

ROLEPLAYING GAME

PORPHYRA



Frogfolk of Porphyra

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The rain fell in a sullen mist upon the swampy marches deep within the Eastern continent, and three disparate groups eyed one another across the morass. The larger group, both in numbers and mass, stood ankle-deep in grassy mud, leaning on crude maces and staring impassively into the gloom. They were boggards; toad-men to the skittish tribes of humans and humanoids around them, broad, muscular, warty and tough, their goggling eyes and bread mouths signalling quick flight or rapid death before a hopping wave. Their leader had corpse-pale skin and wore a reed mask that made his face into a caricature of an octopus. A sly evil flickered in this priest's bulbous eyes as it surveyed the force across from his tribe.

The group being surveyed was froglike rather than toadlike, and bore the appellation of 'grippli' from the boggard term 'greeple', or frog. The term also had an adjectival form as 'puny', for the frog-people were that, half the size of their parent-race. An entire generation of boggard tadpoles were born this way, quickly growing to self-sufficiency before the suspicious crèche-minders could weed them out, having no others to compare them to. Clothed in scraps of weeds and scavenged thatch, armed with woven nets and pointy sticks, the scrappy frog-men seemed to be led by a female with improbably blue skin, and who bore a metal sickle, likely taken from a hapless human. The little band of frog-men were tense and wary, bouncing gently on their wire-like legs, ready to spring into the swamp at a moment's notice. The leader's proud countenance flickered over to the third, smallest group.

A crash of lighting illuminated the third group on the marshy plain, a group numbering exactly three. The most prominent of those was a female in a green cloak who looked as though she might be human- but was not. Even the batrachian races that eyed them and one another could tell that, instinctively, and all humans looked the same to them. Her skin was pale, her eyes slightly protuberant, her mouth wide and full, with a smirk that spoke of secret knowledge and overwhelming confidence. She held a dark, lumpy object in her hands, and her flanking companions, taller, stooped men in greasy mail bearing glittering swords in their slightly webbed hands, bore large bottles of golden liquid in the other. She spoke to the facing adversaries, spoke in the language of both of the Frogfolk:

"Hear me, I am the Emissary from the Croaking Voice that calls in the Sleep-Talking, the Croaking Voice that says 'attack here' and 'give

sacrifice' and 'watch the stars for the sign'; my father is the Toad-God, my mother the human who bears the sword and the magic-stick, so you must listen. Those with the Croaking Voice are gone, their war-drums have been silenced, they have fled into the Swamp Beyond the Stars. Now you must obey me and my kin, the doathi, for we are the inheritors of their power."

At this, the priest-leader of the toad-men burped a scoff. "Power! What power? The Brown Men who bring the lightning and the fire have driven them off, and we remain. Why should we listen to you, and lay our eggs in your water? We have clubs enough to drive the humans before us." The only answer of the doathi emissary was to hold up a black pearl, chant several ugly words, and grin savagely as the advancing boggard priest, his flanking bodyguards, and a few curious grippli turned ashen grey, gasped, and fell into the muck, dead.

"This power, toad-man. Maybe your betters will make a wiser decision. And you folk, smaller, lesser, but quicker, more in tune with this world." She regarded the trembling grippli contingent. "It would seem that Tsathoggua, the Night-Leaper has laid a gift upon you, and broken you from these crude beings of war, for some purpose. I am surprised that He has roused Himself enough to do so. Though you seem hardly worth it, what do you say, how will you serve? Or will your race end before it has begun, before I have to start the domination of these toads. Well?"

The little leader of the grippli spread her toe-webbed arms and peeped musically, "I am Preecheep, first of her line, I lead the Small Ones. I would be ever so eager to serve the Toad-Eyed Human who wields such power! I must grovel on my toeses to approach such power. May I please, o Great Do-doathi?" Such a display of subservience pleased the doathi wizardess, and she beckoned the blue frog-woman forward. Preecheep crawled forward, and when she got there, observed by her impassive frog-followers and the cowering boggards, she offered the leering spellcaster- a little buttercup. The doathi and her entourage looked the little flower, puzzled, until Preecheep touched her with it, muttering a few words in the Boggard tongue. The wizard's body flushed with a deep rash, and she howled in pain. Her acolytes stepped forward, and she slashed one with her keen sickle. Her followers bounded into the fray with sticks and devious movements that caught them from behind. After a moment's hesitation, the surviving boggard horde sprang forward and a short battle ensued, which ended with the hacked bodies of the would-be dominators on the ground.

The two frog/toad-races backed away, regarding each other warily. A large boggard stepped forward spoke first. "We would not be bullied by human-like things. Even in the name of the Croaking Voice." Preecheep

retorted. “We would live as we would, in the swamp forests, and Dream of who we wish.” She indicated the glowing vials of liquid near the slain doathi acolytes. “Destroy those,” and her followers swiftly did, not failing to acquire the macabre weapons they had borne. The new boggard-chief narrowed his bulging eyes, chagrined that he had not thought of it first; he strode up to seize the object the leader had dropped. “I claim this totem of the Croaking Voice, whatever wasted power it contains.” He puffed himself up before the cautiously retreating grippli. “If you try to stop me I will kill you! We will wipe your kind out later when we have taken the power from this valuable totem!” Preecheep bowed slightly at the boggards, beginning to crowd around the new “leader” and squabble for its possession. “I wouldn’t dream of it, o powerful bag of flies...”

Boggards

The boggard race is said to have been implanted or uplifted in wetlands and forests of Porphyra by the Great Old Ones during the invasion of 2,500 BC. Whether magically raised from giant toads in these regions or introduced from some other environment or dimension, boggards entrenched themselves in these environments to the consternation of all other residents. These humanoid toad-folk are aggressive and territory-seeking and make war on other folk if not suppressed or propitiated with tribute, and practice rough religions that evoke the ancient days when they were a living plague upon an invaded world.

Physical Description

Boggards are humanoid toads that differ more from monstrous toads than grippli do from monstrous frogs. The difference is mostly in upper body strength, having a more humanoid torso and a heavier bone structure. They have a hopping gait due the structure of their legs, though they can stride and climb stairs deftly. The ugliest and most alien feature of boggards are their heads, wide, neckless, and possessing very large mouths which house their infamous sticky tongues and powerful stunning vocal cords. They also have thick, warty skin, and attach aesthetic, mystical and prophetic properties to their warts; many heavily-warted boggards rise to the role of chief. Boggards lose coloration and grow pale as they age, and pale coloration in life or at birth is a sign of supernatural favor in their culture. Boggards are born from gluey eggs kept in still water and spend at least a year in a tadpole-like form before becoming land-based and humanoid in appearance.

Society

Boggard society is tribal in the extreme, and boggards seldom stray past their community collectives, feeling safety and security in numbers, which tends to fuel their aggression. It seems to be genetically imprinted upon them to expand territory, dominate others, and push one another around in widespread agitation. There are several castes in boggard society, generally determined by strength and the ability to dominate others. At the top are chiefs and sub-chiefs, the biggest, strongest, and most successful in battle. Second are the clerics and any other spellcasters, with power and influence in the tribe directly related to magical ability; clerics tend to have slightly more due to the showy effect of channeling. Third are the warriors of the tribe, those that hunt for food and fight other races and monsters in wars of aggression and defense. At the bottom are the “unwared”, typically females and juveniles, though either can sometimes ascend to warriors or the priesthood. Life in the camp, which is usually bounded by a crude wall and containing low mud huts, is surly and fractious unless the tribe is actively at war, when all members are excited and fairly focused. On Porphyra, boggards live in greatest numbers in the Fenian Triarchy, Avandrool, Middle Kingdoms, and the Great Green.

Relations

The boggards of the Porphyran swamplands have a reputation for surliness. Disliking walled cities as well as the human fishermen, the tribes of boggards that dwell in the marshes maintain a near perfect dislike of every other community and race. Still, the loosely confederated towns and cities typically manage to keep the peace with the toadfolk, one way or another. Boggards seem to have an equanimity of dislike with all races, putting every race at an equal level, really. They especially dislike grippli as race traitors and rail at lizardfolk and other cold-blooded races for not joining their cause of wiping out warm-bloods. Boggards that adventure in the outside world learn to change these opinions or keep their opinions to themselves or their career will be short. Boggards respect strength and grow to like races that are physically powerful, not losing their contempt for the small and weak.

Boggards often trade herbs, papyrus, and found trinkets to towns in exchange for metal tools and jewelry, which the boggards do not make themselves. Sometimes the boggards are hired as mercenaries for exploration of sunken or flooded ruins, but their prices are usually so exorbitant that the practice is avoided unless necessary.

Religion

The boggard race was engendered in some way by the Great Old Ones upon Porphyra, and was ostensibly lead by their servants, the ogdoads. Their overlords were defeated, and the boggards left behind- that is all the boggards need to know, and have put those powers out of their mythology as having been weak and defeated, and not worthy of allegiance or worship. In more recent years, the Elemental Lords gave the boggards many gifts in return for their service. When the NewGod Wars ousted these elementals from Porphyra, the boggard tribes lost much prestige and power. Some level of racial memory has allowed resentment for this fact to live on in the hearts of modern boggards. Boggards especially resent the worship of Chiuta, the personification of the triumph of the new divine. When possible, boggard raiding parties will disturb the sunken graves of Chiutan adherents, which are found along the fringes of gripli treetop villages. They would love dearly for a chance to destroy the small temples to Chiuta found in the center of these villages, but these are usually too well guarded to be reached easily.

Lacking an elemental presence, boggards try and cajole aid from pitifully small rituals to devils and demon lords. Boggard chiefs ritualistically dedicate public executions of weaker clan members to the demon lords in hopes of currying their favor. As of yet, the boggards do not have significant infernal power, but the powers of hell may utilize the boggards in their schemes at some point in the future. For the time being, the closest thing boggards have to gods are the grotesque mobogo, who are all too glad to claim connection to demon lords such as the tribal patron Tajam'muhur and the terrible Yog Muan.

Adventurers

Boggard culture is violent and squalid for commoners and those members of the race who dislike either condition sometimes choose to try their luck in the outside world amongst non-boggards, a brave move indeed, as boggards are generally xenophobic. Some seek to gain power and wealth and then return to the tribe to dominate, others to avoid boggard society altogether, especially those with above-average intelligence. Built for physical combat, most boggards are fighters or champions (many of the bloated variety) with more sophisticated individuals choosing to be stalwart defenders or slayers. Spellcasting boggards are rarer, as the rewards for capable spellcasters in boggard society are relatively good, and education is limited. Independent-minded boggards frequently try a career as a soldier of fortune.

Names

Boggard names are in the boggard language, and as such sound like onomatopoeic reproductions of the sounds that frogs and toads make. Longer names mean more status.

Male: Boruup, Raab, Gogurp, Ribbap, Breebeeg, Borgorup, Kreek

Female: Urpa, Eereep, Orura, Eepa, Oga, Aooga

Boggard Racial Characteristics

Boggard player characters are defined by class levels—they do not possess racial hit dice. As a boggard you possess the following racial characteristics.

- **+2 Strength, +2 Constitution, -2 Intelligence:** You are strong and hardy, but poorly educated and often considered a bit dense.
- **Medium:** You are a Medium creature and have no bonuses or penalties due to their size.
- **Humanoid:** You are humanoid with the boggard subtype.
- **Slow Speed:** You have a base land speed of 20 feet., but you possess a swim speed of 30 feet.
- **Darkvision:** You can see in the dark 60 ft.
- **Low-Light Vision:** In dim light, you can see twice as far as humans.
- **Hold Breath:** You can hold your breath for a number of rounds equal to four times your Constitution score before you risk drowning or suffocating.
- **Sticky Tongue:** You possess a sticky tongue that can be used as a secondary attack. A creature hit by your tongue attack cannot move more than 10 feet away from you and takes a -2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 11, damage does not deplete the your actual hit points). You cannot move more than 10 feet away from the target, but the you can release your tongue as a free action. Unlike a giant frog, you cannot pull targets toward it with its tongue.
- **Marsh Stride:** You can move through any natural difficult terrain at your normal speed while in the marsh.
- **Terrifying Croak (Ex; sonic, mind, Cha):** You can once per hour as a standard action emit a thunderous croak. Any creature not of your subtype or type must make a successful Will saving throw or become

shaken for 1d4 rounds. A target that successfully saves cannot be affected by the user's terrifying croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead.

- **Languages:** You begin play speaking Boggard. Those with high Intelligence scores can choose from the following: Aklo, Common, Draconic, Elven, or Sylvan.

Alternative Racial Characteristics

Below is a selection of racial traits that could be selected by boggard characters in place of the specified racial characteristics listed earlier.

Bogbiter (Ex): Some species of boggards have enlarged teeth in their upper jaws, as do lesser species. You gain a bite natural attack that deals 1d4 damage plus your Strength modifier. The bite is a primary attack, or a secondary attack if you are wielding manufactured weapons.

This replaces thunderous croak.

Paleskin (Sp): Though boggards naturally lose their dark coloring as they age, and those who survive long enough serve as priest-rulers, some few are born with paler skin, and superstitiously held to be of that caste early on. You can use your Wisdom modifier for your Intelligence-based class skills, and can use the following spell-like abilities once per day: hydraulic push, obscuring mist, and water walk.

This replaces swamp stride, the racial swim speed, and hold breath.

Toadsong (Ex): Boggards, like grippli, often communicate across the swamps and fens by means of throat vocalisations. A practitioner of toadsong can utter 6 words in Boggard every round that carry across surprising distances; 400 feet indoors, and four times that outdoors. Unless a being actually has Boggard on their list of languages they will not recognize toadsong as sentient communication, and cannot, in any case, locate the source of the sound. You can use toadsong a number of rounds per day equal to your Constitution score.

Toadsong replaces hold breath

Warhopper (Ex): When boggards go to war, it is the warhoppers that lead the charge, leaping into battle. By making an Acrobatics check (DC 15), a warhopper can make a 5-foot step that is actually 10 feet without drawing an attack of opportunity. If the check fails you fall prone.

This replaces sticky tongue.

Racial Traits

Below is a selection of racial traits that could be selected by boggard characters in place of the specified racial characteristics listed earlier.

Bloated Smasher (Boggard): The weak fortifications of the grippli will be smashed by your bulk. You gain +2 trait bonus to Sap checks.

Enormous Mouth (Boggard): Your mouth is so huge you can barely speak, but your croak is magnificent. You add +1 trait bonus to the saving throw DC against your terrifying croak.

Swamp Demon (Boggard): Oh, the yearning for a toad-demon to arise from the swamp and lead the tribe to greatness. You gain +1 trait bonus to Knowledge (religion) and Knowledge (planes) and one of these skills is a class skill for you.

Toadcharger (Boggard): New recruits to the many wars of the boggards are encouraged to be the first into the fray. Once per day you can make a charge maneuver and forgo the -2 armor class penalty following a charge.

Racial Feats

The following feats are available only to boggard (and one to grippli, as well) player characters.

Exploding Warts (Combat)

Those that dare assault your mystical warts shall pay the price.

Prerequisite: Boggard

Benefit: When an opponent scores a melee critical hit against you, a wart explodes in their face and does 1d6 damage plus your hit dice in acid damage.

(CL 8+): This ability is triggered by precision damage attacks as well. The damage increases to 1d8 plus your hit dice.

Marshmaster

In the swamp, it is frogfolk who are kings!

Prerequisites: Marsh stride racial characteristic, one of Great Fortitude,

Iron Will, or Lightning Reflexes.

Benefit: You gain +2 competence bonus to armor class, initiative, Perception checks when in the marsh terrain.

(CL 8+): Your bonus increases to +4 in the marsh.

Toad-Boss Bully (Combat)

You were spawned by a big bloated boss, a destiny you will swallow whole!

Prerequisite: Boggard, Intimidate 3 ranks

Benefit: A creature that you damage with a melee attack or demoralize suffers a -1 morale penalty to attack and damage you for 1 minute. Only one opponent may suffer this penalty at any time.

(CL 6+): The penalty increases to -2 and the duration increases to 2 minutes.

Doathi

The doathi are a cryptic people, unacknowledged as a true race among the annals of Porphyra; they differ little in appearance from Porphyran or Landed humans. What they are, in fact, are the haunted descendants of cross-breeds between servant and captive humans and the enigmatic lieutenants of vast alien forces, lieutenants called ogdoad. Ogdoad are fanatic followers of the primal forces of Chaos, and the advance force of unknowable alien masters From Beyond known as the Great Old Ones. The Great Invasion was repulsed by the Elemental Lords and their servants, the zendiqi, and legend has it the northeast swamp-coast was their last stand, “Dun Ayun Marek”- Dunmark. The half-breeds of human servants of the Great Old Ones and their inscrutable lieutenants, the powerful ogdoads, were left behind, and scattered into the hills and swamps, and tried to live prosaic lives. But the mad desires of the Chaos-driven frog-beings from Limbo cannot be quenched, and even countless generations later the sea, the swamp, and the dark stars call out to their souls and set them on paths that no God, Elemental of Great Old One could predict.

Physical Description

Doathi differ little from the human-norm of Porphyra, of Kayanoi, Landed and Porphyran stock, though primarily of the former and more of the latter than of the recent Landed folk. Long-distant ancestors of foul cross-breeds of humans and frog-like ogdoad outsiders, the most distinguishing

feature of younger doathi are protuberant eyes, pale skin and the tendency to pant when not near a body of water. Doathi age as humans do, but those that reach middle age take on one of the following characteristics, and a -2 penalty to Charisma:

1. Gills: the character can breathe water
2. Scaly skin: +1 to natural armor
3. Perpetually open eyes: +2 to Perception
4. No ears: resist sonic 5

Those that reach 'old' age (60 years) receive the standard age penalties, but do not at 'venerable' age. At each year thereafter doathi have a 1% cumulative chance per year of making a full change into an ogdoad (equal chance of each of the four types) though a doathi's maximum age is still human-normal. Doathi are not immediately identifiable as such (a DC 11 Knowledge (dungeoneering) check suffices) but they can always recognize each other, using terse words in Aklo to convey their connection.

Society

A considerable number of doathi have little or no knowledge of their own true nature, except for a distant sense of other-ness, usually relieved by being surrounded by clannish relatives who are also doathi. The homogeneity of certain communities containing doathi creates a culture of a sort; they prefer lore, weird ritual and altered perception to prosaic life. Doathi are rather lazy workers, and their farms and businesses are inefficient and run-down. The contemplation of barely-perceived powers and influences seems to distract the average doathi from mundane concerns, especially as they grow older. Doathi are attracted to certain terrain, locations and ancient constructions. Clans and families prefer remote hills, run-down seaside towns, small islands, and isolated swamps, though especially intelligent doathi are drawn to old cities that have a reputation for learning and possess large libraries. Such old cities often have certain neighborhoods that have a large number of doathi.

At least half of the population of the Boroughs of Dunmark in north-eastern Porphyra are doathi, the greatest concentration of the demi-race. More 'normal' humanoids do most of the ruling in that foggy, swampy place, but doathi are always there, behind the scenes, pursuing their rituals and observances, and keeping Deist and Elementalists eyes away from their sometimes dire pursuits. Doathi communities do not easily trust folk from outside, and do not easily mix in other cultures, either. Doathi also have a

district in the bizarre city of G'sho'laa'n'rr, as the decadent erkunae revere Chaos and its products; the enclave there comes and goes like a free-zoo exhibit. Pockets of doathi, even lone individuals are found all over Porphyra, as are aasimar and tieflings.

Relations

Doathi look mostly human-normal, but are definitely not human. They can breed with humans (including erkunae and zendiqi) and there are foul rumors of doathi-boggard and doathi-grippli crossbreeds, but little is confirmed. Doathi cannot breed with any other humanoids- or so it is believed... Doathi have no particular like or dislike of any race on Porphyra, except for the zendiqi or other Porphyran-human races, such as Fourlanders and Coastlanders. They possess an ingrained genetic dislike for them, stemming from the repulsion of the Great Invasion. Doathi sometimes have a disturbing affinity for aberrations and aquatic monstrous humanoids, to the consternation of their fellow-folk to whom such beings are hostile. If doathi have greater influence or control over boggards and their smaller grippli kin such occasions are individual and notable.

Religion

Doathi rarely follow modern faiths according to the New Gods or the Elemental Lords, though they have been known to *profess* such faiths, or even lead congregations in false worship. This is an ingrained, genetic avoidance, an almost subconscious dislike, though doathi in a mixed community will likely pay lip service. Doathi communities usually have a “meeting hall” with a vaguely religious theme and ornamentation, with vaguely aquatic traces, sometimes confused with Ithreia or Poison Wave. They accept clerical magic and healing well enough, seeing it as mummery next to the power outside time and space.

Doathi are drawn to the worship of the Great Old Ones, bizarre ancient extraplanar megabeings that invaded Porphyra along with their loathsome minions millennia ago. As descendants of the lieutenants of the Great Old Ones, the ogdoads, they also have an innate sense of seeking to adore these creatures, as well. The most fervently attended secret ceremonies in their communities involve summoning creatures connected with the Great Old Ones, like bholes, colour out of space, deep ones, Leng creatures, elder thing, flying polyp, gug, hound of Tindalos, mi-go, nightgaunt, ogdoad, ratling, shantak, shoggoth, spawn of Yog-Sothoth, star-spawn of Cthulhu, voonith, wendigo, and yithians.

Adventurers

Doathi adventure primarily to satisfy their barely-understood hunger for knowledge about their murky heritage, to escape the clannish, insular communities of their people, or to satisfy a desire to achieve power. Some few whose families keep the old traditions and purposes alive and open may have specific agendas, such as acquiring a certain relic for a special ceremony, or to wreak havoc on the descendants of the zendiqi sheiks that repulsed the ogdoad and their masters. The wizard class is especially favored by doathi, and many doathi of martial temperament become arcane archers and eldritch knights- which form the core of Dunmark's small army. Few doathi become champions or clerics, but those that do are dire and powerful indeed, fanatically serving the cause of the Great Old Ones. Assassins and rogues are common enough among them, killing and stealing for acquisitive purposes, especially ancient idols and charms; the arcane and dream secrets attract doathi assassins. Fighters, slayers, and stalwart defenders do not interest doathi, who seldom care for a stand-up fights and heroics.

Names

Doathi names are usually old family names, handed down from unremembered generations and fairly narrow in scope. The very oldest of names are unisex, for male or female, and are given to those doathi for whom omens have predicted great achievements. Some daring or mad doathi will take the name of a Great Old One or some version of it, a shocking blasphemy!

Male: Asa, Barnabas, Dexter, Ephraim, Hazzerd, Obed, Willbur, Zadok

Female: Bast, Hester, Jazebel, Livinia, Maarsha, Rana, Shubie

Either: Arlya, Asenath, Edun, Oad

Doathi Racial Characteristics

Doathi player characters are defined by class levels—they do not possess racial hit dice. As a doathi you possess the following characteristics.

- **+2 to any characteristic, -2 to Charisma:** You look like bug-eyed, thin-haired humans, having a dour manner and a froggy look.
- **Aberrant Beings:** You are sired by ogdoad, and have the aberration type.
- **Medium:** You are a Medium creature and have no penalties or bonuses due to size.

- **Normal Speed:** You have a base speed of 30 ft.
- **Darkvision:** You possess darkvision 60 ft.
- **Ogdoad Resistances:** You possess resist acid 5 and resist sonic 5.
- **Unnatural Aura:** Animals dislike your unnaturalness. You suffer a -4 penalty on Charisma-based skills, but gain a +4 racial bonus to AC against animals.
- **Remember the Sea:** You gain a +4 racial bonus to Athletics checks to swim, and can always take 10 while swimming.
- **Languages:** You begin play speaking Common and Ogdoadt. Characters with high intelligence can choose the following languages: Aboleth, Aklo, Aquan, Boggard, Old Porphyrans and Protean.

Alternate Racial Characteristics

Below is a selection of racial traits that could be selected by doathi characters in place of the specified racial characteristics listed earlier.

Ancestral Home (Ex): Some doathi come from isolated clans that have lived in the same locality for centuries. You gain a +2 dodge bonus to AC when in a specific terrain type selected from this list: cold, forest, jungle, mountain, plains, marsh, urban, or waterways. This choice is made at character creation, and cannot be changed.

This replaces unnatural aura.

Doathi Magic (Sp): Doathi with a Charisma score of 11 or higher gain the following spell-like abilities once per day: command, comprehend languages, detect creatures, doom.

This ability replaces remember the sea.

History of Conflict (Ex): Though typically no friend of Deists, doathi can harbor resentment of the zendiqi people and their servants that relegated them to subjugated people aeons ago. You gain a +1 racial bonus to hit zendiqi, and to hit elemental-kin (alligars, ifrits, oreads, sylphs, undines, vithrs)

This replaces unnatural aura.

Inheritor of Forbidden Lore (Ex): Certain doathi have an affinity for items that store magical power, a racial memory from aeons past. You gain Use Magic Device as a class skill and have +5 racial bonus to activate wands and scrolls with that skill- but no other item types.

This replaces ogdoad resistances.

Racial Traits

The following are race traits of the doathi, a player character may take one racial trait.

Backwoods Suspicion (Doathi): Your clan practices folk magic, but higher magic is suspect. You gain +1 trait bonus to saves vs. complex or exotic spells.

Drawn to Books (Doathi): The written word always has something to add to knowledge. You gain +2 trait bonus to Linguistics checks, and +1 trait bonus to Knowledge (history).

Occult Dilettante (Doathi): You are fascinated with the Great Old Ones, but their cults are too gauche for your membership. You add spells with the mythos descriptor to your spell list (see *Great Old Ones of Porphyra*).

Obsessive Insight (Doathi): Bits of forgotten lore stick in your mind, almost without you realizing it. You gain +1 to Scrutiny checks, and Scrutiny is a class skill for you.

Sea-Comfort (Doathi): The water is mother, home, safety. You gain +1 trait bonus to your flat-footed armor class when standing in water or swimming within a body of water.

Racial Feats

The following feats are available only to doathi player characters.

Hideous Twin

Your hideous invisible twin, hidden at birth can come to your aid...

Prerequisites: Doathi, ability to cast summon monster II or higher

Benefit: Once per day, you can use summon monster to summon a monster of the aberration type that is also under the effect of invisibility.

(CL 7): The hideous twin is under the effect of greater invisibility)

Ogdoad Legacy

The ogdoads call your blood through the millennia, the croaking of doom.

Prerequisites: Doathi, base attack bonus +5

Benefit: You gain fast healing 5 for a number of rounds equal to your hit dice each day.

(HD 10): You gain the no breath ability.

(HD 15): You gain immunity to acid.

Grippli

Humanoid tree-frogs that live tribally in forests and swamps, unsophisticated primitive hunters who make war on no one and wish only to live their lives in peace, unconcerned with what goes on outside their homes. Being unable to mine or smelt metal, they desire metal goods and gemstones to improve their lives and sometimes trade with outsiders to obtain them, and in so doing see a glimpse of the world outside the swamp, which attracts the more adventurous of their kind. Grippli are related to boggards and some scholars classify them as a subrace of the toad-people. Grippli speak a dialect of their language and boggards treat them contemptuously as degenerates and weaklings. Barbaric they may be, they have considerable physical abilities to thrive in their environment that help those that choose to adventure in the outside world.

Physical Description

Grippli are small, spindly humanoid frogs, clearing 2 feet in height and weighing about 50 pounds. Grippli wear brightly colored clothing when they can get it, but a grippli can quite easily pass for an unintelligent beast if they assume a posture like a “giant frog”. Their hands and feet are prehensile and can handle delicate items as well or better than other humanoids, and they can climb quickly up any surface. Their bodies are eminently developed for their environment, possessing mottled skin that blends in with the swampy forests, and thick webbing between their toes for swimming and crude gliding. Most secrete a toxic poison from their skin to deter the many monsters that surround them in the wild.

Society

The boggards of the Pygmy Nations and Avandrool are certainly no friends to the fey or lizardfolk clans that dwell amongst the swampy cities. How odd, then, that their near cousins, the grippli, seem so amiable. Perhaps, in elder days, the boggards drove the grippli from their muddy nests due to their smaller size. Perhaps the boggards’ inherent brutality made the

gripplis decide that they wanted to choose another path.

The grippli get along well with the humans, half-elves and fey that dwell in the Great Green. They are generally open and accepting to new forms of civilization. Despite their optimism, they have difficulty actually adapting to modern forms of living. Grippli are primitive in culture, and seem pleasantly baffled by advanced technological or governmental concepts. What they do adapt, they do poorly – in a mockery or imitation of a race they respect, but little understand.

That is not to say that the grippli are stupid. They are not. In fact, they possess a gentle, simple wisdom coupled with keen insight into the people around them. They can intuit who is and who isn't worthy of their trust – a gift they do not give quickly. Once a clan or culture has earned their trust, however, the grippli seem to delight in the new friendship and will not withdraw their faith without good reason.

Relations

Grippli are shy around other races, and have good reason to be. The Droolian humans that they are used to inflicted them with necromantic diseases that created horrid undead forms of grippli, so humans are mistrusted, especially those wearing black. They have trouble telling semi-human races apart. Orcs and erkunae have been known to eat grippli, so they are out, too- as are half-orcs that resembles orcs too much. Boggards are their traditional enemies. Grippli like elves immensely and the feeling is mutual, for they trade a great deal in the northern reaches of The Great Green, and elves feel fondly about the small frog-people.

Religion

The grippli race has a cautious attitude towards religion, and avoid aggressive or warlike gods in favor of deities of nature and contemplating the cosmos in isolation. They have rather straightforward notions of good and evil, and neither to excess but commit each when the situation demands. Thus they have a fairly narrow pantheon, and barely recognize other deities not of it: Chiuta is well respected as Frogmother, their fertility goddess; her opposite number is the Blood-Queen, an avatar of S'sluun, preferred by grippli leaders. The male essence is balanced by Saren, called Frogfather, a minor deity that provides beasts to hunt and success in providing, and Tsathoggua, a Great Old One who manifests as Bokrug, the Great Lizard, who will hopefully destroy the enemies of the grippli in the night and not take too many of the frogfolk with them. Clerics of this pantheon are respected and propitiated, and their word weighs heavily on the grippli tribes

in all decisions. The Deist/Elementalist/Great Old One conflict means nothing to the grippli and they don't really understand it.

Adventurers

Grippli have a streak of curiosity similar to that of halflings and humans that one would not expect in such a delicate-looking race. Those with a bold attitude venture into the outside world, usually after they go on a trading mission to meet foreign races. The elves of the Great Green also take envoys into their communities in a gentle program to advance the race and aid in their survival and progress. Many grippli adventure as rogues and slayers, to obtain shiny goods and practice their skills against dire beings. With proper education they can become eager spellcasters, and make fine arcane archers, wizards and clerics— though those that follow non-grippli gods are seldom welcomed back into the community.

Names

Grippli names, like boggards, are in the Boggard language and sound like the voices of frogs and toads in nature. Their dialect is a bit different and has a more peeping tone to it.

Male: Reepicheep, Peepree, Borichee, Greepi, Breebap

Female: Preecha, Chareepa, Reeparina, Bippi, Chireepi

Grippli Racial Characteristics

Grippli player characters are defined by class levels—they do not possess racial hit dice. As a grippli, you possess the following characteristics.

- **+2 Dexterity, +2 Wisdom, -2 Strength:** You are nimble and alert, but spindly.
- **Small:** You are a Small creature and gain a +1 size bonus to your AC, a +1 size bonus on attack rolls, a -1 penalty to your CMB and CMD, and a +4 size bonus on Stealth checks.
- **Grippli:** You are a humanoid with the boggard subtype.
- **Normal Speed:** You have a base speed of 30 feet, a swim speed of 30 feet, and a base climb speed of 20 ft.
- **Darkvision:** You can see in the dark up to 60 feet.
- **Children of Fen and Forest:** You possess both a natural climb and swim speed, they gain a +8 racial bonus on Athletics checks to climb and swim.

- **Camouflage:** You receive a +4 racial bonus on Stealth checks in marshes and forested areas.
- **Glider:** Your aerodynamic body and thick webbing between the toes enable you to treat the distance fallen as half the actual distance. You can steer himself while falling, moving horizontally up to a number of feet equal to half the vertical distance fallen. You cannot use this trait if it is wearing heavy armor, carrying a heavy load, or is unable to react to the fall.
- **Jumper:** You are always considered to have a running start when making Athletics checks to jump.
- **Marsh Stride (Ex):** You can move through difficult terrain at its normal speed while within a marsh.
- **Toxic Skin (Ex; Con, poison):** Once per day as a swift action, you can create a poison that can be applied to your weapon or delivered as an unarmed strike. Alternatively, you can smear the poison on your own body as a standard action, affecting the first creature to hit you with an unarmed strike or natural weapon. The poison loses its potency after hour. You are immune to its own poison.

Grippli Poison: Skin or weapon—contact or injury; *track* Dexterity; *frequency* 1/round for 6 rounds; *effect* Healthy—Sluggish—Stiffened—Staggered; *cure* 1 save.

- **Weapon Familiarity:** You are proficient with nets.
- **Languages:** You speak Common and Boggard. Gripplis with high Intelligence scores can choose from the following: Draconic, Elven, Gnome, Goblin, Old Porphyrans, Sylvan.

Alternate Racial Characteristics

Below is a selection of racial traits that could be selected by grippli characters in place of the specified racial characteristics listed earlier.

Bughunter (Ex): The main diet of grippli is insects, preferably giant ones, and those that are skilled at hunting them are lauded in their culture. You gain +1 trait bonus to hit and damage vermin.

This replaces jumper and toxic skin.

Defensive Training (Ex): Gripplis often live in close proximity to very large animals and dangerous creatures they must learn to avoid in order to

survive. You gain a +2 dodge bonus to AC against Large or larger animals and magical beasts.

This racial trait replaces swamp stride and weapon familiarity.

Frogsong (Ex): Grippli often communicate across the swamps and fens by means of throat vocalisations they call frogsong. A practitioner of frogsong can utter 6 words in Boggard every round that carry across surprising distances; 400 feet indoors, and four times that outdoors. Unless a being actually has Boggard on their list of languages they will not recognize frogsong as sentient communication, and cannot, in any case, locate the source of the sound. You can use frogsong a number of rounds per day equal to your Constitution score.

Frogsong replaces glider.

Permeable Skin (Ex): Some grippli need not even drink water- they can consume liquids through their skin, as lesser frogs do. For bottled potions, you can accomplish this as a move action, and when using grippli-bottled concoctions, which are kept in bladders and strapped in the grippli's armpit, they can be consumed as a swift action, and are furthermore immune to the steal maneuver. You can carry a maximum of two bladders at any one time. Using a bladder in this way does not provoke attacks of opportunity.

This replaces toxic skin.

Racial Traits

Below is a selection of racial traits that could be selected by grippli characters; a player character can select one racial trait.

Brightskin (Grippli): Like your animal ancestors of old, your colorful skin says: "Don't eat me!" Add 1 to the Fort DC of your toxic skin as a trait bonus.

Bug-Totem (Grippli): Your clutch-mother slew the great Black Fly of Doom and you wear its head as a fetish. You gain +2 trait bonus to Reflex saves, but lose your neck magic item slot.

Curiosity (Grippli): There's a big world out there, outside the swamp, if you want to see it. Choose one Knowledge skill; it is now a class skill.

Frogfather Heirloom (Grippli): The special item you have been left was a gift from human adventurers. You start play with a masterwork simple weapon.

Racial Feats

The following feats are available only to grippli player characters.

Frog Style (Style)

Your martial style is filled with acrobatic leaps and throws.

Prerequisites: Acrobatics 3 ranks, proficiency in unarmed strike.

Benefit: When using this style, you gain a +2 dodge bonus to AC to avoid attacks of opportunity. Whenever you score a critical hit with your unarmed strike, you may either make an immediate Acrobatics check to tumble to a new position or make a bull rush maneuver to push your opponent away from you. Neither of these actions draw attacks of opportunity in response to the critical hit.

(Acrobatics 6 ranks): As a full round action that does not provoke attacks of opportunity, you may leap at your opponent and take a full-round action to make a bull rush maneuver against your opponent. If successful, you throw the opponent the distance indicated by the bull rush and your opponent lands prone. As an immediate action, following the throw you may use your opponents momentum to tumble after them at your full movement rate with a successful Acrobatics check.

(Acrobatics 9 ranks; Dex): You may now throw opponents as above as a standard action. The thrown opponent suffers twice your unarmed damage and must make a Fortitude save or be stunned for one round.

Poison Spit

Suffused with poison, you can spit it at your foes.

Prerequisites: Grippli, toxic skin racial characteristic, base attack bonus +1

Benefit: You can spit your skin-toxin 30 ft. as a standard action.

(Profession [alchemy] 6 ranks): Add +4 to the DC of your poison, and 30 ft. to the range of your poison spit.

Split-Second Leap

The coiled muscles of your hind legs can do amazing things.

Prerequisites: Grippli, leaper racial ability

Benefit: Once per combat you may make a Reflex save to avoid a ranged attack with a DC equal to 10 plus the sources CR.

(CL 6+) You may use this ability twice per combat.

Racial Spells

Below is a list of spells favored by or developed by the boggard, doathi or grippli races. Races add spells with their race name to their spell lists.

Call Bugs I

Conjuration [boggard, call, vermin]

Level 1 (complex)

Casting Time 1 round

Components V, S, M (rotting meat)

Range close (10 ft./level)

Duration instantaneous

Saving Throw none

Spell Resistance none

By waving around rotten meat and emulating the buzz of swamp insects, this spell calls swamp vermin to the caster's area, at a point which the "bait" has been thrown. Since the spell calls fairly common creatures, it functions in most all terrains except cold, mountains, and aquatic environments. Since the creatures are called, not summoned, they are not under any control by the caster, and do not disappear if killed.

This spell calls one giant fly.

Call Bugs II

Level 2 (complex)

This spell functions as call bugs I except that it calls 1 giant soldier ant or 2 giant flies.

Call Bugs III

Level 3 (complex)

This spell functions as call bugs I except that it calls 1 giant dragonfly nymph, 2 giant ant soldiers, or 3 giant flies.

Curse of the Ogdoad

Necromancy [curse, doathi]

Level 2 (exotic)

Casting Time 1 standard action

Components V, S

Range close (10 ft./level)

Target one living creature

Duration permanent

Saving Throw Will negates

Spell Resistance yes

This dread curse inflicts the chaos of the enigmatic ogdoad race upon a target, forcing them, when they must roll a d20, to roll two d20's, and take the worse of the two. If multiple rolls are made (for multiple attacks, for example) only one d20 roll of them is affected.

Key and Jewel

Divination [doathi]

Level 3 (exotic)

Casting Time 1 round

Components V, S, M (silver key worth 50 gp, cut jewel worth 100 gp)

Range medium (50 ft./level)

Duration 1 round

A spell desired by seekers after power and knowledge, casting key and jewel causes both objects to levitate and merge; the radiant light thus created will point to the nearest magic item of a value within range and of a type selected by the caster, who can also exclude magic items in the possession of himself or his companions. After specifying the parameters, the caster is given to know the direction and approximate distance to the item, if indeed there is one that follows the parameters set.

Plague of Warts

Transmutation [boggard, disease]

Level 2 (exotic)

Casting Time 1 standard action

Components V, S, M (a dried frog)

Range close (10 ft./level)

Targets up to one creature per two levels, all within 30 ft. of each other

Duration 2 rounds/ level

Saving Throw Fort negates (or harmless)

Spell Resistance yes

This spell causes foul, discolored warts to sprout all over the bodies of targeted beings. Those that fail their saves suffer a -1 penalty to their armor class; but if the creature is an aberration or boggard, they gain a +1 natural armor bonus for the duration of the spell. There can be a mix of bonus and penalty among any group targeted, friends and foes together.

Toe of Frog

Necromancy [curse, gripli]

Level 2 (complex)

Casting Time 1 standard action

Components V, S, M (dried buttercup)

Range touch

Target one living creature

Duration 1 day/level

Saving Throw none

Spell Resistance yes

This curse is used on those who wrong the tribe inflict a number of irritating conditions on the victim. With a successful caster check you touch your target, the victim suffers a virulent rash that inflicts -1 penalty to attacks, Reflex saves, and Dexterity-based skill checks. When the victim rolls a 1 on any d20 roll, the victim is dazed for 1 round in brooding indecision.

Wall of Muck

Conjuration [boggard, gripli]

Level 2 (exotic)

Casting Time 1 standard action or 1 round

Components V, S, M (handful of muck)

Range close (10 ft./level)

Effect wall of mud and weeds whose area is up to one 5 ft. square/level

Duration 1 minute/level or 1 round/level

This spell is easily cast in a swamp, beach, muddy area, or still water, but takes a full round in any other terrain. If conjured in running water or a hot, dry environment it lasts only 1 round per level. A wall of muck is one-foot-thick per 5 caster levels, and composed of up to one 5-foot square per level. The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall can be in a straight or curved line, a square or a rectangle, but cannot be more than 15 feet high. It cannot be used to bridge a chasm or as a ramp. Each 5-foot square has hardness 2 and 10 hp but takes half damage from piercing weapons. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Sap check is 20 + 2 per foot of thickness.

Magical Items

The following are magic items made exclusively by frogfolk races, and generally found in their communities or with those who engage in trade with them. Possession by non-frogfolk would be seen by their makers as suspicious at best.

BATRACHONIMICON (MINOR ARTIFACT) (DC 33)

Strong conjuration; **CL** 18th

Slot none; **Weight** 4 lbs.

DESCRIPTION

The Batrachonimicon, or, “Book of the Names of the Great Frogs”, has perhaps eight copies in existence, remaining from the time of the ogdoad-fronted invasion by the Great Old Ones to Porphyra three millennia ago. This toad-skin covered book is perpetually slimy and its pages’ damp, but it never rots or decays. Identification or perusal of the tome reveals that its subject is the ogdoads, froglike outsiders from the Realm of Chaos that were the facilitators of the Great Old One invasion (see Ogdoads on the porphyra.wikidot) their nature, and their plans for Porphyra. Reading of the tome, a week’s task, gives one all pertinent information about the race, as though one had rolled a 20 on a qualified monster knowledge check. They even receive a DC 16 Will saving throw to recognize the creatures in disguise, when they use alter self. At this point, the reader will be able to attempt to contact these beings, once per day as follows:

- Spellcraft 16 check; failure uses up the day’s chance, add +5% to next table roll.

- Roll on table to see which ogdoad will be contacted:
 - 01-50 Nunnoad
 - 51-80 Kukkoad
 - 81-95 Huhhoad
 - 95-00 Annoad: If at any point an annoad is contacted, it will appear, seize the reader, and teleport away with him, never to be seen again...
- Make an Intimidate or Spellcraft check to see what the ogdoad will do for the reader:
 - 18-20 answer a question, give information (as per its skills)
 - 21-25 use its breath weapon on a target of your choice
 - 26-30 appear as summoned and obey for 2d8 rounds.
- Make a note to add 1d10% to the next table roll

Boggarads, grippli and doathi users have the option of subtracting their highest mental ability modifier from the table roll, if they so desire, after the roll is made.

DESTRUCTION

A copy of the Batrachonomicon can be destroyed by a zendiqi wizard casting a wish for its destruction upon it, touching the diamond component to the tome itself.

BOGGY BODHRAN (DC 25)

Moderate enchantment; **CL** 10th

Slot none; **Price** 6,000 gp; **Weight** 4 lbs.

DESCRIPTION

A boggy bodhran is a shallow skin-covered hand-drum that can alternate sides for variable sound. When played enthusiastically (no skill required) with both hands, the spell effect of battle song is generated, granting a +1 bonus to hit, to damage, to saving throws and skill checks for the player and his allies, and a -1 penalty to all enemies within hearing range, 120 ft. The boggy bodhran can be played for effect for 1 minute per day, and cannot be interrupted.

CONSTRUCTION

Create Wondrous Item, 3rd level mind spell; **Cost** 3,000 gp, craft 600

ELIXIR OF DEVOLUTION (DC 18)

Faint transmutation; **CL** 3rd

Slot none; **Price** 2,000 gp; **Weight** —

DESCRIPTION

A tasteless, odorless concoction that could be easily slipped into the drink of an enemy (or as a prank) an elixir of devolution only affects certain beings: anpur, catfolk, ratfolk, human (including dragonblood, erkunae and zendiqi), half human (half-elf, half-human, etc) and the various native outsider crosses (aasimar, tieflings, etc.) Consuming any of the elixir reverts the drinker back to the nearest animalistic state, so that anpur become normal hyenas, catfolk and qi'tar, a mountain lion, ratfok a dire rat, and all of the full or part-human types, an orangutan. Lizardfolk become, likewise, a giant gecko lizard; orcam, a dolphin, boggards revert to giant toads and grippli to giant frogs. Doathi have a 50% chance of becoming a giant frog or an orangutan. Elves and orcs are noticeably immune, but the GM can rule on less common races. A reverted character is under the GM's control, but may have some fragment of previous memories. This condition lasts for 1 hour, and leaves behind (most of) their equipment.

CONSTRUCTION

Create Wondrous Item, 2nd level animal spell, 2nd level polymorph spell;
Cost 1,000 gp, 200 craft

FIGURINE OF WONDROUS POWER (JADE FROG) (DC 26)

Moderate divination; **CL** 11th

Slot none; **Price** 10,000 gp; **Weight** 1/2 lbs.

DESCRIPTION

This jade figurine turns into a tiny tree-frog on command (but retains its mineral consistency, giving it hardness 10). Another command has it move at 20 ft. in front of the party, walking, climbing or swimming, and will continue to do so until commanded to stop. The jade frog will stop, deanimate and pulse with green light if it comes within 10 ft. of any trap. The jade frog functions in this manner once per day, until it finds a trap or is commanded to revert to statuette form.

CONSTRUCTION

Craft Wondrous Item, 2nd level divination spell, 6th level rune spell; **Cost** 5,000 gp, craft 1,000

MASK OF THE MYTHOS (DC 20)

Faith enchantment; **CL** 5th

Slot head; **Price** 10,000 gp; **Weight** 1 lb.

DESCRIPTION

These hideous masks, made out of a variety of materials from waxed reeds to precious gems, roughly emulate the visage of the Great Old Ones that were involved in the Great Invasion (see *Great Old One of Porphyra* from

Purple Duck Games). Wearing such a mask allows one to cast spells with the mythos descriptor, adding +1 to the DC of saves against them, and adding 1 to the time units of any duration described. Once per day the wearer can use command as a spell-like power against mythos creatures (see *Doathi: Religion*) and against those who have a Great Old One as their patron deity; a Will DC 16 negates this.

CONSTRUCTION

Craft Wondrous Item, 1st level enchantment, 3rd level divination; **Cost** 5,000 gp

TOTEM OF THE OLD ONES (DC 24/34) [CURSED]

Moderate transmutation; **CL** 9th

Slot none; **Weight** 2 lbs.

DESCRIPTION

These cursed items spontaneously possess the spirit of one of the Great Old Ones, and vaguely resemble a lumpy form of that deific being. To magical analysis it seems to be an odd-looking figurine of wondrous power, the creature being that of the Great Old One's favorite animal, the mineral being basalt ie. Tsathoggua's is a 'basalt toad'. It supposedly can transform into a 'totem creature of great power' once per month, but apparently cannot transform until a month has passed from taking possession of it. Only an equivalent Scrutiny check will reveal its true nature. When the time comes ("when the stars are right") to use the totem of the old ones, it will transform into a shoggoth which will rampage around, killing everything in sight, for 9 rounds, whereupon it will return to its statuette form.

CREATION

Magic Items figurines of power (jade frog)

WARTWAND (DC 24)

Moderate transmutation; **CL** 9th

Slot none; **Price** 12,000 gp; **Weight** 5 lbs.

DESCRIPTION

A wartwand is a crooked length of rusty metal with calcified lumps upon it; it is actually a rod, and can be used as a +1 light mace. A wartwand can cast plague of warts on any single target the wielder wishes (lasting 18 rounds), affecting each individual once per day; a DC 13 save applies to those for whom this spell is detrimental. This rod, when used as a weapon, inflicts a cumulative -1 penalty to armor class with every hit (more warts) regardless of whether they are affected by the plague of warts spell from this rod or any other effect. This weapon-inflicted effect lasts for 9 rounds

per strike, but does not allow a saving throw.

CONSTRUCTION

Craft Rod, 2nd level disease spell; **Cost** 6,000 gp, 1,200 craft

WEBSKIN (DC 20)

Faint conjuration; **CL** 5th

Slot armor; **Price** 3,000 gp; **Weight** 2 lbs.

DESCRIPTION

Webskin is grippli-made armor that is made from the painstakingly collected webs of giant swamp spiders, and woven together with magic to make a suit of feather-light armor. This armor is delicate, and does not increase or decrease in size as other magic armors do, remaining at Small size always. It grants a +4 bonus to armor class, with no other limits imposed to Dexterity bonus, speed, or Armor Check Penalty. Additionally, the wearer can “stick” two items to the armor for quick retrieval, such as a one-handed weapon and a potion, so that they can be instantly retrieved while the wearer is climbing or swimming, and they can so act as though these items are in hand while performing these actions.

CONSTRUCTION

Craft Magic Arms and Armor, 2nd level vermin spell, crafter must be a grippli; **Cost** 1,500 gp, craft 300

Mundane Items

The following mundane alchemical and mechanical items are found amongst the frogfolk races of boggard, doathi and grippli, made and used by them for their own purposes, though they can be purchased by outsiders specifically from the race that made it without any repercussions.

BUU’UURP (ALCHEMICAL ITEM)

This bottled fruit drink is a popular beverage among the grippli people, who brew it in quantity, and is prized by the boggards, who do not seem to know how to make it. It is one of the few things boggards will deign to trade for with the grippli. The beneficial effects of buu’uurp last 1 minute after consuming. For most races, it is a pleasant intoxicant, and makes the drinker’s voice deeper immediately after drinking it. It adds +1 alchemical bonus to Intimidate checks, it adds +1 alchemical bonus to the DC of a boggard’s terrifying croak ability, and adds a +1 alchemical bonus to the DC of any spells with the sonic descriptor.

Cost: 60 gp/dose

CARRYSNARE (MUNDANE ITEM)

These items are commonly carried by gripli travelers and hunters to aid them in escaping pursuers. They consist of a specially coiled vine and branch, with thorns and stakes attached, the whole device looking like a bent leafy stave, carried on one's back. It can be thrown down as a swift action if combined with a move, but not as an offensive action, throwing it at a target.

CARRYSNARE

Type mechanical; **Perception** DC 20; **Disable Device** DC 15

EFFECTS

Trigger touch; **Reset** manual

Effects CMB +10 (vs. target's CMD; target gains grappled condition);

Atk +8 melee (spikes for 1d6+2 damage)

Cost 25 gp; **Weight** 2 lbs.

FIREFLY ESSENCE (ALCHEMICAL ITEM)

These loose granules are wrapped in leaves that burst open when hurled up to 30 feet. Creatures and objects within a 5 ft. radius burst are outlined with a pale sparkling glow from the bundle's contents for 1 minute, and take a -20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical darkness effect functions normally), blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light.

Cost 50 gp or equivalent; **Weight** 1 lb. per wrapper;

GHOUL-PORTRAIT

When folk disappear in the Boroughs of Dunmark, it is a custom to procure or create a good-sized portrait of them (2 feet in height or more) and hang it in the house of their near relatives; the uglier and more repulsive the better. This serves as a protection, so it is said, against the depredations of said erstwhile unfortunate if they have been killed by and turned into a ghoul! A ghoul that sees one of these particular portraits of itself in life must make a DC 15 Will save or flee in confusion for the duration of that day; other ghouls that are from the area and may recognize the fellow-ghoul need only make a DC 10 Will save. The lesser save is appropriate for such intelligent undead as allips, huecuva, juju zombies or wights. After the undead subject has fled once, the portrait will have no further effect on the being.

Cost 100 gp (commissioned); **Weight** 8 lbs.

GOLDEN MEAD (DRUG)

A favorite intoxicant of well-to-do doathi, this drug is an exquisite liqueur of delicious taste and supernatural properties. Its manufacture is a closely guarded secret held by certain hermetic monks in remote fens of Dunmark. It has properties similar to strong brandy, but when the drinker composes themselves for sleep, they experience a drug-induced form of astral projection, identical to the spell but with restrictions. The user cannot leave the Astral Plane and the journey lasts for no more than eight hours. Those who imbibe at the same time in the same place arrive on the Astral Plane together and can explore together.

Effects -1 Wisdom drain per dose; no addiction roll required

Cost 1,000 gp per dose.

TUNGAPULT (SIEGE WEAPON)

This macabre piece of boggard weaponry is built in imitation of human-built ballistae and catapults, but of much simpler design and requiring much less maintenance. The elastic force of the weapon is a construction of preserved boggard tongues, whether by alchemical or magical means. The framework of the device is a black dragon rib-cage anchored to a primitive sled. Ammunition for tungapults are varied, ranging from carefully prepared spider-egg sacs (which create a spider swarm on impact), plague bundles (which inflict filth fever in a 10' radius where it hits), (rarely) alchemical fire (5' radius) or regular stones.

Large	Cost	Dmg	Critical	Range	Type	Crew	Aim	Load	Speed
Tungapult	300 gp	3d8	20/x2	100 ft.	B	2	0	2	10 ft.

Racial Class Archetypes

Archetypes are variations on the base abilities of a specific class, substituting one or more class abilities for a different ability that fits the theme of the archetype. Racial archetypes fit this guideline, but are not accessible to any other race but the one specified.

Bloated Champion (Boggard Racial Champion Cause)

Bloated champions are the paragons of boggard aggression and greedy

excess, making a point of consuming as much food as they can stuff in their wide mouths and growing as large as are physically possible and still maintain a powerful physique. “Big and Strong” means everything to these egotistical epitomes, and seeking power, strength and domination defines them.

Bloated champions are selfish and serve their own needs, wants and base desires. They don't particularly care for others but are basically lazy and desire to be served by those for whom they claim to protect in exchange for catering to their whims. Boggard bloated champions are expected to deal with threats and enemies of the boggard tribe, but exact a hefty price in return, demanding all they wish and more from the subject tribe. Bloated champion adventurers seek to increase their power so that they may someday dominate a pack of weaklings to the point where they may become too grotesquely huge to move.

- **Special:** You gain Deception and Intimidate as class skills.
- **1st Level—Big and Large:** You can cast enlarge person upon yourself once per day as a caster of your class level.
- **5th Level—Bloated Body:** Your rubbery, fat body allows you to gain DR 5/piercing and slashing, and gains +1 to your Combat Maneuver Bonus and Combat Maneuver Defense.
- **10th Level—Undefeatable:** You become powerful enough to throw your weight around and is even more difficult to drive off or defeat. At this point you become immune to acid.
- **15th Level—Corpulent:** Your vast warty body becomes an immovable object that can take large amounts of damage. You gain +2 to your Constitution score, and DR 1/—.
- **20th Level—Demon-Toad Servant:** You can summon a mobogo as grotesque and bloated ally once per day, similar to the spell planar ally, in that it will perform a single task for a suitable reward. The mobogo will be friendly and well-disposed towards the you.
- **Avatar's Allies:** Your allies appear as slimy, malevolent toad-like humanoids similar to ogdoads. They inflict acid damage instead of fire and gain Toughness as a bonus feat.

Bug-Zapper (Grippli Arcane Archer Archetype)

The heroic bug-zappers are the paragons of grippli society, providers of food for the tribe and protectors, as well, from the mindless attacks of those creatures. These specialist arcane archers use their bows and magic to practical use, with less flashy wizardry, and still hold their own against

non-verminous threats, peppering threats with arrows and magical blasts as well as any. They are also skilled at using verminous magic to great effect, to the consternation of those who would oppress the grippli people.

Class Skills: Bug-zappers remove Intimidate and Knowledge (planes) from their list of class skills, and add Escape Artist to their list of class skills.

Bug-killer (Ex): At first level, you gain a +2 bonus on Deception, Knowledge (nature), Perception, Sense Motive, and Survival checks against vermin. Likewise, you gain a +2 bonus on weapon attack and damage rolls against vermin. This bonus increases to +4 at 6th level, +6 at 11th level, and +8 at 16th level.

This ability replaces spell recall, archer's luck, and countershot.

Bug-Magic (Sp): At 4th level, you add all spells with the vermin descriptor of 6th level or lower are added to your spell list.

Web-Proof (Ex): At 12th level, you can arrange your skin secretions so grant you almost supernatural ease of movement. You may move and attack normally on land or underwater as if acting under a constant freedom of movement effect. You can activate this ability for 2 hours per day, and can use it for 1-hour intervals if you so chooses. At 19th level you can use this ability for 3 hours per day.

Sting-Proof (Ex): At 14th level, you are immune to natural poisons, such as those biologically produced by animals, humanoids, magical beasts and vermin, whether administered by them or by a weapon coated with their poison. You are still susceptible to manufactured poisons and those produced by other monster types.

Sothite (Doathi Wizard Archetype)

The Boroughs of Dunmark hold the majority, but not the entirety of those of doathi ancestry, a human-outsider mix well watered down from the days of the Invasion three thousand years ago. Though few have remembered traditions of that era, some keenly intelligent doathi have discovered or inherited connections to the devotion to the Great Old Ones, especially Yog-Sothoth, The Opener of the Way and granter of vast knowledge to intrepid seekers who dare to explore forbidden knowledge. Doathi Sothite wizards focus on obtaining magic knowledge, with the goal of having ac-

cess to the most magical spells of all. Sothites have a creepy reputation but few can doubt their unparalleled access to magical power.

Guttural Word of Yog (Su, fear): Disciples of Yog-Sothoth manipulate those around them using fear and mystery, and the power of dark words from dire forbidden knowledge. A number of times per day equal to 3 + your Intelligence modifier a Sothite can pronounce a guttural word of Yog as a free action and make an Intimidate check against a single target within 30 ft. The guttural word of Yog can affect creatures immune to fear if they possess an Intelligence score. Sothite wizards are only proficient with daggers as weapons.

This modifies weapon proficiencies.

Dire Knowledge (Sp): Sothite wizards are powerful in knowledge, and there are few magics hidden from them. At each level, you add a number of exotic spells to your spell list equal to your Intelligence modifier (minimum 2 exotic spells).

This replaces arcane school.

Ancient Awful Tome (Sp): Sothite wizards are bound in the tradition of keeping a dire tome as a spellbook. You begin play with a dire tome containing all 0-level wizard spells plus three 1st-level spells of your choice from your spell list. You also select a number of additional 1st-level spells equal to your Intelligence modifier to add to the spellbook from your spell list. At each new wizard level, you may add a number of spells to your spellbook equal to your Intelligence modifier (minimum 2 spells) of any spell level or levels that you can cast for your spellbook.

This awful ancient tome also functions as the Sothite wizard's arcane bond, thus allowing one spell from the tome to be cast, even if not prepared, per day. The awful ancient tome can be enchanted further as other arcane bond items, (magic items called "book", or "tome") granting the owner the benefit thereof without the ancient awful tome disappearing (as the tome of clear thought or the tome of leadership and influence). The Sothite wizard's tome counts as a weapon they have Weapon Focus in for the purpose of qualifying for the Dazzling Display feat.

This modifies arcane bond and spellbook.

As I work on the Porphyra Roleplaying Game it is important for me to take frequent breaks from it to see how all the moving pieces are going together. To that end, I have prepared the following monster update for some of the creatures mentioned in Perry's product. This material will be added to the new Porphyra Roleplaying Game Wiki.

~ Mark Gedak



Monster Update

The following monsters are mentioned in Frogfolk of Porphyra. These are updated to be consistent with the current version of the *Porphyra Roleplaying Game*.

Magical Beast

Magical beasts are similar to animals but can have Intelligence scores higher than 2 (in which case the magical beast knows at least one language, but can't necessarily speak). Magical beasts usually have supernatural or extraordinary abilities, but are sometimes merely bizarre in appearance or habits. A magical beast has the following features.

- d10 Hit Die.
- Base attack bonus equal to total Hit Dice (fast progression).
- Good Fortitude and Reflex saves.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. The following are class skills for magical beasts: Acrobatics, Athletics, Perception, Sense Motive, and Stealth.

Traits: A magical beast possesses the following traits (unless otherwise noted in a creature's entry).

- **Senses:** darkvision 60 feet, low-light vision
- **Proficiency:** natural weapons
- **Metabolism:** breathe, eat, sleep

Outsider

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence. An outsider has the following features.

- d10 Hit Dice.
- Base attack bonus equal to total Hit Dice (fast progression).
- Two good saving throws, usually Reflex and Will.
- Skill points equal to 6 + Int modifier (minimum 1) per Hit Die. Due to their varied nature, outsiders may consider all skills to be class skills.

Traits: An outsider possesses the following traits (unless otherwise noted in a creature's entry).

- **Senses:** Darkvision 60 feet.
- **Proficiencies:** Any mentioned in their entry.
- **Metabolism:** breathe.
- **Mortality:** Only outsiders with the native subtype may be brought back to life.

(ogdoad): An ogdoad possess the following traits (unless otherwise noted in a specific ogdoad's entry).

- **Alien Mindset (Ex; Cha)** Ogdoad have a +4 racial bonus to resist all mind and fear effects. Further, anyone attempting to read an ogdoad's mind must succeed at a Will save. If successful, the character is stunned for 1 round and the mind-reading fails. If the save fails, the mind-reading fails and the character is stunned for 1 round and then affected by a lesser confusion effect for the following 1d4 rounds.
- **Attunement (Su)** An ogdoad's natural weapons may be attuned as a swift action to bypass the DR of one subtype of outsider. This attune lasts until the ogdoad changes it as a swift action or dismisses it as a free action.
- **Summon Ogdoad (Sp)** An ogdoad can attempt to summon one or more other members of its race as a standard action. Ogdoad summoned in this way remain for 1 hour, and summoned ogdoad can't use their own summon ogdoad ability for 1 hour.
- **Skills (Ex)** An ogdoad has a +8 racial bonus on Athletic checks to swim. It can always choose to take 10 on these checks. It can use the run action while swimming, provided it swims in a straight line.
- **Senses:** darkvision 60 ft., low-light vision.
- **Healing:** All ogdoad have fast healing 5.
- **Defense:** resist cold 5, fire 5, sonic 5; immunity to acid
- **Metabolism:** none
- **Languages** Ogdoadt.

Vermin

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. Vermin have the following features.

- d8 Hit Die.

- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Fortitude saves.
- **Skill points:** none

Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry).

- **Mindless:** No Intelligence score, and immunity to all mind effects.
- **Senses:** darkvision 60 ft.
- **Proficiencies:** natural weapons.
- **Metabolism:** breathe, eat, sleep

Feats

The following feats are referenced in this monster section.

Improved Drag (Combat)

You are skilled at dragging foes around the battlefield.

Prerequisites: Power Attack, base attack bonus +1.

Benefit: You do not provoke an attack of opportunity when performing a drag combat maneuver. In addition, you receive a +2 bonus on checks made to drag a foe. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries to drag you.

(BAB +6): You receive an additional +2 bonus on checks made to drag a foe. Whenever you drag a foe, his movement provokes attacks of opportunity from all of your allies (but not you).

Quicken Spell-Like Ability

This creature can use one of its spell-like abilities with next to no effort.

Prerequisite: Spell-like ability at CL 8th or higher.

Benefit: Choose one of your spell-like abilities, subject to the restrictions described in this feat. The creature can use the chosen spell-like ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature may use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to 1/2 its caster level (round down) – 4.

A spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

(CL 16th): You may quicken a second spell-like ability that you possess using the same rules.

Spells

The following spells are new to the Porphyra Roleplaying Game.

Charm Animal

Enchantment [fauna, mind]

Level 1 (simple)

Target one animal

This spell functions like charm person, except that it affects a creature of the animal type.

Pass Without Trace

Transmutation [wood]

Level 1 (complex)

Casting Time 1 standard action

Components V, S

Range touch

Targets one creature/level touched

Duration 1 hour/level (D)

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

The subject or subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by nonmagical means.

Quech

Transmutation [air]

Level 3 (exotic)

Casting Time 1 standard action

Components V, S

Range medium (50 ft./level)

Area or Target one 20-ft. cube/level (S) or one fire-based magic item

Duration instantaneous

Saving Throw none or Will negates (object)

Spell Resistance no or yes (object)

Quench is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a caster check against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Each creature with the elemental or elemental-kin with an affinity for fire within the area of a quench spell takes 1d6 points of damage per caster level (maximum 10d6, no save allowed).

Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save. Artifacts are immune to this effect.

Soften Earth and Stone

Transmutation [earth]

Level 2 (exotic)

Casting Time 1 standard action

Components V, S, M (a handful of clay)

Range close (10 ft./level)

Area 10-ft. square/level; see text

Duration instantaneous

Saving Throw none

Spell Resistance no

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have

been able to affect before.

While this spell does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls (treat as a cave-in with no bury zone, see Environment).

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Universal Monster Rules

The following monster rules are referenced in this product.

Crush (Ex; Con): A flying or jumping Huge or larger creature can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the creature. A crush attack affects as many creatures as fit in the creature's space. Creatures in the affected area must succeed on a Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the creature chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the creature's Strength bonus.

Disease (Ex or Su; Con): A creature with this ability causes disease in those it contacts. The effects of the disease, including its save, frequency, and cure, are included in the creature's description.

Fast Healing (Ex): A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature's Special Attacks line. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a $+4$ bonus to CMB and CMD with grapples.

Pounce (Ex): When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Pull (Ex): A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls a creature closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the

regeneration to cease functioning.

Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

A creature must have a Constitution score to have the regeneration ability.

Swallow Whole (Ex): If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to $1/10$ the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally $10 + 1/2$ its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Ant, Giant

A thin, six-legged ant the size of a pony stands at the ready, its mandibles chittering and its stinger dripping with venom.

GIANT ANT (CR 2)

Medium vermin

Init +0; **Senses** darkvision 60 ft., scent; Notice 15

DEFENSE

AC 15, flat-footed 15

(+5 natural)

HP 19 (2d8+10)

Fort +6, **Ref** +0, **Will** +1

Immune mind

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +3 (1d6+2 plus grab), sting +3 (1d4+2 plus poison)

STATISTICS

Str 14, **Dex** 10, **Con** 17, **Int** —, **Wis** 13, **Cha** 11

Base Atk +1; **CMB** +3; **CMD** 13 (21 vs. trip)

Combat Maneuvers +4 grapple

Feats Toughness^B

Skills Climb +10, Perception +5, Survival +5; **Racial Modifiers** +4 Perception, +4 Survival

ECOLOGY

Environment any

Organization solitary, pair, gang (3–6), or hive (7–18 plus 10–100 workers, 2–8 drones, and 1 queen)

Treasure none

SPECIAL ABILITIES

Poison (Ex; Con) Sting—injury; *save* Fort DC 14; *track* Strength; *frequency* 1/round for 4 rounds; *effect* Healthy—Weakened—Impaired—Staggered; *cure* 1 save

Giant ants are as industrious as their normal-sized kin. While their nests generally don't consist of thousands, their greatly increased size more than compensates.

Dragonfly, Giant

This glittering blue dragonfly is about the size of a horse and is large enough to carry off small farm animals or people.

GIANT DRAGONFLY NYMPH (CR 3)

Small vermin (aquatic)

Init +1; **Senses** darkvision 60 ft.; Notice 11

DEFENSE

AC 15, flat-footed 14

(+1 Dex, +3 natural, +1 size)

HP 32 (5d8+10)

Fort +6, **Ref** +2, **Will** +2

Immune mind

OFFENSE

Speed 10 ft., swim 30 ft.

Melee bite +6 (2d6+3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks extending jaw

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** —, **Wis** 12, **Cha** 5

Base Atk +3; **CMB** +4; **CMD** 15 (23 vs. trip)

Skills Athletics +2 (+10 swim), Stealth +5 (+13 in shallow water); **Racial**

Modifiers +8 Stealth in shallow water

ECOLOGY

Environment waterways

Organization solitary, pair, or brood (3–8)

Treasure incidental

SPECIAL ABILITIES

Extending Jaw (Ex) A giant dragonfly nymph can extend its jaws with surprising speed. Not only does this extend the nymph's reach with its bite attack, but during the surprise round, a nymph gains a +4 bonus on attack rolls with its bite.

Giant dragonflies lay clutches of eggs in swampy terrain or areas of standing water. Their young, called nymphs, voraciously eat carrion and small prey, growing and maturing rapidly until they sprout fully functional wings and become adult dragonflies.

Fly, Giant

Bristling with coarse hairs, this enormous fly's legs twitch just before it launches into the air on buzzing wings.

GIANT FLY (CR 1)

Medium vermin

Init +3; Senses darkvision 60 ft.; Notice 12

DEFENSE

AC 13, flat-footed 10

(+3 Dex)

HP 15 (2d8+6)

Fort +6, Ref +3, Will -2

Immune disease, mind

OFFENSE

Speed 20 ft., climb 20 ft., fly 60 ft.

Melee bite +2 (1d6+1 plus disease)

Statistics

Str 12, Dex 17, Con 16, Int —, Wis 7, Cha 2

Base Atk +1; CMB +2; CMD 15 (21 vs. trip)

Skills Climb +9, Perception +2; Racial Modifiers +4 Perception

ECOLOGY

Environment any

Organization solitary, pair, or swarm (3–12)

Treasure none

SPECIAL ABILITIES

Disease (Ex; Con) Filth Fever: Bite—injury; save Fortitude DC 14; track physical; frequency 1/day; cure 2 consecutive saves.

Much like their tiny cousins, giant flies feed upon carrion. Wholly monstrous, these disgusting creatures have been known to sometimes attack still-living foes, particularly when they are hungry or living creatures disturb their meals. Some species of giant fly bear their larva live, ejecting piles of undulating giant maggots from their engorged abdomens rather than laying eggs in decaying corpses.

Mobogo

This grotesque creature looks like a gigantic toad with leathery wings, fangs, horns, and three bulbous eyes.

MOBOGO (CR 10)

Huge magical beast (aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Notice 28

DEFENSE

AC 24, flat-footed 22

(+2 Dex, +14 natural, -2 size)

HP 136 (13d10+65); **regeneration** 5 (acid, cold, or fire)

Fort +13, **Ref** +10, **Will** +8

OFFENSE

Speed 30 ft., fly 30 ft., swim 40 ft.

Melee bite +20 (2d6+9), 2 slams +20 (1d8+9) or tongue +20 (1d6+9 plus grab and pull)

Space 15 ft.; **Reach** 15 ft. (45 ft. with tongue)

Special Attacks crush (R-DC 21, 2d8+13), pull (tongue, 5 ft.), swallow whole (2d6+13 bludgeoning damage, AC 17, 13 hp), vile croak

Spell-Like Abilities (CL 8th; caster check +11)

Constant—pass without trace, speak with animals

At will—charm animal (W-DC 14), create water, sound burst (F-DC 15)

3/day—control water, fog cloud, gust of wind (F-DC 15), plant growth, quench (DC 16), soften earth and stone (DC 15)

STATISTICS

Str 28, **Dex** 15, **Con** 21, **Int** 10, **Wis** 15, **Cha** 16

Base Atk +13; **CMB** +24; **CMD** 36 (40 vs. trip)

Combat Manevers +4 awesome blow, bull rush, grapple, overrun

Feats Cleave, Combat Reflexes, Improved Awesome Blow, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack

Skills Athletics +25 (+33 jump, swim), Perception +18

Languages Boggard; speak with animals

SQ amphibious, marsh stride

ECOLOGY

Environment marsh

Organization solitary or gang (2–4)

Treasure standard

SPECIAL ABILITIES

March Stride (Ex) A mobogo can move through any sort of natural difficult terrain at its normal speed while within a marsh.

Tongue (Ex) A mobogo's tongue is a primary attack with reach equal to three times the mobogo's normal reach. A mobogo does not gain the grappled condition when using its tongue to grapple a foe.

Vile Croak (Su; Cha) As a standard action once every 1d4 rounds, a mobogo can unleash a thunderous croak. Any non-boggard or non-mobogo within 50 feet of the mobogo must make a DC 19 Will save or become staggered for 1d4 rounds. Once a creature makes its saving throw against a particular mobogo's vile croak, it is immune to that mobogo's croak for 24 hours. Any boggards or mobogos within the area of a mobogo's vile croak gains a +2 morale bonus on attack rolls and saving throws against fear effects for 1 round.

Huge and hungry, mobogos merge the features of gigantic toads and swampy dragons, and lair in the deepest, oldest swamps. Here, whole tribes of boggards serve the beasts' fickle, capricious whims.

Mobogos reside in the most primal swamps of the world, grotesque eldritch wildernesses unchanged for centuries. Boggards believe that in ancient times, after their fecund demon goddess deposited her frogspawn in the muddy morass of the world's still-forming continents, mobogos were among the first creatures to emerge. Ever since, the mobogos have slept and fed, preying upon the beasts of their fetid meres, growing huge and lethargic, and dreaming inscrutable amphibious dreams of their godly mother's return. Nearly all mobogos are attended by tribes of boggards. Mobogos care little for matters of origins and philosophies—they care only for the endless sacrifices of food, victims, and pleasing swamp art brought to them by their obedient tribes.

A mobogo is 18 feet tall and weighs 12,000 pounds.

Ogdoad

Reputedly, the ogdoad (singular and plural) are descendants of beings that swam about in the muck of primordial chaos, before the forces of order condensed existence into what we now call time. The ogdoad are closely connected with the element of water and with the essence of dreamstuff.

Many-hued and alien-minded, these creatures are in some ways similar to demons, devils, and celestials. However, instead of dwelling in abysmal landscapes or heavenly domiciles, they continue to wade around in the few planar pockets of Primordial Chaos that the forces of Law didn't "cor-

rupt.” As such, they grow and change constantly, but share a few common characteristics. All ogdoad are bipedally humanoid in form, though they resemble vaguely human-shaped frogs or toads.

Legends say that the ogdoad are servants of elder beings of immense power and whose inconstant nature is utterly hostile to mortals. Ogdoad feature strongly in the legends of aquatic peoples such as sahuagin, skum, merfolk, and even the cetacean orcam. It is said that when ancient cataclysms sunk long-forgotten empires of the past, the ogdoad enjoyed free rein of the oceans, and have been trying to re-establish a foothold there ever since.

The ogdoad were complicit in the 3,000 BC invasion by the Great Old Ones, and their human thralls, the Kayanoi. The toad-outsiders cracked open a door in the dimensions with their power, to let the invaders into Porphyra’s reality. Promises of ocean domination were made and many ogdoad set up small fiefdoms throughout Porphyra’s oceans and shores. A certain amount of genetic mixing engendered such races as the evil bog-gards and the benign gripli and doathi, though legends of their patronage are vague. Such strange monsters as frog-fathers and blindheim also speak to ogdoad interference in Porphyran development. With the repulsion of the invasion by the Elementalist Zendik Order, a number of ogdoad were captured by native Porphyran water-sorcerers, and enthralled for many centuries. The powers of these outsiders was put to use in many schemes, though a few found their way back to the depths of Limbo.

Ogdoad, Annoad

Standing as tall as a large human, this gray-skinned, froglike being has yellowish eyes, long limbs, and a lean appearance. It is dressed in ornate leather armor and carries a mighty greatsword in its hand.

Annoad (CR 16; 76,800)

Medium outsider (ogdoad)

Init +9; **Senses** darkvision 60 ft., low-light vision; **Notice** 38

DEFENSE

AC 32, flat-footed 26 (+4 vs. AoO); **SR** 27

(+5 armor, +12 natural, +5 Dex, +1 dodge; -1 size)

HP 262 (21d10+147); **fast healing** 5

Fort +14, **Ref** +17, **Will** +16 ; +4 vs. fear, mind

DR 10/orichalcum; **Defensive Abilities** alien mindset (W-DC 26); **Immune** acid; **Resist** cold 10, fire 10, sonic 10

OFFENSE

Speed 40 ft., swim 40 ft.

Melee +2 flaming greatsword +28/+23/+18/+13 (3d6+9/16-20 plus 1d6 fire)

Space 10 ft.; **Reach** 10 ft.

Special Attacks attunement

Spell-Like Abilities (CL 21st; caster check +27)

At will—alter self, astral projection (self only), confusion (W-DC 20), curse of the ogdoadt (W-DC 18), detect magic, dispel magic, entropic shield, invisibility, levitate, rage, see invisible, shatter (F-DC 18)

3/day—disintegrate, greater teleport

2/day—summon (level 6, 2d6 nunnoad, 1d4+1 kukkoad or 1d2 huhhoad, 65%)

1/day—finger of death (F-DC 23), harm (W-DC 21), heal

STATISTICS

Str 20, **Dex** 21, **Con** 25, **Int** 18, **Wis** 18, **Cha** 23

Base Atk +21; **CMB** +27; **CMD** 42

Combat Maneuvers +4 drag

Feats Blinding Critical, Cleave, Craft Magical Arms and Armor, Dodge, Improved Drag, Improved Critical (greatsword), Improved Initiative, Power Attack, Pushing Assault, Vital Strike, Weapon Focus (greatsword)

Skills Athletics +29 (+33 jump), Deception +30, Knowledge (arcana) +28, Knowledge (religion) +28, Knowledge (planes) +28, Perception +28, Sap +29, Sense Motive +28, Spellcraft +28, Stealth +29

Languages Ogdoadt

ECOLOGY

Environment planes (Realms Beyond)

Organization solitary, pair, or horde (1–2 plus 4–10 huhhoad, 3–6 kukkoad, and 10–30 nunnoad)

Treasure NPC gear (+3 leather armor, +2 flaming greatsword, other treasure)

Annoad are the enigmatic, secretive leaders of the ogdoad race. While they hold sway over their subjects' fates, it is uncertain whether they themselves serve other beings in turn. Their swords hold special significance to them, and stealing such a blade or taking one by force is sure to bring the wrath of all ogdoad upon the thief.

Annoad rely heavily upon their spell-like abilities, although they are fierce warriors as well. They invariably call upon other ogdoad to assist them before engaging dangerous opponents.

Ogdoad Lords

To speak of a ruler of such an entropic race is difficult, but there is a hierarchy present from nunnoad to annoad ogdoad, and the annoad themselves pay homage to higher beings from poorly defined depths of Limbo, hard-won from the proteans or perhaps divided by treaty. Though names are whispered at, the titles Anuüra the Diver, Boekurg (Leader of the Ogdoad-Old One alliance), and Hegget, a fertility demigod among the grippli are most well-known.

Ogdoad, Huhhead

This toad-like humanoid glows a bright red, with darker spots seemingly bubbling along beneath its skin, and its throat occasionally balloons up like a bullfrog's. The air around the creature is noticeably warmer.

Huhhead (CR 12)

Large outsider (ogdoad)

Init +7; **Senses** darkvision 60 ft., low-light vision; Notice 29

Aura searing (10 ft.; heat metal)

DEFENSE

AC 26, flat-footed 20; **SR** 23

(+3 Dex, +14 natural, -1 size)

HP 162 (12d10+96); **fast healing** 5

Fort +12, **Ref** +11, **Will** +12; +4 vs. fear, mind

DR 10/orichalcum; **Defensive Abilities** alien mindset (W-DC 21); **Immune** acid, fire; **Resist** cold 5, sonic 5

OFFENSE

Speed 40 ft.; swim 40 ft.

Melee 2 slams +17 (2d6+7 plus 1d8 fire)

Space 10 ft; **Reach** 10 ft.

Special Attacks attunement, breath weapon (20 ft. cone; 10d10 fire; R-DC 24 half)

Spell-Like Abilities (CL 12th; caster check +17)

At will—astral projection (self only), (quicken) burning hands (R-DC 16)

3/day—scorching ray, shatter (F-DC 17)

1/day—disintegrate, summon (level 5, 2d4 nunnoad or 1 huhhead, 65%)

STATISTICS

Str 24, **Dex** 17, **Con** 27, **Int** 16, **Wis** 18, **Cha** 21

Base Atk +12; **CMB** +20; **CMD** 33

Combat Maneuvers +4 drag

Feats Cleave, Improved Drag, Improved Initiative, Power Attack, Quicken Spell-Like Ability (burning hands), Weapon Focus (slam)

Skills Athletics +22 (+26 jumping, +30 swim), Deception +20, Diplomacy +20, Knowledge (arcana) +18, Knowledge (planes) +18, Perception +19, Sense Motive +19, Stealth +14, Use Magic Device +20

Languages Ogdoadt, Ignan

ECOLOGY

Environment planes (Realms Beyond)

Organization solitary, pair, or raid

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Ex) A huhhoad can use its breath weapon as a standard action every 1d4 rounds.

Searing Aura (Su) At will, as a free action, a huhhoad can surround itself with an aura of blistering heat in a 10-foot radius. Any creature in the area is affected as if by a heat metal spell, except that the damage applies to all creatures, even those not wearing metal armor. Creatures actually wearing metal armor take double damage. Once the effect reaches the level of “searing”, it does not lessen until the creature leaves the searing aura, at which time the effect lessens to “hot” and then “warm” over 2 rounds, as the spell.

Huhhoad are the most violent of all ogdoad, reveling in destruction for its own sake. On the Material Plane, they tend to live near underwater volcanoes, sometimes swimming within the very magma. Huhhoad stand around 12 feet tall and weigh approximately 1,250 pounds.

Huhhoad are true pyromaniacs — they love to see things burn, whether objects, structures, or creatures. They tend to use their spell-like abilities only after their breath weapon, searing aura, and physical attacks have proven relatively ineffective.

Ogdoad, Kukkoat

This powerful-looking humanoid toad is a bluish color, with a pale belly. It is covered in pale spots that vary in size and tend to appear and disappear as the being moves. A preternatural cold emanates from the creature.

Kukkoat (CR 8)

Large outsider (ogdoad)

Init +7; **Senses** darkvision, low-light vision; Notice 25

Aura numbing (20 ft.; F-DC 21 negates)

DEFENSE

AC 22, flat-footed 17

(+3 Dex, +8 natural, -1 size)

HP 100 (8d10+56); **fast healing** 5

Fort +11, **Ref** +9, **Will** +10; +4 vs. fear, mind

DR 5/orichalcum; **Defensive Abilities** alien mindset (W-DC 18); **Im-**

mune acid, cold; **Resist** fire 5, sonic 5; **SR** 19

OFFENSE

Speed 30 ft., swim 40 ft.

Melee 2 slams +13 (1d8+6 plus 1d6 cold)

Space 10 ft.; **Reach** 10 ft.

Special Attacks attunement, breath weapon (15 ft. cone; 8d8 cold; R-DC 21 half)

Spell-Like Abilities (CL 8th; caster check +12)

Constant—tongues

At will—alter self, astral projection (self only), detect creature

3/day—chill metal (W-DC 16), chill touch (F-DC 15), shatter (F-DC 16)

1/day—detonate (R-DC 18), summon (level 4, 1d4+1 nunnoad or 1d2 kukkoad, 50%)

STATISTICS

Str 22, **Dex** 17, **Con** 25, **Int** 14, **Wis** 18, **Cha** 19

Base Atk +8; **CMB** +15; **CMD** 28

Combat Maneuvers +4 drag

Feats Great Fortitude, Improved Drag, Improved Initiative, Power Attack

Skills Athletics +11 (+19 swimming), Deception +15, Knowledge (local)

+13, Knowledge (planes) +13, Intimidate +15, Perception +15, Stealth +7, Survival +15

Languages Aquan, Ogdoadt, Protean

ECOLOGY

Environment planes (Realms Beyond)

Organization solitary, pair, squad (3-6)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Ex) A kukkoad can use its breath weapon every 1d4 rounds.

Numbing Aura (Su; Con) At will, as a free action, a kukkoad can surround itself with an aura of chilling energy in a 20-foot radius. Any living

creature in this area must make a DC 21 Fortitude save or take 1d4 points of Dexterity damage and be affected as if by a slow spell for as long as it remains within the aura. A creature that makes its saving throw is immune to that kukkoad's numbing aura for 24 hours.

Kukkoad are the infiltrators among the ogdoad. With their mutable forms, they are able to enter the mortal world, manipulating secret cults to do their annoad masters' bidding, however irrational it may seem. Kukkoad generally stand around 9 feet tall and weigh roughly 800 pounds.

Kukkoad use their breath weapon and spell-like abilities to maximum effect, and seek to incapacitate foes with their numbing aura before wading into melee with deadly accuracy.

Several kukkoad ogdoads have infiltrated society in the Boroughs of Dunmark, replacing the normal humans that held their positions to control civic affairs. Their goal is likely long-range revenge against the Dunmarker people.

Ogdoad, Nunnoad

Covered in a sickly, warty green hide, the creature resembles nothing as much as a large humanoid frog or toad.

Nunnoad (CR 6)

Large outsider (ogdoad)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Notice** 21

DEFENSE

AC 19, flat-footed 18

(+1 Dex, +8 natural, -1 size)

HP 69 (6d10+36); **fast healing** 5

Fort +8, **Ref** +6, **Will** +7; +4 vs. fear, mind

DR 5/orichalcum; **Defensive Abilities** alien mindset (W-DC 15); **Immune** acid; **Resist** cold 5, fire 5, sonic 5; **SR** 17

OFFENSE

Speed 30 ft., swim 40 ft.

Melee 2 slams +11 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Special Attacks attunement, breath weapon (10 ft.-radius spread; 5d8 acid; F-DC 19 half), pounce

Spell-Like Abilities (CL 6th; caster check +8)

At will—detect creature

3/day— protection from outsiders, shatter (F-DC 14)

1/day—detonate (W-DC 16), summon (level 3, 1d2 nunnoad, 30%)

STATISTICS

Str 22, **Dex** 13, **Con** 23, **Int** 10, **Wis** 14, **Cha** 15

Base Atk +6; **CMB** +13; **CMD** 24

Combat Maneuvers +2 drag

Feats Improved Drag, Improved Initiative, Power Attack

Skills Athletics +6 (+14 swimming), Deception +11, Intimidate +11, Knowledge (arcana) +9, Knowledge (planes) +9, Perception +11, Survival +11

Languages Ogdoadt

ECOLOGY

Environment planes (Realms Beyond)

Organization solitary, pair, troupe (3-10), or band (11-30)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Ex) A nunnoad can use its breath weapon as a standard action every 1d4 rounds.

Nunnoad are the hordes of the ogdoad, the raiding masses that spell senseless destruction to whatever lies in their path. A nunnoad stands around 10 feet tall and averages roughly 1,000 pounds.

Nunnoad have no strategy beyond crushing their current enemy to a pulp. They tend to target foes that look most interesting (or perhaps entertaining) to them, unless a more dangerous foe proves itself by damaging the nunnoad significantly. Nunnoad or kukkoad can sire half-breeds called doathi.

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