.

Speed: Same as the base creature with a +10 ft. bonus to their land speed.

Abilities: Increase the base creature's abilities as follows: Strength +2, Dexterity +3, Intelligence +1, Wisdom +1, Charisma +2. As an undead creature, a Zôrùn-Ahmrê has no Constitution.

Skills: Zôrùn-Ahmrê s have a +8 bonus on Intimidate, Notice, Search, Sense Motive and stealth checks. Otherwise their skills are the same as the base creature.

Feats: Zôrùn-Ahmrê s gain Improved Grab, Improved Initiative and Iron Will as bonus feats, in addition to the base creature's other feats.

Combat: A Zôrùn-Ahmrê retains the attacks of the base creature and gains claw and bite attacks if it didn't already have them. If the base creature can use weapons, the vampire retains this ability. A creature with natural weapons retains them.

Damage: Zôrùn-Ahmrê have claw and bite attacks. If the base creature does not have this attack form, use the appropriate damage value for the Zôrùn-Ahmrê's size (see table). Creatures with natural weapons retain their old damage values or use the appropriate value from the table, whichever is better.

Size	Damage
Fine	-4
Diminutive	-1
Tiny	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+8

Traits: A Zôrùn-Ahmrê retains the traits of the base creature and gains those described here. The save Difficulty of a Zôrùn-Ahmrê's traits is 10 + 1/2 the Zôrùn-Ahmrê's level (round down) + the Zôrùn-Ahmrê's Charisma, unless noted otherwise.

Blood Drain: A Zôrùn-Ahmrê can suck blood from a living victim with its fangs by making a successful bite attack. If it hits the foe, it begins a grapple, deals bite damage and drains blood, draining 1 point of Constitution each round the pin is maintained. On each such successful attack, the vampire gains a recovery check with a bonus equal to the Constitution drained.

Blood Incarnation: A Zôrùn-Ahmrê can transfer its life energy from its body to reside solely in its blood as a standard action. By doing this the Zôrùn-Ahmrê's blood becomes animated and can leave its body through its pores and orifices in a single coalescent mass. While in this form the Zôrùn-Ahmrê's body and its blood each gain their own separate damage track, and the body is left behind helpless, and can be independently destroyed.

In this blood form a Zôrùn-Ahmrê is immune to physical damage except from supernatural weapons. The Zôrùn-Ahmrê's blood can re-enter the body at any time by taking another standard action, or may engulf and attempt to enter and possess another body. The

target must then make a Will save or become possessed. Upon possession the Zôrùn-Ahmrê retains its mental ability scores, skills based on mental abilities, spells, and feats with mental effects and gains the target's skills based on physical abilities, and feats with physical effects, plus their higher physical attributes. he Will save Difficulty is Charisma based.

Blood Magic Affinity: Zôrùn-Ahmrê gain a +2 bonus to their effective adept level for purposes of casting blood magic.

Bloodlust: After being wounded in combat or after tasting the blood of another sentient creature a Zôrùn-Ahmrê can enter a rage-like state. Treat this ability exactly as if the Zôrùn-Ahmrê had and was using the Rage feat.

Damage Reduction: A Zôrùn-Ahmrê has damage reduction +4/supernatural. A Zôrùn-Ahmrê's natural weapons are treated as supernatural weapons for the purpose of overcoming damage reduction.

Fast Healing: A Zôrùn-Ahmrê makes a recovery check from damage each round. If reduced to "dying" condition on the damage track, a Zôrùn-Ahmrê automatically assumes its blood incarnation form and attempts to escape.

Immunities: Zôrùn-Ahmrê are immune to cold, poison, sleep, paralysis, stunning, disease and mind-influencing effects (including mind-influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain or any effect requiring a Fortitude save, unless it works on inanimate objects.

Improved Flesh Shaping: Zôrùn-Ahmrê gain Flesh Shaping as a bonus power and can use this power as a standard or move action and gaining the full result by the end of their action.

Keen Scent: A Zôrùn-Ahmrê can notice creatures by scent in a 180-foot radius and can detect the smell of spilled blood at a range of up to a half mile.

Saving Throws: A Zôrùn-Ahmrê has the same Toughness save based on its size, with a bonus equal to half its level. The base creature's natural armor bonus to toughness improves by +1.

Supernatural Powers: Zôrùn-Ahmrê can use any supernatural powers they knew in life.

Advancement: A Zôrùn-Ahmrê advances by heroic role.

Level Lag: 4.

The following sample Zôrùn-Ahmrê vampire uses an 11th level Sundaari adept as the base creature:

ZORUN AHMRE

Type: 11th Level Undead (Augmented)

Size: Medium

Speed: 40 ft.

Abilities: Str +3, Dex +5, Con —, Int +6, Wis +4, Cha +4

Skills: Bluff 14 (+18), Concentration 14 (+18), Intimidate 14 (+26), Knowledge (theology & philosophy) 14 (+20), Knowledge (supernatural) 14 (+20), Medicine 14 (+18), Notice 14 (+26), Search 14 (+28), Sense Motive 14 (+26), Stealth 0 (+13)

Feats: Improved Grab^B, Improved Initiative^B, Iron Will^B, Night Vision^B, Powers (14)

Traits: Blood Drain, Blood Incarnation, Blood Magic Affinity, Bloodlust, Damage Reduction 4/supernatural, Fast Healing, Immunities, Improved Flesh Shaping, Keen Scent, Powers (rank 14, Int, Difficulty 21; Boil Blood +20, Combat Sense +20, Cure +20, Dominate +20, Drain Vitality +20, Enhance Ability +20, Flesh Shaping +20, Harm +20, Heart Shaping +20, Illusion +20, Mind Touch +20, Pain +20, Second Sight +20, Suggestion +20.

Combat: Attack +10 (+5 base, +5 Dex), Damage +5 (claws or bite), or by weapon, Defense: Dodge/Parry: +10/+8 (+5 base, +5 Dex/+3 Str), Initiative +9

Saving Throws: Toughness +6 (+5 undead, +1 natural), Fortitude +3 (+3 base), Reflex +8 (+3 base, +5 Dex), Will +13 (+7 base, +4 Wis, +2 Iron Will)

VAMPIRE - NECRULLITE

Necrullites are hideous perversions of the forms they had in life. All of their imperfections are magnified and their flesh becomes a ghastly shade of grey. Their features shrivel, becoming more feral and predatory. Their hands elongate into animal-like claws and their teeth become an assortment of jagged fangs. Their only direct resemblance to the Zôrùn-Ahmrê is their eyes which also appear to be blank white orbs, with blood red pupils and irises that become temporarily visible after a blood meal before fading back to white. The bestial Necrullites often become the servants and guard dogs of their greater vampyric kin, though their service is not without resentment.

NECRULLITE TEMPLATE

"Necrullite" is an acquired template that can be added to any Sundaari Blood Lord (referred to hereafter as the base creature). A necrullite uses all the base creature's statistics except as noted here.

Type: The creature's type changes to undead. Do not

recalculate base combat bonus, saves or skills.

Speed: Same as the base creature with a +10 ft. bonus to its land speed. It also gains a Climb speed of 30 ft.

Abilities: Alter the base creature's abilities as follows: Strength +3, Dexterity +2, Intelligence -2, Wisdom +1, Charisma -1. As an undead creature, a necrullite has no Constitution.

Skills: Necrullites have a +8 bonus on Climb, Jump, Notice, Search, and Stealth checks. Otherwise their skills are the same as the base creature.

Feats: Necrullites gain Improved Grab, Improved Initiative and Lightning Reflexes as bonus feats, in addition to the base creature's other feats.

Combat: A necrullite retains the attacks of the base creature and gains claw and bite attacks if it didn't already have them. If the base creature can use weapons, the necrullite retains this ability. A creature with natural weapons retains them.

Damage: Necrullites have claw and bite attacks. If the base creature does not have these attack forms, use the appropriate damage value for the necrullite's size (see table). Creatures with natural weapons retain their old damage values or use the appropriate value from the table, whichever is better.

Size	Damage
Fine	-4
Diminutive	-1
Tiny	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+8

Traits: A necrullite retains the traits of the base creature and gains those described here. The save Difficulty of a necrullite's traits is $10 + 1/2$ the necrullite's level (round down) + the necrullite's Charisma, unless noted otherwise.

Blood Drain: A necrullite can suck blood from a living victim with its fangs by making a successful bite attack. If it hits the foe, it begins a grapple, deals bite damage and drains blood, draining 1 point of Constitution each round the pin is maintained. On each such successful attack, the vampire gains a recovery check with a bonus equal to the Constitution drained.

Bloodlust: After being wounded in combat or after tasting the blood of another sentient creature a necrullite can enter a rage-like state. Treat this ability exactly as if the necrullite had and was using the Rage feat.

Damage Reduction: A necrullite has damage reduction +4/supernatural. A necrullite's natural weapons are treated as supernatural weapons for the purpose of overcoming damage reduction.

Fast Healing: A necrullite makes a recovery check from damage each round.

Frightful Presence: A necrullite can unsettle foes with its mere presence. Creatures within a 90 ft. radius that have fewer levels than the necrullite must succeed on a Will save. Those who succeed remain immune to that necrullite's frightful presence for 24 hours. On a failure, creatures with 4 or less levels become panicked for 1 round per point by which they failed their Will save, and those with 5 or more levels become shaken for 1 round per point by which they failed their Will save. The save Difficulty is Charisma-based. necrullites ignore the frightful presence of other necrullites.

Immunities: Necrullite are immune to cold, poison, sleep, paralysis, stunning, disease and mind-influencing effects (including mind-influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain or any effect requiring a Fortitude save, unless it works on inanimate objects.

Keen Scent: A necrullite can notice creatures by scent in a 180-foot radius and can detect the smell of spilled blood at a range of up to a half mile.

Light Sensitivity: Necrullites are dazzled in bright sunlight or the equivalent.

Predator Empathy: Necrullite's animalistic and predatory nature gives them a strange kinship with other predatory animals. A necrullite can interact with predatory animals as though it had the Animal Empathy feat.

Unearthly Scream: A necrullite can emit a terrifying scream that causes all who hear it to make a Will save or suffer the fear effect of the Heart Shaping supernatural power.

Saving Throws: A necrullite has the same Toughness save based on its size, with a bonus equal to half its level. The base creature's natural armor bonus to toughness improves by +2.

Supernatural Powers: Necrullites loose access to any supernatural powers they knew in life.

Advancement: A necrullite advances by the Warrior role.

Level Lag: 2.

The following sample necrullite vampire uses the 5th level Sundaari adept found under “Sundaari” in this book as the base creature.

SAMPLE NECRULLITE

Type: 5th Level Undead (Augmented)

Size: Medium

Speed: 40 ft., Climb 30 ft.

Abilities: Str +4, Dex +4, Con —, Int +2, Wis +4, Cha +1

Skills: Climb 0 (+12), Concentration 8 (+12), Intimidate 8 (+9), Jump 0 (+12), Knowledge (theology & philosophy) 8 (+10), Knowledge (supernatural) 8 (+10), Medicine 8 (+12), Notice 8 (+20), Search 8 (+18), Sense Motive 8 (+12), Stealth 0 (+12)

Feats: Improved Grab^B, Improved Initiative^B, Lightning Reflexes^B, Night Vision^B

Traits: Blood Drain, Bloodlust, Damage Reduction 4/supernatural, Fast Haling, Frightful Presence, Immunities, Keen Scent, Light Sensitivity, Predator Empathy, Undead Traits, Unearthly Scream

Combat: Attack +6 (+2 base, +4 Dex), Damage +6 (claws or bite) or by weapon, Defense: Dodge/Parry +6/+6 (+2 base, +4 Dex/+4 Str), Initiative +8

Saving Throws: Toughness +4 (+2 undead, +2 natural armor), Fortitude +1 (+1 base), Reflex +7 (+1 base, +4 Dex, +2 Lightning Reflexes), Will +8 (+4 base, +4 Wis)

THE SUNDAARI BLOOD GODS

The nine Blood Gods are ascendant gods that make up the Sundaari pantheon. These immortals are not given statistics since it is pure folly to go toe-to-toe with them. Instead they are recommended for use as plot devices. As foes they act in the background of the story, and heroes are far more likely to find themselves dealing with their servants and generals than coming face to face with one of the Blood Gods themselves. If a meeting should occur, it should be a terrifying experience on the part of the heroes. A meeting with an evil they can possibly delay or escape, but one they have little chance of defeating or destroying.

General notes for Blood Gods: When the Age of Blood dawned, the nine blood gods chose to side with Urkog-drall, serving as his mighty right hand in his mad quest to destroy the gods of Simarra. Over time the nine blood gods gained in power, and rose in station until they were closer to being Urkog-Drall’s peers than his servants. Sensing that their combined might be able to topple him from his position of power and destroy his plans, Urkog-drall began sewing the seeds of distrust among the blood gods, manipulating them and pitting one against another until the infighting among them

reached a level that would ensure the nine would never be able to unite against him. Today the nine blood gods maintain a tenuous alliance with Urkog-drall. None of the nine trust him, but they each know that opposing him while their rivals hold his favor could spell their undoing.

ZIMAIN WROTH

Zimain Wroth was the first of the Blood Gods. As a mortal he was executed for his crimes but his soul was ascended into immortality by the god known as Azagog. Zimain became the progenitor of the vampyric bloodlines, the creator of blood magic, and father to the other Blood Gods, whom he personally hand-picked and brought to godhood. Once executed by his people, he has come to be the head of the Sundaari pantheon, and has been named the steward of the blackened sun.

The Cult of Zimain Wroth: Zimain Wroth’s cult is the most widespread and powerful of the Blood God’s cults. He is the patron of many practitioners of blood magic, and for most of the conventions of the Sundaari. His worshippers focus on arcane rites and bloodletting rituals to glorify their patron Blood God. It is believed that should his praise fail or should he be displeased with the Sundaari people he will block the sun from their sight, leaving them in a world of eternal night and depriving their crops of the light they need to grow.

- **Agenda:** To rule the weak, amass power, and perpetuate the study of blood magic in the name of Zimain Wroth

- **Membership:** Some 16,000 cultists.

- **Resources:** Access to and leverage with the Sundaari rulers, hundreds of powerful Blood Magi, and considerable wealth.

- **Common Powers:** Blood Boil, Cure, Dominate, Enhance Self, Flesh Shaping, Heart Shaping, Mind Touch, Suggestion.

MAHZAK-GOL THE STAINED ONE

Mahzak-gol is known as the stained one, for he was first among the Blood Gods to demand human sacrifice. He governs the art of sacrifice and the rituals allowing one to gain great supernatural power from their performance. He is known for his greed and hedonism, delighting in food, wine and carnal pleasure. He is a god of excesses, and expects his followers to likewise indulge. He is said to bring wealth and prosperity so long as libations are poured to him from each cup and sacrifices of human



and animal are offered up in order to sate his unnatural appetites.

The Cult of Mahzak-gol: Mahzak-gol's cult is a den of hedonism, corruption and greed which pleases the Blood God immensely. His followers participate in great festivals in which they offer up sacrifices atop great step pyramids whose mortar was made from the pulverized bones of innocents. Other activities at these gatherings include feasting, drinking and mass orgies.

- **Agenda:** To offer human sacrifices and engage in all manner of carnal acts in the name of Mahzak-gol.

- **Membership:** Some 900 cultists.

- **Resources:** Large social networks, extravagant step pyramid temples and significant material wealth.

- **Common Powers:** Bliss, Dominate, Flesh Shaping, Mind Touch, Suggestion, Sleep.

ZHORUG-BHAL

Zhorug-bhal is lord of strength, cannibalism and blood sport. He teaches that the strength of ones enemies may be gained by consuming their flesh, and the only way to prevent a dead foe to come back to haunt you is to consume their brain, the house of their soul. Zhorug-bhal is a violent and competitive god, and many a gladiatorial arena has been erected in his name.

The Cult of Zhorug-bhal: Zhorug-bhal is worshiped by warriors, athletes and gladiators alike. Any Sundaari who seek strength, glory and a competitive edge will turn their prayers unto him. His cultists never sacrifice helpless creatures in his name, believing that all sacrifices to Zhorug-bhal must be made in the arena, and that every warrior has a right to their final fight to the death.

- **Agenda:** To win honor and glory in the arena and other blood sport in the name of the name of Zhorug-bhal.

- **Membership:** Some 700 cultists.

- **Resources:** A network or arena and fields of sport as well as an organized group of athletes whose performances bring in a steady income of fame and wealth.

- **Common Powers:** Body Control, Combat Sense, Enhance Self, Supernatural Speed, Supernatural Strike, Supernatural Weapon.

LILITU-THAL

Lilitu-thal is the Blood Goddess of seduction and bloodlines. She is also stewardess of the moon, which governs the reproductive cycles of all women. She governs inheritance of property, title and legacy, as well

as lust. The serpent is her sacred animal, and she is rarely seen or depicted without Thallis, her giant immortal constrictor snake as her guardian and companion. She is eternally youthful, and beautiful beyond compare. Lilitu-thal used to serve as consort to Mahzak-gol, and used him to gain her immortality and her standing as one of the Blood Gods.

The Cult of Lilitu-thal: Lilitu-thal's cult is lead by her female temple prostitutes, who maintain her temples and shrines, and care for the serpents that inhabit each of her places of worship. These priestesses will embrace worshipers at the temple who donate to the cult, believing that the act itself glorifies Lilitu-thal. Female children from such unions are always brought up as priestesses, while the males may be trained as temple guards, or merely indoctrinated into the cult as followers. The cult of Lilitu-thal are experts in the handling of snakes and the use of poisons.

- **Agenda:** To engage in lustful pursuits in the name of Lilitu-thal, and to protect the rights of inheritance and bloodline.
- **Membership:** Some 13,000 cultists.
- **Resources:** Hundreds of shrines, temples and brothels, as well as extended social and spy networks.
- **Common Powers:** Blood Boil, Heart Reading, Heart Shaping, Mind Touch, Suggestion.

KAZ VODRED

Kaz-Vodred is the lord of the Blood Hunt. He rides a flying chariot drawn by two great wolves, and gives hunt to the enemies of the Sundaari. Where his chariot rides a massive storm-cloud follows underneath striking the ground with lightning, and a horde of demon-hounds run through the air, sniffing out his quarry, and helping him bring it down with their teeth. Kaz-Vodred is the most primal and animalistic of the Blood Gods. He lives for the hunt, and has been known to bring down enemies and Sundaari blood lords alike while on the hunt. Those who do not join his hunting party are likely to become his quarry, for those who are not predators must be prey.

The cult of Kaz-Vodred: Kaz-Vodred's cult is fairly primitive compared to that of the other Blood Gods. He has no temples, for he is worshiped outside among the hunting grounds of the Sundaari. Sometimes standing stones or crude stone altars are erected to make blood sacrifices to Kaz-Vodred, but the most sacred act of worship is to witness and participate in the blood hunt, and his priests hope for nothing more than to partake of the hunt before they die.

- **Agenda:** To separate predator from prey, and to one day engage in the blood hunt.
- **Membership:** Some 1,700 cultists.
- **Resources:** A network of hunters and trackers, and power over much of the Sundaari meat supply.
- **Common Powers:** Body Control, Beast Link, Enhance Senses, Enhance Self, Nature Reading, Self Shaping, Supernatural Speed.

THE HIDDEN GOD

Nameless and mysterious, the hidden god is by far the most enigmatic of the ascendant gods. He is attributed to govern over vermin, blood-borne diseases, secrets and lies. There is no record of who he was before he ascended to immortality, or where he came from. He is second in power only to Zimain Wroth. During the Age of Steel the other Blood Gods, jealous of his power, banded together against him and came very close to destroying him. Left on the brink of oblivion, the hidden god managed to somehow ascend to a higher form of being, joining his essence with that of the shadows. Whether or not he is still immortal is unclear, since his current state seems to have more in common with undeath than eternal life. For now the hidden god lays low, biding his time. He is by far the most subtle and insidious of the Blood Gods, and even in his weakened state he secretly extends his influence across Simarra like a spreading infection of the landscape itself.

The Cult of the Hidden God: Little is known about the hidden God's secretive cult except that they are invisible, and yet they are everywhere throughout the Sundaari peninsula and have many hidden enclaves beyond. This cult rules through the terror of the unseen threat. They can strike down their enemies with horrible diseases or unleash plagues of vermin anywhere, at any time. The cult operates under complete secrecy and woks in many independent cells, each unaware of the activities or location of the others.

- **Agenda:** To serve the secret will of the Hidden God.
- **Membership:** Unknown. Believed to be in the tens or even hundreds of thousands.
- **Resources:** Numerous secret networks of spies and informants.
- **Common Powers:** Cure Disease, Mind Probe, Mind Reading, Mind Shaping, Mind Touch, Second Sight, Sleep, Object Reading, Truth Reading.

VLADIUS GHUL

Vladius-ghul is the most feared of the Blood Gods. He governs over the Sundaari's own bizarre sense of honor, and is the Blood God of duels, warfare and bloodshed. He also is an adept weapon smith, constantly perfecting the art of forging weapons that will draw the most blood and inflict the most pain. Vladius-ghul is a proud and arrogant ascendant god, often dressing himself in garish arrays of colorful feathers and obscenely ornate battle armor that incorporates the bones of his mightiest enemies.

The Cult of Vladius-ghul: Vladius-ghul's cult are the war leaders and tacticians of the Sundaari. They are charged with slaughtering the enemies of the Sundaari on the open field. It is said that no cultist of Vladius-ghul will cease the attack or retreat until they are covered in a crimson sheen that is the blood of their enemies. Deserting the army is seen as the worst possible crime among his followers and those who do and are caught are flayed alive, a tactic that causes Vladius-ghul's warriors to fear their superiors more than any enemy they might face.

- **Agenda:** To engage the enemies of the Sundaari people in open battle, and to slaughter them in the name of Vladius-ghul.
- **Membership:** Some 14,000 cultists.
- **Resources:** Access to weapons, armament and other tools of war as well as virtual control over much of the Sundaari's military.
- **Common Powers:** Blood Boil, Body Control, Combat Sense, Cure, Enhance Self, Heart Shaping, Supernatural Weapon.

ZERKSIS RAH

Zerksis-rah is the law keeper of the Blood Gods. He governs oaths, particularly those sworn on ones' bloodline, bringing down terrible curses on those Sundaari who break a blood oath. He serves as the judge, jury and executioner of the pantheon. Wearing his mystical crimson cloak of judgment he carries out harsh punishments on those who violate his draconian law. He is known as the "Impaler" since this is his favorite of capitol punishments, and he takes sadistic glee in the art of impaling his victims on long wooden poles inserted carefully through the mouth and down through the digestive tract, rupturing as few organs as possible along the way. Such victims die very slowly and painfully over the course of days, sometimes weeks. His lesser punishments include mutilation of the face, branding with hot pokers and a startling variety of other tortures which to outsiders seem far harsher punishments than warranted by the crime in question. Zerksis-rah is also the historian of the Blood Gods. He not only records the law but also the history and deeds of the Sundaari people. It is said that he can see and hear all that the Sundaari do, and that nothing happens to one of his people without his knowledge. His library is a sizable collection of historical and legal texts, all said to be bound in tanned human skin.

The Cult of Zerksis-rah: Zerksis-rah's followers serve as the historians, law keepers, police, investigators and judges of the Sundaari people. They seek to emulate their god by recording Sundaari history and enforcing his law. All members of his cult are trained in the art of torture from their eighth birthday, and are expected to master the art by the time they reach adulthood. Among



them, a child is not considered an adult until they have tortured a sentient humanoid to death over a period of at least 24 hours.

- **Agenda:** To keep and record the laws of the Sundaari people, and to arbitrate punishment for crimes.
- **Membership:** Some 450 cultists.
- **Resources:** Detailed historical archives and extensive private libraries as well as control over the Sundaari legal system, and its courts.
- **Common Powers:** Blood Boil, Mind Probe, Mind Reading, Mind Touch, Pain, Truth Reading.

XEDRETHAEL

Xedrethael is rage personified. He is the lord of blood feuds, wrath and vengeance. When it comes to Xedrethael, one should not confuse his vengeance with justice. Xedrethael takes vengeance to a whole new level, advocating the total destruction of any slight. For those that wrong his followers, Xedrethael teaches the total annihilation of their immediate family, sometimes calling for vengeance upon entire bloodlines. Likewise, if a Sundaari is slain, his kin are expected to take up the cause of vengeance.

The Cult of Xedrethael: Xedrethael's cult is small, but they are nonetheless widely feared. Once you have made yourself an enemy of Xedrethael and his followers, there is no mercy, and there is no making amends. Xedrethael's cultists are berserkers. It is believed that only by embracing their rage can they truly serve their god. His religious ceremonies usually consist of gatherings of priests screaming ranting furiously. In this enraged state they often attack inanimate objects. If anyone outside the cult should stumble upon the ceremony or approach the ritual they are likely to be set upon and summarily torn apart by the cultist's bare hands and teeth.

- **Agenda:** To avenge wrongs committed against the Sundaari, and to maintain blood feuds in the name of Xedrethael.
- **Membership:** Some 300 cultists.
- **Resources:** Xedrethael's cult has few material resources, but their strongest resource by far is the fear that their cult is regarded with, which grants them far more power than they could ever gain through wealth or authority.
- **Common Powers:** Blood Boil, Elemental Blast, Fire Shaping, Harm, Mana Blast, Pain.



SUNDAARI BLOOD LORD

Type: 5th Level Humanoid (5th Level Adept)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +2, Con +0, Int +4, Wis +3, Cha +2

Skills: Concentration 8 (+11), Intimidate 8 (+10), Knowledge (theology & philosophy) 8 (+12), Knowledge (supernatural) 8 (+12), Medicine 8 (+11), Notice 8 (+11), Search 8 (+12), Sense Motive 8 (+11)

Feats: Night Vision B, Power (8)

Traits: Powers (rank 8, Int, save Difficulty 17; Boil Blood +12, Dominate +12, Drain Vitality +12, Flesh Shaping +12, Harm +12, Illusion +12, Pain +12, Second Sight +12).

Combat: Attack +4 (+2 base, +2 Dex), Damage +1 (unarmed) or by weapon, Defense: Dodge/Parry +4/+3 (+2 base, +2 Dex/+1 Str), Initiative +2

Saving Throws: Toughness +0, Fortitude +1 (+1 base), Reflex +3 (+1 base, +2 Dex), Will +7 (+4 base, +3 Wis)

The Sundaari, often referred to as Blood Lords or Shadow Spawn, are a people with a long history of violence and brutality, but they were not always such violent warmongers. Once, in ages long past, the Sundaari were peaceful scholars and sages who studied all manner of supernatural and philosophical lore. However, these once peaceful sages were seduced by the morargrim with promises of knowledge and power beyond their ken. Beguiled, the Sundaari scholars started down a long road of corruption as they delved into the dark secrets dangled before them by their morargrim mentors. When they eventually began delving into the black art of blood magic, their fate had become sealed, their corruption complete. They have thus been transformed from a culture of peace and learning to one of human sacrifice, murder, blood sport and violence.

True to their bloody heritage, the Sundaari sacked Megath-Tor (now known as Thel-Kaza) twice during the Age of Steel and used the city as a gigantic altar, offering up nightly sacrifices to the evil god Thûrak. They were eventually driven out both times by the half-giants of Kotarra and have since traveled the world as gypsies or languished in their ancestral homeland, the Sundanar Peninsula, waiting for the opportunity to reconquer the Cradle of Life.

In the Age of Blood, the Sundaari have once again assumed their roles as the high priests of Thûrak, offering up nightly sacrifices to the dark god and a host of blood gods who have ascended to immortality during the Age of Blood, performing vile experiments on slaves brought to them from the conquered regions of Simarra. The vile Zôrùn-Ahmrê, Brethren of the

Flesh, have begun operating once again as the secret police of Agärazôn. These diabolic minions of Thûrak are sent to hunt down insurgents and bring them back to Thel-Kaza.

Sundaari are deathly pale and usually have white hair. Most have blue eyes and wear loose clothing. Men are the undisputed rulers among the Sundaari; their women are nothing more than chattel.

COMBAT

The Sundaari are ruthless opponents in combat, for they seek to gain favor with their dark gods through bloodshed and slaughter. The tactics they employ in combat are as varied as those used by other races of man, though they will go to great and gruesome lengths to intimidate and terrify their opponents. Sundaari believe in using psychological warfare alongside physical brutality to gain victory at any cost.

ECOLOGY

The Sundaari venerate the more violent and bloody aspects of nature. To them the hunt is a sacred pastime, and they hunt both man and beast. Their agricultural practices often consist of planting and growing as much food as possible until the ground has become leached of nutrients, at which point they renew the soil with blood sacrifices, plowing the slaughtered meat into the soil and letting it rot back into the ground before planting again in the same field.



NEW TRAITS

NEW TAINTED MUTATION

VISCOUS SECRETION

The creature has abnormal sweat glands which produce a highly toxic substance which infects the victim with an insidious disease (Virulence rank 10). Failure on the Fort save indicates the victim has been infected and will become sick in 24 hours.

Effects:

Initial: 2 points of Con and 1 point of Wis damage.

Continuous effects: Same as initial. In addition, the victim must make a Sanity check or suffer delusions and hallucinations.

Note: Two successful Fort saves remove all effects of the disease.

See the True20 Companion pages 88-90 for more information on Sanity.

APPENDIX A SUPERNATURAL POWERS

This appendix presents several powers not found in the *True20 Adventure Roleplaying* book. These supernatural powers are subject to the same rules as the powers presented in the core book, including guidelines on learning and using them. Narrators may wish to limit players' access to these powers, or even reserve them exclusively for supporting characters.

BIND SPIRIT

Fatiguing

You can attempt to bind a summoned spirit into a fetish you have prepared. You make a power check at a difficulty equal to 15 + the spirit's level. The spirit gets a Will save with a difficulty equal to 15 + your power rank to avoid becoming bound. If the spirit succeeds, it may attack you or flee. The spirit will remain in the world for a number of days equal to your adept level. If the spirit fails its save, it becomes bound to your fetish. The binding is permanent or until the fetish is broken.

Time: Bind spirit is a full action.

BOIL BLOOD

Fatiguing, Concentration

By focusing on your target for a full round and making a power check, you cause the target's blood to boil. The target gets a Fortitude saving throw; if it exceeds the result of your power check, the attempt fails. If the initial

Fortitude save fails, the subject makes another Fortitude save against your normal power save Difficulty. Failure is read as a result on the lethal damage track (i.e. a hurt result on a failure, a wounded result on a failure by 5 or more and so forth). Each round you maintain concentration, you deal additional lethal damage to the target. The target gets a new Fortitude saving throw each round. Two successful saves in a row ends the effect. This power only affects living targets that have blood; creatures like constructs, oozes and undead (for example) are immune.

Time: Boil Blood is a full action.

INFECT

Fatiguing, Maintenance

This power allows you to infect a person or creature with a toxin or disease by touch. This attack requires an attack roll against the target. The target makes a Fortitude saving throw against your power save Difficulty. A poison does initial ability damage equal to half your adept level and secondary ability damage equal to one-third your adept level, rounded down. A disease does initial ability damage equal to one-third your adept level, and secondary damage equal to one-fourth your adept level (also rounded down). You choose the ability or abilities affected when you use the power. A disease or poison inflicted on a target with this power affects the subject normally and may be removed using the Cure Disease and Cure Poison powers. Infect only works on creatures affected by diseases and poisons.

Time: Infect is a standard action.

MANA BLAST

Fatiguing

With this power, you unleash a blast of pure mana at your enemy. This works like an Elemental Blast (from Chapter 4: Supernatural Powers of *True20 Adventure Roleplaying*), except it uses pure magical energy rather than an elemental medium.

Time: Mana Blast is a standard action.

MANA SHIELD

Fatiguing, Maintenance

With this power, you create a shield of pure mana around you or the subject of your choice. Make a power check (Difficulty 15) to bring the shield into being. It provides a Toughness save bonus equal to half your adept level. Each round you have the shield active, you must make another power check (Difficulty 15). Failure indicates the shield disperses. This is in addition to any Concentration checks required if you are distracted in any way.

Time: Mana Shield is a full action

SHADOW SHAPING

Fatiguing

This supernatural power commands the stuff of pure shadow. It is not just the absence of light, but the darkness of spirit made manifest. It normally appears like a thick, impenetrable mist or a viscous, tarry liquid, as the adept chooses. This shadow-stuff vanishes instantly at the touch of Purifying Light. Still, an adept can do a great deal with it.

Shroud: You fill an area with shadows, making it darker and more difficult to see. The Difficulty is 5 per 10-foot radius, creating concealment for all in the area. You are unaffected by the concealment created by this shroud. By increasing the Difficulty by 10, you create absolute blackness in the area and confer total concealment.

Stealth: You can make a Shadow Shaping check in place of a Stealth check to hide, even if you have no cover or concealment, since this power provides you with shadows in which to hide.

Shapes: You can create images or shapes of shadow. The base Difficulty is 10 for a 10-foot cube, plus 5 for each additional 10-foot cube the image occupies. Those seeing the image must succeed on a Will save to determine that the shadow-shapes are not real.

Special: You can take 10 on Shadow Shaping checks.

Time: Standard action

SUMMON BEASTS

Fatiguing

You can summon a nearby animal or animals. You can summon up to twice your adept level in animals, with no individual animal having a greater level than your adept level. Make a Summon Beast check against a Difficulty of 10 + the total level of animals summoned. A successful check means the animals hear your call from up to your adept level in miles away and come to you as quickly as they can under their own power. You can choose to limit your summons to a particular type of animal (only eagles or wolves, for example) or even to a particular animal known to you. In the latter case, the check Difficulty is 10 + a familiarity modifier, and the range is unlimited (although it may take the animal some time to arrive). Summoned beasts are not under your control in any way and can choose to depart, if they wish. You can use other supernatural powers to help convince the animals to aid you or perform certain tasks.

Time: Standard action. You must concentrate to maintain this power until the summoned beasts arrive.

SUMMON SPIRIT

Fatiguing, Concentration

You can summon a spirit to aid or engage in combat

for you. The spirit will remain with you for 1 round per rank in this power, until you stop maintaining the power, or until it is defeated or destroyed.

To summon a spirit, make a power check with a Difficulty of 10 + the level of the spirit. The summoning lasts a full round, at the end of which the spirit gets a Will save. The Difficulty is your result on the power check to summon the spirit. Failure indicates the spirit must appear. Success indicates the creature is not bound to appear, but can if it so chooses.

All spirits use the combat and saving throw progression for Warriors, have 6 points to distribute amongst their abilities and have the Improved Strike feat. A summoned spirit is immune to poison, sleep effects, paralysis, stunning, disease effects, mind-influencing effects (including Heart Reading, Heart Shaping and any supernatural powers requiring mental contact) and the Imbue Unlife supernatural power. It is immune to any effect that requires a Fortitude save (unless it also works on objects or is harmless). It is not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue or exhaustion. It cannot be healed and is immediately destroyed when reduced to "dying" status on the damage track. A spirit with the fast healing quality still benefits from that quality.

Time: Summon Spirit is a full action

SUMMONING A SPIRIT

When summoning a spirit, you can choose its abilities from a menu of choices. You can always substitute two choices from a lesser menu for one of its given abilities. Multiple selections of the same menu choice do not stack unless the ability specifically notes that stacking is allowed.

Some menu choices grant a spirit the ability to use supernatural powers. All such powers have a rank equal to your rank in this power, and use the same mental ability score you do. Because it is immune to fatigue, a spirit does not need to make a Fatigue save when using powers that normally require it. A spirit also does not need to meet the prerequisites for a feat granted by a menu choice.

SPIRIT MENU A

Spirits of level 1 to 7 have one trait from this menu.

- Aggressive: The spirit has the All-out Attack feat.
- Cleave: The spirit gains the Cleave feat.
- Deflection: The spirit gains a +1 bonus to Defense.
- Fly: The spirit can fly at a speed of 20 feet (average).
- Improved Speed: The spirit has the Improved Speed feat.
- Elemental Resistance: Choose one of the following elements: Cold, Earth, Fire or Wind. The spirit has the Elemental Resistance power of that element.

- **Tough:** The spirit gains a +2 bonus to Toughness.
- **Trip:** If the spirit hits with its slam attack, it can attempt to trip the opponent as a free action. If the attempt fails, the opponent cannot react to trip the spirit.

SPIRIT MENU B

Spirits of level 8 to 14 have one ability from this menu. Alternatively, the spirit can have two special abilities from Menu A. These are typically large creatures. If you choose to summon a medium sized spirit, you may additionally choose one power from Menu A.

- **Damage Reduction:** The spirit's skin forms a hard carapace and gains damage reduction of 3/supernatural.
- **Elemental Slam:** The spirit's fists are wreathed in a particular element. It does an additional +2 damage of an element you designate: Cold, Earth, Fire or Wind.
- **Fast Healing:** As long as the spirit remains conscious, it removes one bruised or hurt condition per round.
- **Heavy Deflection:** The spirit gains a +4 bonus to Defense.
- **Improved Critical:** The spirit gains the Improved Critical feat with its unarmed attacks.
- **Improved Fly:** The spirit flies at a speed of 40 feet (good).
- **Improved Grab:** The spirit has the Improved Grab feat.
- **Improved Toughness:** The spirit gains a +6 bonus to Toughness.
- **Infect:** The spirit has the Infect power.
- **Muscle:** The spirit gains a +2 bonus to its Strength score.
- **Poison Touch:** If the spirit hits with a melee attack, the target must make an initial Fortitude save (Difficulty 10 + half the spirit's level + the spirit's Constitution score) or take 1 point of Constitution damage. One minute later, the target must save again or take another point of Constitution damage.
- **Smite:** Once per day, the spirit can make one attack that increases its damage by half its level.
- **Trample:** As a standard action during its turn each round, the spirit can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal its normal damage. The target can attempt a Reflex save (Difficulty 10 + half the spirit's level + the spirit's Strength score) to negate the damage.

SPIRIT MENU C

Spirits of level 15 and above have one special trait from this menu. Alternatively, the spirit can have two special traits from Menu B. (One or both of the Menu B choices can be swapped for two choices from Menu A.) These are typically large creatures. If you choose to summon a medium sized spirit, you may additionally choose one power from Menu B.

- **Blindsight:** The spirit has blindsight out to 60 feet.
- **Constrict:** The spirit has the Improved Grab feat. In addition, on a successful grapple check, the spirit automatically deals its normal damage.
- **Elemental Blast:** The spirit has the Elemental Blast power of the element you choose: Cold, Earth, Fire or Wind.
- **Extra Tough:** The spirit gains a +10 bonus to Toughness.
- **Extreme Damage Reduction:** The spirit's skin forms hard, armor-like plates and provides Damage Reduction 6/supernatural.
- **Extreme Deflection:** The spirit gains a +8 bonus to Defense.
- **Natural Invisibility:** The spirit is constantly invisible, even when attacking.
- **Mana Blast:** The spirit has the Mana Blast power.
- **On the Run:** The spirit has the Move-by Action feat.

GHELDRIN

BRIEF HISTORY

The fabled race known as Gheldrin come from obscure backgrounds. Some believe they are an ascendant race created by Enâra, while others insist they are the half-breed offspring of gnome and dwarf. The truth, however, rests somewhere in between.

The first Gheldrin (often referred to as halflings or little folk) were indeed progeny of Shieldwall dwarves and Seguire gnomes, birthed in the Age of Steel when the two races began to mingle in the years before the Shek-tar and Ashoi-Notkah made war upon the elder races and drove them from the Wild Lands. Not surprisingly, the offspring were universally rejected by both cultures, their parents ostracized, forced to leave their ancestral homes under threat of violence, in many cases from family members who viewed the indiscretions of their brethren to be shameful acts which diluted the family line.

Many parents, having grown resentful of their children, left them in the wilderness to die. Hoping to find solace in anonymity, others moved to larger cities such as Megath-Tor, Ardrennen Falls, Fairhaven or White castle Harbor. Sadly, they found little respite from the prejudices of man and elf, who looked upon their strange children with thinly veiled revulsion, openly mocking the little folk with their rounded faces skinny bodies, pointy ears and white hair. It wasn't long before they too were forced to leave the great cities of the elder races and venture into the wilds of Simarra.

And troubles followed them still...

In those days, long before the roads were patrolled, long before the mana wells were tapped, evil lurked in the wilds of Simarra. The little folk found themselves preyed upon by brigands looking for an easy mark and foul beasts looking for an easy meal. Foul gretchclaw, wild orcs, goblins and a host of other fell beasts hounded the steps of the halflings, hunting them incessantly; to such an extent that their numbers were so small the world soon forgot about them. Indeed, the Gheldrin (as they came to call themselves) might very well have been wiped out during those dark times, but fate intervened.

Legends say the mother goddess Enâra took pity on



these creatures for all the troubles they endured in their short lives. She whispered into the hearts and minds of the little folk, beckoning them to journey to a place on the far eastern shores of Simarra, to an expanse of isolated lowlands no eyes had yet seen. There, Enâra bestowed the race with the ability to touch the minds of those who might seek to do them harm and remove all recollection of ever having encountered the Gheldrin.

The mother goddess further blessed Gheldrin females with increased fertility, and their numbers grew tenfold in the first years living in the lowlands. Enâra also taught them of secret paths throughout Simarra known as "Shadow Warrens." Enâra warned that, while the shadow warrens had grown exceedingly dangerous in recent years due to the efforts of the dread god Thûrak to infest them with shadow spawn, they would nevertheless lead those who had the courage to travel them to safe havens in the most remote places of the world. The importance of the shadow warrens could not be stressed enough, for there would come a time when the world would be plunged into a darkness so great, that the people of the world would have great need of the Gheldrin and their knowledge of these dark paths.

Seeing her work complete, Enâra left the Gheldrin, but not before issuing a decree; The Gheldrin were to refrain from seeking vengeance upon those who had mistreated them in the past. Furthermore, they should always seek to help those in peril or unable to help themselves, and above all, remember to use the shadow warrens in those dark times, for the need to travel in secret would be great.

Left alone, the Gheldrin built the fabled city of Shalledrin, which came to be known as Haven in the common tongue. The halflings constructed secret outposts throughout the Mereghost Mountains so they could watch for those who might seek to intrude upon their lands. Those explorers and would-be settlers who ventured too close to the land of the Gheldrin were captured, transported far away via shadow warrens and then released, but not before the experience was wiped from their minds. Some explorers, still retaining cloudy fragments of the journey, spoke of the little folk and their secret lands. Thus, the legend of the mysterious Gheldrin, the mythical city of Shalledrin, and their secret land known only as the Vale of Mists grew.

During the Age of Plenty, the Gheldrin spread across Simarra. Their knowledge of the shadow warrens grew immensely, and the halflings founded settlements in numerous places both on Simarra and in other places; islands and continents not yet visited by the other races. Soon, the Gheldrin began to sneak down into the cities of man, elf and dwarf, always keeping a watchful eye over their distant cousins. Some even established permanent residence in cities such as Ardrennen Falls and Megath-Tor, secretly taking over entire neighborhoods over the course of years, or even building subterranean complexes housing whole communities of Gheldrin who came and went among the other races in the guise of gnome or dwarf. For the most part, the Gheldrin who lived among the other elder races were content to simply watch them, ever mindful of the words Enâra spoke to their ancestors — that there would come a day when the Gheldrin would be called upon to aid those in need. Other Gheldrin, however, cared little for the teachings of their elders, and made their way in the world as thieves, spies, or assassins, using their skills and abilities to selfish ends.

By the end of the Age of Plenty, the Gheldrin had managed to make the shadow warrens relatively safe for travel, either slaying the horrors outright or trapping them in powerful mana shards. Additionally, the Gheldrin had nurtured a vast, intricate informant network rivaling that of some Simarran governments.

Known as the Shadow watch, the informant network enabled the Gheldrin to closely monitor the affairs of the world and keep tabs on unscrupulous organizations such as the Arcanus League and monitor the activities of the Sundaari blood magi. And so it was, when the Keza-Drak invaded, the Gheldrin were not entirely unprepared.

OF DERIUS TREL AND THE FALL OF MEGATH TOR

Members of the shadow watch had been following the movements of the Othránnän for some time; those of Agärazôn in particular. Members of the shadow watch — a shadow hunter by the name of Derius Trel in particular — assigned to monitor the activities of the Arcanus League in the Cradle of Life began noticing strange changes in the behavior of the god spawn. Agärazôn became increasingly reclusive. He spent most of his time poring over ancient texts and memory shards dating back to the end of the Age of Steel. The god spawn began traveling abroad more often in the years leading up to the invasion. Agärazôn began using the shadow warrens once again, something the Othránnän hadn't done since the Ascendant wars. Worse, Agärazôn, knowing of the existence of the Gheldrin, woke the sleeping horrors of the shadow warrens, undoing the efforts of the shadow watch to make the secret paths safe for their kin.

Derius watched in horror as Agärazôn — the most powerful of the god spawn — attacked unsuspecting Gheldrin as they moved through the shadow warrens. He wanted to fight and die with his brethren as the betrayer used eldritch spells, laying waste to waystations in the warrens; but he couldn't bring himself to drop the obfuscating magicks and reveal his presence to Agärazôn. Something larger was happening, and it was up to Derius to find out what it was and stop it if he could.

Derius followed Agärazôn on his journey to places hidden even from the Gheldrin and watched as he broke the seals binding the dread Morargrim. The shadow hunter paled in abject horror as Agärazôn and the sinister agents of Thûrak nearly eradicated the rest of the god spawn at the Narballa Henge, listened as the betrayer announced his plan to fuse the stone gates open and facilitate an invasion of the world.

The halfling fled back into the shadow warrens, thinking only to warn as many people as he could,

to save as many as he could. The rest of the shadow watch needed to know the things Derius had seen and heard. Stopping the invasion was a fool's errand; it was inevitable. The elder Gheldrin had long spoke of the coming of darkness. They told and re-told Enâra's words throughout the ages, and now her prophetic words were coming to pass. No, there would be no staving off what was to come. Now was the time to embrace the destiny the mother goddess had designed for the Gheldrin so long ago.

The flight back to Megath-Tor was a frenetic, mind-bending journey. Twice the shadow hunter had to fend off attacks from Morargrim and shadow hounds loosed by the betrayer on his trip north. Looking to cut off the people of Simarra from any potential means of travel, Agärazôn had sent his minions to cull the shadow warrens of life; a task they performed with brutal efficiency. Way-station after way-station lay in ruins. Derius did what he could for the survivors, providing healing salves and food. Always, before leaving them, he urged his kin to flee the shadow warrens and prepare for the coming darkness.

The full story of Derius' flight to Megath-Tor is a harrowing tale best told some other time. Suffice it to say, the shadow hunter barely survived the journey. When he exited the shadow warren in a hidden cellar underneath the popular tavern called the Rusted Blade in Megath-Tor's market district, Derius found the city in turmoil. The Arcanus League had begun their inquisition which was nothing short of an ethnic cleansing of all Shodonai in the Cradle of Life. Derius wasted little time gathering other members of the shadow watch, many of whom had already begun a long-planned evacuation of the city in the event that such a calamity came to pass. The halfling quickly related the past month's events, of the betrayal of Agärazôn, the corruption of the shadow warrens, and the unleashing of the Morargrim.

After a hurried debate, it was decided that they would stay in Megath-Tor and do their best to deal with the uprising and work to counter Agärazôn's plans. Under Derius' leadership, the shadow watch spread through the embattled city, trying to convince as many citizens as possible to take their families and leave before it was too late.

But it was already too late.

As the shadow watch fanned out through the city, a great roar erupted from the Sedrin Henge. A single column of pale white light shot up into the air, and then expanded at the base, rending apart the fabric of reality to form a great portal. Silence blanketed the city for an

impossibly long moment as frightened people turned and bore witness to the event. Suddenly screams rent the silence, followed by a flood of panicked people running through the streets, shouting to anyone who would listen that strange creatures were flooding through the rift, killing anyone who stood in their path. The invasion had begun.

GHELDRIN IN THE AGE OF BLOOD

The vast majority Gheldrin have embraced their destiny, braving the horrors of the world, doing what they can to help as many people as possible in accordance with the decree of the mother goddess. Derius Trel and other members of the shadow watch chose to stay in Megath-Tor and resist the invaders. They formed one of the first insurgencies in the early months of the invasion, allowing themselves to be captured and locked away in the sprawling ghetto known as Kaz-Rakhûl or "the rat's nest." Distrubingly, a number of Gheldrin have turned their backs on their brethren, succumbing to selfish, base desires. Some have even joined with the mighty armies of Thel-Kaza, using their abilities and skills to hunt down renegade slaves or root out insurgents, even going so far as to hunt down their own kin.

The shadow warrens are fiercely contested; the shadow watch struggling against the Zôrûn-Ahmrê and the Morargrim for control of these pathways. Many of the way-stations have been rebuilt and reinforced, but more people are needed to occupy them. Some Gheldrin have suggested revealing themselves to the elder races and recruiting them to the cause, but even after nearly two thousand years, there is resistance to this idea, especially from the elder Gheldrin. In the mean time, the Gheldrin struggle to keep their cities hidden as more and more refugees of the war seek to find solace in the remote places of the world.

GHELDRIN CULTURE

Gheldrin culture has been shaped and molded by the races' experiences with other races during the Age of Steel. Fundamentally secretive, the halflings teach that the outsiders — the name by which the Gheldrin refer to the myriad cultures of Simarra — must be kept at arm's length to ensure the safety of their people. Children are taught the fundamentals of moving silently at a very young age. Techniques often incorporate games and dances performed without music, reinforcing the ideas that sounds are anathema to stealth.

DESCRIPTION

Gheldrin have surprisingly lithe features, given the dwarf and gnomish blood which runs through their veins. Standing an average of two feet tall, the race have round faces, their hair color ranges from pale white to jet black. They tend to wear simple clothing which helps them blend into their surroundings.

TRAITS

Gheldrin have the following racial traits:

Abilities: -1 Str, +1 Dex, -1 Con, +1 Wis

Size: Small

Bonus Skills: Disguise, Knowledge (shadow warrens), Stealth, Survival

Bonus Feats: Choose two of Trailblazer, Trackless, Improved Initiative or Talented (Disguise and Stealth).

Favored Feats: Choose one of either Illusion* or Light Shaping* or Jack of All Trades and Sneak Attack.

**Choosing Illusion or Light Shaping counts as two favored feats. You may only choose one power.*

Special: Mind Wipe: Once per day, a Gheldrin can erase portions of a person's memory as if she were using the Mind Shaping power. The character's total level counts as their Adept level for the purposes of power checks when using Mind Wipe. The use of this ability does not require mental contact with the target. Every third level, the Gheldrin acquires another daily use of this ability, up to a maximum of 3 times a day.

NEW SKILL

Knowledge (shadow warrens)

Intelligence, Trained only, Requires Specialization

You are an experienced traveler of the Shadow Warrens. You can navigate the labyrinthine passages, find refuge in hidden corners, and locate specific places or creatures within its shadowy tunnels.

Check: The hero can add his ranks in Knowledge (shadow warrens) to any survival checks made within the sub-plane.

Try again: Yes

THE SHADOW WARRENS

The existence of the labyrinthine network of tunnels known as the shadow warrens is a carefully guarded secret known by few non-gheldrin. Exactly how they were formed is not known. If Enâra knew of their origins, the mother goddess didn't speak of it to the halflings when she taught the gheldrin to use them.

Curiously, however, the shadow warrens are littered with glyphs of a language not found anywhere else on Simarra. While it is known that some of these strange symbols are markers that serve to help travelers find their way in the treacherous warrens, others — even after nearly two thousand years — remain an enigma to gheldrin wise men. Some insist a primer might be found in the deep warrens; exceedingly dangerous pathways leading off into regions of the shadow warrens which, even in the Age of Blood, haven't been fully explored.

Many of those gheldrin foolish enough to have ventured into the deep warrens have never come back. Most believe they have perished somewhere in the black deep. Those few who have returned are stark-raving mad, telling mind-numbing tales of monstrous fiends who live in vast cities carved from the warrens; sprawling networks of dwellings, each with a mighty temple at the center that exists both in the warrens and in some other dimension simultaneously. The temples are said to house sleeping beings called Urralith, or "ancient evils" in the common tongue.

The uralith are said to be so hideous, that to simply look upon them is to court madness. If the ramblings of these madmen are to be believed, before they went into their long torpor, the uralith spawned a host of servitor races to populate their dark cities, each of the ancient evils whispering to their monstrous children in dreams, urging them to make war against the other uralith. None know for sure, however, for the known tunnels leading to the deep warrens have been sealed, as much to prevent people from entering as to protect against the nameless horrors of the deep warrens, which might lumber out of the black to prey upon unwary travelers.

SAMPLE GHELDRIN

GHELDRIN ASSASSIN

Type: 8th Level Humanoid (5th Level Expert/3rd Level Warrior)

Size: Small

Speed: 20 ft.

Abilities: Str +0, Dex +3, Con -1, Int -1, Wis +1, Cha -1

Skills: Acrobatics 10 (+13), Bluff 8 (+7), Climb 11 (+11), Disguise 11 (+12), Knowledge (shadow warrens) 8 (+7), Notice 10 (+11), Sense Motive 8 (+9), Stealth 11 (+20)

Feats: Attack Focus (crossbow), Attack Focus (dagger), Attack Specialization (crossbow) Attack Specialization (dagger), Defensive Roll, Dodge Focus, Evasion, Improved Initiative, Light Armor Training, Sneak Attack, Talented (Disguise and Stealth)^B, Trackless^B, Weapon Training

Traits: Gheldrin Background Traits, Mind Wipe +12, Open Shadow Warren

Combat: Attack +10 (+6 base, +1 size, +3 Dex) (+11 w crossbow or dagger), Damage +2 (dagger) or +4 (crossbow), Defense: Dodge/Parry +11/+7 (+6 base, +1 size, Dex 3 and +1 Dodge Focus/Str +0), Initiative +7

Saving Throws: Toughness +1 (-1 size, -1 con, +2 studded leather, +1 Defensive Roll), Fortitude +1 (+2 base, -1 Con), Reflex +7 (+5 base, +3 Dex), Will +3 (+2 base, +1 Wis)

GHELDRIN ADEPT

Type: 8th Level Humanoid (8th Level Adept)

Size: Small

Speed: 20 ft.

Abilities: Str -2, Dex +1, Con -1, Int +1, Wis +3, Cha -1
Skills: Concentration 11 (+14), Craft (any one) 11 (+12), Disguise 4 (+3), Knowledge (any one) 11 (+12), Knowledge (shadow warrens) 4 (+5), Knowledge (supernatural) 11 (+12), Notice 11 (+14), Stealth 4 (+9)

Feats: Attune Mana Shard, Craft Fetish, Iron Will, Powers (8), Trailblazer^B, Trackless^B,

Traits: Gheldrin Background Traits, Mind Wipe +14, Open Shadow Warren, Powers (rank 11, Wis, Difficulty 17; Illusion +14, Light Shaping +14, Mind Reading +14, Mind Touch +14, Phase +14, Second Sight +14, Shadow Shaping +14, Suggestion +14)

Combat: Attack +6 (+4 base, +1 size, Dex +1), Damage +0 (staff), Defense: Dodge/Parry +6/+3 (+4 base, +1 size, +1 Dex/-2 Str), Initiative +1

Saving Throws: Toughness -2 (-1 Con, -1 size), Fortitude +1 (+2 base, -1 Con), Reflex +3 (+2 base, +1 Dex), Will +11 (+6 base, +3 Wis, +2 Iron Will)

DENIZENS OF THE SHADOW WARRENS

The following creatures are native to the shadows warrens.

SHADOW HOUND

Type: 6th Level Outsider (Extraplanar, Shadow)

Size: Medium

Speed: 50 ft., Burrow 10 ft.

Abilities: Str +2, Dex +3, Con +3, Int -3, Wis +2, Cha +1

Skills: Knowledge (shadow warrens) 0 (+5), Notice 9 (+11), Stealth 9 (+12), Survival 9 (+11)*

Feats: Attack Focus (bite), Dodge Focus, Improved Grab^B, Improved Trip^B, Track^B, Trackless

Traits: Black Breath, Blind, Open Shadow Warren, Tremmorsense 60 ft., Scent

Combat: Attack +9 (+6 base, +3 Dex) (+10 w bite), Damage +4 (bite), Defense: Dodge/Parry +10/- (+6 base, +3 Dex, +1 Dodge Focus), Initiative +3

Saving Throws: Toughness +5 (+3 Con, +2 natural), Fortitude +8 (+5 base, +3 Con), Reflex +8 (+5 base, +3 Dex), Will +7 (+5 base, +2 Wis)

Black Breath: Three times per day a shadow hound can exhale a cloud of icy darkness with a radius of 5 ft. The pitch black cloud provides total concealment to anyone within, but the bitter cold inflicts +2 cold damage on anyone within the cloud. A cloud of black breath dissipates after three rounds.

Open Shadow Warren: Shadow hounds can open a gate to the shadow warrens as a standard action.

Skills: Shadow hounds gain a +4 bonus to Survival rolls when tracking by scent. Shadow hounds have a +8 bonus to Knowledge (shadow warrens) checks.



SHADE WING

Type: 2nd Level Outsider (Extraplanar, Shadow)

Size: Tiny

Speed: 10 ft., fly 80 ft (good)

Abilities: Str -3, Dex +4, Con -1, Int -4, Wis +2, Cha -1

Skills: Knowledge (shadow warrens) 0 (+4), Notice 5 (+9), Stealth 5 (+15)

Feats: Talented (Notice and Stealth)

Traits: Blindsight 60 ft., Douse Light, Sonic Shriek

Combat: Attack +8 (+2 base, +2 size, +4 Dex), Damage -2 (bite or talons), Defense: Dodge/Parry +8/- (+2 base, +2 size, +4 Dex), Initiative +4

Saving Throws: Toughness -2 (-1 con, -2 size, +1 natural), Fortitude +2 (+3 base, -1 Con), Reflex +7 (+3 base, +4 Dex), Will +5 (+3 base, +2 Wis)

Douse Light: As a standard action a shade-wing can extinguish any nonmagical torch or other nonmagical equivalent.

Sonic Shriek: A Shade-wing can emit a powerful sonic shriek at will, as a standard action. Anything within 15 ft. of the shade-wing suffers +1 sonic damage.

Skills: Shade-wings have a +8 bonus to Knowledge (shadow warrens) checks.

SHADOW HORROR

Type: 8th Level Outsider (Extraplanar, Shadow)

Size: Large

Speed: 30 ft., fly 60 ft. (poor)

Abilities: Str +4, Dex +1, Con +3, Int +1, Wis +1, Cha +2

Skills: Intimidate 11 (+13), Knowledge (shadow warrens) 11 (+20), Knowledge (supernatural) 11 (+12), Notice 11 (+15), Search 11 (+12), Sense Motive 11 (+12), Stealth 11 (+8)

Feats: Attack Focus (talons), Improved Initiative, Power^B, Skill Focus (Notice)

Traits: Darkvision 60 ft., Damage Reduction 2/supernatural, Frightful Presence, Hypnotic Gaze, Open Shadow Warren, Power (rank 11, Cha, Difficulty 16; Shadow Shaping), Scent, Screech of Madness

Combat: Attack +8 (+8 base, -1 size, +1 Dex)(+9 w claws), Damage +6 (talons), Defense: Dodge/Parry +8/- (+8 base, -1 size, +1 Dex), Initiative +5

Saving Throws: Toughness +9 (+3 Con, +2 size, +4 natural), Fortitude +9 (+6 base, +3 Con), Reflex +7 (+6 base, +1 Dex), Will +7 (+6 base, +1 Wis)

Frightful Presence: A shadow horror can unsettle foes with its mere presence. Creatures within a 90 ft.



radius that have fewer levels than the shadow horror must succeed on a Will save (Difficulty 17). Those who succeed remain immune to that shadow horror's frightful presence for 24 hours. On a failure, creatures with 4 or less levels become panicked for 1 round per point by which they failed their Will save, and those with 5 or more levels become shaken for 1 round per point by which they failed their Will save. The save Difficulty is Constitution-based.

Hypnotic Gaze: Any single creature looking directly at a shadow horror may become subject to its hypnotic gaze. The shadow horror can activate or deactivate this ability at will and can choose its target each round. This ability is otherwise identical to the Suggestion power.

Open Shadow Warren: Shadow horrors can open a gate to the shadow warrens as a standard action.

Screech of Madness: Three times per day, a shadow horror can emit a terrifying screech with a supernatural pitch and frequency which wreaks mental havoc on all intelligent creatures within 30 ft. Creatures in the area of effect must make a Difficulty 16 Will save or suffer 2 points of Wisdom damage and 1 point of Intelligence damage. The save Difficulty is Charisma-based.

Skills: Shadow horrors gain a +4 bonus to Survival rolls when tracking by scent. Shadow hounds have a +8 bonus to Knowledge (shadow warrens) checks.

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