

NEW MONSTERS

SHEETMETAL GOLEM

Large Construct

Hit Dice: 8d10 (44 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (can't run)
AC: 18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18

Base Attack/Grapple: +4/+12
Attack: Slam +7 melee (2d8+4)
Full Attack: 2 slams +7 melee (2d8+4)
Space/Reach: 10 ft./10 ft.
Special Attacks: Eye ray
Special Qualities: Construct, DR (10/adamantite), magic immunity

Saves: Fort +2, Ref +1, Will +2

Abilities: Str 18, Dex 9, Con —, Int —, Wis 11, Cha 1

Environment: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 10

Treasure: None

Alignment: A l w a y s neutral

Crafted from pounded sheets of bronze the Thracians during their golden age created sheetmetal golems to protect their most valuable places. Theaters, temples, civic buildings, and a few noble households employed the use of sheetmetal golems as enigmatic guardians. Families and organizations would pass down sheetmetal golems as a prized heirloom in Thracia.

Usually shaped to resemble a deity or to the most egotistical of purchasers, themselves, the bronze golems were brutally efficient guardians. Masters would occasionally awaken to find pulverized remains of would-be thieves and assassins. Animated with a spirit from the Elemental Plane of Earth, these golems are steadfast warriors.

Many of these guardians were used and subsequently destroyed in an attempt to drive back the Thanatosian barbarian hordes that devastated the Thracian civilization. A few sheetmetal golems were led off from Thracia, protecting their master's retreat.

COMBAT

Armed with an arcane ray, a sheetmetal golem blasts enemies from afar and then closes to strangle, pulverize and break enemies in half. Each golem is instructed at creation and these instructions are permanent. Usually the instructions involve not attacking the master among others. Regrettably for some golem creators, this step was skipped.

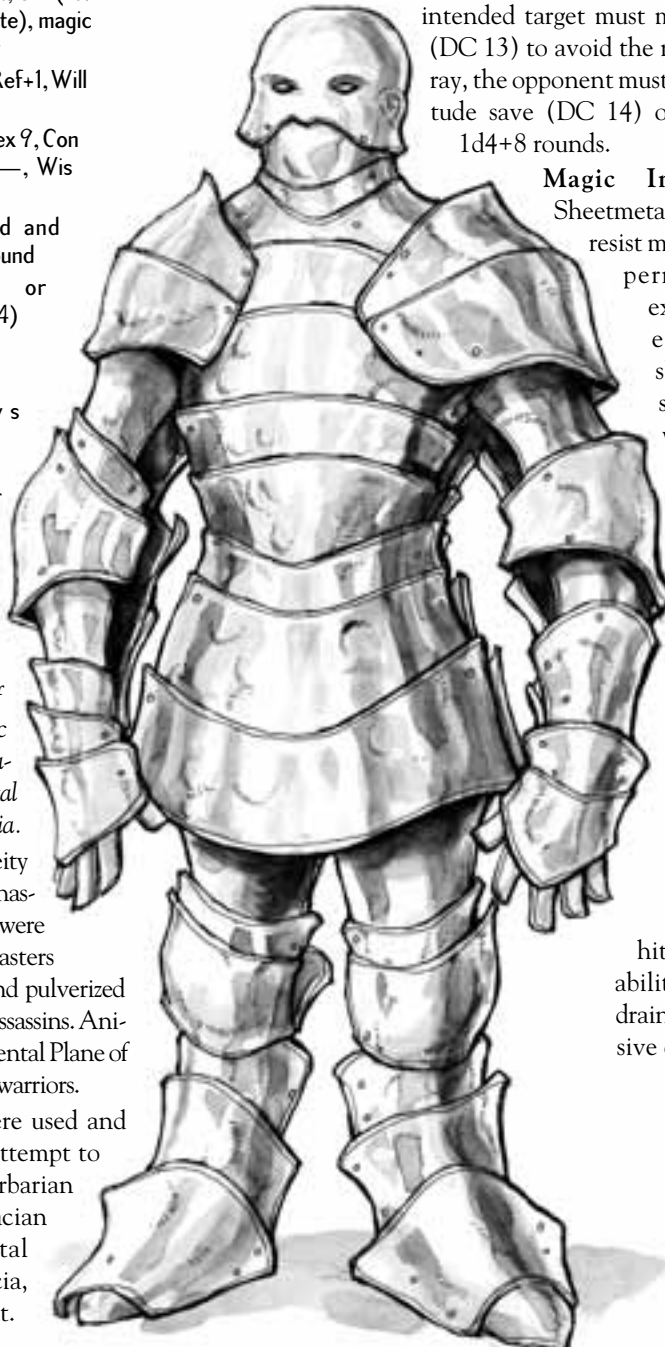
Eye Ray (Su): Once per round as a standard action, a sheetmetal golem can discharge a purple hued ray from eyes to a range of 60 feet. The intended target must make a Reflex save (DC 13) to avoid the ray. If struck by the ray, the opponent must then make a Fortitude save (DC 14) or be paralyzed for 1d4+8 rounds.

Magic Immunity (Ex):

Sheetmetal golems completely resist most magical and supernatural effects, except as follows. An electricity effect slows it (as the *slow* spell) for 5 rounds, with no saving throw. A cold effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal.

Construct:

Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



DISEMBODIED MOUTH

Small Aberration

Hit Dice:	3d8 (12 hp)
Initiative:	+2 (Dex)
Speed:	Fly 60 ft. (perfect)
AC:	14 (+1 size, +2 Dex, +1 deflection), touch 13, flat-footed 12
Base Attack/Grapple:	+2/—
Attacks:	Bite +5 melee
Damage:	Bite (1d3)
Space/Reach:	5 ft./ 5 ft.
Special Qualities:	Aggrandizement, ethereal jaunt, immunities, vulnerability
Saves:	Fort +1, Ref +3, Will +3
Abilities:	Str —, Dex 14, Con 10, Int —, Wis 11, Cha 12
Environment:	Any land and underground
Organization:	Solitary or group (2-4)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually lawful evil

The anomaly that is the disembodied mouth is a mystery that has confounded adventurers for thousands of years. Speculation by arcane sages holds that a disembodied mouth is actually the maw of some larger Ethereal creature, the likes of which is unknown. Furthering this line of hypothesis, some adventurers have noticed a similarity between the disembodied mouth and the mouth of the extradimensional creature that forms a bag of devouring.

A disembodied mouth is a spectral maw with sharp teeth. Once released into the Prime Plane, a disembodied mouth lurks around the area looking for anything organic to bite. It has little substance on the Prime Plane but it has an uncanny ability to size up an enemy and biting in the most vulnerable of spots.

Disembodied mouths are usually employed to protect tombs and treasure troves.

COMBAT

A disembodied mouth usually lurks within a coffer, box or other object waiting for a hand or other appendage to enter before it strikes. Once engaged in combat, a disembodied mouth hovers and attacks for 1d4 rounds before jaunting back to the Ethereal plane for 1d4 more rounds and then back to the Prime Plane. Once a disembodied mouth has selected a target, it continues to attack that target except in self-defense. Disembodied mouths have been known to follow and antagonize the would-be thieves for days harassing the person.

Aggrandizement (Su): 3/day—When a disembodied mouth first attacks an opponent, it uses the stats above. If it successfully attacks, it uses its ethereal jaunt ability. When it reappears its power increases, granting it a +1 insight bonus to attack rolls and saves, a +2 bonus to damage rolls, and +4 hit points. Each time the mouth reappears after an ethereal jaunt, it gains the

above bonuses (there is no upper limit to the bonuses it gains).

Ethereal Jaunt (Su): A disembodied mouth can shift from the Ethereal to the Material Plane as a free action, and shift back again as a move-equivalent action (or during a move-equivalent action). The ability is otherwise identical with *ethereal jaunt* cast by a 10th-level sorcerer.

Immunities (Ex): The disembodied mouth is immune to all mind-affecting attacks.

Vulnerability (Ex): The mouth is vulnerable to *dispel magic* and is immediately slain if it fails a Fortitude save (DC 10 + spell level + caster's appropriate ability score modifier).



DOG BROTHER

Medium Humanoid [Dog Brother]

Hit Dice:	4d8 (17 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	14 (+1 Dex, +1 natural, +2 leather armor), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+4
Attack:	Longsword +4 (1d8+1); or Bite +5 (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Qualities:	Low-light vision, scent
Saves:	Fort +1, Ref+6, Will +2
Abilities:	Str 12, Dex 14, Con 11, Int 10, Wis 12, Cha 10
Skills:	Hide +6, Listen +6, Move Silently +7
Feats:	Track, Weapon Finesse (bite)
Environment:	Temperate or warm land and underground
Organization:	Solitary, pair, gang (2-5), band (10-100 plus 50% noncombatants plus 1 3rd level beta male or female per 20 adults and 1 alpha male of 4th-6th level) or tribe (20-200 per 1 3rd level beta male or female per 20 adults, 1 or 2 beta males or females of 4th or 5th level, 1 alpha male of 6th-8th level).
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually lawful evil

Dog brothers are hound-headed humanoids standing up to 6 feet tall with gray skin covered in matted hair. These canine humanoids are nocturnal carnivores that enjoy hunting and barking under a full moon. More organized than their taller, weaker cousins, the gnolls, dog brothers readily make alliances with bugbears, hobgoblins, minotaurs and even wily kobolds. Dog brothers are the sworn enemies of halflings, a hatred grown due to the halfling society's use of canines for hard labor.

Dog brothers have poor vision but a superior sense of smell. Thus they receive no penalty for their vision. However, dog brothers are color-blind and cannot differentiate colors—only shades of black and white.

Dog brothers wear leather armor, preferably halfling hide, and usually are armed with longwords.

Dog brothers speak Gnoll.

COMBAT

Dog brothers use pack tactics in combat, concentrating on a single enemy and then moving on to the next when that opponent falls. Dog brothers have the discipline to accept losses in this phalanx strategy. Dog brothers are also known

to use gnolls as shock troops to feign attacks and flank an enemy. Dog brothers use ambush and hit and run tactics when numerically overwhelmed.

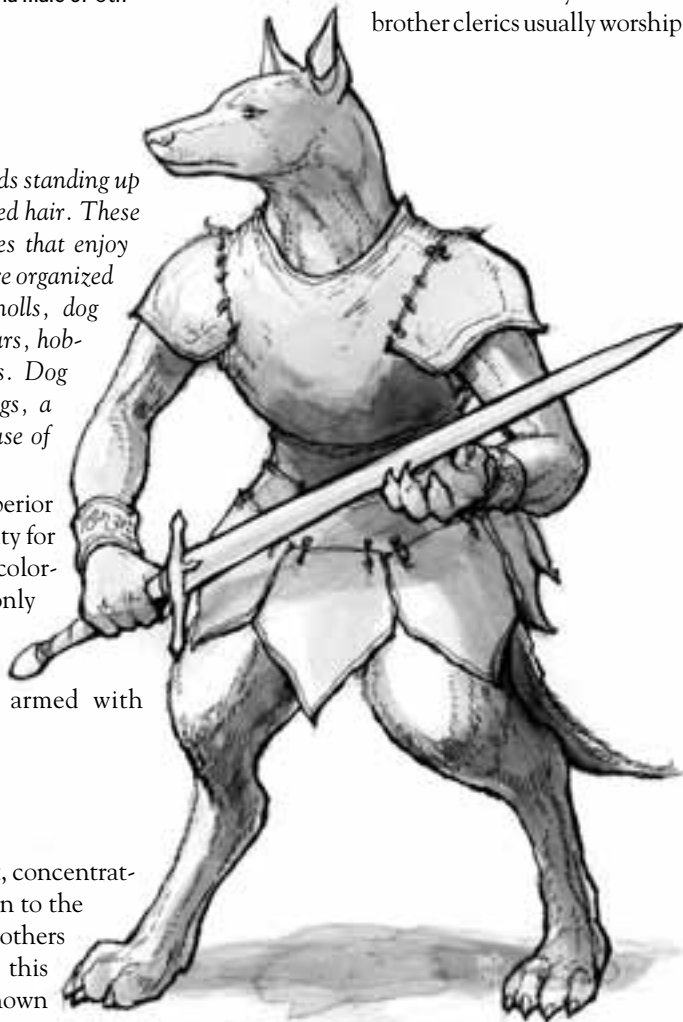
DOG BROTHER SOCIETY

Dog brothers are mostly doughty fighters and wily sorcerers. Dog brothers form rigid packs or tribes. The alpha male or leader of a pack generally has the greatest sense of smell, which instead of physical prowess, is how the dog brothers differentiate themselves. Dog brothers frequently intermingle with gnolls, who they view as their genetic inferiors.

A pack includes as many noncombatant young as there are adults. Dog brother lairs are usually underground cavern complexes, known as dens. Dog brothers use slaves and frequently form slaver groups. These slavers kidnap unsuspecting humans and dwarves on hit and run raids, carrying the slaves far from their villages for sale elsewhere. Dog brothers have no use for elves, which they view as a weak species prone to disease.

DOG BROTHER CHARACTERS

A Dog brother's favored class is fighter; Dog brother leaders are usually sorcerers. Dog brother clerics usually worship devils.



GUARDIAN BEAST

Large Aberration [Aquatic]

Hit Dice: 6d8+6 (30 hp)
Initiative: +6 (Dex, Improved Initiative)
Speed: 20 ft., swim 30 ft.
AC: 17 (-1 size, +2 Dex, +6 natural),
 touch 11, flat-footed 15

Base Attack/Grapple: +4/+13
Attack: Tentacle rake +8 melee (1d4+5)
Full Attack: 6 tentacle rakes +8 melee
 (1d4+5)

Space/Reach: 10 ft./5 ft., 50 ft. with tentacles
Special Attacks: Improved grab, constrict
 (2d8+5)

Special Qualities: Darkvision (60 ft.), tentacle re-
 generation

Saves: Fort +3, Ref +4, Will +6
Abilities: Str 20, Dex 15, Con 13, Int 2, Wis
 12, Cha 3

Skills: Hide +3*, Listen +3, Spot +7.

Feats: Alertness, Improved Initiative,
 Weapon Focus (tentacle)

Environment: Any aquatic

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

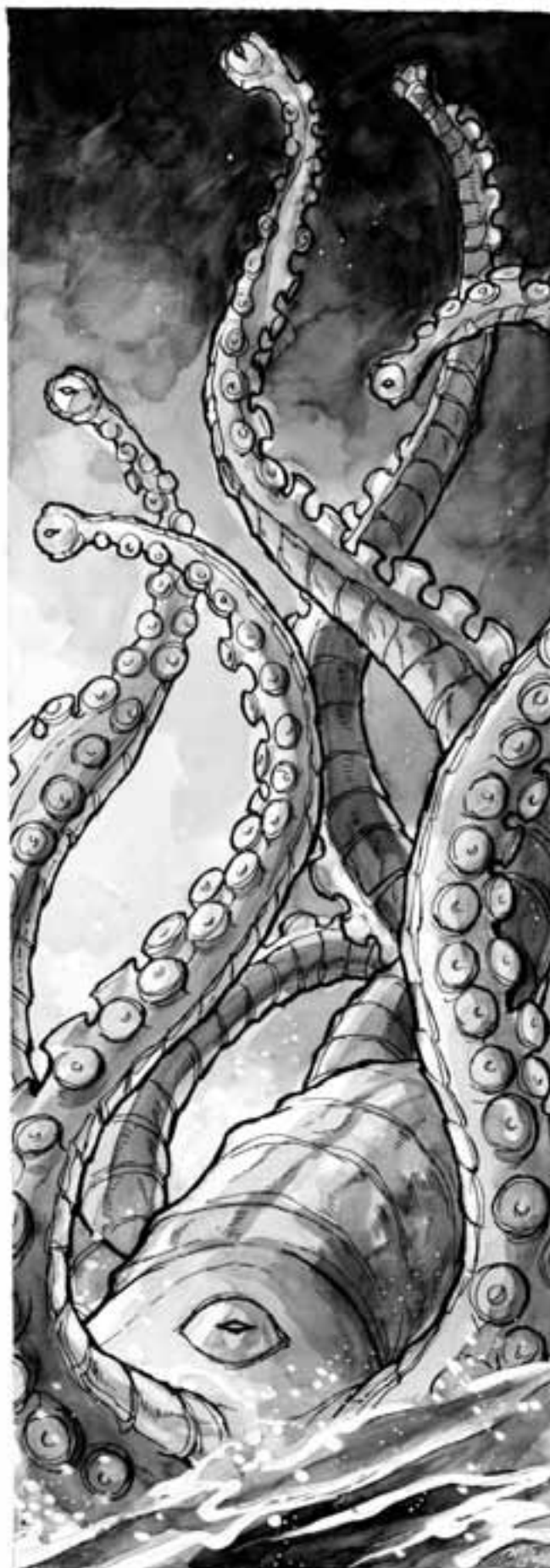
Originally found on another plane of existence, a guardian beast resembles a large, armor-plated octopus. It has six 50-foot long tentacles, armored with natural plates of mollusk shell. Each tentacle is tipped with a single, unblinking eye, which allow the guardian beast to see while submerged. Blinding one tentacle does not blind the guardian beast, but blinding or severing all tentacles succeeds in blinding it. A guardian beast has a singular eye is a huge jelly-like mass that, if removed, dries after 3 days and hardens into a gemstone that is indistinguishable from a 3,000 gp diamond.

COMBAT

A guardian beast attacks from below the surface sending its armored tentacles above to strike and strangle quarry. Using its crushing tentacles, the guardian beast does not try to consume but instead simply attempts to drown enemies as it squeezes them to death.

Tentacle Regeneration (Ex): A single attack with a slashing weapon (against a tentacle) that deals at least 10 points of damage severs a tentacle (AC 20). Damage dealt to a tentacle does not count against the creature's total hit points. Lost tentacles regrow in a single day.

Skills: A guardian beast gains a +8 racial bonus to Hide checks when submerged.



LIVING DOOR

Medium Aberration (Cold)

Hit Dice:	4d8+8 (26 hp)
Initiative:	+1 (Dex)
Speed:	5 ft.
AC:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+3
Attack:	Slam +3 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, energy drain
Special Qualities:	Cold subtype
Saves:	Fort +3, Ref +2, Will +5
Abilities:	Str 11, Dex 12, Con 15, Int 10, Wis 13, Cha 10
Skills:	Disguise +10, Move Silently +4, Listen +3, Spot +3
Feats:	Power Attack, Skill Focus (disguise)
Environment:	Any land and underground
Organization:	None
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil

Another strange creature brought to the Prime Plane from some other dimension by the Thracians, the living door (as it became to be known) is a thoroughly evil aberration. It resembles a stone door and lurks indoors waiting to be touched. Once touched, it sucks the life energy from the creature.

Living doors were a fad amongst Thracian wizards for a while. However, after a crown prince was nearly drained of his life and the owner of the living door was summarily executed, their popularity quickly ended.

COMBAT

A living door lurks waiting to be touched. Once touched they suck the life from those who touch it and use its breath weapon to make others embrace it. The breath weapon is very cold and causes a lingering chill in the air.

Breath Weapon (Su): Once every 1d4 rounds—*charm monster*, cone, 40 feet; Will save (DC 14). A charmed creature immediately moves to embrace the living door (thus suffering the effects of its energy drain ability). Although this breath weapon is very cold, it causes no damage.

Energy Drain (Su): A creature touching the living door (but not one subjected to its slam attack) suffers one negative level each time or each round it touches the creature. The Fortitude save to remove the negative level has a DC of 14.

Cold Subtype (Ex): A living door is immune to cold and takes a -10 penalty on saves against cold attacks. If a cold attack does not allow a saving throw, the creature takes double damage instead.



LIZARDFOLK (TEMPLATE)

This template is applied to the unfortunate victim of the cursed *polymorph* scroll in Room 138. The Judge can also use this template in other campaigns as he sees fit.

CREATING A LIZARDFOLK

“Lizardfolk” is a template that can be applied to any Humanoid (hereafter referred to as the “base Humanoid”). It loses all racial subtypes and gains the Aquatic and Reptilian subtypes. It uses all the base Humanoid’s special abilities and statistics except as noted below.

AC: The base Humanoid gains a +5 natural armor bonus.

Attacks: The base Humanoid gains two claw attacks and a bite attack. When fighting unarmed, the claws are considered to be the primary attack and the bite is secondary.

Damage: The damage of the claw and bite attacks depend on the size of the base Humanoid. The claw and bite damage of a Small lizardfolk each deal 1d3 points of damage. The claw and bite damage of a Medium-size lizardfolk each deal 1d4 points of damage.

Special Attacks: The base Humanoid retains all special attacks and class abilities, but loses all racial abilities.

Special Qualities: The base Humanoid retains all special qualities and class abilities, but loses all racial abilities.

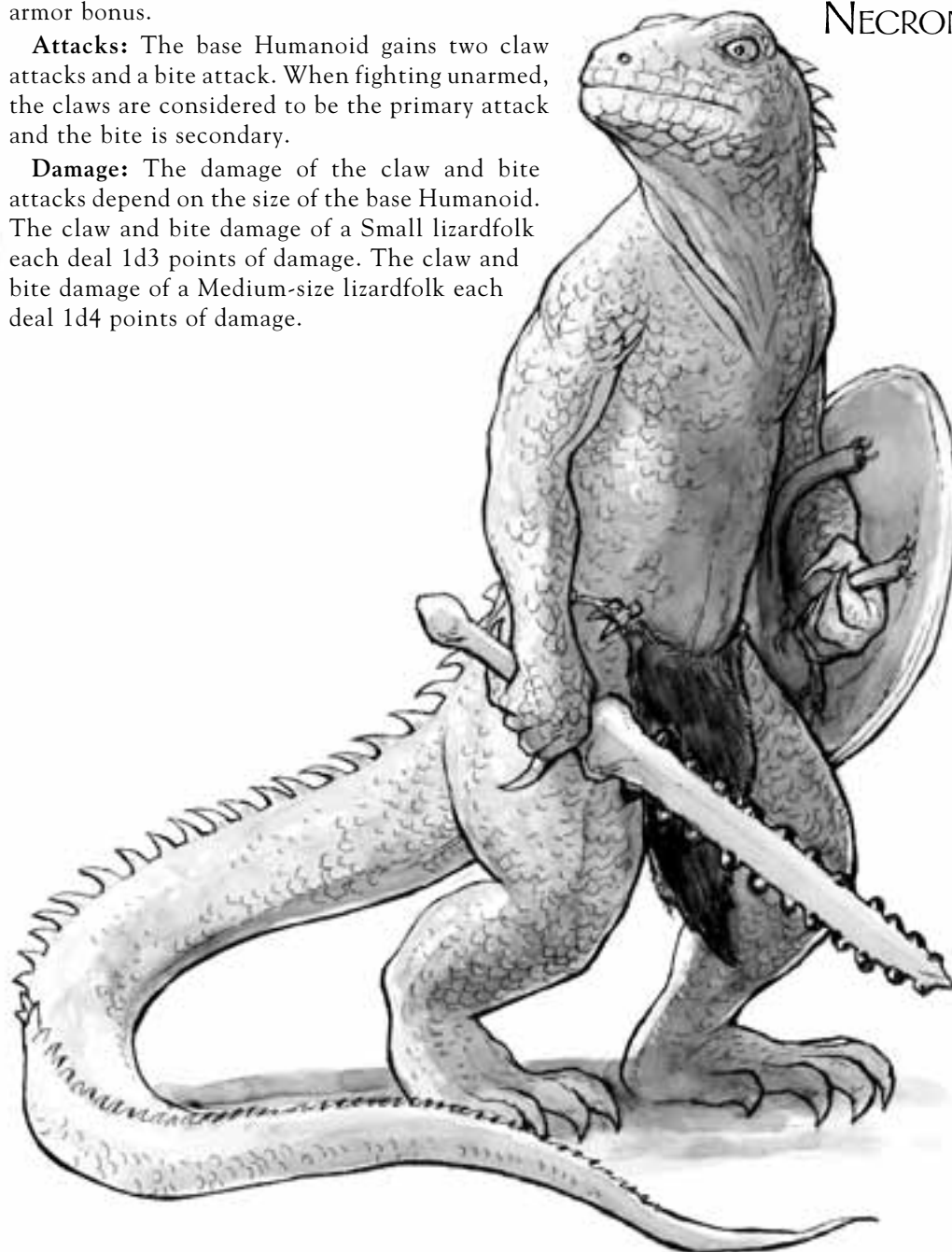
Abilities: Str +2, Con +2, Int -2

Skills: Thanks to their tails, lizardfolk receive a +4 racial bonus to Jump, Swim, and Balance checks.

Feats: The base Humanoid gains the Multiattack feat as a racial feat.

Advancement: By character class.

NECROMANTIC



SKELETON

Medium Undead

Hit Dice:	4d12 (29 hp)
Initiative:	+5 (Dex, Improved Initiative)
Speed:	30 ft.
AC:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+2/+2
Attack:	Claw +2 melee (1d4)
Full Attack:	2 claws +2 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Animate dead
Special Qualities:	DR (5/bludgeoning), turn resistance (+2), spirit transfer, immunities (cold), undead
Saves:	Fort +1, Ref +2, Will +4
Abilities:	Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11
Feats:	Improved initiative, toughness
Environment:	Any land and underground
Organization:	Any
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil

The programmed necromantic skeleton is a creation of the dreaded Orcus. Appearing as a normal undead skeleton, these unholy beings of bone are programmed to accomplish particular tasks. This makes them ideal for the guarding of tombs and triggering devious traps. Many disciples of Orcus use necromantic skeletons to guard secret passages into their underground temples or to poison wells in the event they meet an untimely death.

COMBAT

A necromantic skeleton avoids combat until it is able to accomplish its task. The tasks must be fairly simple and set once the skeletons are created. Once a necromantic skeleton is given its task, only its destruction prevents it when a triggering event, such as a word or perceived incident occurs.

Animate Dead (Sp): Once per round as a standard action, a necromantic skeleton can *animate dead* as a 5th level cleric. This ability resembles the spell of the same name; the necromantic skeleton does not require the material component for the spell.

Spirit Transfer (Su): If the necromantic skeleton reduced to 0 hit points, it automatically transfers its spirit to any single dead creature within 100 feet. On the next round, that creature rises as a zombie that has the *animate dead* ability of the necromantic skeleton but is otherwise a normal zombie.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



ORACULAR SKULL

Tiny Construct

Hit Dice:	6d10 (33 hp)
Initiative:	+1 (Dex)
Speed:	Fly 30 ft. (perfect)
AC:	19 (+2 size, +1 Dex, +2 natural, +4 deflection), touch 13, flat-footed 18 +3/-6
Base Attack/Grapple:	+3/-6
Attack:	Bite +4 melee (1d3); inflict light wounds ray +6 ranged touch
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	<i>Inflict light wounds</i> ray (1d8+5)
Special Qualities:	Divine conduit, mark of evil, <i>shield of faith</i>
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 9, Dex 13, Con —, Int —, Wis 10, Cha 10
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Any evil

Created as a transmitter to answer questions of evil deities, oracular skulls speak and act while in contact with a part of their patron deity's subconscious. Cults of evil gods revere these rare skulls as a means of converting unbelievers and using them as a focal point of worship.

An oracular skull looks like a floating human skull with ram's horns billowing out the sides. The eye sockets have eyes that are made of living tissue. These eyes creepily follow those who approach the skull. The skull moves its jaw when talking, but the words come from the deity. The deity does not specifically control the skull and sometimes is not even aware of the skull's existence.

COMBAT

If attacked, an oracular skull attempts to hover out of range of its opponent's melee attacks. It fires its *inflict light wounds* ray as it cackles and swears at its adversaries.

Divine Conduit (Su): When activated, an oracular skull allows any intelligent creature within 50 feet to ask one yes or no question as per a *commune* spell as cast by a 13th level cleric with the exception that one may never ask more than one question, regardless of how many times they encounter that particular skull. Once an oracular skull has answered a question, a Mark of Evil appears on the creature asking the question.

Mark of Evil (Su): Once an oracular skull has answered a question, a small blemish appears in some highly visible place somewhere on the body of every creature that asked a question. This is the Mark of Evil, and resembles the symbol of the evil deity to which the skull is tied. The specific effects of the Mark of Evil depend on the deity, and are left to the imagination of the Judge. At the Judge's discretion, paladins and clerics of good deities lose their class abilities once they receive a Mark of Evil and must have the mark removed before they can atone.

The mark may be removed by a combination of *remove curse* and *cure serious wounds*. This combination, if not guessed, requires divination magic to deduce.

Inflict Light Wounds (Sp): Once per round, an oracular skull may emit a ray that deals 1d8+5 points of damage in a ranged touch. This power is identical to an *inflict light wounds* spell as cast by a 13th level cleric, except it follows the rules for a ray.

Shield of Faith (Sp): A protective shield encapsulates the oracular skull and grants a +2 deflection bonus to its AC. This is the same as a *shield of faith* spell as if cast by a 13th level cleric.

CREATING AN ORACULAR SKULL

An oracular skull is made of a humanoid skull, ram's horns, 13 drops of blood from an evil divine spellcaster (the creator can use her own blood if she is a divine spellcaster).

The oracular skull costs 35,000 gp to create. Assembling the skull requires a successful Knowledge (religion) check (DC 13).

The creator must be able to cast divine spells, any evil alignment, and be at least 13th level. Furthermore, the skull must be dedicated to a specific deity during its creation. Completing the ritual drains 700 XP from the creator and requires *commune*, *geas/quest*, *inflict light wounds*, *shield of faith*, and *unhallow*.



CAVERNS OF THRACIA

REPTILLION

The original sovereigns and serfs of Thracia, the Reptillions were the great race of the planet before the coming of Man. Now in decline, the Reptillions are found in the deep places of the world existing in magically created and preserved prehistoric environments.

There are four sub-species of Reptillion. The Cinixi, Dedi, Laboratus and Malius.

	CINIXI	DEDI	LABORATUS	MALIUS
	Medium Humanoid [Reptilian]	Medium Humanoid [Reptilian]	Medium Humanoid [Reptilian]	Medium Humanoid [Reptilian]
Hit Dice:	7d8+14 (45 hp)	5d8+10 (32 hp)	3d8+6 (19 hp)	2d8+2 (11 hp)
Initiative:	+0	+0	+0	+0
Speed:	30 ft. (6 squares), fly 60 ft. (average)	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	15 (+5 natural), touch 10, flat-footed 15	15 (+5 natural), touch 10, flat-footed 15	15 (+5 natural), touch 10, flat-footed 15	15 (+5 natural), touch 10, flat-footed 15
Base Attack/ Grapple:	+5/+8	+3/+4	+2/+5	+1/+2
Attack:	Claw +8 melee (1d4+3); or greatclub +8 melee (1d10+4); or javelin +5 ranged (1d6+3)	Claw +4 melee (1d4+1); or greatclub +4 melee (1d10+1); or javelin +3 ranged (1d6+3)	Claw +5 melee (1d4+3); or greatclub +5 melee (1d10+1); or javelin +4 ranged (1d6+3)	Claw +2 melee (1d4+1); or greatclub +2 melee (1d10+1); or javelin +1 ranged (1d6+1)
Full Attack:	2 claws +8 melee (1d4+3), bite +3 melee; or greatclub +8 melee (1d10+4); or javelin +5 ranged (1d6+3)	2 claws +4 melee (1d4+1); or greatclub +4 melee (1d10+1), bite +2 melee (1d4); or javelin +3 ranged (1d6+3)	2 claws +5 melee (1d4+3), bite +0 melee (1d4+1); or greatclub +5 melee (1d10+1); or javelin +4 ranged (1d6+3)	2 claws +2 melee (1d4+1), bite -3 melee (1d4); or greatclub +2 melee (1d10+1); or javelin +1 ranged (1d6+1)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Saves:	Fort +4, Ref+2, Will +6	Fort +3, Ref+4, Will +4	Fort +3, Ref+3, Will +0	Fort +1, Ref+3, Will -1
Abilities:	Str 17, Dex 10, Con 14, Int 16, Wis 12, Cha 14	Str 13, Dex 10, Con 14, Int 12, Wis 16, Cha 14	Str 17, Dex 10, Con 14, Int 6, Wis 9, Cha 10	Str 13, Dex 10, Con 13, Int 9, Wis 9, Cha 10
Skills:	Knowledge (arcana) +16, Knowledge (any one) +13, Listen +13, Spellcraft +16, Spot +13	Concentration +8, Knowledge (religion) +7, Listen +8, Perform (storytelling) +8, Spot +8	Climb +6, Jump +6 Listen +1, Spot +1	Hide +3, Jump +3
Feats:	Alertness, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft)	Alertness, Power Attack	Alertness Power Attack	Power Attack
Environment:	Underground	Underground	Underground	Underground
Organization:	None	See below	See below	See below
Challenge Rating:	4	3	2	1
Treasure:	Double standard	Standard	Standard	Standard
Alignment:	Usually neutral evil	Usually lawful evil	Usually neutral	Usually neutral
Advancement:	By character class	By character class	By character class	By character class
Level Adjustment:	+1	+1	+1	+1

CINIXI

The Cinixi are tall and powerful Reptillions. Many (50%) of them have wings that enabled them to fly or swim proficiently. The Cinixi also have the greatest intelligence and excel at arcane studies. The Cinixi are the rulers of the Reptillions. The Cinixi, upon first glance, look like a larger lizard man with powerful wings. They are easily mistaken for gargoyles.

DEDI

The Dedi were serpentine and lithe. Quick in wit and with a natural charisma, the Dedi are the storytellers, priests, and scholars of the Reptillions. The Dedi looks like a large python that has sprouted humanoid arms and legs. Although it has a "tail", the tail is not used for anything but balance.



LABORATUS

The Laboratus are strong and tall Reptillions. They look like lizard men with twin spines of bony webbing down their back. They are trainers of animals, warriors in armies, and the strong back in which the Reptillion race builds its civilization. The Laboratus were not particularly intelligent.

MALIUS

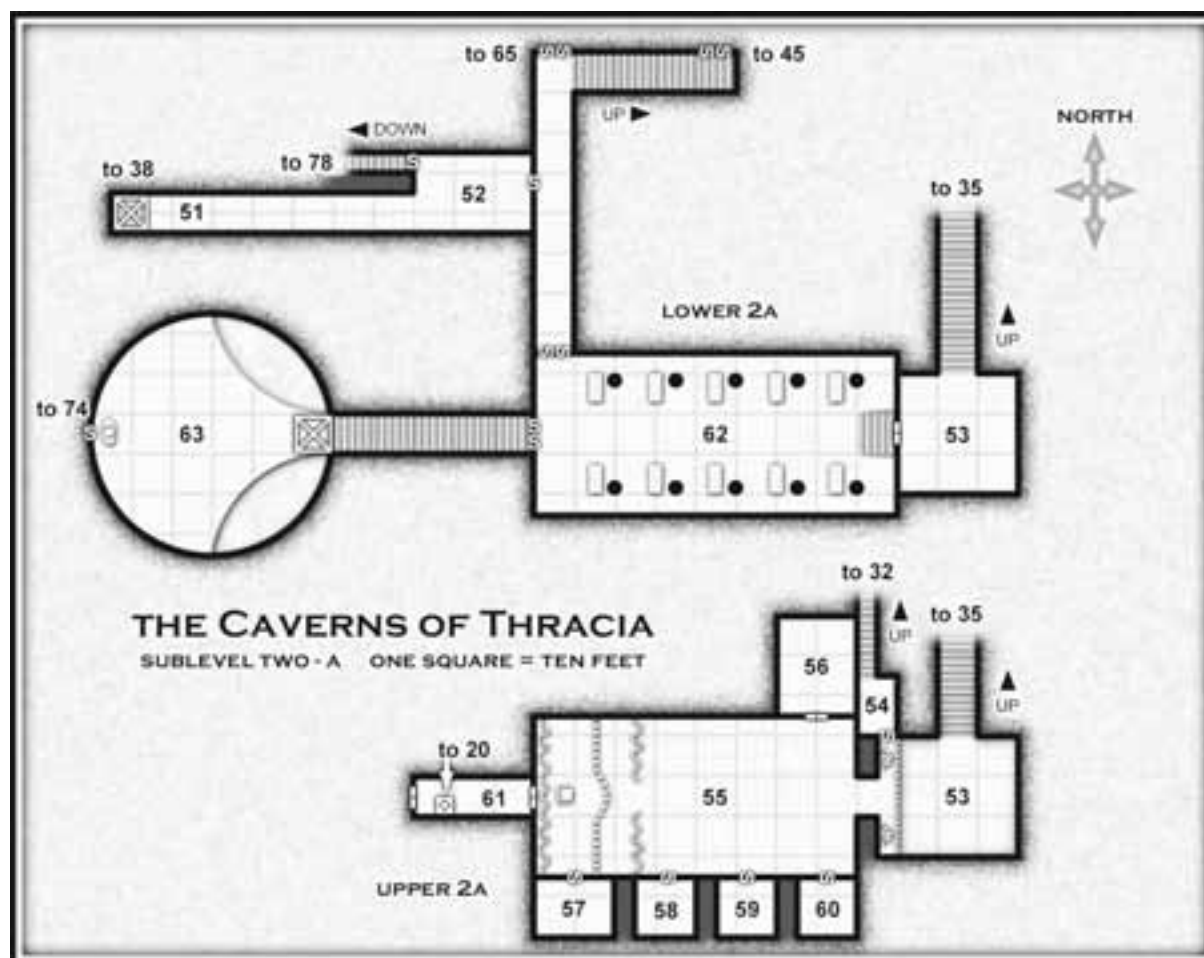
The Malius are the genetic predecessors of lizardfolk. The major difference between a true Malius and a modern lizardfolk is that the Malius does not have an evolved tail capable of assisting it with jumping, swimming, and balancing checks.

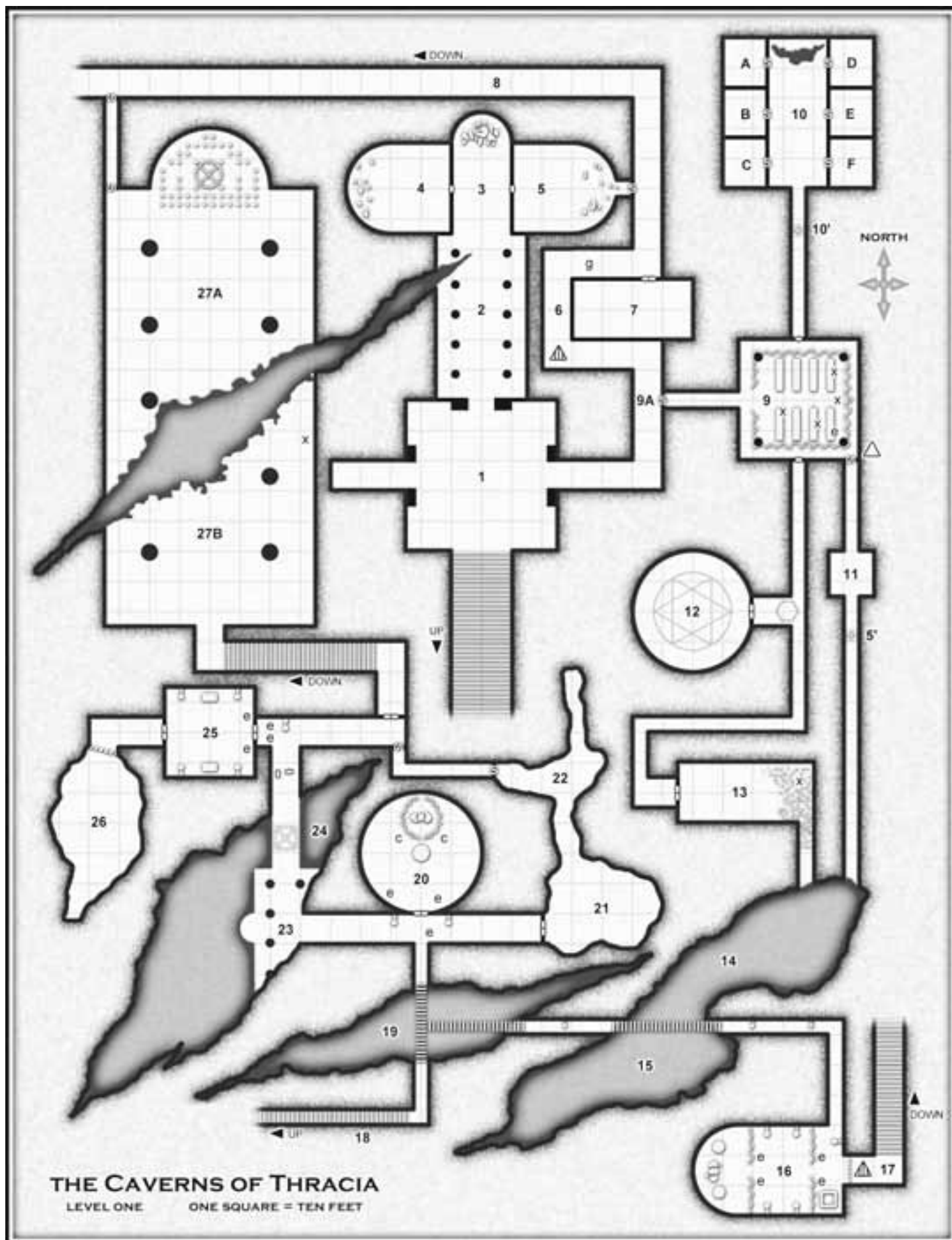
Not as gifted as any of the other castes, the Malius serve in the civilization as slaves and laborers. The Malius are ill treated by the other sub-species.

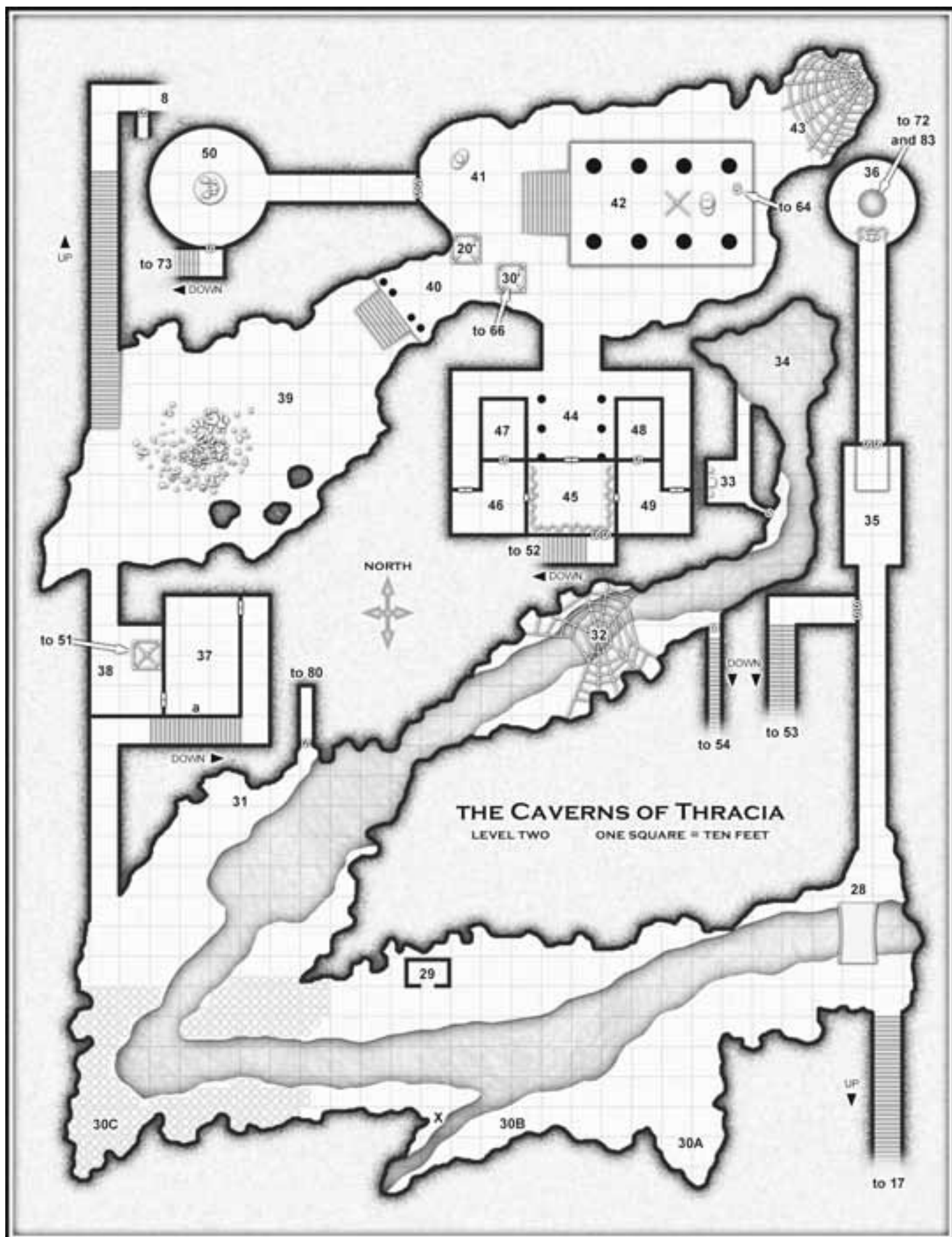
COMBAT

Depending on the sub-species, the Reptillions are intelligent and fierce combatants. The Cinixi rely upon their imposing presence, the Dedi wit and cunning, the Laboratus their brute strength and the Malius overwhelming numbers. Together these creatures form cohesive units. The Cinixi command while the Dedi use arcane magic. The Laboratus are sergeants in the army keeping the Malius organized.

For more information about Reptillion culture and civilization, refer to Chapter I.







HUVAT VEX

LEVEL THREE

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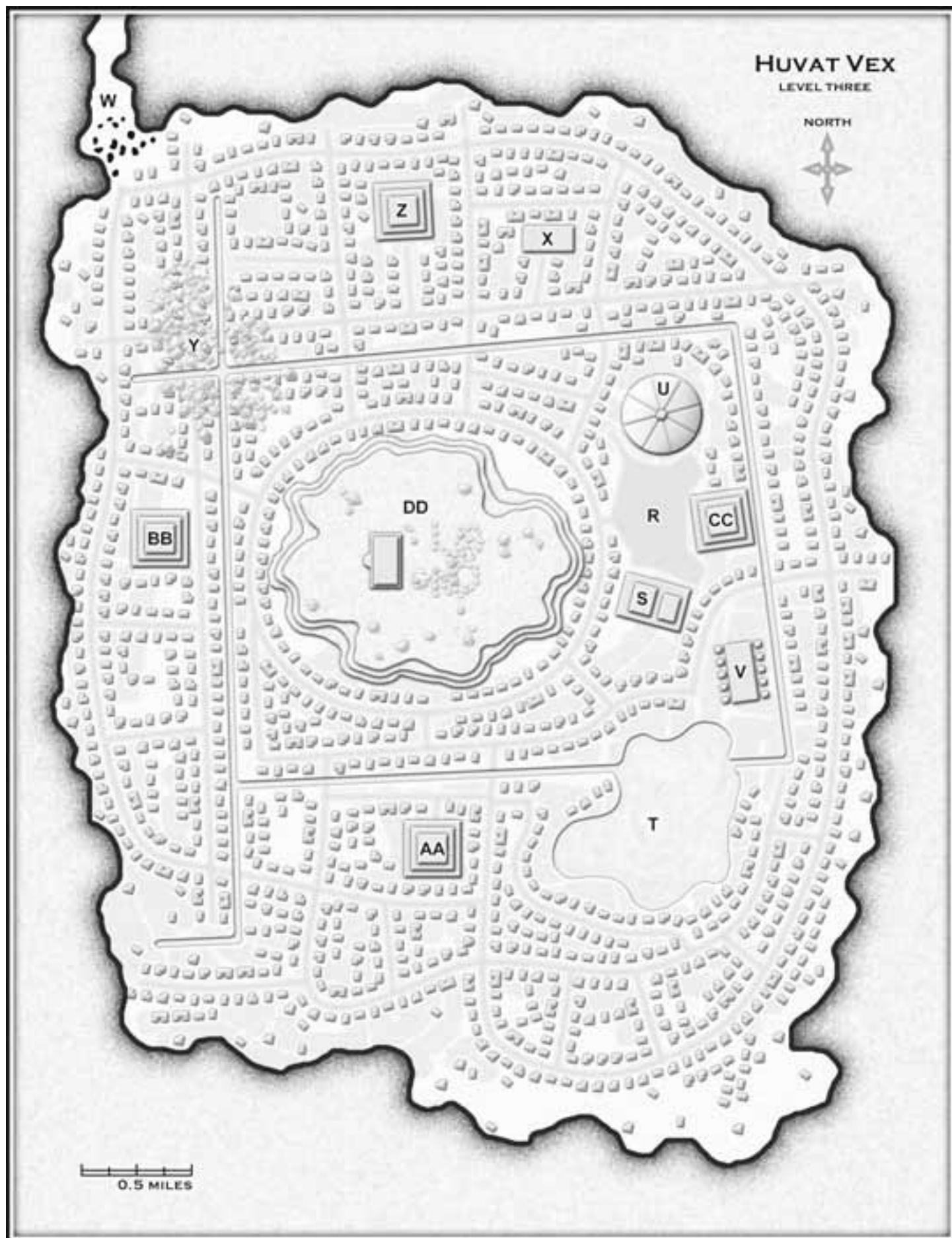
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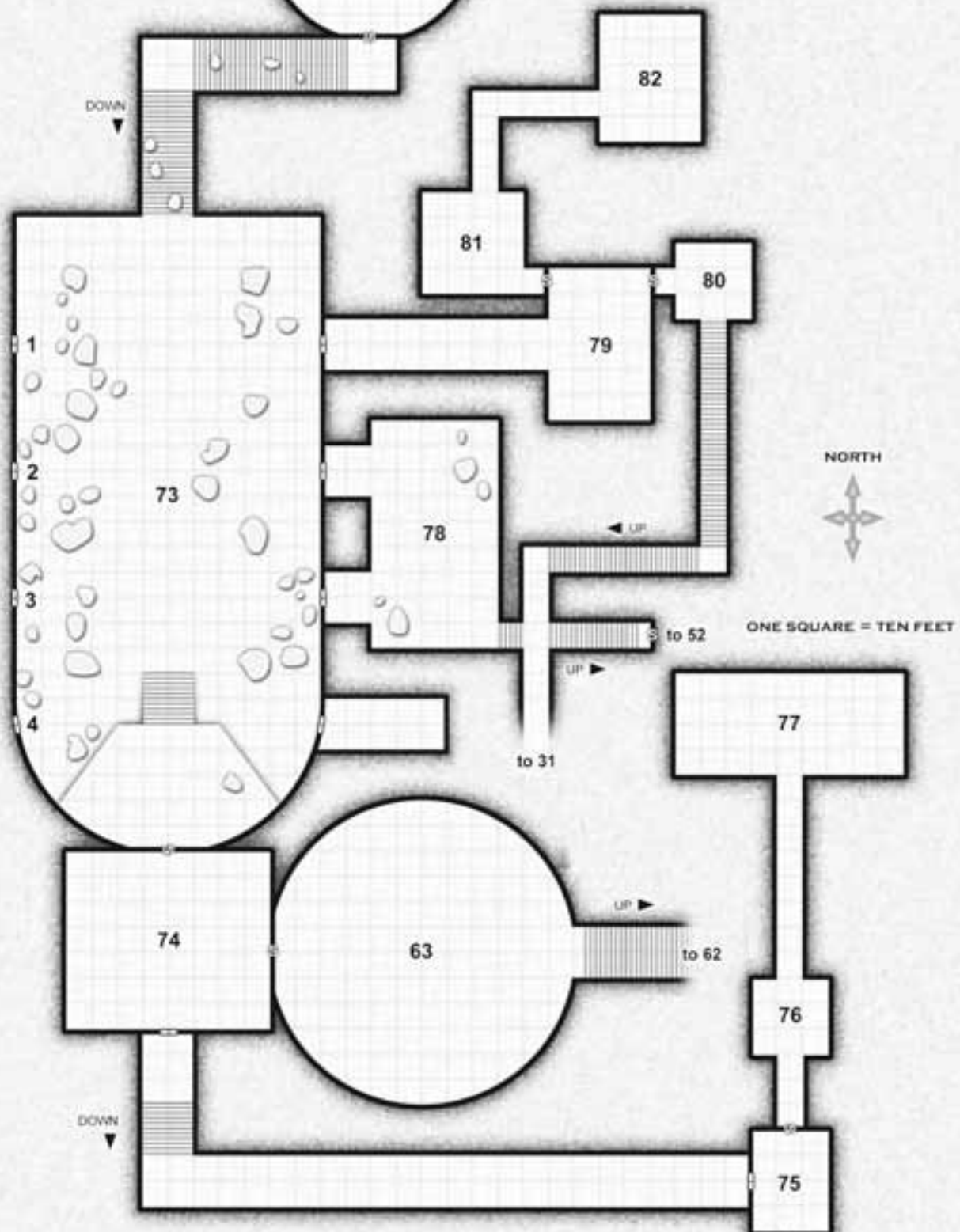
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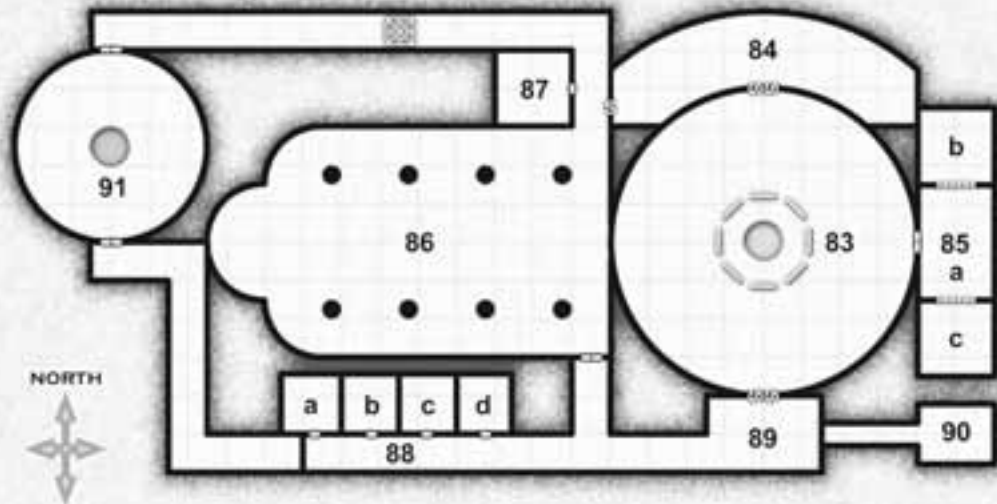


50 to 41



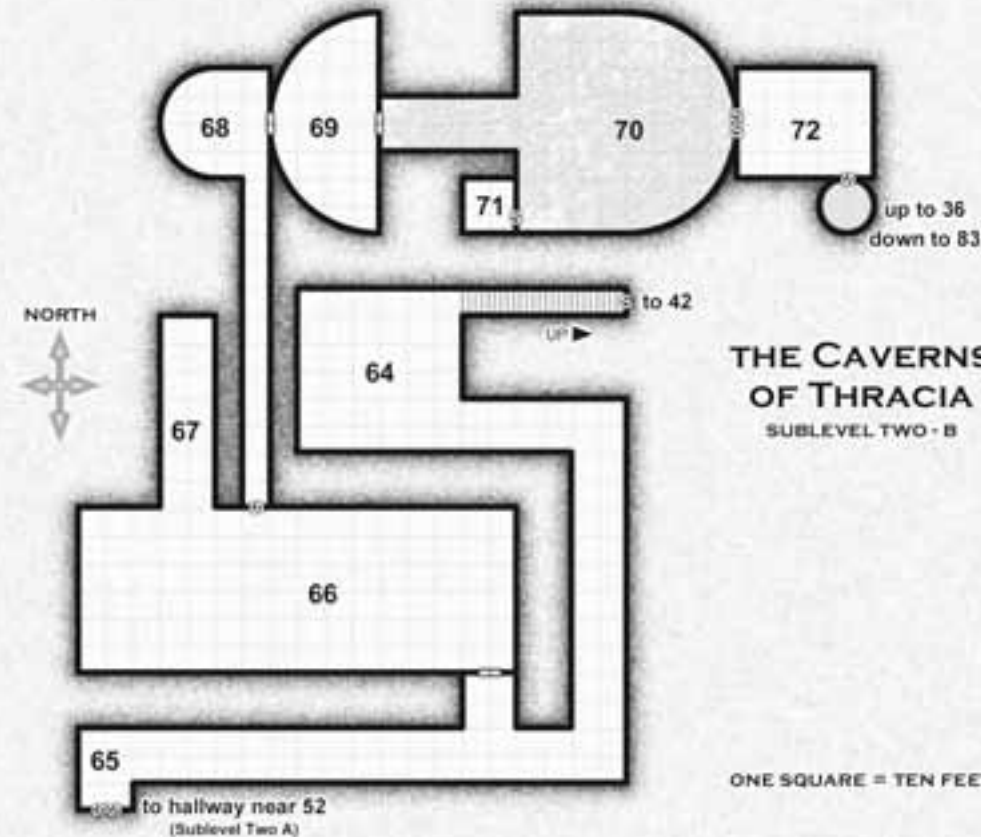
THE CAVERNS OF THRACIA

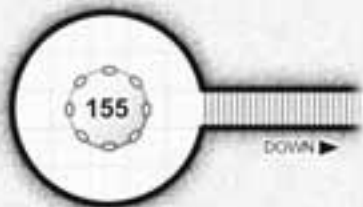
LEVEL THREE - A ONE SQUARE = FIVE FEET



THE CAVERNS OF THRACIA

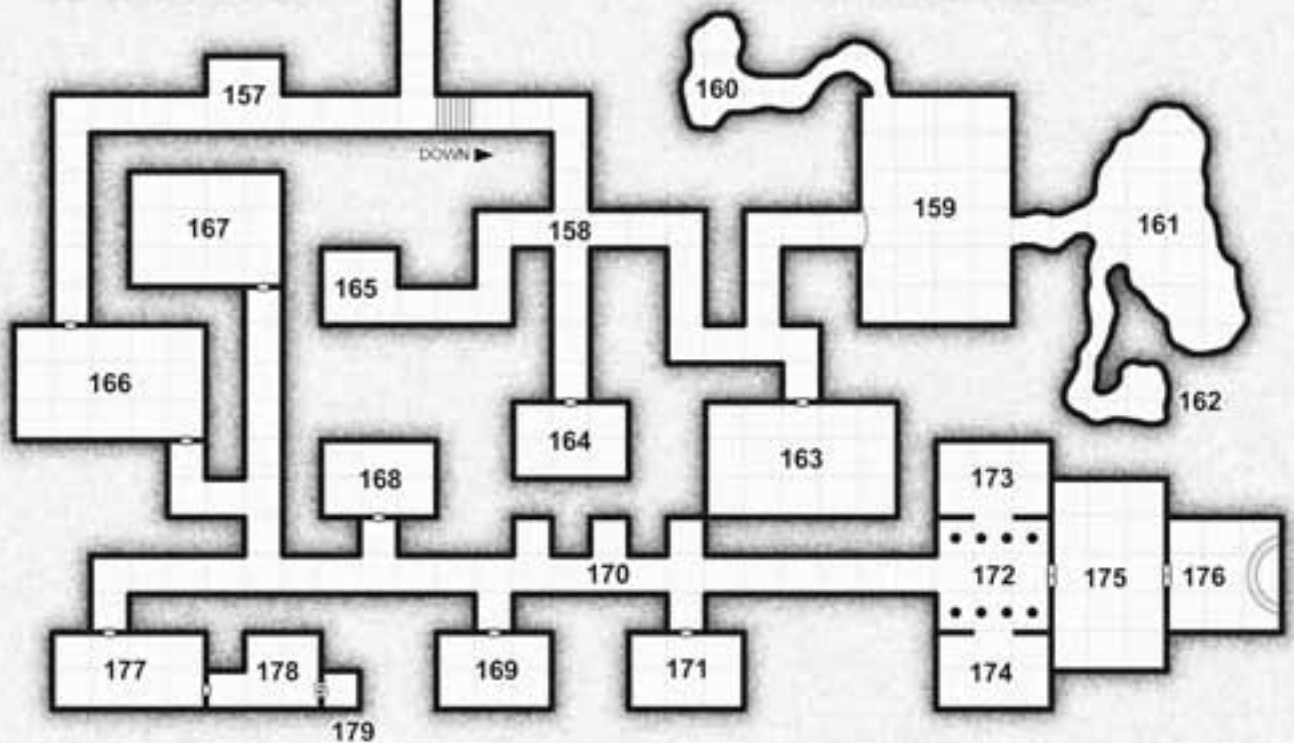
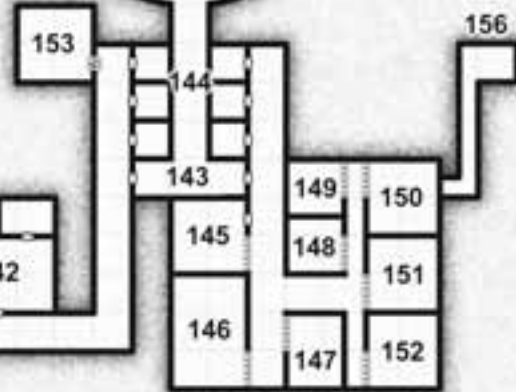
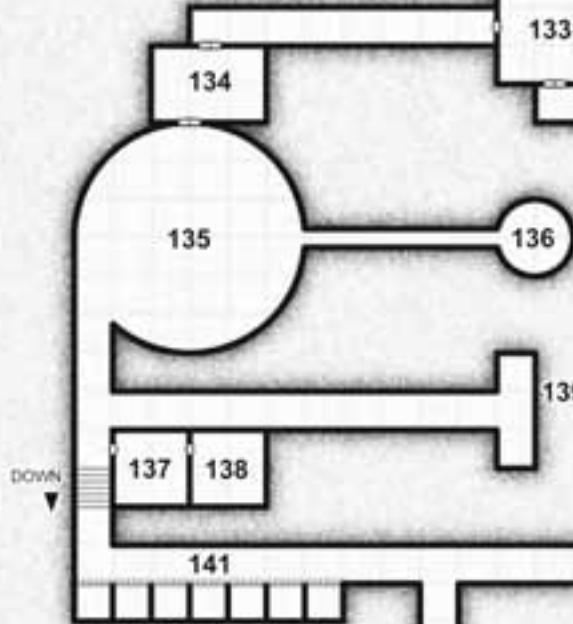
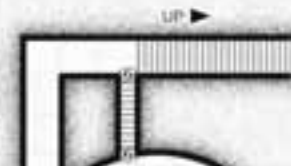
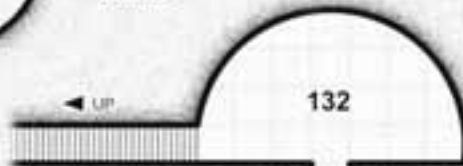
SUBLEVEL TWO - B





THE CAVERNS OF THRACIA

LEVEL FOUR ONE SQUARE = TEN FEET



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