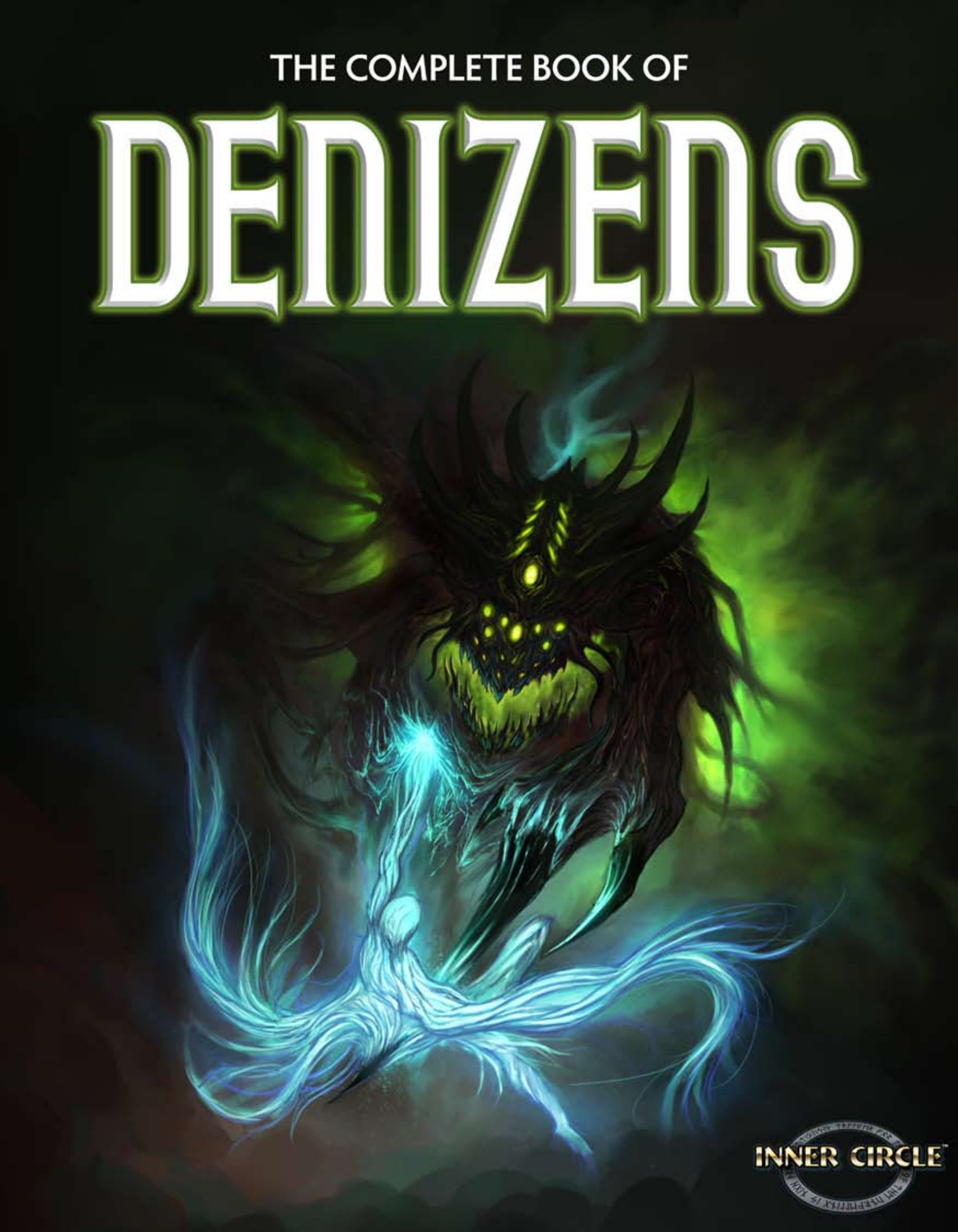
THE COMPLETE BOOK OF

DENIZENS



INNER CIRCLE™

"He who is afraid of a thing gives it power over him."
–Moorish proverb

THE COMPLETE BOOK OF DENIZENS

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In Memory of
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Introduction

"We fear monsters because they are part of ourselves, or because they are not. To defeat the former, we look into our hearts, and vanquish our opponents through purity of thought and act. To defeat the latter, we raise blade and torch, and confront our problems directly."

– From the essays of Virkar, zeidian warrior-poet

Denizens of Avadnu introduces over 140 new creatures for use in fantasy games. Some are new twists on old favorites, while others are original creations designed to surprise DMs and players alike. Most of the creatures and nearly all of the skills, feats, and special abilities can be easily used in any fantasy setting, but plenty of background is provided to help DMs integrate the material into their own campaign worlds. Some DMs may wish to introduce new creatures sparingly, using them to catch jaded players off-guard, while others may wish to make them an essential part of their games' flavor.

The World of Avadnu

The "natural habitat" of the creatures in this book is Avadnu, the setting used by The Inner Circle's *Violet Dawn: The Time of the Unravelling* line of products. Avadnu is a dark fantasy world suffering from the mistakes of its past, where more people are struggling to survive than attempting to rebuild. All creatures have sections describing how they fit into the world of Avadnu, and even DMs running games set elsewhere can use these sections as examples of how a given creature might fit into a world's history.

More information on Avadnu can be found at the official Violet Dawn web site, at http://www.violetdawn.com.

Using This Book

Denizens of Avadnu is divided into four chapters:

Building a Creature (Chapter 1): This chapter details a new subtype, new skills (such as Autoheal and Sculpt Self), and new feats (such as Controlled Breathing and Draining Weapon).

New Creatures (Chapter 2): Chapter 2 is the heart of *Denizens of Avadnu*, and describes new creatures and templates. Most creature writeups contain up to eight sections. Some creatures have additional sections to explain unique qualities.

Statistics: The creature's statistics are listed in a black box labeled with the creature's name. In addition, the creature's Challenge Rating is displayed in a shield in the margin of the page. (A 'T' in place of a Challenge Rating denotes a template.)

Description: Following the statistics block is a summary of the creature's physical traits, habits, and habitat.

Combat: The combat section explains how the creature fights, as well any special abilities the creature may have.

Society: Intelligent creatures with complicated societies have expanded culture and lifestyle descriptions in this section.

Characters: Creatures appropriate for use as PCs or who frequently take class levels are detailed further here.

Physiological Uses: Certain creatures have qualities which allow the knowledgeable and skilled to make use of their remains. Items that can be manufactured from a creature's body are given a value in gp and a creation DC (usually for a Craft skill). Creating these items follows the standard rules for the Craft skill, unless otherwise stated. Except where noted, only one item can be created per creature carcass.

Some creatures can be used to reduce a magic item's base price for purposes of magic item creation. This does not change any other creation requirements, but costs derived from the base price (such as base creation cost, creation time, and XP cost) are reduced accordingly. The item's actual base price (as well as its market price) does not change–the reduction only applies to the costs for item creation. As with using creature parts for mundane items, unless otherwise stated, each carcass leaves enough material for use in one magic item.

Creature parts (such as soultrapper petals) which can be added to spells as material components to add metamagic or other effects can be used by any spellcaster. The spellcaster does not need to have the metamagic feat duplicated, nor does the spellcaster need to have access to a spell slot of the level that the spell, when modified by a metamagic feat, would ordinarily require.

Adventure Ideas: This section contains suggestions and ideas for using the creature in an adventure.

On Avadnu: This section explains how the creature fits into Avadnu, and offers history, legends, and cultural views of the creature. Dates are from the sulwynarii calendar, which divides recorded history into arcs of 1,000 cycles each. Each cycle marks the specific period between two winter solstices.

Other Creatures (Chapter 3): Chapter 3 explains how creatures from sources other than *Denizens of Avadnu* fit into the setting of Avadnu, and offers alternative takes on traditional monsters.

Tables (Chapter 4): Chapter 4 contains new tables for spells such as *summon monster*, and listings of monsters by CR.



Chapter I: Building a Creature

Many of the creatures in *Denizens of Avadnu* use original subtypes, skills, and feats contained within this chapter. These elements, while built for the creatures in this book, can easily be added to creatures from other sources. Monsters may learn new ways of using their regenerative abilities (the Autoheal skill) or discover how to infuse their weapons with negative energy (the Draining Weapon feat). The voidspawn subtype adds flavor to particularly evil entities.

DMs may want to introduce these elements slowly, in order to avoid the need to learn them all at once. New skills and feats might be gained by an enemy of the PCs who advances in Hit Dice. Alternatively, many of the creatures with high Challenge Ratings in this book showcase the abilities in this chapter; a DM looking for a powerful adversary might want to experiment with such a creature in play.

The Voidspawn Subtype

One new subtype is used for creatures in *Denizens of Avadnu*. Its effects are described in abbreviated form in individual creature entries, in addition to the longer description here.

Voidspawn: Voidspawn are creatures born in the unnatural ecology of the Void, whose corrupt nature affects their surroundings. All calling and summoning spells cast within 30 feet of a voidspawn gain the evil descriptor (altering their effects, in the case of *summon monster* and similar spells where the creature conjured is affected by the descriptor), even if the caster could not normally cast evil spells. Voidspawn also leave traces of their evil on their destroyers. A creature who kills a voidspawn (summoned voidspawn cannot be "killed" for these purposes) must succeed on a Will save (DC 10 + 1/2 voidspawn's HD + voidspawn's Charisma modifier) or have the voidspawn's aura cling to it for 24 hours before dissipating. The voidspawn's evil aura is the same strength as when it was alive, and while it does not replace the creature's natural aura, it is revealed as surrounding the creature with *detect evil* spells and similar effects.

New Skills

Creatures in *Denizens of Avadnu* have access to several new skills, based on traits lacking in most humanoid races. The majority require a creature to be of a certain type (such as outsider) or have certain special qualities (such as fast healing or amorphous) to take. Creatures that do not meet the requirements for a skill cannot take ranks in that skill. Therefore, most of these skills should rarely become available to PCs.

With the exception of Scent, all of these skills should be considered cross-class skills for all core character classes. A DM may wish to offer Scent as a class skill for rangers, or may wish to reserve it for creatures with particularly keen senses.

Skill Descriptions

All skills follow the standard format for skill presentation.

Autoheal (Con; Trained Only; Regeneration, Fast Healing Only)

The creature has refined its control over its regeneration or fast healing ability.

Check: The creature can receive the benefit of multiple rounds (up to its Constitution modifier) of regeneration or fast healing. The DC for such healing is 5 times the number of rounds the creature wants healing equivalent to. A check result lower than the DC still heals the creature of the damage it would heal over a number of rounds equal to its check result divided by 5. A result equal to or above the DC heals the creature of the full desired amount.

After a creature uses Autoheal this way, its regeneration or fast healing rate drops to 0 for as many rounds as it would normally take to cure the amount of damage it attempted to heal (not necessarily the actual amount healed), starting on its next turn.

For example, an adithari has fast healing 4, and a Constitution of 17. It wants to heal 12 points of damage–the maximum it can. Its check result is 13–good, but it needs a 15 to receive 3 rounds of healing. Instead, it heals 8 points of damage, and its fast healing rate drops to 0 for the next 3 rounds.

Treat Wound from Caltrop, Spike Growth, or Spike Stones: A creature wounded by stepping on a caltrop can make a DC 15 Autoheal check to remove the movement penalty. A creature wounded by a *spike growth* or *spike stones* spell can make an Autoheal check against the spell's save DC to remove the movement penalty. The creature's regeneration or fast healing rate drops to 0 for 1 round after use.

A creature cannot use regeneration in this way if the caltrops or spells cause a type of damage that ignores its regeneration.

Action: Using Autoheal is a standard action.

Try Again: Yes, but only once the creature's fast healing or regeneration ability is functioning normally again.

Synergy: A creature with 5 or more ranks in Heal gets a +2 synergy bonus on Autoheal checks.

Focus Essential Energy (Cha; Trained Only; Elemental, Outsider Only)

The creature can focus and control the primal energies composing its aura.

Check: The creature can try to conceal or boost its aura (as determined by *detect* spells and similar magic). Divide the creature's Focus Essential Energy check result by 5; this is the number that it can add to or subtract from its aura power. A creature can only raise or lower an aura that corresponds to one of its subtypes. For example, a coran'tul–a creature with the outsider (evil, extraplanar, lawful, voidspawn) type–could raise or lower its evil or lawful aura power (with separate Focus Essential Energy checks), but a time walker–a creature with the outsider (extraplanar, lawful) type–could only raise or lower its lawful aura power.

Action: Using Focus Essential Energy is a standard action.

Try Again: Yes, but not with the same aura for 1 minute.

Perfect Recall (Int)

For creatures who live thousands of years, it is essential that they learn how to remember things clearly, and how to sort through a lifetime of memories.

Check: A creature can make a Perfect Recall check to remember an event from long ago in vivid detail, with incredible accuracy.

Remember an Event From	DC
1 year ago	10
4 years ago	15
20 years ago	20
100 years ago	25
500 years ago	30
2500 years ago	35

The importance of the memory can make it easier or harder to recall.

Perfect Recall Importance	DC
Trivial; the food at a particular, but uneventful breakfast.	+10
Minor; the name of an acquaintance or co-worker.	+5
Somewhat; the name of a casual friend, or the layout of a previous home.	+0
Very; the name of a lover or close friend, or the circumstances of a life-altering battle.	-5
Extreme; the exact words of a mortal enemy's dying curse, or the hiding place of an artifact.	-10

Action: Usually none. Like Knowledge checks, remembering doesn't take an action.

Try Again: Not for one month, unless the creature is presented with something to remind it of the memory.

Scent (Wis)

Creatures with a keen sense of smell can detect approaching enemies, sniff out hidden foes, and track by scent.

Check: The creature can detect smells from afar. The DC varies depending on distance and the strength of the odor.

DC	Scent
0	Skunk musk or troglodyte stench
5	Smoke or rotting garbage
10	Large nets full of fish or freshly-spread manure
15	A cart of foodstuffs or open barrels of liquor
20	Cooked beef, fresh fruit, or perfume
25	Most wild animals
30	Sanitary humanoids
+2	Per 10 ft. from scenting creature
+5	Through a door
-10	Upwind from scenting screature
+15	Through a stone wall
+10	Downwind from scenting creature

The creature can detect and recognize the odor as it would a familiar sight or sound, but not determine its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the Track feat and the scent special quality can follow tracks by smell, making a Scent check to find or follow a track. The typical DC for a fresh trail is 20. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. This use of Scent otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility. Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures, however, can use Scent in the water normally.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Scent DC to track becomes 30 rather than 20.

Action: Varies. Every time a creature has a chance to smell something in a reactive manner (such as when moving into a new area), it can make a Scent check without using an action. Noting the direction of a scent or pinpointing a scent within 5 feet is a move action. A Scent check made to find tracks is at least a full-round action, and it may take even longer. Trying to smell something the creature failed to smell previously is a move action.

Try Again: Yes. The creature can try to smell something that it failed to smell previously with no penalty.

Special: Creatures with the scent special quality have a +8 bonus on Scent checks. These rules supercede those for the scent special quality.

Sculpt Self (Dex; Trained Only; Amorphous, Ooze Only; Armor Check Penalty)

The creature can use the pliable nature of its shape to its advantage, changing form to best suit its next task. By shifting its mass or compressing its body, the creature can adapt to any situation.

Check: The amorphous creature can force itself into a new shape that gives it an advantage until the end of its next turn.

Task	DC
Change space (per square)	5
Ignore penalties for squeezing	15
Gain +3 competence bonus on a skill check	15
Gain +2 dodge bonus to AC	20
Gain +2 inherent bonus to an ability score	25
Increase or decrease size by one category	25

A creature who fails a Sculpt Self check by 10 or more warps its body improperly and is stunned for 1 round.

Change Space: The creature changes its space by rearranging the squares it takes up. The new area it takes up can be of any shape, but all squares must remain contiguous. It can rearrange a number of squares equal to its check result divided by 5. The creature's reach does not change, but its threatened area changes to reflect its new space.

For example, a Large creature could take up a space 4 squares long instead of a space of 2 squares by 2 squares. A

larger creature could even remove squares from its center to create an extended "arm," or spread itself through a series of twisting corridors.

Ignore Penalties for Squeezing: The creature moves at normal speed and suffers no attack or AC penalties when squeezing into a small space.

Gain Bonus: The creature gains a bonus to its AC, Strength, Dexterity, or Constitution, or on a skill with Strength, Dexterity, or Constitution as its key ability.

Increase or Decrease Size: The creature's size increases or decreases by one category, or changes from long to tall (or vice versa). The creature's space and reach are affected normally by this change, but its abilities, damage, and all other attributes remain the same.

Action: Using Sculpt Self is a standard action.

Try Again: Yes, but a second Sculpt Self check with the same goal as the last has a -5 penalty if the previous check failed. This penalty only applies in the round immediately following a failed check.

Sense Supernatural (Wis; Trained Only; Animal, Outsider Only)

The creature has an uncanny ability to sense traces of magic and supernatural activity.

Check: The creature can notice supernatural energy nearby. The DC varies depending on the nature of the energy.

DC	Source or Magical Aura Strength
15	Overwhelming magical aura
18	Strong magical aura
21	Moderate magical aura
24	Faint magical aura
27	Dim magical aura
30	A supernatural ability being used or in effect
35 - HD	An outsider
40 - HD	An elemental or undead
45	A creature in the Ethereal Plane
+5	Per 10 ft. from the creature
+1	Per minute aura has been lingering

Aura strengths are determined as with a *detect magic* spell. For the purposes of Sense Supernatural, supernatural abilities, outsiders, elementals, undead, and ethereal creatures leave auras that linger for 1d6 minutes.

If the creature's check result succeeds by 10 or more, it can determine the location of the source to within 10 feet. Otherwise, the creature cannot determine the source in any way; only know that something is present in its general vicinity.

A creature cannot sense supernatural activity through any barrier, such as doors or walls. Running water, such as a stream, also acts as a barrier to a creature's senses.

Action: Varies. Every time a creature has a chance to sense something in a reactive manner (such as when someone casts a spell or the creature moves into a new area), it can make a Sense Supernatural check without using an action. Trying to sense something it failed to sense previously is a move action.

Try Again: A creature must wait 1d6 hours before trying to sense something it failed to sense previously.

New Feats

Just as creatures with distinctive traits may be able to develop skills unavailable to more ordinary races, some creatures have extraordinary ways of using their natural talents. The following feats are commonplace for some creatures, while others may only be available to creatures who advance in HD or class levels. Unusual PCs may qualify for some feats, as well.

Metamagic Feats and Spell-Like Abilities

Several new metamagic feats which improve spell-like abilities are introduced here. These are similar to their standard metamagic counterparts, with a number of important differences.

Creatures with spell-like abilities can choose when they use their spell-like abilities whether to use metamagic feats to improve them. Since spell-like abilities do not use spell slots, improved spell-like abilities take extra time to use instead of filling higher-level spell slots. Improved spell-like abilities take 1 or more full rounds to use, as spells with casting times of 1 or more full rounds. Spell-like abilities improved with multiple metamagic feats use the combined casting time of all applicable feats.

Improved spell-like abilities otherwise follow all the standard rules for spell-like abilities and metamagic spells.

Feat Descriptions

All feats follow the standard format for feat presentation.

Channel Essential Energy [General]

The creature can focus its aura outward, pushing back or destroying creatures with opposing energies.

Prerequisite: Focus Essential Energy (12 ranks).

Benefit: The creature can turn or destroy creatures with an opposing subtype as a good cleric turns or destroys undead. Creatures with multiple subtypes must choose a subtype when taking this feat. For example, a hell hound–a creature with the outsider (evil, extraplanar, fire, lawful) type–can choose any one of the evil, fire, and lawful subtypes when taking this feat, and be able to turn creatures with the good, water, or chaotic subtypes, respectively. A creature can also rebuke, command, or bolster creatures of its chosen subtype. These abilities can be used a number of times per day equal to the creature's Charisma modifier. This is a supernatural ability.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat, it applies to a new subtype.

Controlled Breathing [General]

The creature can spread or focus its breath weapon through precise control.

Prerequisite: Breath weapon special attack.

Benefit: If the creature's breath weapon is normally a line, the creature can expand it into a cone one-third as long as the line's length. If the creature's breath weapon is normally a cone, the creature can focus it into a line one and a half times the cone's length.

Crushing Blow [General]
After crushing an opponent, the creature can follow through with an attack.

Prerequisites: Crushing Leap, Jump (9 ranks).

Benefit: Immediately after causing damage to an opponent with Crushing Leap, the creature can make a single melee attack against the opponent. If multiple opponents were damaged by the leap, only one may be attacked.

Crushing Leap [General]
The creature can leap onto opponents, crushing them beneath its mass.

Prerequisite: Jump (9 ranks).

Benefit: If the creature jumps at least 10 feet and lands in the space of one or more opponents, it deals damage to the opponents. If the creature's jump would normally take it past its opponent, it can reduce the distance to land on the opponent as a free action. The creature inflicts 1d6 points of bludgeoning damage for each size category it places above Medium. If the creature has the trample special attack, it can do trample damage instead. Afterward, the creature and its opponent share a space. Attempting to crush an opponent is a standard action, but the distance jumped is counted against the creature's movement (as normal).

Draining Weapon [General]
The creature can extend its aura of negative energy into a weapon it wields.

Prerequisites: Cha 17+, energy drain special attack.

Benefit: If the creature wields a light melee weapon in a limb it can use to inflict negative levels, it can use its energy drain attack through that weapon. The weapon's damage does not change, but a successful hit with the weapon is considered a successful hit with the limb for the purposes of the energy drain attack.

Earthmoving Blow [General]
The creature can stomp, hit, or jump with enough force that the ground around it shakes.

Prerequisite: Str 29+.

Benefit: Whenever the creature is in contact with the ground, it can make an earthmoving blow as a standard action. All other creatures in contact with the ground within 20 feet must succeed on Reflex saves, opposed by a Strength check made by the earthmover, or fall prone.

Fearful Advantage [General]
The creature knows how to take advantage of an opponent's fear in combat.

Prerequisites: Base attack bonus +4 or higher, Intimidate (4 ranks).

Benefit: The creature gains a +3 circumstance bonus on attack rolls against opponents who are shaken, frightened, or panicked.

Greater Draining Weapon [General]
The creature has mastered its ability to extend its aura of negative energy.

Prerequisites: Cha 21+, Draining Weapon, energy drain special attack.

Benefit: As Draining Weapon, but the melee weapon can be light, one-handed, or two-handed.

Improved Spell Protection [General]
Through intense focus, the creature can protect the area around itself with its spell resistant aura.

Prerequisites: Cha 17+, Spell Protection, spell resistance special quality.

Benefit: As a standard action, the creature can protect all creatures and objects within a 5-foot radius of itself with its spell resistance until the end of its next turn. Affected creatures and objects have spell resistance equal to that of the resistant creature, but for spells which would affect multiple protected creatures (including the resistant creature), the caster must only roll once to overcome spell resistance (instead of once for each creature).

Improve Spell-Like Abilities (Empower) [Metamagic]
The creature can make its spell-like abilities more powerful.

Benefit: All variable, numeric effects of an empowered spell-like ability are increased by one-half. Saving throws and opposed rolls are not affected, nor are spell-like abilities without random variables. An empowered spell-like ability takes 2 full rounds to use, or 2 extra full rounds if the spell-like ability is improved with other metamagic feats.

Improve Spell-Like Abilities (Enlarge) [Metamagic]
The creature can affect larger areas with its spell-like abilities.

Benefit: The creature can alter a spell-like ability with a range of close, medium, or long to increase its range by 100%. An enlarged spell-like ability with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spell-like abilities have a range of 200 ft. + 20 ft./level and long-range spell-like abilities have a range of 800 ft. + 80 ft./level. Spell-like abilities whose ranges are not defined by distance, as well as spell-like abilities whose ranges are not close, medium, or long, do not have increased ranges. An enlarged spell-like ability takes 1 full round to use, or 1 extra full round if the spell-like ability is improved with other metamagic feats.

Improve Spell-Like Abilities (Extend) [Metamagic]
The creature can make its spell-like abilities last longer.

Benefit: An extended spell-like ability lasts twice as long as normal. A spell-like ability with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell-like ability takes 1 full round to use, or 1 extra full round if the spell-like ability is improved with other metamagic feats.

Improve Spell-Like Abilities (Heighten) [Metamagic]
The creature can make its spell-like abilities more potent.

Benefit: A heightened spell-like ability has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, this feat actually increases the effective level of the spell-like ability that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a

lesser globe of invulnerability) are calculated according to the heightened level. A heightened spell-like ability takes 1 full round per spell level increased to use, or 1 extra full round per spell level increased if the spell-like ability is improved with other metamagic feats.

Improve Spell-Like Abilities (Maximize) [Metamagic]

The creature is capable of using its spell-like abilities at maximum effectiveness.

Benefit: All variable, numeric effects of a spell-like ability modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spell-like abilities without random variables. A maximized spell-like ability takes 3 full rounds to use, or 3 extra full rounds if the spell-like ability is improved with other metamagic feats.

An empowered, maximized spell-like ability gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Improve Spell-Like Abilities (Quicken) [Metamagic]

The creature can quickly draw the energy necessary for making a spell-like ability more powerful.

Benefit: Only a spell-like ability which has been improved by other metamagic feats can be quickened with this feat. The spell-like ability takes 1 full round less to use than normal, to a minimum of 1 full round.

Improve Spell-Like Abilities (Widen) [Metamagic]

The creature is capable of increasing the effective size of its spell-like abilities.

Benefit: The creature can alter a burst, emanation, line, or spread shaped spell-like ability to increase its area. Any numeric measurements of the spell-like ability's area increase by 100%. A widened spell-like ability takes 3 full rounds to use, or 3 extra full rounds if the spell-like ability is improved with other metamagic feats.

Spell-like abilities that do not have an area of one of these four sorts are not affected by this feat.

Mob Mentality [General]

The creature and its comrades are particularly good at ganging up on opponents.

Benefit: If two creatures flanking an opponent have the Mob Mentality feat, every creature with the Mob Mentality feat who threatens that opponent gains a flanking bonus on melee attacks against the opponent equal to the total number of threatening creatures with the Mob Mentality feat, to a maximum of +5.

Normal: Creatures flanking an opponent receive only a +2 flanking bonus on attacks, regardless of the number of flanking creatures.

Special: Creatures who gain a flanking bonus from this feat without actually flanking their opponent are not considered to be flanking for the purposes of sneak attacks and other special abilities.

Pinning Leap [General]

The creature can grapple with opponents it has leapt upon.

Prerequisites: Crushing Leap, base attack bonus +5 or higher, Jump (9 ranks).

Benefit: Immediately after damaging an opponent with Crushing Leap, the creature can start a grapple against the opponent as a free action without provoking an attack of opportunity or making a touch attack. If multiple opponents were damaged by the leap, only one may be grappled.

Special: If the creature also has Crushing Blow, it may start the grapple after using its extra melee attack.

Spell Protection [General]

The creature can expand its aura of spell resistance to protect nearby allies.

Prerequisites: Cha 15+, spell resistance special quality.

Benefit: As a standard action, the creature can share its spell resistance with any creatures or Medium or smaller objects in contact with it until its next turn. Allies must take a standard action to touch the creature and receive protection. Affected allies and objects have spell resistance equal to that of the creature, but for spells which would affect multiple protected creatures (including the initially resistant creature), the caster must only roll once to overcome spell resistance (instead of once for each creature).

Turnabout [General]

When the subject of a turning attempt, the creature can reverse the flow of positive energy from its opponent, polluting the flow with negative energy.

Prerequisites: +2 or greater turn resistance, ability to rebuke undead.

Benefit: When an opponent fails on a turning check against the creature, the creature can respond by trying to send negative energy back through the energy flow as a free action. This is considered a turning attempt, and counts against the number of times the creature can rebuke undead that day. The creature makes a turning check, and adds its turn resistance as a bonus. If the result is greater than its opponent's turning check result, the creature rolls turning damage. If its result is greater than its opponent's HD, the opponent is rebuked as if it were undead.

Wide Eyes [General]

The creature has the ability to lock gazes with multiple opponents at once.

Prerequisite: Gaze special attack.

Benefit: When the creature actively gazes as an attack action, it can affect up to three different opponents, all within range and within 10 feet of each other. Each opponent gains a +2 circumstance bonus on its saving throw to resist the effects of the gaze, due to the gazing creature's split focus.

New Epic Feats

The following feats allow epic monsters to develop their natural abilities beyond their normal limits. Some of these feats are common among certain species of epic creatures, while others may only be available to creatures who advance in Hit Dice or class levels. Unusual PCs may qualify for some feats, as well.

Feat Descriptions

All feats follow the standard format for feat presentation.

Aligned Breath Weapon [Epic]

The creature's breath weapon draws energy from the creature's very soul, changing the nature of the attack.

Prerequisites: Breath weapon special attack, matching alignment.

Benefit: Pick from good, evil, law, or chaos; part of the creature's alignment must match the alignment chosen. Whenever the creature uses its breath weapon, half the damage is normal for that attack (e.g., fire or cold), but the other half is powered purely by the creature's conviction and can only be reduced by effects protecting against alignment-based damage. The alignment-based damage does not affect foes with a matching alignment.

Craft Epic Construct [Epic] [Item Creation]

The creature can craft entities such as colossi and empyreans.

Prerequisites: Craft Construct, Craft Epic Magic Arms and Armor, Craft Epic Wondrous Item, Craft Magic Arms and Armor, Craft Wondrous Item, Knowledge (arcana) 28 ranks, Spellcraft 28 ranks.

Benefit: The creature can create constructs that have epic spells as prerequisites.

Energy Feeder [Epic]

The creature is so attuned to one of the energies that compose it that it draws strength from the energy's presence.

Prerequisite: Cold, electricity, fire, or sonic subtype.

Benefit: Select an energy-based subtype possessed by the creature (cold, electricity, fire, or sonic). Instead of merely suffering no damage when subjected to that form of energy, the creature heals damage equal to half the damage that would ordinarily have been inflicted. The remaining half is ignored.

Special: A creature can gain this feat multiple times. Each time a creature takes the feat, it applies to a different subtype.

Eternal Gaze [Epic]

The power of the creature's gaze is so great that it lingers even after death.

Prerequisites: Great Fortitude, gaze special attack.

Benefit: The creature's gaze attack continues to function after the creature's death, with the normal effect, range, and saving throw DC. The creature's head must remain intact for the attack to function; if the head takes damage equal to the creature's (former) Constitution score, the gaze attack ceases to work.

Greater Planar Harbinger [Epic]

The creature's home plane taints the entire area around the creature.

Prerequisites: Cha 35, Planar Harbinger, outsider or elemental.

Benefit: As Planar Harbinger, but the area's radius is 5 feet per point of Charisma bonus possessed by the creature.

Improved Ability Focus [Epic]

The creature has improved its talent with one of its attacks to astonishing levels.

Prerequisites: Ability Focus with special attack, special attack.

Benefit: Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses. This bonus stacks with the bonus from Ability Focus.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different special attack.

Improved Awesome Blow [Epic]

The creature's attacks can throw an opponent a distance limited only by its strength.

Prerequisites: Str 30, Awesome Blow, Improved Bull Rush, Power Attack, size Large or larger.

Benefit: As Awesome Blow, but the opponent is knocked 10 feet, plus 10 additional feet for every point of Strength bonus above +10 possessed by the creature. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage per 10 feet thrown, and the opponent stops in the space adjacent to the obstacle.

Planar Harbinger [Epic]

The creature's ties to its home plane are so strong that it carries the traits of that world with it.

Prerequisites: Cha 30, outsider or elemental.

Benefit: The area around the creature possesses all the elemental, energy, and alignment traits of the creature's home plane. These traits overlap the traits of the plane the creature is on (that is, all traits apply simultaneously). The area's radius is 1 foot per point of Charisma bonus possessed by the creature. The creature can start or stop this supernatural effect as a standard action.

Reflective Spell Resistance [Epic]

The aura of spell resistance surrounding the creature is strong enough to reflect the spells which strike it.

Prerequisites: Cha 25, spell resistance 35.

Benefit: Any time the creature is targeted with a spell that fails to penetrate its spell resistance, it automatically reflects

the spell back at the caster (as the *spell turning* spell).

Snap [Epic]

The creature can grab and swallow a foe with one swift motion.

Prerequisites: Improved grab (with bite) special attack, swallow whole special attack.

Benefit: When the creature hits an opponent small enough to be swallowed whole with its bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If the creature succeeds, it immediately swallows the opponent whole. Regardless of the grapple check's success or failure, the creature can use its remaining attacks against that or other opponents.

Normal: A creature must begin its turn with an opponent held in its mouth, then succeed on a second grapple check in order to swallow the opponent whole.

Temporary Discorporation [Epic]

By concentrating, the incorporeal creature can discorporate altogether, disappearing into its surroundings and becoming invulnerable to harm.

Prerequisites: Cha 25, incorporeal subtype.

Benefit: As a standard action, the creature can discorporate itself for a number of minutes up to its Charisma bonus (minimum 1). While discorporated, the creature effectively ceases to exist; it cannot act in any way or sense its surroundings. It cannot be attacked or targeted by spells or effects which have a limited range, but spells such as *discern location* still function. When the chosen duration ends, the creature reappears in the space where it discorporated.

Adithari

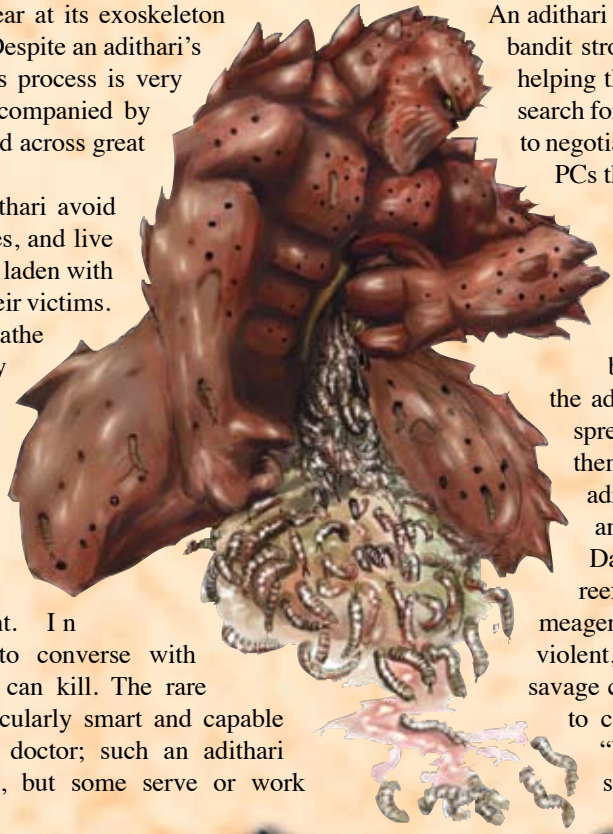
5

Large Giant
Hit Dice: 6d8+18 (45 hp)
Initiative: -1 (Dex)
Speed: 30 ft. (6 squares)
AC: 17 (-1 size, -1 Dex, +9 natural)
Touch: 8 **Flat-Footed:** 17
Base Attack/Grapple: +4/+13
Attack: Claw +8 melee (1d6+5)
Full Attack: 2 claws +8 melee (1d6+5)
Space/Reach: 10 ft./10 ft.
Special Attacks: Free swarm
Special Qualities: Amphibious, fast healing 4, low-light vision
Saves: Fort +8, Ref +1, Will +1
Abilities: Str 21, Dex 9, Con 17, Int 4, Wis 9, Cha 6
Skills: Autoheal +5, Listen +4, Spot +4, Swim +6
Feats: Alertness, Endurance, Power Attack
Environment: Temperate and warm aquatic, hills, and plains
Organization: Solitary
Challenge Rating: 5
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +4

Adithari are amphibious armored giants infested with tiny vermin.

Standing roughly 8 feet tall and weighing around 400 pounds, an adithari is an imposing sight. Its body is covered with a spiny, rust-colored exoskeleton, riddled with small holes around its chest and arms. Its skull is large, with two small cracks for its eyes and bone over its mouth. An adithari's arms hang low, each ending in three thick fingers. An average adithari lives about thirty years.

Adithari have a symbiotic relationship with maggotlike insects called koulusks, which live inside the holes of adithari exoskeletons. When an adithari is ready to feed, these inch-long grubs swarm out and devour the adithari's prey. Once the koulusks have had their fill, they return to the adithari, releasing secretions the adithari absorbs. As an adithari ages, the number of koulusks sharing the exoskeleton grows to such an extent that, in order to give the koulusks sufficient living space, the adithari is forced to tear at its exoskeleton to create wider openings. Despite an adithari's ability to heal rapidly, this process is very painful, and is usually accompanied by loud wails that can be heard across great distances.



When not hunting, adithari avoid contact with other creatures, and live in simple burrows or caves laden with the stinking carcasses of their victims. Though they can breathe underwater, most only descend to riverbeds or lake bottoms when hiding from powerful attackers, or when hunting aquatic creatures. They are marginally intelligent, but have no real society, and are slow-witted and violent. In general, adithari refuse to converse with anything they think they can kill. The rare exception is when a particularly smart and capable female becomes a witch doctor; such an adithari usually lives in isolation, but some serve or work alongside other evil creatures.

Adithari speak a crude dialect of Giant.

Combat

Adithari claw and swipe at their opponents, only unleashing their koulusks if they are surrounded or otherwise outmatched.

Free Swarm (Ex): As a standard action, an adithari can tear open its exoskeleton, spilling its koulusks into its space. Treat the koulusks as a locust swarm without a fly speed. The koulusks do not harm th e adithari, and the adithari can draw them back inside its exoskeleton as a standard action at any time it shares space with part of the swarm. The koulusks disperse 2 rounds after the adithari's death.

Amphibious (Ex): Adithari can survive underwater for 1 hour per 2 points of Constitution. After that, they risk drowning.

Adventure Ideas

An adithari and its pet karg live in a cave near a hidden bandit stronghold. The adithari has been unwittingly helping the bandits by killing anyone who comes to search for the stronghold, but if it could be convinced to negotiate, it might be willing to show investigating PCs the proper route.

On Avadnu

Once an all-too-common sight along the eastern shores of V'leren, adithari were hunted nearly to extinction by the barbarian tribes of the region. The tribes saw the adithari as demons, come from the ocean to spread madness and disease, and took it upon themselves to cleanse the land. The surviving adithari retreated into the depths of sea, and found a new home among the reefs of Dangortheb and the Broken Isles. Among the reefs, food is scarce, so the adithari fight for meager resources. These exchanges are incredibly violent, as the creatures tear each other apart in savage combat. Passing merchant ships have come to call the reefs around the Broken Isles the "Wailing Sorrows," due to the forbidding sounds of dying adithari.

Agraukith

Medium Monstrous Humanoid
Hit Dice: 2d8+2 (11 hp)
Initiative: +2 (Dex)
Speed: 30 ft. (6 squares), fly 50 ft. (average)
AC: 15 (+2 Dex, +3 natural)
Touch: 12 **Flat-Footed:** 13
Base Attack/Grapple: +2/+2
Attack: Trident +2 melee (1d8) or trident +4 ranged (1d8) or net +4 ranged touch (entangle)
Full Attack: Trident +2 melee (1d8); or trident +4 ranged (1d8); or net +4 ranged touch (entangle)
Space/Reach: 5 ft./5 ft.
Special Attacks: Disease, color spray
Special Qualities: Vermin empathy, darkvision 60 ft.
Saves: Fort +1, Ref +5, Will +3
Abilities: Str 11, Dex 15, Con 12, Int 12, Wis 10, Cha 7
Skills: Hide +4, Listen +4, Move Silently +4, Search +2, Spot +4, Survival +2
Feats: Flyby Attack, Hover[B]
Environment: Warm forests, hills, and plains
Organization: Group (2-4), swarm (3-12 plus 1 2nd-level soldier and 1 ranzeptera), or colony (35-200 plus 35% noncombatants plus 1 2nd-level soldier per 20 adults, 2 5th-level lieutenants, 1 parlith of 7th-9th level, and 8-24 ranzepteras)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +2

Agraukith are insectoid humanoids common to islands and jungles.

Agraukith stand 4 to 5 feet tall and weigh an average of 180 pounds. Their lithe bodies are covered in slick, brightly-colored carapaces of reds and yellows, and their large eyes are multifaceted and grant exceptional vision. Every agraukith has a pair of glittering wings that, while fragile, affords it the ability to stun its foes with a spray of color. These wings are usually kept tucked under an agraukith's outer shell for protection, and due to their frailty are rarely used for flights of significant distance. Agraukith have an affinity for all forms of insect life, and they share their homes with large colonies of ranzepteras and other vermin.

Agraukith are carnivores and have voracious appetites. They feed primarily on fish and forest-dwelling animals, though they readily attack humanoids if given the opportunity. Instead of eating their prey immediately, agraukith drag creatures back to their hives and cocoon them with thread certain breeds of agraukith can produce, often leaving their captives strung up for weeks.

Agraukith speak their own language.

Combat

Agraukith hunt in small groups, often accompanied by swarms of ranzepteras. They launch attacks from a distance, using their nets to entangle their foes before using their diseased tridents in melee. Against more powerful opponents, agraukith use their color sprays and attempt to end battles as quickly as possible. Though they are willing to flee, agraukith's aggressive tactics usually deny them the chance.

Disease (Ex): Burning fever–trident, Fortitude DC 12, incubation period 1 hour, damage 1d3 Constitution and 1d3 Wisdom. Agraukith coat their tridents with concentrated venom from the stingers of ranzepteras. After a single successful attack, the venom wears off and must be reapplied in an agraukith hive.

Color Spray (Su): An agraukith can flutter its wings to stun its opponents. This has the same effect as the spell *color spray* (caster level 8th; Will DC 12 negates). The save DC is Constitution-based.

Vermin Empathy (Ex): This power works like the druid's wild empathy class feature, except it only works on vermin. Determine a vermin empathy check result by rolling 1d20 and adding the agraukith's character level and Charisma modifier. Agraukith can also use the Handle Animal skill to train friendly vermin.

Skills: Agraukith have a +4 racial bonus on Handle Animal checks against vermin.

Agraukith Society

Agraukith live in large colonies of 50 to 300 members, consisting of many drones and soldiers, one queen, and hundreds of developing eggs. Each colony is housed in an underground hive, composed of a maze of caverns fashioned from wet earth and leaves and strengthened with roots and weeds. Above ground, these hives appear as wide domes of mud hundreds of feet across. Holes are spaced at regular intervals around the dome's top, hidden in the mud. Agraukith come and go from these entrances relatively infrequently, and only to gather food, water, and other resources. Along with the agraukith, colonies of ranzepteras, beetles, and other insects share the hive, their constant buzzing adding to the underground chorus. Agraukith are fiercely defensive of their hives, vermin, and queens, and will die to protect them.

Agraukith communicate through low-pitched hums and buzzing sounds. Conversations are nonexistent, and exchanges are generally limited to simple commands such as "guard," "harvest," and "attack," given by a queen or other high-ranking agraukith Within a given colony, a few agraukith may specialize in the translation of common humanoid languages, allowing them to contact outsiders when necessary.

Agraukith are not concerned with religion or philosophy, seeking only survival and coexistence with their surroundings. They have no desire to wage war on other races, but if food is scarce or if they feel threatened, they do not hesitate to take humanoid life.

Agraukith as Characters

Agraukith characters possess the following racial traits.

- +4 Dexterity, +2 Constitution, +2 Intelligence, -2 Charisma.
- Medium size.
- An agraukith's base land speed is 30 feet. It also has a fly speed of 50 feet (average).
- Darkvision out to 60 feet.
- Racial Hit Dice: An agraukith begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.
- Racial Skills: An agraukith's monstrous humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Hide, Listen, Move Silently, Search, Spot, and Survival. Agraukith have a +4 racial bonus on Handle Animal checks against vermin.
- Racial Feats: An agraukith's monstrous humanoid levels give it one feat. An agraukith receives Hover as a bonus feat.
- Weapon Proficiency: An agraukith is automatically proficient with the trident, the net, and all simple weapons.
- +3 natural armor bonus.
- Special Attacks (see above): Color spray.
- Special Qualities (see above): Vermin empathy.
- Automatic Languages: Common and Agraukith. Bonus Languages: Auran, Draconic, Sylvan, Terran, and Undercommon.
- Favored Class: Ranger; a colony's soldiers are mostly rangers or fighters. Higher-ranking agraukith in a colony are usually ranger/rogues, and leaders are mostly adepts (parliths).
- Level adjustment +2.

Physiological Uses

An agraukith's exoskeleton can be worked into a Medium shield equivalent to a buckler, but which can be used to bash for 1d2 points of damage if the wearer is not wielding an off-hand weapon (the normal -1 penalty for using off-hand weapons with a buckler does not apply when bashing). An agraukith buckler is worth 30 gp, and has a Craft (armorsmithing) DC of 11.

Adventure Ideas

Two agraukith colonies have gone to war, fighting over uninhabited territory. The losing colony sends an emissary to a human city, and requests assistance. As this is the first time anyone knows of that agraukith have initiated contact with another race, no one is sure how to respond, and whether or not to ally with the creatures. The PCs are asked to help sort out the details of the situation, and are sent to observe the war, meet with the emissary's queen, and decide what to recommend.

In their efforts to clear land for a lord's new manor, workers have razed a large section of forest and angered a colony of agraukith. The lord has begun recruiting local villagers for defense, but there is a strong reluctance on the part of the villagers to fight. When the lord tries to hire the PCs, they are privately told by the villagers that several villages have had a mutually-beneficial relationship with the agraukith for years, leaving out fish and livestock to be captured in return for the agraukith keeping their fields vermin-free. The villagers have never spoken with the agraukith, but fear their relationship has been irreparably harmed, even if the war can be stopped.

On Avadnu

Explorers from Kulloren first discovered agraukith on the island of Estiad in the 533rd cycle of the sixth arc, a time of great expansion. On first sighting the agraukith, the explorers assumed the man-sized insects were mindless animals. Their beliefs soon changed, when more than half their number were captured and cocooned. The surviving explorers fled back toward their vessel, but at the edge of the jungle, dozens of agraukith fell from the treetops and ensnared the band. The agraukith shortly discovered and dismantled the explorers' ship, as well.

After nine months, a second expedition was launched in an effort to discover the fate of the first group. The sailors eventually returned to Kulloren with a few recovered fragments of the dismantled ship's hull. A strange, viscous residue covered much of the debris; secreted, as the crew soon discovered, by the same creatures that had stowed away in the cargo hold of their vessel.



Alaihar

Small Dragon (Fire)
Hit Dice: 12d12+24 (102 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares), fly 90 ft. (average)
AC: 21 (+1 size, +4 Dex, +6 natural)
Touch: 15 **Flat-Footed:** 17
Base Attack/Grapple: +12/+11
Attack: Bite +16 melee (2d4+3)
Full Attack: Bite +16 melee (2d4+3) and 2 claws +11 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, frightful presence, spells
Special Qualities: Keen senses, telepathy 100 ft., immunity to fire, immunity to *sleep* and paralysis, spell resistance 23, vulnerability to cold
Saves: Fort +10, Ref +12, Will +13
Abilities: Str 16, Dex 18, Con 15, Int 19, Wis 20, Cha 19
Skills: Bluff +12, Climb +7, Concentration +12, Craft or Knowledge (any three) +13, Decipher Script +10, Diplomacy +16, Heal +12, Hide +13, Intimidate +14, Jump +7, Listen +12, Move Silently +9, Perfect Recall +16, Search +12, Sense Motive +12, Spellcraft +12, Spot +13, Survival +10, Swim +6
Feats: Combat Casting, Eschew Materials, Flyby Attack, Improved Initiative, Wingover
Environment: Temperate and warm forests and mountains
Organization: Solitary or pair
Challenge Rating: 10
Treasure: Standard
Alignment: Always lawful good
Advancement: 13-14 HD (Small); 15-18 HD (Medium); 19-28 HD (Large)

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Alaihar are magical birds that breathe fire.

An alaihar is a splendor to behold. Its body is barely over 1 foot high, but its enormous tail stretches another 5 feet. Its feathers are soft and thickly-layered, ranging from blue and deep purple to red and yellow. They shine with a metallic luster, and grow pale at the alaihar's crest. An alaihar's head is small, ending in a long beak the same color orange as its talons. Golden scales stretch across its back and shoulders, tough and nearly impenetrable. Two long tail feathers dangle behind the bulk of its tail, each more than 3 feet long and tipped with white.

Alaihar catch waterfowl from streams and lakes for food, sometimes supplementing their diets with fruit. They nest alone in shallow caves and atop bluffs. Alaihar can live for up to 800 years, but most are slain before that time by hunters (as trophies, or for sale to spellcasters) or evil creatures. Alaihar able to find others of their kind usually mate once during their lives, raising between one and three hatchlings for several decades before moving on.

Alaihar are noble, proud, and clever. Though they live relatively solitary lives, they have an affinity for humans, and can develop strong bonds of friendship with them over the course of years. Utterly loyal and valued companions, alaihar cannot abide evil, and require honesty and virtue in their associates. Generally, only young alaihar go out of their way to combat darkness; older alaihar tend to have a more relaxed view of life, enjoying time as it passes, understanding the impermanence of all things, and maintaining patience with other beings while trying to set examples for them.



Alaihar speak Draconic, but can also communicate telepathically.

Combat

Though not usually aggressive, an alaihar is extremely dangerous if forced to defend itself. A typical alaihar flies out of reach of its enemies, using spells and its breath weapon to fight from a distance. It uses its great speed to flee if necessary, only using its beak and claws when trapped.

Breath Weapon (Su): 40-foot cone, three times per day, damage 8d10 fire, Reflex DC 18 half. The save DC is Constitution-based.

Frightful Presence (Su): As a standard action, an alaihar can magically induce ancestral memories of dragons in foes with fewer HD than itself within 120 feet. A potentially affected creature that succeeds on a DC 20 Will save becomes immune to that alaihar's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Alaihar ignore the frightful presence of other alaihar. The save DC is Charisma-based.

Spells: An alaihar casts spells as an 8th-level sorcerer, and can also cast spells from the Good and Law domains as arcane spells.

Typical Sorcerer Spells Known (6/7/7/6/4, save DC 14 + spell level): 0–*daze*, *detect magic*, *light*, *mage hand*, *mending*, *open/close*, *read magic*, *resistance*; 1st–*burning hands*, *identify*, *obscuring mist*, *shield*, *silent image*; 2nd–*calm*

emotions, *invisibility*, *see invisibility*; 3rd–*clairaudience/clairvoyance*, *dispel magic*; 4th–*polymorph*.

Keen Senses (Ex): An alaihar sees four times as well as a human in shadowy illumination and twice as well in normal light. It also has darkvision with a range out to 120 feet.

Telepathy (Su): An alaihar can communicate telepathically with any intelligent creature within 100 feet that has a language.

Physiological Uses

Alaihar corpses can be utilized in a number of ways. An alaihar's scales can be used for the creation of armor or a Medium or smaller shield in the same manner as a dragon's. The eye of an alaihar, when used as a material component in a spell with the good, fire, or law descriptor, empowers (as the metamagic feat) the spell. Each eye can be used 1d4 times before its magic is lost. Alaihar feathers can be used in fletching, and for purposes of determining creation time and raw materials cost, the masterwork component of an arrow or bolt made with an alaihar feather costs only 3 gp, instead of 6 gp. An alaihar has 4d10 feathers suitable for use in fletching.

Adventure Ideas

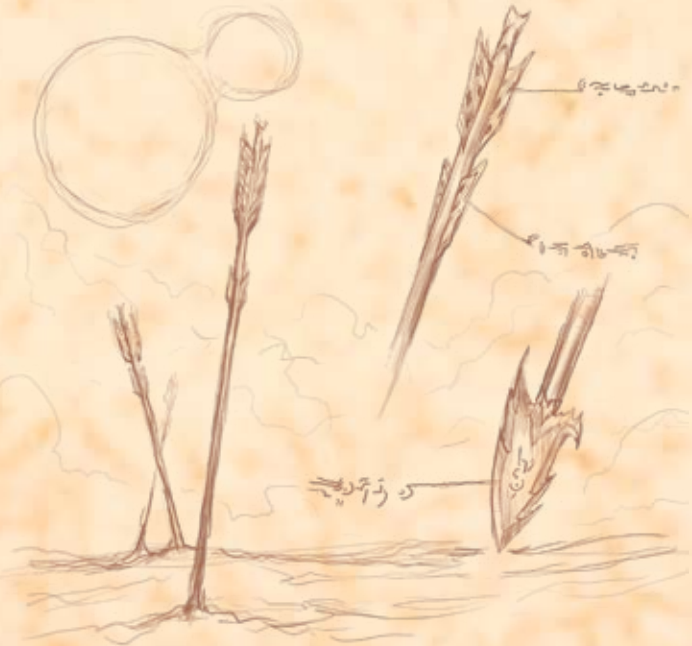
A court jester secretly approaches the PCs, and tells them that a princess has been exchanging letters with an unknown admirer. The jester has seen the letters, and believes the admirer to be a good man–but no letters have been received for months. The princess admits that she has never met the man in person, but she is extremely worried about his fate. The "man" is a young alaihar, genuinely in love with the princess, who decided that the relationship was impossible before cutting off contact. If the PCs manage to track down the alaihar's nest, they discover no one there–the letters allowed an evil sorcerer previously associated with the court to find and capture the alaihar, whom he plans to use in magical experiments.

An elderly alaihar wants to know what its life could have been like, had it been born a dragon. To that end, it contacts the PCs, offering them any reward they would like if they can find a great wyrm willing to magically share its memories with the alaihar. The alaihar offers several suggestions as to where to start looking, but even reaching a known dragon's lair can prove a challenge–particularly if the dragon is evil.

On Avadnu

In the forgotten ages of Avadnu, the godbeasts–gargantuan monstrosities that did battle to please Karnn, Lord of Beasts, and his brother Krüg, Father of Battles–stalked across the world. Last to be born and greatest among them were dragons. Only five of the Great Wyrms (as they are now known) were created, in perhaps Karnn's only moment of restraint. They stood hundreds of feet tall, possessing the might of storm-crowned mountains and the secret knowledge of the primal winds. Neither man nor the other godbeasts could stand before their might, and with the wordless ways of tooth and claw they dominated the world for many arcs.

Entire races fell, and it was with much regret that the gods decided to strike down the Great Wyrms to preserve Avadnu's other creatures. But the dragons were beautiful in the gods' eyes, and Eilethia could not bear that her consort, Karnn, would have to watch the memory of his favorite children fade into nothingness. As an homage to the Great Wyrms, she took a single scale from the largest of the five and shaped it into the first alaihar–a creature of beauty born from the most devastating of powers.



Arageld

Arageld, 1st-Level Warrior
Medium Humanoid (Aquatic)
Hit Dice: 1d8 (4 hp)
Initiative: +0
Speed: 30 ft. (6 squares), swim 20 ft.
AC: 12 (+2 leather)
Touch: 10 **Flat-Footed:** 12
Base Attack/Grapple: +1/+0
Attack: Spear +0 melee (1d8-1/x3) or claw +0 melee (1d3-1) or javelin +1 ranged (1d6-1)
Full Attack: Spear +0 melee (1d8-1/x3); or 2 claws +0 melee (1d3-1); or javelin +1 ranged (1d6-1)
Space/Reach: 5 ft./5 ft.
Special Qualities: Amphibious, freshwater sensitivity, light sensitivity, darkvision 60 ft.
Saves: Fort +2, Ref +0, Will +2
Abilities: Str 9, Dex 11, Con 10, Int 12, Wis 11, Cha 10
Skills: Craft (clockwork) +2, Disable Device +4, Listen +1, Search +2, Spot +1, Swim +9
Feats: Iron Will
Environment: Temperate aquatic Urgeld–Temperate land and underground
Organization: Solitary, squad (2-4), flock (11-24 plus 2 3rd-level wizards and 1 leader of 3rd-6th level), or shoal (20-120 plus 150% noncombatants plus 1 3rd-level wizard per 10 adults, 5 5th-level lieutenants, and 3 7th-level clerics)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Often neutral
Advancement: By character class
Level Adjustment: +0

1/2

Aragelds are isolationist sea-dwellers with a knack for clockwork, obsessed with their fall from grace.

Aragelds have waifish, humanoid bodies, but avian limbs and heads. Their skin is pale blue, and their arms and legs end in three-clawed talons. Series of short, curved bones run down their spines, starting at the napes of their necks. Their heads are mainly composed of their beaks and mossy crests, and their large blue or yellow eyes sparkle with light. They usually wear simple, earth-toned clothing and the occasional piece of jewelry. Even dried and on land, it is difficult for aragelds to rid themselves of the smell of salt water.

Aragelds normally eat small fish and other aquatic creatures, but can adapt to a diet of fruit and vegetation. They are egg-layers, considered mature at the age of fifteen and able to live almost two centuries.

Aragelds speak their own language. Many also speak Aquan and Celestial.

The above statistics are for an average 1st-level arageld warrior.

Combat

Most aragelds are poor soldiers, with their combat experience limited to hunting and mounting defenses against melboreths and sahuagin. They throw javelins at opponents from afar, until forced to close and use their spears in melee. While their talons are sharp, aragelds rarely attack with them. Many aragelds learn to use repeating or hand crossbows, but only carry them on land.

Amphibious (Ex): Aragelds can normally survive out of water for 1 hour per 2 points of Constitution. However, an arageld who spends 2 hours a day out of water for two or more weeks adjusts to breathing air normally. These aragelds can survive in water for 1 hour per 2 points of Constitution, and can readjust to breathing water by reversing the process.

Freshwater Sensitivity (Ex): An arageld fully immersed in fresh water must succeed on a DC 15 Fortitude save or suffer a -2 penalty on all attack rolls, saves, and checks until departing. Even on a success, the arageld must repeat the save attempt every 10 minutes he or she remains immersed.

Light Sensitivity (Ex): Aragelds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills: Aragelds have a +2 racial bonus on Disable Device and Open Lock checks.

Arageld Society

Aragelds believe that their ancestors, the azhagelds, lived in great cities near the sky, flying still higher. But the azhagelds committed an unknown sin which angered the gods, were stripped of their wings and their ability to look upon the sun, and were then cast into the oceans. This myth informs every aspect of arageld society, and most aragelds first hear it before they learn to speak.

Aragelds live in underwater cliffs riddled with tunnels and caverns, carved with ornate designs and decorated with phosphorescent plants. Each arageld family has its own cave, and aragelds who wed frequently petition arageld wizards to carve them new homes. Males and females are considered equals, and have identical chances to hunt, build, research, or guard eggs. All official authority in an arageld city is granted by a hereditary monarch (called an atheling), but the city's high priest (also a hereditary position) has almost as much influence. While the atheling defines policy, the high priest is responsible for the moral guidance of the city. The prime duty of the high priest is to study and meditate on the sin that destroyed the azhagelds, and try to discover its nature so that it might be purged from the arageld people. Once all aragelds are purified, it is hoped that they will be returned to the skies.

The inherent uncertainty of arageld religion has had the effect of spurring forward arageld science. Magic is an important part of arageld life, but it lacks the precision and detail that aragelds seek for examining their past. In an effort to learn about the sky-dwelling azhagelds and their sin, aragelds have developed libraries of data regarding astronomy and astrology, and most cities have a special place set aside for an orrery. The

mathematical and mechanical knowledge necessary for building accurate models has become second nature to arageld, and their timepieces, music boxes, and similar devices are among the most beautiful and exact in the world.

Aragelds treat other races with caution, avoiding them when possible, and considering them too great an unknown to be dealt with safely. Different arageld cities hold different attitudes regarding strangers, ranging from uncertainty to near-violent xenophobia.

Urgelds

Though physiologically identical to aragelds, urgelds are considered a separate species by their "parent" race. Urgelds are outcasts, dwelling on land and in caves, avoiding sunlight as they can. While a few urgelds leave the sea willingly, most are exiled by dictums from arageld priests, who declare their actions to be sins. Murder and major thefts are common causes for exile, but some urgelds claim that their "sins" amount only to questioning aragelds in authority. Arageld exiles have been occurring for many centuries, and there are families of urgelds that have been on land for generations.

Urgelds have given sea-dwelling aragelds a bad reputation, as most resort to lives of brigandry and theft. But those who manage to bring items from arageld cities into exile with them can sell their belongings for high prices, and some manage to find work as watchmakers and cartographers, putting their skills learned below to good use.

Aragelds as Characters

Arageld characters possess the following racial traits.

- +2 Intelligence, -2 Strength.
- Medium size.
- An arageld has the aquatic subtype.
- An arageld's base land speed is 30 feet. An arageld also has a swim speed of 20 feet.
- Darkvision out to 60 feet.
- Racial Skills: Aragelds have a +2 racial bonus on Disable Device and Open Lock checks.
- Racial Feats: An arageld gains feats according to his or her class levels.
- Natural Weapons: 2 claws (1d3).
- Special Qualities (see above): Amphibious, freshwater sensitivity, and light sensitivity.
- Automatic Languages: Common and Arageld. Bonus Languages: Aquan, Auran, Celestial, Draconic, and Undercommon.
- Favored Class: An arageld's favored class is wizard, but many aragelds are experts. Land-born urgelds, often brutes and scoundrels, have rogue as their favored class.

Adventure Ideas

A ship's captain says his vessel was raided by a band of creatures who seized his cargo and killed his crew. The local magistrate, worried about the decrease in trade that could follow the attack, has offered a reward to whomever can bring a local group of urgelds to justice. But the urgelds claim that they're being victimized and made outcasts like they were underwater. If the PCs believe the urgelds' story, they must protect the urgelds from other bounty hunters while trying to determine who would benefit from framing them. The magistrate is a candidate, if he's attempting to increase his power, but the urgelds may have their own agenda targeting him.

On Avadnu

Arageld cities are scattered throughout the sea of Torvannon, from Tel Varun to Thalidor. They communicate only rarely with each other, and are hidden from land-dwelling races. Families of urgelds are seen not-infrequently in northeastern V'leren, however, lurking in dark places and robbing travelers they encounter. Urgeld exiles who try to adapt to V'leren's society are regarded with suspicion, but can usually find work in large cities. A recent influx of persecuted exiles has raised hope among some urgelds that they will soon establish a better reputation.

While legends of aragelds and the azhagelds are not difficult to find in old libraries and among veterans of the sea, very few scholars have had the inclination to study the matter. The aragelds themselves believe that the azhagelds were punished by Mrand'iith and Arshan, and that Sidonius took them in on the condition that they would respect his waters. The aragelds pay tribute to all three gods, but feel that they must redeem themselves on their own.

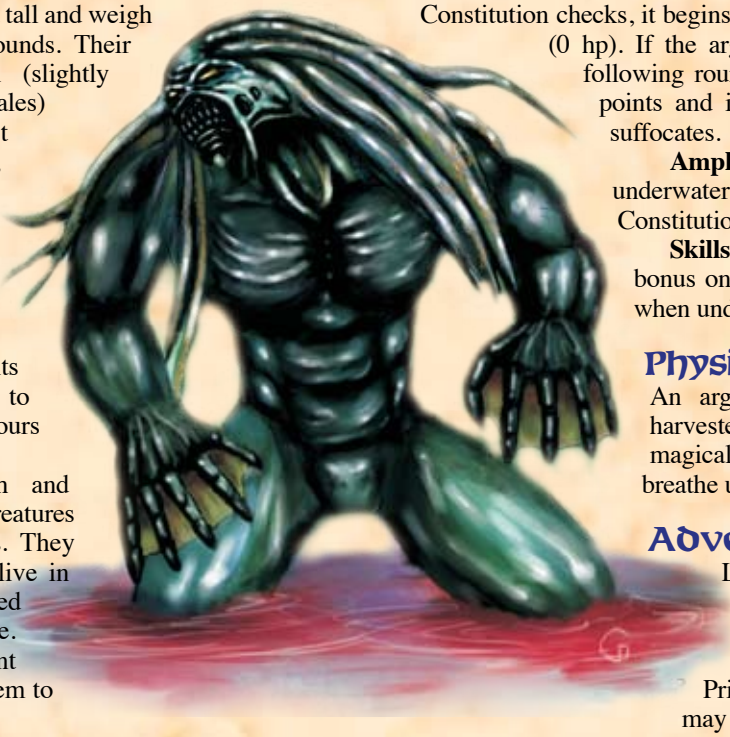


Argill

Medium Monstrous Humanoid
Hit Dice: 4d8+4 (22 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares), swim 40 ft.
AC: 15 (+1 Dex, +4 natural)
Touch: 11 **Flat-Footed:** 14
Base Attack/Grapple: +4/+7
Attack: Claw +7 melee (1d6+3)
Full Attack: 2 claws +7 melee (1d6+3) and bite +2 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, breath drain
Special Qualities: Amphibious, darkvision 60 ft.
Saves: Fort +2, Ref +5, Will +4
Abilities: Str 17, Dex 13, Con 12, Int 9, Wis 11, Cha 8
Skills: Hide +2*, Listen +4, Move Silently +3*, Spot +4, Swim +11
Feats: Alertness, Improved Initiative
Environment: Any marshes
Organization: Solitary or pair
Challenge Rating: 3
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +3

Argills are amphibious humanoids who drain the breath of their enemies.

Argills stand 6 to 8 feet tall and weigh between 300 and 400 pounds. Their spongy, blue-green skin (slightly darker in males than females) camouflages them in most underwater environments, and their large, clawed feet and five-fingered hands are ideal for digging through silt. From the back of an argill's head grow long gray tendrils that extract oxygen from its environment, allowing it to remain underwater for hours before resurfacing.



Argills feed on fish and plants, but attack larger creatures to protect their territories. They are nocturnal, and most live in hand-dug, half-submerged burrows with a single mate. Argill pairs often hunt together, working in tandem to catch their prey.

Argills have no formal society, nor any discernible language. It is unknown how they communicate.

Combat

Argills are strong, and use that strength to their advantage when threatened or hungry. Typically, an argill will sneak up on an opponent from underwater, and try to surprise, grab, and suffocate the creature.

Improved Grab (Ex): To use this ability, an argill must hit a Medium or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to drain its opponent's breath in the following round.

Breath Drain (Ex): An argill can attach its tendrils to the face of a grabbed opponent with a successful grapple check. The opponent must make a DC 13 Constitution check. The save DC is Constitution-based. The save must be repeated each following round the argill makes a successful grapple check, with the DC increasing by +1 for each immediately previous success the opponent has made. When the opponent fails one of these Constitution checks, it begins to suffocate, falling unconscious (0 hp). If the argill successfully grapples in the following round, the opponent drops to -1 hit points and is dying. After a third round, it suffocates.

Amphibious (Ex): Argills can survive underwater for 1 hour per 2 points of Constitution. After that, they risk drowning.

Skills: *Argills have a +8 circumstance bonus on Hide and Move Silently checks when underwater.

Physiological Uses

An argill's breathing tendrils can be harvested for use in the creation of a magical mask that allows its wearer to breathe underwater.

Adventure Ideas

Large groups of argills have been spotted migrating toward an enormous swamp, where an ancient city supposedly sank. Priests and scholars believe that this may be a sign that the city is returning, and that the argills were either its original residents–or those residents' servants.

On Avadnu

Found in the marshlands of Tirus-Neer, along the trade route to its sister city of Tirus-Keel, argills are widely feared and known as "marsh devils" by locals. In the past cycles alone, argills have been deemed responsible for the disappearances of over a dozen merchant caravans. The truth of the matter is in question, but no one doubts that argills pose a serious threat to those traveling between Tirus-Neer and Tirus-Keel.

Argill's Mask

This mask, crafted from an argill's breathing tendrils, enables its wearer to breathe in water for 1 hour per 2 points of Constitution.

Faint transmutation; CL 5th; Craft Wondrous Item, *water breathing*; Price 10,000 gp; Weight 3 lb.

Aszevara

Aszevara are creatures touched by chaotic forces, their bodies warped by fell magics and wracked with terrible suffering.

Aszevara resemble their previous forms in most respects, but are scarred or horribly disfigured. Some appear burnt or charred, while others trail flaps of skin or are greatly contorted. Darkness permeates their bodies, and escapes from their wounds as tendrils of black energy. When slain, an aszevara collapses in upon itself, drawn to the sinister plane from which the energies that corrupted it originated.

The exact method by which a creature is transformed into an aszevara is unknown. Such an event is a rare occurrence, brought on by terribly destructive magics. Often, the creature is exposed to these magics as a result of its own tampering with powers beyond its control, but witnesses to such magics may be tainted by them, as well. The unleashed energy leaves the creature both physically and spiritually devastated, and the dark magics replace everything that has been lost.

Nearly all memories of its previous life are lost to an aszevara, and while it may retain its intellect, its impulses become purely destructive. Even those who recall flickers of goodness and nobility can only anguish over them, as they are driven to obliterate all living creatures. An aszevara who manages to accept its predicament may be able to rise above its peers, and rather than wander aimlessly and destroy by chance, intelligently pursue its new goals. Such an aszevara may learn new magics, or cause as much damage through lies and deception as violence.

Creating an Aszevara

"Aszevara" is an acquired template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, undead, or vermin (referred to hereafter as the "base creature"). An aszevara uses all the base creature's statistics and abilities except as noted here.

Size and Type: Animals and vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Aszevara encountered on the Material Plane have the extraplanar subtype. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes.

AC: Natural armor improves by +2.

Attack: An aszevara has a touch attack that it can use once per round. If the base creature can use weapons, the aszevara retains this ability. A creature with natural weapons retains those natural weapons. An aszevara fighting without weapons uses either its touch attack or its primary natural weapon (if it has any). An aszevara armed with a weapon uses its touch or a weapon, as it desires.

Full Attack: An aszevara fighting without weapons uses either its touch attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Damage: An aszevara without natural weapons has a touch attack that deals 1d10 points of cold damage, and affects creatures with its cursed touch. An aszevara with natural weapons can use its touch attack or its natural weaponry, as it prefers. If it chooses the latter, it deals 1d10 points of extra cold damage and inflicts its cursed touch on one natural weapon attack.

An aszevara's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Special Attacks: An aszevara retains all the base creature's special attacks and gains those described below.

Cursed Touch (Su): A creature hit by an aszevara's touch attack must succeed on a Will save (DC 10 + 1/2 aszevara's HD + aszevara's Charisma modifier) or be cursed, suffering a -2 enhancement penalty to all attack rolls and saving throws. The curse disappears after 24 hours or when the creature is targeted by a *remove curse* or *break enchantment* spell.

Rebuke Undead (Su): An aszevara can rebuke and command undead as an evil cleric of a level equal to its HD.

Spell-Like Abilities: An aszevara with an Intelligence or Wisdom score of 8 or higher has spell-like abilities depending on its Hit Dice, as indicated on the table below. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Caster level equals the aszevara's HD, and the save DC is Charisma-based.

Level	Ability
1-2	*Bane* 3/day
3-4	*Deeper darkness*
5-6	*Summon monster IV* (1d3 qeh'thral)
7-8	*Evar's black tentacles*
9-10	*Unholy blight*
11-12	*Nightmare*
13-14	*Blasphemy*
15-16	*Waves of exhaustion*
17-18	*Horrid wilting*
19+	*Wail of the banshee*

Special Qualities: An aszevara retains all the special qualities of the base creature, and gains those described below.

Aversion to Daylight (Ex): Aszevara are creatures of the night and loathe the sun. In natural daylight (not merely a *daylight* spell) an aszevara suffers a -4 penalty on all attack rolls, saving throws, and skill checks, and cannot use its spell-like abilities or cursed touch.

Immunity to Poison (Ex): Aszevara are immune to poison.

Resistance to Cold (Ex): Aszevara have resistance to cold 10.

See in Darkness (Su): Aszevara can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Abilities: Increase from the base creature as follows: Str +2, Con +2, Int +2, Cha +4.

Skills: Aszevara have a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. Otherwise same as the base creature.

Organization: Solitary.

Challenge Rating: Same as the base creature +2.

Treasure: Standard.

Alignment: Always chaotic evil.

Level Adjustment: Same as the base creature +4.

Aszevara Characters

All aszevara are chaotic evil, which causes characters of certain classes to lose their class abilities. While most aszevara lose the will to learn new skills and abilities, some manage to gain more power by advancing as clerics or necromancers.

On Avadnu

When the xxyth rose up from the oceans of the north, the mistji responded by delving into forbidden tomes and devising spells which would rend the fabrics of energy and life. By creating a storm of overwhelming destruction, they thought would lay waste to the xxyth. Somewhere in their souls they knew that by their spells, Avadnu would be marred, but it seemed a small price to prevent the world's utter demise.

The great storm rose with unbridled fury called from the depths of the universe. Those surviving during those dark times saw a cloud of swirling red, hanging as a sign of doom over Kaelendar's northwestern skies. Stones melted under the cloud's lightning, and lakes evaporated beneath its rain. But it was all a waste. The xxyth remained, and moved over the blasted land as easily as they had the formerly fertile valleys. The mistji had failed.

But the storm of alien energies did not kill all. Some creatures were changed, life clinging to deformed, withering shells and changing as the xxyth passed. Minds and souls twisted beyond hope, the aszevara wander the Kaarad Lands, working madness with the powers that the storm that birthed them was meant to destroy.



Automental



Large Construct
Hit Dice: 16d10+30 (118 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (can't run) (4 squares)
AC: 28 (-1 size, -1 Dex, +20 natural)
Touch: 8 **Flat-Footed:** 28
Base Attack/Grapple: +12/+26
Attack: Slam +21 melee (2d10+10)
Full Attack: 2 slams +21 melee (2d10+10)
Space/Reach: 10 ft./10 ft.
Special Attacks: Elemental attacks
Special Qualities: Immunities, elemental absorption, damage reduction, construct traits, darkvision 60 ft., low-light vision
Saves: Fort +5, Ref +4, Will +5
Abilities: Str 30, Dex 9, Con —, Int —, Wis 11, Cha 1
Environment: Any
Organization: Solitary or squadron (2-5)
Challenge Rating: 10; or 11 (biguard); or 12 (trinitus)
Treasure: None
Alignment: Always neutral
Advancement: 17-22 HD (Large); 23-44 HD (Huge)

Formed by an experiment in creating life that became a process for manufacturing machines of war, autementals are constructs powered by raw elemental energy.

When an ancient wizard's attempts to combine the elements to create a new form of life failed, others saw potential in what he had accomplished. Constructing a body of earth was easy, but each subsequent element the wizard added was less powerful than the one before; and though the components were there, they never merged properly to bring true life to his creation. But other wizards reasoned that the lesser elemental energies, if focused toward a particular goal, could still prove potent. Thus, the autementals were built–mindless stone warriors whose animating magic converts their elemental powers into destructive force.

Autementals stand 9 feet tall, and are usually carved from granite and sandstone to resemble immense soldiers. Runes are carved into the statues' limbs and chests, glowing faintly when the autementals are active. Low in each statue's torso is an octagonal cavity, inside of which sits a small crystal globe swirling with electricity, fire, or ice.

Three types of autementals exist, differentiated by how many elements are used in their creation. Most autementals are powered by a single element–either air, fire, or water–which is contained within their crystal globes. Autementals known as biguards have a secondary element bound into their forms, while the most powerful type of automental, known as a trinitus, has a tertiary element as well. Attempts to infuse autementals with the same element more than once have uniformly met with disaster.

Combat

Autementals can follow simple instructions from their creators, one at a time, but cannot think on their own. An automental's creator can give new instructions if the automental is within 60 feet and can see and hear its creator. Autementals are rarely used for tasks more complicated than moving objects, guarding against thieves, and fighting; most of their programming is geared toward combat, allowing them to use their abilities at maximum effectiveness.

Elemental Attacks (Su): Each automental has a primary elemental attack form, corresponding with its primary element. Each biguard and trinitus has a secondary attack corresponding with its secondary element, and each trinitus has a tertiary attack corresponding with its tertiary element. The attack forms are as follows. All save DCs are Constitution-based.

Primary (Air): Once every 5 rounds, the automental can unleash a powerful sonic blast from its mouth. All creatures and objects within a 40-foot spread take 6d6 points of sonic damage (Reflex DC 18 half), and creatures who fail their saving throws are deafened for 1d4 rounds. For the 5 rounds following an automental's use of its sonic blast, the automental absorbs all noise in its immediate vicinity. This recharging effect is the same as the spell *silence* as if cast on the automental.

Primary (Fire): When standing on a solid stone or metal surface at least 10 feet deep, the automental may convert the surface in a 20-foot radius into a 3-foot-deep pool of magma. Using this ability takes a full-round action, and it can only be done once every 5 rounds. Damage the automental would take from standing in the magma is subject to its elemental absorption ability.

Primary (Water): Once every 5 rounds, the automental can unleash a 60-foot cone of freezing air from its mouth. All creatures within the cone take 8d6 points of cold damage (Reflex DC 18 half). For the 5 rounds following, all creatures within a 30-foot radius of the automental suffer 1d4 points of nonlethal damage per round from dehydration, as the automental absorbs the moisture in the air. Creatures with the water subtype take 1d6 points of normal damage instead.

Secondary (Air): By clapping its hands together, the automental can unleash a 60-foot line of hurricane-force wind.

Secondary (Fire): The automental's hands are covered in flames. Its slam attacks add 2d6 points of fire damage per hit.

Secondary (Water): The automental secretes a sticky acid from its palms. Creatures hit by the automental's slam attack suffer an extra 1d6 points of acid damage, and take an additional 1d6 points of acid damage every subsequent round for 3 rounds unless the acid is somehow neutralized. The automental can also throw lumps of this acid as a thrown weapon with a range increment of 40 feet. When doing so, the automental attacks with a ranged touch attack; creatures struck take 1d6 points of acid damage, and suffer additional damage in subsequent rounds as above.

Tertiary (Air): Whenever the automental is struck in melee by a metal weapon, an arc of lightning leaps toward the weapon's wielder, inflicting 1d8 points of electricity damage

(Reflex DC 18 negates).

Tertiary (Fire): As a free action, the autemental can heat all metal objects in a 20-foot radius, as a *heat metal* spell (Will DC 18 negates).

Tertiary (Water): As a free action, the autemental can freeze all metal objects in a 20-foot radius, as a *chill metal* spell (Will DC 18 negates).

If the autemental has created a pool of magma which is in the area of effect, an enormous amount of scalding steam arises where the pool and *chill metal* effect overlap. Creatures standing in this area suffer 1d4 points of fire damage when the steam erupts. More steam billows forth every round the *chill metal* effect overlaps the magma pool. Areas covered by steam are concealed as by an *obscuring mist* spell. The steam dissipates 1d4 rounds after ceasing to form.

Immunities (Ex): Autementals whose primary element is air have immunity to sonic and electricity damage; autementals whose primary element is fire have immunity to fire damage; autementals whose primary element is water have immunity to cold and acid damage.

Elemental Absorption (Ex): When an autemental would normally take damage from a damage type it is immune to, it is instead cured of a like amount of damage.

Damage Reduction (Ex): Normal autementals have damage reduction 5/adamantine; biguard autementals have damage reduction 10/adamantine; trinitus autementals have damage reduction 15/adamantine.

Construction

The 3,000 pounds of stone and metal required to build an autemental cost 6,000 gp, and the crystal for the power globe costs 2,000 gp. The spellcaster or another worker must construct the body and globe; doing so requires a successful DC 17 Craft (sculpting or stonemasonry) check and a DC 20 Craft (gemcutting) check, respectively. After the body and globe are fashioned, the autemental must be animated through an extended magical ritual that requires a specially prepared laboratory or workroom. The chamber is similar to both an alchemist's laboratory and a smithy and costs 1,000 gp to establish. If personally constructing the autemental's body, the creator can perform the building and ritual together.

The cost to create listed below includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the autemental.

An autemental with more than 16 Hit Dice can be created, but each additional Hit Die adds 5,000 gp to the market price, and the price increases by 20,000 gp if the creature's size increases to Huge, modifying the cost to create accordingly.

CL 15th; Craft Construct, *incendiary cloud* and *produce flame* (if imbued with fire), *gust of wind*, *lightning bolt*, and *shout* (if imbued with air), *cone of cold* and *Mel's acid arrow* (if imbued with water), *limited wish*, *stone shape*, caster must be at least 15th level; Price 90,000 gp, 100,000 gp (biguard), 110,000 gp (trinitus); Cost 48,250 gp + 3,520 XP, 53,250 gp + 3,920 XP (biguard), 58,250 gp + 4,320 XP (trinitus).

Power Globe

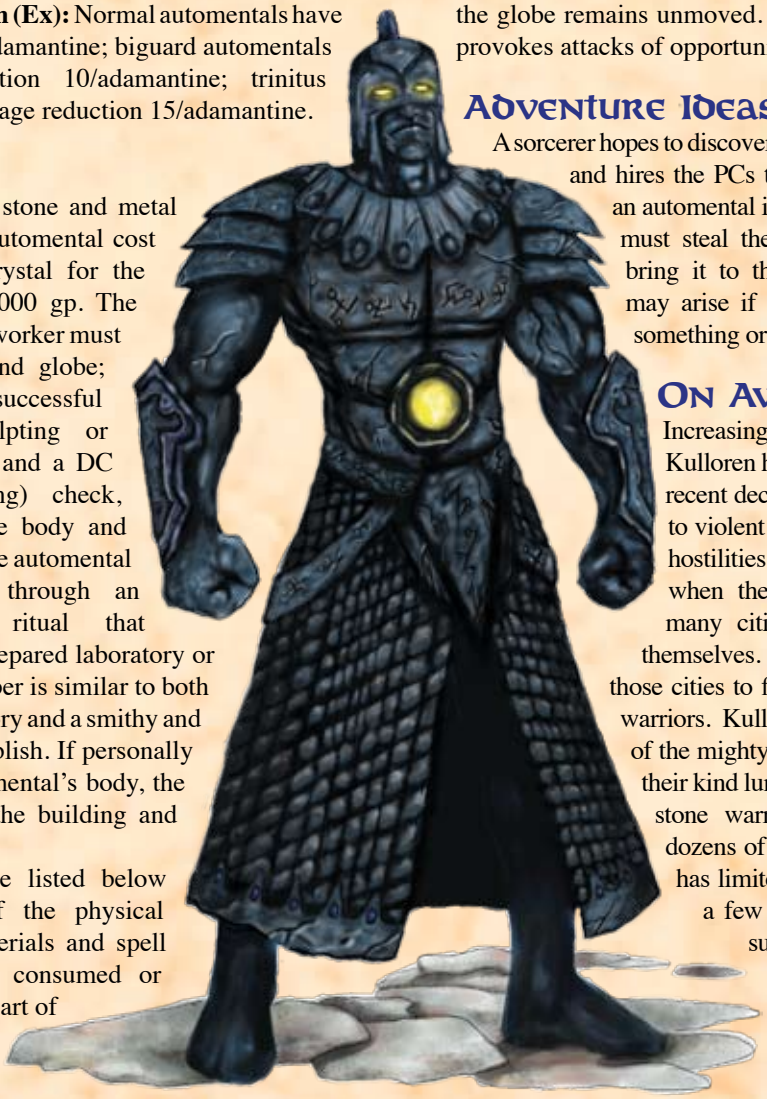
An autemental is powered by the crystal globe which sits within its chest cavity. This globe, whose energies correspond with the autemental's primary element, cannot be damaged or destroyed while inside the autemental. If it is removed, however, the autemental is rendered inert. A character wishing to remove the globe must make a melee touch attack against AC 17. If successful, the character immediately takes 4d10 points of electricity, fire, or cold damage (for air, fire, and water-based spheres, respectively), and must succeed on a DC 22 Strength check to pull the globe free. Failure means the globe remains unmoved. Attempting to remove the globe provokes attacks of opportunity.

Adventure Ideas

A sorcerer hopes to discover the secret to creating autementals, and hires the PCs to enter an ancient fortress where an autemental is known to dwell. There, the party must steal the autemental's power globe, and bring it to the sorcerer intact. Complications may arise if the autemental was set to guard something or someone in the fortress.

On Avadnu

Increasing tensions between V'leren and Kulloren have sparked dozens of conflicts in recent decades, from simple border disputes to violent battles between rival cities. These hostilities stretch back to the Time of Dust, when the loss of thousands of men left many cities without means of defending themselves. It fell upon the spellcasters of those cities to find ways of replacing their fallen warriors. Kulloren's answer came in the form of the mighty autementals, and after the first of their kind lumbered into existence, the massive stone warriors acted as the backbone of dozens of armies to come. Though expense has limited their creation in modern times, a few ancient autementals still provide support to soldiers in battle.



Beasthound



Large Outsider (Evil, Extraplanar)
Hit Dice: 11d8+55 (104 hp)
Initiative: +4 (Dex)
Speed: 40 ft. (8 squares)
AC: 30 (-1 size, +4 Dex, +17 natural)
Touch: 13 **Flat-Footed:** 26
Base Attack/Grapple: +11/+22
Attack: Bite +17 melee (3d6+10)
Full Attack: Bite +17 melee (3d6+10)
Space/Reach: 10 ft./5 ft.
Special Attacks: Bay, bloodlust, breathe acid, death knell, improved grab, spell-like abilities
Special Qualities: Deathwatch, fire shield, undead qualities, turning, telepathy 100 ft., damage reduction 10/good, darkvision 120 ft., immunity to acid, resistance to cold 10 and fire 10
Saves: Fort +12, Ref +11, Will +8
Abilities: Str 24, Dex 18, Con 20, Int 11, Wis 12, Cha 10
Skills: Balance +9, Bluff +8, Climb +12, Concentration +7, Hide +14, Intimidate +14, Jump +9, Listen +15, Move Silently +17, Search +14, Spot +14, Survival +12
Feats: Dodge, Mobility, Run[B], Spring Attack, Track
Environment: The Realm of the Dead
Organization: Solitary, brace, or pack (3-6)
Challenge Rating: 12
Treasure: Double coins; no goods; no items
Alignment: Always neutral evil
Advancement: 12-20 HD (Large); 21-22 HD (Huge)

Beasthounds are enormous canines bred by necromancers and summoned by dark forces as instruments of absolute destruction.

Said to have been created as an homage to the god of death and his demonic hounds, the image of a beasthound is frightening to behold. Over 800 pounds and 10 feet high, a beasthound's dark gray skin is torn and rotting, pulled taut over a decaying skeleton and empty rib cage. Its head is large, supporting a wide maw filled with sharp teeth in its black gums. Short, pointed ears lay flat against its withered skull, and within its empty eye sockets a pair of smoldering coals burn angrily. When killed, a beasthound dissipates into black vapor.

Controlling a beasthound is a dangerous game. Beasthounds often travel in pairs, making them difficult to discipline, and while they can be obedient, their lust for destruction must be constantly sated lest they turn their ferocity against their controllers. Beasthounds are occasionally found in the wild, stalking from place to place in search of anything to destroy. Most such beasthounds escaped confinement, but some are former guardians of dead individuals or ruined sites. Without masters to guide them, they are a force of chaos and completely unpredictable. But with a master present whose will is strong, a beasthound is a remorseless killing machine that fears no worldly or planar power.

Beasthounds speak Infernal and Abyssal, and can also communicate telepathically with their masters or other beasthounds. Few have any interest in conversation, however.

Combat

A beasthound usually singles out the physically weakest creature present in a battle and focuses on killing it before moving on to its next victim. A favored beasthound tactic is to grapple with an opponent and drag the creature into a bank of acid fog. If a beasthound feels threatened or severely outnumbered, it will bay as a last resort. If trapped against powerful melee combatants, a beasthound activates its fire shield before trying to gain an advantage.

A beasthound's natural weapon is treated as evil-aligned for the purpose of overcoming damage reduction.

Bay (Su): A beasthound can bay loudly once per day as a full-round action. Any creature or object within a 100-foot spread of a baying beasthound is affected as by a *shout* spell (caster level 10th; Fortitude DC 20 partial). In addition, any creature in the area must succeed on a DC 15 Will save or become panicked for 2d6 rounds. The save DC for the *shout* effect is Constitution-based, whereas the save DC for the panic effect is Charisma-based. A beasthound's bay is a sonic, necromantic, mind-affecting fear effect.

Finally, a beasthound that bays has a 25% chance of *summoning* another beasthound. This ability is the equivalent of an 8th-level spell. A summoned beasthound automatically returns whence it came after 1 hour, and cannot bay in the interim.

Bloodlust (Ex): A beasthound that deals damage to an opponent with its bite attack can immediately make another bite attack against the same opponent if the damage it deals is greater than its opponent's Constitution. The followup attack suffers a -2 penalty to the attack roll, and adds only one-half of the beasthound's Strength bonus to damage. A beasthound can make repeated attacks in this way if it deals sufficient damage multiple times, but the -2 penalty is cumulative with each attack in a round.

Breathe Acid (Su): Three times per day, a beasthound can breathe a cloud of noxious fumes. This has the same effect as an *acid fog* spell (caster level 12th) centered on the beasthound, but the beasthound's vision and speed are not impaired by the fog.

Death Knell (Su): A beasthound that slays an opponent gains strength from the creature's death. For every creature a beasthound kills with its bite attack, the beasthound gains 2d8 temporary hit points and a +2 bonus to Strength. The temporary hit points and Strength bonus disappear after 12 hours. Creatures slain in this fashion cannot be returned with *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, *miracle*, or *wish* until after the beasthound's death.

Improved Grab (Ex): To use this ability, the beasthound must hit an opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: 3/day–*detect magic, detect thoughts* (DC 12), *dimension door, jump, protection from good, read*

magic, *see invisibility*; 1/week–*gate*. Caster level 10th. The save DCs are Charisma-based.

Deathwatch (Su): A beasthound constantly sees as if under the influence of a *deathwatch* spell with a range of 120 feet.

Fire Shield (Su): For a total of 10 rounds per day, a beasthound can wreathe itself in flames. This has the same effect as a *fire shield* spell (caster level 12th), but the beasthound can switch between warm and chill shields as a free action. The beasthound can begin or cease using this ability as a free action, but each round during which it uses its fire shield adds 1 round to the total used that day.

Undead Qualities (Ex): Beasthounds share certain traits with undead. They are immune to death effects, they are not subject to ability drain or energy drain, they are healed by negative energy (such as *inflict* spells), and they take damage from positive energy (such as *cure* spells).

Turning (Ex): A beasthound can be turned, but unlike undead, it is not frightened or destroyed by a successful turning attempt. A successful turning attempt which channels positive energy inflicts an amount of damage to the beasthound equal to the turner's turning damage. A successful turning attempt which channels negative energy cures a like amount of damage.

Telepathy (Su): A beasthound can communicate telepathically with its conjurer or another beasthound while within 100 feet of either.

Adventure Ideas

Several sightings of beasthounds have been rumored in recent weeks, and the temples of the god of death have been closed to the public. When asked to stop one of the beasthounds from razing a village, the PCs discover that it is one of the god of death's personal hounds. The god of death recently disappeared in the midst of a power struggle in the afterlife, and his now-masterless beasthounds have been freed. The party must find the lost god, and only the dangerous beasthounds know how to track him.

A cleric has locked himself in an ancient keep, claiming to be on the verge of discovering the secret to bringing immortality to all living things. He is assisted by a rogue beasthound, who regrets all the death it has caused. But a second beasthound is leading an army of undead against the keep, and the cleric asks the PCs to aid in the keep's defense, and help prove that the first beasthound is searching for redemption.

On Avadnu

It is said that among Temulea's thirteen children, none is more evil than Vérthax, Lord of Death. By his will alone do the world's creatures lay down and die. Death was his gift to Avadnu, the promise of an end to every creature that draws breath. His instruments are sorrow and murder, and on obsidian chains are leashed his most devoted agents–enormous beasthounds drawn to the scent of impending death. The sight of one is a portent of murder and doom, and some even say that before great battles and catastrophes their baying and howling can be heard, heralding their dark master's coming.

Silver Flute

This simple but beautiful silver flute can call the spirit of a beasthound to track death and the dead. A character must succeed on a DC 20 Perform (wind instruments) check to make use of the flute. If the check succeeds, a spectral beasthound appears nearby. The beasthound cannot physically affect anything, or use supernatural or spell-like abilities, and it disappears and cannot be called again for 24 hours if it takes damage.

The beasthound, if presented with a corpse or brought to the site of a creature's death, will obey orders to track either the killer (or killers) directly responsible for the creature's death, or the creature itself (if undead or missing). The beasthound follows the trail of its quarry at half its normal speed for 1 hour, stopping for nothing and ignoring further commands. At the hour's end, the beasthound disappears and cannot be called for 24 hours. Once called again, it can continue following the trail from a previous day. Nothing can block the trail, but the beasthound may be unable to follow creatures who teleport or fly away.

Moderate conjuration; CL 11th; Craft Wondrous Item, *deathwatch*, *planar binding*; Price 16,000 gp; Weight 1/2 lb.



Bhorloth



Large Animal
Hit Dice: 6d8+18 (45 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
AC: 14 (-1 size, +5 natural)
Touch: 9 **Flat-Footed:** 14
Base Attack/Grapple: +4/+13
Attack: Gore +8 melee (1d8+7)
Full Attack: Gore +8 melee (1d8+7)
Space/Reach: 10 ft./5 ft.
Special Attacks: Trample 2d8+7
Special Qualities: Low-light vision
Saves: Fort +10, Ref +5, Will +0
Abilities: Str 20, Dex 10, Con 17, Int 2, Wis 7, Cha 5
Skills: Listen +5, Spot +4
Feats: Alertness, Endurance, Great Fortitude
Environment: Temperate hills and plains
Organization: Solitary or herd (20-40)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 7-12 HD (Large); 13-14 HD (Huge)
Level Adjustment: +4* (mount)

Bhorloth are three-tusked mammals similar to bison, trained to work fields and as mounts.

Bhorloth average 10 feet high at the shoulder and 15 feet long, and weigh close to 2,000 pounds. They have short, greenish-yellow fur covering their muscular frames, and thick legs ending in brown or black hooves. A bhorloth's mouth is wide, filled with dull teeth and bordered by a large tusk on either side. A third tusk grows from a bhorloth's chin. Bhorloth have tiny yellow eyes, and their consequentially poor vision–combined with an under-developed olfactory sense–leaves them reliant on their bulk to overcome obstacles.

Bhorloth are herbivores, feeding on shrubs and foliage, and going so far as to uproot small trees with their tusks to bring down higher branches. They migrate in herds of twenty or more, and give birth to live young every two to three years. Wild bhorloth are temperamental and fierce, and regard most other creatures as potential threats. Extremely territorial, they attempt to drive out any trespassers who venture into their domains.

Bhorloth are difficult to train at best, but those acclimated to civilization are valuable and loyal companions. Domesticated bhorloth are usually kept in stone-fenced fields on the outskirts of towns and cities. Attempts to stable the beasts can lead to disastrous consequences, with bhorloth breaking free and rampaging through entire city blocks before being brought under control.

Once trained, bhorloth are often used to help till fields or dig trenches. Particularly well-trained examples can be fitted with bridles and razored tusk coverings in times of war. Fighting bhorloth rush forward, their massive bulks shifting from side to side. Only the most experienced riders can handle charging bhorloth, and even motionless, a bhorloth's instability can prove precarious.

Combat

Bhorloth charge headlong into battle, stomping their hooves as they try to trample their opponents, then goring any survivors.

Trample (Ex): Reflex DC 18 half. The save DC is Strength-based.

Training a Bhorloth

A bhorloth requires training before it can bear a rider in combat.

Training a bhorloth requires six weeks of work and a DC 25 Handle Animal check. Riding a bhorloth requires an exotic saddle. A bhorloth can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Bhorloth trained for combat are worth 900 gp apiece on the open market, while domesticated bhorloth are worth 450 gp each. Professional trainers charge 675 gp to rear or train a bhorloth.

*A paladin or druid of sufficiently high level can take a bhorloth as a mount or animal companion, but the character is treated as 4 levels lower for the purposes of determining the bhorloth's characteristics and special abilities.

Carrying Capacity: A light load for a bhorloth is up to 399 pounds; a medium load, 400-798 pounds; and a heavy load, 799-1,200 pounds. A bhorloth can drag 6,000 pounds.

Raging Spirit

The innate fury of bhorloth leads some that are slain to return as ghosts. Raging spirits have arisen from the fallen mounts of warriors, the leaders of slaughtered herds, and bhorloth driven from their homes. All are powerful and violent, and most hate all living creatures.

Combat

A raging spirit charges through ranks of opponents, blasting creatures with its gaze.

Corrupting Gaze (Su): 2d10 points of damage and 1d4 points of Charisma damage to living creatures, 30 feet,

Bhorloth Greatbow

A bhorloth greatbow is a Large exotic bow over 8 feet long, attached horizontally to a specially-designed saddle that fits a Large mount. The bow and saddle take 1 full round to fit together (or detach), after which the greatbow may be fired to deal 2d6 points of piercing damage (x3 crit) with a 120-foot range increment. A bhorloth greatbow can be used by Medium creatures without penalty despite its size, but always requires two hands. Loading a bhorloth greatbow is a move action that provokes attacks of opportunity.

Blades can be added to the ends of a bhorloth greatbow, and when not attached to its saddle, the greatbow can be used as a melee weapon to deal 1d10 points of slashing damage (x3 crit). A Medium creature can use a greatbow in melee without penalty, but only while riding. A greatbow has a 10-foot reach, but cannot be used against adjacent opponents.

A bhorloth greatbow costs 160 gp, and weighs 14 pounds. Its accompanying saddle costs 80 gp. The greatbow's arrows cost 1 sp each, and cannot be used in other bows.

Bhorloth, Raging Spirit

Huge Undead (Augmented Animal) (Incorporeal)
Hit Dice: 14d12 (91 hp)
Initiative: +3 (-1 Dex, +4 Improved Initiative)
Speed: Fly 30 ft. (perfect) (6 squares)
AC: 8 (-2 size, -1 Dex, +1 deflection) or 15 (-2 size, -1 Dex, +8 natural) against ethereal foes
Touch: 8 or 7 **Flat-Footed:** 8 or 15
Base Attack/Grapple: +10/+27
Attack: Incorporeal touch +7 melee or +17 against ethereal foes (1d6 or 1d6+13) or gore +17 melee (2d6+13) against ethereal foes
Full Attack: Incorporeal touch +7 melee or +17 against ethereal foes (1d6 or 1d6+13); or gore +17 melee (2d6+13) against ethereal foes
Space/Reach: 15 ft./10 ft.
Special Attacks: Corrupting gaze, corrupting touch, manifestation, trample 2d8+13
Special Qualities: Rejuvenation, darkvision 60 ft., incorporeal traits, +4 turn resistance, undead traits
Saves: Fort +11, Ref +8, Will +4
Abilities: Str 28, Dex 8, Con —, Int 2, Wis 7, Cha 11
Skills: Hide -1, Listen +12, Search +4, Spot +12, Survival +7
Feats: Alertness, Endurance, Great Fortitude, Improved Initiative, Iron Will
Environment: Temperate hills and plains
Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Usually neutral evil
Advancement: —

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Fortitude DC 17 negates. The save DC is Charisma-based.

Corrupting Touch (Su): A raging spirit that hits a living target with its incorporeal touch deals 1d6 points of damage, adding its Strength modifier against ethereal opponents.

Manifestation (Su): A raging spirit dwells on the Ethereal Plane and cannot affect or be affected by anything in the material world. When it manifests, it becomes visible but incorporeal on the Material Plane. It remains partially on the Ethereal Plane, where it is not incorporeal, and can be attacked by opponents on either plane.

Trample (Ex): Reflex DC 26 half. A raging spirit can only trample ethereal opponents. The save DC is Strength-based.

Rejuvenation (Su): A "destroyed" raging spirit restores itself in 2d4 days on a DC 16 level check. The only way to get rid of a raging spirit for sure is to set right whatever prevents it from resting in peace.

Adventure Ideas

Bhorloth around a city are growing agitated, trampling their caretakers and breaking free. A local druid believes that some sort of magically-created disease is the cause, but cannot find the source. She asks the PCs to track down whatever wizard or chaos-worshiping cleric has been infecting the bhorloth.

On Avadnu

Originally found roaming the forests and plains of Thalidor in the 95th cycle of the fifth arc by the self-proclaimed Beast Lord Derark, the famed hunter from Kulloren did not know what to make of the bhorloth. They reminded him of the mokara native to Tel Varun, but the bhorloth seemed even more powerful and difficult to approach. The Beast Lord soon decided he had to rear a bhorloth as his own, but his vessel could not carry enough food for the creature on its journey back to Kulloren.

He decided to abandon Thalidor for the time being, returning many months later with a fleet of ships. But much had changed since Derark's last visit–distant campfires burned on the plains, and the explorers hurried back to their ships when they caught sight of skarren warriors.



Luck was with Derark, however; on the journey back along the coast, he spotted a small herd of bhorloth and quickly came ashore. Not long afterward, the Beast Lord was on his way back to Kul-Brandor with several of the creatures in tow, at what he called "a small price"–the lives of nine of his crew. To this day, natives of Kulloren still tell his story.

Blackwater Slough



Huge Ooze
Hit Dice: 12d10+36 (102 hp)
Initiative: -5 (Dex)
Speed: 5 ft. (1 square), swim 10 ft.
AC: 11 (-2 size, -5 Dex, +8 natural)
Touch: 3 **Flat-Footed:** 11
Base Attack/Grapple: +9/+12
Attack: —
Full Attack: —
Space/Reach: 15 ft./0 ft.
Special Attacks: Frigid aura, spell-like abilities
Special Qualities: Shadow form, ooze traits, telepathy 200 ft., damage reduction 15/bludgeoning and magic or epic, darkvision 60 ft., low-light vision, immunity to cold, spell resistance 27
Saves: Fort +7, Ref -1, Will +6
Abilities: Str 1, Dex 1, Con 17, Int 24, Wis 10, Cha 22
Skills: Bluff +18, Concentration +13, Diplomacy +20, Intimidate +20, Knowledge (any three) +17, Listen +10, Perfect Recall +22, Search +17, Sense Motive +10, Spellcraft +17, Spot +10, Swim +3
Feats: Combat Casting, Improve Spell-Like Abilities (Empower, Extend), Iron Will, Persuasive[B], Spell Focus (illusion)
Environment: Cold marshes and underground
Organization: Solitary
Challenge Rating: 15
Treasure: None
Alignment: Always neutral evil
Advancement: 13-16 HD (Huge); 17-28 HD (Gargantuan); 29-45 HD (Colossal)

Treacherous and deceitful, blackwater sloughs are powerful evil beings who guide their plans from afar.

When they speak of their origins at all, blackwater sloughs tell of an ancient race so evil and dangerous that they were entombed by the forces of good within a frozen lake. The race was to spend eternity there, trapped and helpless. This remains the case, the sloughs say–but no one considered the taint the lake would accumulate from sustained contact with the creatures, or what would happen when the lake's edges melted and seeped into the earth. Blackwater sloughs claim to be the runoff from that lake, embodying the evil, but not the minds, of those trapped within.

True or not, the story explains a blackwater slough's bizarre appearance: that of a frozen sheet of black fluid, clinging to stones or cave walls, with strange white and yellow eyes occasionally bobbing into view beneath the ice. Blackwater sloughs move slowly, rippling and flowing toward their destinations. Most make their homes in marshes or damp caverns, seeping into the open through cracks in the earth and remaining in one place as long as possible. Those who must travel prefer to do so in water, where they can let themselves be carried by currents. They smell strongly of mildew, but frequently disguise their scent through magic.

Blackwater sloughs are exceedingly rare, and few sages have even heard of them. This likely suits the sloughs' designs–in their dank lairs, they plot and connive, arranging the downfall of both good and evil. They claim to hold both sides at fault for their agonizing paralysis in the frozen lake, but care nothing for others caught in the struggle between light and dark. Through manipulation, illusions, and bargains with glory-seekers, sloughs pit good and evil beings against one another, hoping all will be destroyed. A blackwater slough would gladly assist a party of adventurers in their war against evil, only to send them into a trap once they became too successful.

Blackwater sloughs are not believed to associate with each other, and they do not die of natural causes. Extremely patient, they wait alone for years for their plans to come together, occasionally scrying or sending dreams to pawns to be sure things move properly.

Blackwater sloughs speak telepathically, in voices adjusted to provoke desired reactions from their listeners.

Combat

Direct combat is a last resort for blackwater sloughs; they prefer arranging the deaths of their enemies from afar. When pressed into battle, however, they can prove formidable. Often forewarned of their opponents' approach, sloughs fill their homes with *illusory walls* and *screens* to confuse their foes. Once this is done, creatures summoned with *shadow conjuration* provide distracting (and occasionally dangerous) fodder, and are easily replaced when killed. Attacks with *greater shadow evocation*, *horrid wilting*, and *shades* come next, with *maze* reserved for use against particularly dangerous individuals (such as creatures with *true seeing*).

Frigid Aura (Su): Once per round, as a free action, a blackwater slough can create an aura of intense cold in a 30-foot radius burst. Any creature within this area must succeed on a DC 19 Fortitude save or suffer 1d6 points of cold damage. Those damaged are also affected as by a *slow* spell (caster level 14th) for 1d4 rounds. The save DC is Constitution-based.

Spell-Like Abilities: At will–*arcane sight*, *control water*, *dancing lights*, *detect scrying*, *dream*, *false vision*, *ghost sound* (DC 17), *hypnotic pattern* (DC 19), *illusory script* (DC 20), *illusory wall* (DC 21), *misdirection* (DC 19), *persistent image* (DC 22), *prying eyes*, *shadow conjuration* (DC 21), *Tashaa's hideous laughter* (DC 18), *ventriloquism* (DC 18); 3/day–*Evar's black tentacles*, *greater shadow evocation* (DC 25), *mirage arcana* (DC 22), *nightmare* (DC 22), *phantasmal killer* (DC 21), *rainbow pattern* (DC 21), *scrying* (DC 20), *shades* (DC 26); 1/day–*horrid wilting* (DC 24), *maze*, *screen* (DC 25). Caster level 14th. The save DCs are Charisma-based, and include the blackwater slough's Spell Focus (illusion) feat. These abilities can only be used through the blackwater slough's shadow form.

Shadow Form (Su): As a full-round action, a blackwater slough can create a shadowy humanoid servant. This ability is identical to a *project image* spell (caster level 14th), with the following exceptions: a shadow form does not mimic the appearance of the slough, has an unlimited duration, and does not allow a Will save to disbelieve. The slough can only use its spell-like abilities through the shadow form. A successful *dispel magic* spell cast on the shadow form destroys it, after which the slough may not create another for 5 rounds.

Ooze Traits (Ex): Blackwater sloughs lack the blindness and immunity to mind-affecting effects possessed by most oozes. They are still immune to poison, sleep effects, paralysis, polymorph, and stunning, and are not subject to critical hits or flanking.

Telepathy (Su): A blackwater slough can communicate telepathically with any creature within 200 feet that has a language.

Adventure Ideas

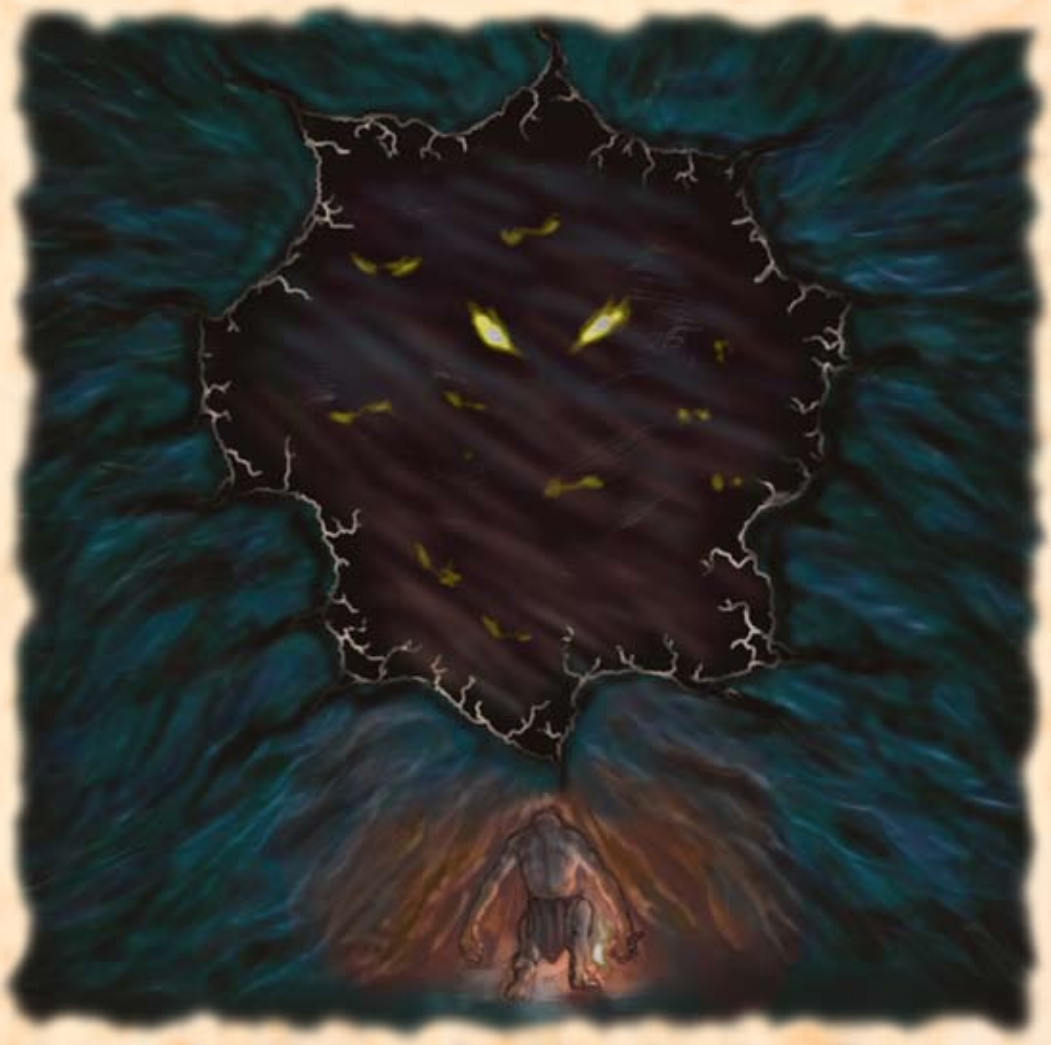
A blackwater slough sends a servant to the PCs, requesting their assistance. The slough knows of another ancient evil, ready to break free from imprisonment, and is one of the few beings alive who knows the best way to stop it. It asks the party to travel to a hidden temple and fight the evil there. How much of its story is true, and how much is a ruse is anyone's guess.

On Avadnu

When the gods began creating life on Avadnu, their experiments with the elements proved uncontrollable. Raw energy flowed like a viscous oil over the land–a dark, amorphous mass that choked the strength from the newborn world. The blackwater sloughs, as the young gods came to call them, were an abomination, the very embodiment of evil. The sloughs cursed their own wretched existence, and sought to drag Avadnu into madness with them.

The gods used their combined strength to stop the spread of the sloughs, but their effort was in vain. Already, the blackwater sloughs had grown too powerful. In the end, all the gods could do was seal the things away, trapping their dark forms beneath the ocean. The Sea of Black Ice, as it is now known, has remained frozen and still for countless ages.

There is a legend, however, written in the ancient text of the Tallarn. It speaks of a time when the Sea of Black Ice will thaw, loosing the sloughs from their abyssal prison. Some suspect that the process has already begun.



Blood Ooze

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Large Ooze
Hit Dice: 6d10+24 (57 hp)
Initiative: +2 (Dex)
Speed: 20 ft. (4 squares)
AC: 11 (-1 size, +2 Dex)
Touch: 11 **Flat-Footed:** 9
Base Attack/Grapple: +4/+10
Attack: Slam +5 melee (1d6+3)
Full Attack: Slam +5 melee (1d6+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Improved grab, blood drain
Special Qualities: Split, merge, clotting vulnerability, blindsight 60 ft., ooze traits
Saves: Fort +6, Ref +4, Will -3
Abilities: Str 15, Dex 14, Con 19, Int —, Wis 1, Cha 2
Skills: Sculpt Self +10
Environment: Temperate and warm land and underground
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral evil
Advancement: 7-8 HD (Large); 9-14 HD (Huge)

In the wake of battles where thousands of mortals are slain, violent energies cling to the earth. These energies sometimes manifest by joining with the spilled blood of the dead, igniting the lingering life-force within and creating a blood ooze.

Blood oozes are bright red when first formed, turning dark crimson as they consume more blood and grow larger. Ordinarily a squirming pool or stream filling about 10 square feet, a blood ooze can alter or split apart its body to form simple shapes. It can flow up walls, divide to better fight multiple opponents, or compress itself to fit into buckets or troughs. No matter its form, a blood ooze always appears fluid and wet. Cold temperatures cause a blood ooze's body to congeal, and restrict its movements, so all blood oozes keep to warmer climates and heated areas indoors.

Blood oozes live only to feed, draining their victims of blood to add to their own. Attracted by the scent of blood, they often lurk in densely-populated humanoid settlements, ambushing creatures from dark corners, barrels, and public wells.

Combat

A blood ooze attacks by smothering its opponent in a suffocating rush of blood, filling the victim's eyes, ears, and mouth, and draining its blood from the inside-out. Against multiple opponents, a blood ooze usually splits once, merging if either ooze takes a significant amount of damage, or splitting again after gaining strength.



Improved Grab (Ex): To use this ability, a blood ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can begin draining blood the following round.

Blood Drain (Ex): A blood ooze can drain blood from a grabbed opponent with a successful grapple check, dealing 1d4 points of Constitution damage. For every point of Constitution damage inflicted in this manner, the blood ooze gains 1d4 temporary hit points.

Split (Ex): Piercing and slashing weapons deal no damage to a blood ooze. Instead, the creature splits into two identical oozes, each with half the original's current hit points (round down; temporary hit points are also split). An ooze with only 1 hit point cannot split further. A blood ooze can intentionally split as a standard action.

Merge (Ex): A split blood ooze can combine with another as a standard action. To do so, the blood ooze needs to move into the second ooze's space. The new ooze has the combined total of the originals' hit points (including temporary hit points).

Clotting Vulnerability (Ex): A blood ooze that takes cold damage is *slowed* (as the spell) for 1d4 rounds. During this time, the blood ooze cannot merge, and suffers a -4 circumstance penalty on Sculpt Self checks.

Blindsight (Ex): A blood ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Skills: A blood ooze has a +8 racial bonus on Sculpt Self checks.

Adventure Ideas

An enormous blood ooze lies starving and dormant beneath a memorial to an ancient battle. With the help of an antiquarian familiar with the site, a wizard hopes to force a combat to occur at the memorial. The blood spilled will seep into the earth and feed the ooze, giving it the strength to break free.

On Avadnu

In the 144th cycle of the ninth arc, when Yu'leath's army descended upon Kulloren from the Kaarad Lands, they slaughtered all intelligent life they found. Cities were burned to the ground, and men who fled were hunted like animals. Humanoid remains were hung at every crossroad from the Gap of Horns to the city of Lamneth. The atrocities of that conflict left deep scars in Kaelandar, and to this day, wandering blood oozes (known as "uthruu" to sulwynarii) plague the landscape, feeding on the unwary.

Boil Spore

Tiny Ooze
Hit Dice: 1/2 d10+2 (4 hp)
Initiative: +2 (Dex)
Speed: 15 ft. (3 squares), climb 15 ft.
AC: 14 (+2 size, +2 Dex)
Touch: 14 **Flat-Footed:** 12
Base Attack/Grapple: +0/–8
Attack: Flare +4 melee (1d3 fire)
Full Attack: Flare +4 melee (1d3 fire)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Flare
Special Qualities: Blindsight 30 ft., damage reduction 5/bludgeoning, ooze traits, vulnerability to cold
Saves: Fort +2, Ref +2, Will –2
Abilities: Str 10, Dex 14, Con 14, Int —, Wis 7, Cha 1
Skills: Climb +8
Environment: Underground
Organization: Solitary or colony (2–12)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 1–2 HD (Tiny); 3–5 HD (Small)

1/2

Boil spores are rubbery entities that dwell in and around caves.

Most often found near heat sources such as magma streams or hot springs, boil spores appear as black, oily spheres no larger than a human head and lined with orange veins. They roll and bounce along the ground in order to move, and have a slightly noxious odor. A boil spore can open pores in its skin to release spurts of flame from its superheated innards.

Boil spores spend most of their time sitting still on the earth's surface or hanging from cave walls, absorbing ambient heat. They occasionally attack large creatures that send vibrations through the air and disrupt the local environment.

Combat

Boil spores roll into range of their foes and release their flares until defeated. Individual spores never flee, but spores that have not yet entered combat may refrain from doing so if their brethren are clearly outmatched.

Flare (Ex): A boil spore's sole attack is a burst of flame expelled from its interior. A boil spore applies its Dexterity modifier to its flare attack instead of its Strength modifier, and does not modify its damage based on Strength.

Blindsight (Ex): A boil spore's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 30 feet.

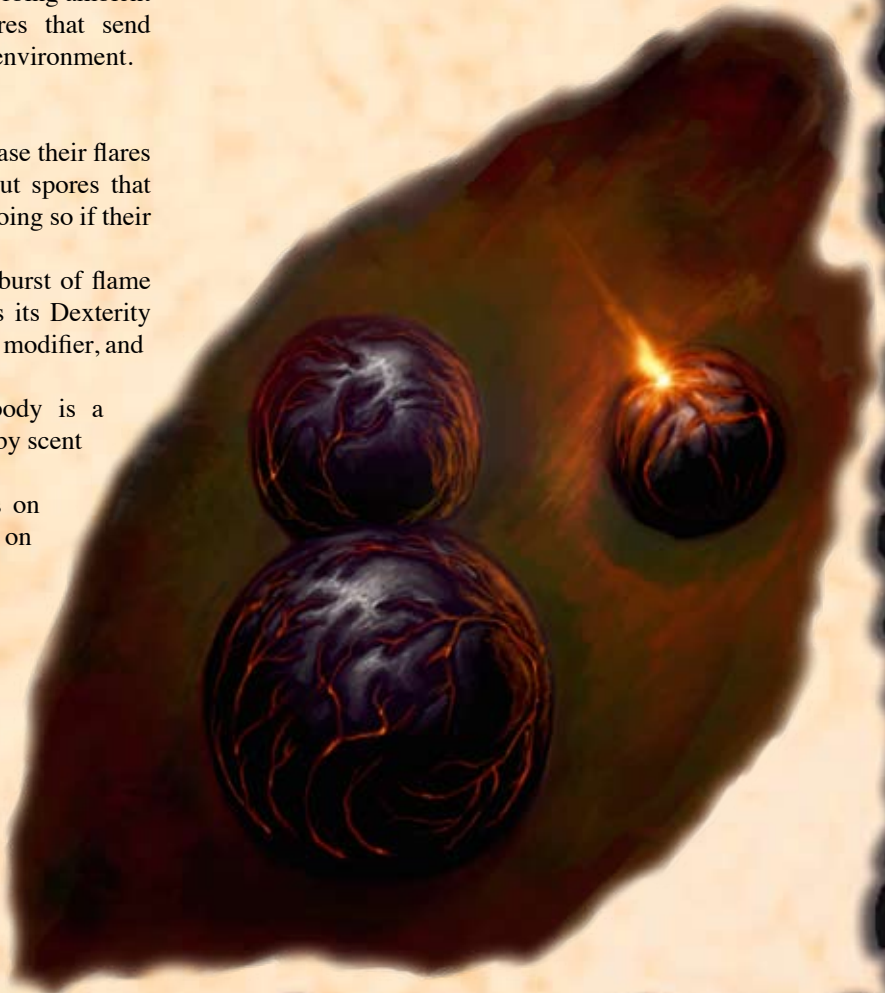
Skills: A boil spore has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Adventure Ideas

In order to win the respect of a rural tribe, PCs must take part in a tribal ritual involving a volcanic cave and a colony of boil spores. The ritual requires that each person enter the depths of the cave, pass by the younger boil spores near the entrance, and emerge with a large boil spore as a captive. Traditional methods for completing the ritual range from stealthily caging a boil spore to wrestling an ooze into submission.

On Avadnu

Boil spores are found in all regions of Avadnu, but are especially common on the island of Grall in the Broken Isles and along the magma streams of the Deep. Civilized explorers occasionally carry cool, dead boil spores back to the cities of V'leren, where the rubbery oozes are used as balls in arena games and sporting events.



Braershoot

1/2

Small Plant
Hit Dice: 1d8+1 (5 hp)
Initiative: +2 (Dex)
Speed: Fly 20 ft. (perfect) (4 squares)
AC: 13 (+1 size, +2 Dex)
Touch: 13 **Flat-Footed:** 11
Base Attack/Grapple: +0/–4
Attack: Tentacle +0 melee (1d3) or thorn +2 ranged (1d4)
Full Attack: Tentacle +0 melee (1d3); or thorn +2 ranged (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Thorn, thorn burst
Special Qualities: Immunity to light, low-light vision, plant traits
Saves: Fort +3, Ref +2, Will +0
Abilities: Str 11, Dex 14, Con 13, Int —, Wis 10, Cha 2
Environment: Temperate forests
Organization: Solitary, pod (2–7), or grove (8–30)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 2–4 HD (Small); 5–7 HD (Medium); 8–12 HD (Large)

Braershoots are glowing, lighter-than-air plants that hover and drift together in groups.

A braershoot's "stem" is a small globe of yellow light that hovers a yard above the ground. The light is held within a thin, transparent membrane that thickens to translucency at night. Sprouting from the top of the globe are short, thick vines, each ending in a sharp thorn. These vines ordinarily hang limp over the globe, but rise and shoot their thorns with a popping noise when the plant feels threatened. (In a braershoot's case, a "threat" qualifies as anything foreign to its environment, often including humanoids.)

Braershoot are not intelligent, but they tend to cluster and travel together. They are not truly migratory, usually staying within a 1-mile-radius territory. However, strong winds and other environmental factors occasionally move pods of braershoots great distances.

Combat

A braershoot is a poor tactician at best, assaulting any foreign presence without regard for challenge. Once injured, it may try to retreat or release its thorns in a burst.

Thorn (Ex): A braershoot can shoot a thorn from a tentacle at a target within 30 feet as a standard action.

Thorn Burst (Ex): Once per day as a standard action, a braershoot can shoot all its thorns at once. Each creature within 30 feet must succeed on a DC 11 Reflex save or take thorn damage. The save DC is Constitution-based. Once the braershoot has used this attack, it is stunned for 1 round and can no longer shoot thorns for 24 hours.

Immunity to Light (Ex): A braershoot is unaffected by spells and effects with the light descriptor.

Adventure Ideas

Hundreds of braershoots have begun drifting away from their homes, gathering in a single enormous forest. Unfortunately, this unusual sight has a nasty consequence, as the braershoots' lights have been stirring up dangerous animal life. PCs must discover the cause of the migration and find a way to move or defeat hundreds of the creatures.

On Avadnu

Baershoots are common plants in the Broken Isles, often used for target practice by young warriors. Whole forests of braershoots once inhabited parts of the island of Korr, drifting with the winds and glowing into the evenings.

Over time, the islanders eliminated most such forests, until the plants became little more than a nuisance. When away from their swamp, Kur tribespeople have even sought the plants out, using their thorns to tip darts.



Burrower

Huge Magical Beast (Earth)
Hit Dice: 10d10+43 (98 hp)
Initiative: +0
Speed: 20 ft. (4 squares), burrow 20 ft.
AC: 17 (-2 size, +9 natural)
Touch: 8 **Flat-Footed:** 17
Base Attack/Grapple: +10/+26
Attack: Slam +16 melee (1d8+8)
Full Attack: 2 slams +16 melee (1d8+8)
Space/Reach: 15 ft./10 ft.
Special Attacks: Purge, trample 1d8+12
Special Qualities: Light blindness, darkvision 60 ft., low-light vision, vulnerability to fire
Saves: Fort +11, Ref +7, Will +4
Abilities: Str 26, Dex 11, Con 19, Int 3, Wis 8, Cha 10
Skills: Listen +4, Spot +4, Survival +2
Feats: Cleave, Iron Will, Power Attack, Toughness
Environment: Underground
Organization: Solitary
Challenge Rating: 8
Treasure: 1/10th coins; 25% goods (gems only); no items
Alignment: Always neutral
Advancement: 11-15 HD (Huge); 16-20 HD (Gargantuan)

8

Residents of the underground, burrowers are bloated quadrupeds that feed on rocks and soil.

Weighing nearly 2 tons and standing up to 14 feet high at the shoulder, a burrower is almost always on the move, its hulking frame lumbering through the dark. It has a thick gray hide layered with folds of corpulent skin, giving it a wrinkled and gluttonous appearance. Two large black eyes glisten like drops of oil upon its large round face, and its highly-developed nostrils guide it to rare minerals. A burrower's oval, concave mouth is filled with hundreds of rounded yellow teeth designed to grind the stones it eats into gravel. Two separate stomachs aid it in digestion, and allow the monster to process virtually any material. A dead burrower often has a valuable array of minerals and gems mixed in with the rest of its stomach contents.

When at rest, burrowers sleep lightly. Though their size and thick skin make them difficult targets for most predators, burrowers are intensely greedy creatures, viewing trespassers in their domains as competition. Soil and rock are their sole source of food, and burrowers stop at nothing to protect their meals. They are loners, seeking out others of their kind only to mate on rare occasions.

Deep in the earth, burrowers are attracted not only by the scent of minerals, but also by flashes of light. Phosphorescent moss, torchlight, and displays of magic can all lure in a burrower, or bring one upon a band of adventurers.

Combat

Burrowers begin combat with all but the weakest creatures by spraying their cones of debris. They then proceed to charge their opponents, trampling them and attacking with their forelimbs. Burrowers exposed to fire usually take at least 1 round before realizing the extent of the danger and fleeing.

Purge (Ex): Three times per day as a standard action, but no more than once every 4 rounds, a burrower can expel rock, mud, and bile in a 50-foot cone, dealing 8d8 points of damage to creatures in the area (Reflex DC 19 half). Living creatures that fail their saves are tormented by itching skin and burning eyes for 3 rounds, and suffer a -4 penalty to AC and a -2 penalty on attack rolls. An itching creature that takes a full-round action to clean itself ends the penalties early. The save DC is Constitution-based.

Trample (Ex): Reflex DC 23 half. The save DC is Strength-based.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds burrowers for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Adventure Ideas

Multiple burrowers have been causing earthquakes around a major city. The PCs are asked to go underground and investigate, and they learn from other underground creatures that the burrowers are fleeing from tunnels to the south. The cause is a group of fire giants who have been expanding their sub-volcanic stronghold, releasing streams of magma into burrower tunnels.



On Avadnu

Burrowers share the same weaknesses as the godbeast called the Great Devourer, and because of this, mistji scholars believe them to be somehow related. Along with ossecaps and vylar, burrowers have created many of the winding tunnels of the Deep, occasionally digging close enough to the surface to cause problems.

Along the eastern coast of Göar, in the village of Rueshalud, a burrower was once spotted deep inside one of the local calite mines. Upon its discovery, the mine was closed down and the village abandoned shortly thereafter. In the following weeks, a great sinkhole opened up, and is all that remains of the once-thriving mining community.

Bygone Creatures

Bygones are remnants and memories of legendary creatures long departed.

Bygones resemble the creatures they echo, but their colors are faded, their cries and speech hushed, and their motions ghostly. To a person who has seen both a bygone and its original, the differences are obvious, but to a person who knows only legends of the bygone's species, a bygone may be mistaken for the real thing.

Many of the world's most powerful creatures no longer exist, driven to extinction or locked away in distant planes. But their echoes sometimes have a power of their own, and can be a deadly challenge to heroes who might never face their real counterparts. Bygones can come to exist in a number of ways: some are essentially racial memories of a dead species given form, and roam the lands of their "ancestors" acting as myth dictates; other bygones are similar to ghosts, representing and behaving like specific individuals who disappeared or died long ago. Bygones may act out their originals' deeds over and over again, or they may pursue their own goals, even while aware that they are shadows of things past. On rare occasions, a bygone may actually meet its original counterpart.

Bygones speak any languages their originals knew.

Creating a Bygone Creature

"Bygone" is an acquired template that can be added to any creature with 20 or more Hit Dice (referred to hereafter as the base creature). A bygone uses all the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to outsider, and the creature gains the augmented subtype. Size is unchanged. Bygones are normally native outsiders.

Hit Dice: A bygone's Hit Dice are unchanged, but its hit points are halved.

Armor Class: A bygone creature's natural armor bonus, deflection bonus, and insight bonus to AC (if any) are reduced by half.

Damage: The damage a bygone deals with its attacks is halved, after all other factors are applied (not including factors inherent in the target, such as damage reduction).

Special Attacks: A bygone creature retains all of the special attacks of the base creature. However, the saving throw DCs to resist all its special attacks (with the exception of spells and spell-like or psionic abilities) are reduced by 10. Special attacks which deal hit point damage have their damage halved (as above).

Psionics, Spells, and Spell-Like Abilities: If the base creature has these special attacks, their caster or manifester levels are reduced by 10 (to a minimum of 1).

Special Qualities: A bygone creature retains all of the special qualities of the base creature, but they are adjusted as described below. A bygone also gains the reversal quality.

Damage Reduction: If the base creature has damage reduction that requires an epic weapon to penetrate, the bygone creature's damage reduction requires a magic weapon to penetrate, instead. All other aspects of damage reduction are unchanged.

Fast Healing and Regeneration (Ex): A bygone's fast healing and regeneration rates are halved.

Reversal (Ex): Upon a bygone's death, any supernatural or spell-like effects that did not cause hit point damage it created during the previous hour are undone. This may include ability drain, magical fear or paralysis, instant kill effects (such as *wail of the banshee* or a neh-thalggu's brain extraction ability), and others.

Spell Resistance (Ex): A bygone's spell resistance is reduced by 10.

Saves: A bygone suffers a –10 penalty on all saving throws.

Challenge Rating: Same as the base creature –6.



Bygone Uvuudaum

Large Outsider (Evil, Extraplanar)
Hit Dice: 38d8+323 (408 hp)
Initiative: +14 (Dex)
Speed: 80 ft. (16 squares), climb 40 ft.
AC: 37 (–1 size, +14 Dex, +14 natural)
Touch: 23 **Flat-Footed:** 23
Base Attack/Grapple: +38/+56
Attack: Head spike +51 melee (10d6+21/19–20 plus Wisdom drain)
Full Attack: Head spike +51 melee (10d6+21/19–20 plus Wisdom drain)
Space/Reach: 10 ft./10 ft.
Special Attacks: Confusion aura, spell-like abilities, Wisdom drain
Special Qualities: Blindsight 500 ft., damage reduction 10/good and magic, fast healing 10, half damage, regeneration 2, resistance to electricity 30, reversal, SR 29, telepathy 500 ft.
Saves: Fort +30, Ref +27, Will +31
Abilities: Str 39, Dex 38, Con 44, Int 32, Wis 38, Cha 46
Skills: Balance +18, Climb +32, Concentration +58, Craft (alchemy) +52, Diplomacy +22, Escape Artist +55, Gather Information +22, Hide +51, Intimidate +59, Jump +69, Knowledge (arcana) +52, Knowledge (history) +52, Knowledge (local) +52, Knowledge (religion) +52, Knowledge (the planes) +52, Listen +55, Move Silently +55, Search +52, Sense Motive +55, Spellcraft +56, Spot +55, Swim +55, Tumble +59
Feats: Cleave, Combat Casting, Combat Reflexes, Great Cleave, Improved Critical (head spike), Lightning Reflexes, Power Attack
Epic Feats: Epic Reflexes, Improved Combat Reflexes, Spell Stowaway *(time stop)*, Tenacious Magic *(displacement)*, Tenacious Magic *(haste)*, Tenacious Magic *(stoneskin)*
Environment: An evil-aligned plane
Organization: Solitary, pair, or madness (3–6)
Challenge Rating: 21
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class

21

Bygone Uvuudaums

Bygone uvuudaums are created by the memories of those victimized by uvuudaums, nightmares only slightly less frightening in the light of day.

Combat

Bygone uvuudaums fight like ordinary uvuudaums, but rely more on physical attacks than on their spell-like abilities.

A bygone uvuudaum's natural weapons are treated as epic and evil-aligned for the purpose of overcoming damage reduction.

Confusion Aura (Su): This ability operates continuously, as the *confusion* spell but with a 30-foot radius. Potential victims can make a DC 37 Will save to resist *confusion*. Those affected by the aura can make a new save every 4 rounds to throw off the effect. Once it has successfully resisted, a subject remains immune to that uvuudaum's confusion aura for 24 hours. The save DC is Charisma-based.

Spell-Like Abilities: At will—*confusion* (DC 32), *dimension door*, *displacement*, *greater dispel magic*, *haste*, *invisibility*, *lightning bolt* (DC 31), *magic missile*, *mage armor*, *polymorph*, *shield*, *stoneskin*, *true strike*, *web* (DC 30); 3/day—*chain lightning* (DC 34), *cone of cold* (DC 33), *disintegrate* (DC 34), *dominate person* (DC 33), *greater teleport*, *plane shift* (DC 35), *prismatic spray* (DC 35), *scrying* (DC 32), *wall of force*; 1/day—*contingent resurrection*, *nailed to the sky* (DC 38), *time duplicate*, *time stop*. Caster level 17th. The save DCs are Charisma-based.

Wisdom Drain (Su): A bygone uvuudaum causes 2d4 points of Wisdom drain each time it hits with its head spike attack. On each such successful attack, it gains 5 temporary hit points. An opponent can resist the Wisdom drain with a DC 37 Fortitude save. The save DC is Charisma-based.

Half Damage (Ex): The hit point damage a bygone uvuudaum deals with its natural attacks and spell-like abilities is halved, after all other factors are applied (not including factors inherent in the target, such as damage reduction).

Regeneration (Ex): Uvuudaums take normal damage from good-aligned weapons, cold, and fire.

Reversal (Ex): Upon a bygone uvuudaum's death, any Wisdom drain it has inflicted is undone, and creatures cease being *confused*. Any effects created by its spell-like abilities that did not cause hit point damage are similarly undone. All of these reversals apply only to effects generated in the hour before the uvuudaum's death.

On Avadnu

Few truly legendary creatures live on the continent of Kaelandar, but bygones are more common. Some roam the Kaarad Lands or dwell in the mountains, while others are trapped deep underground. There is a great dungeon rumored to exist below the mountains of Uridor, where the sulwynarii locked away terrible beings during the height of their empire. Most of the prisoners died from neglect arcs ago, but their bygones still wait for a chance at freedom.

Source

The uvuudaum originally appeared in the *Epic Level Handbook*.

Carcaetan

2

Medium Undead
Hit Dice: 3d12+3 (22 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
AC: 15 (+5 natural)
Touch: 10 **Flat-Footed:** 15
Base Attack/Grapple: +1/+4
Attack: Bite +4 melee (1d6+3/19-20)
Full Attack: Bite +4 melee (1d6+3/19-20) and 2 claws +2 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Feed
Special Qualities: Rejuvenation, graft, undead traits, darkvision 60 ft.
Saves: Fort +1, Ref +1, Will +3
Abilities: Str 17, Dex 10, Con —, Int 11, Wis 10, Cha 13
Skills: Climb +5, Hide +6, Listen +4, Move Silently +4, Search +2, Spot +6
Feats: Improved Critical (bite)[B], Multiattack, Toughness
Environment: Any
Organization: Solitary or pack (3-7)
Challenge Rating: 2
Treasure: None
Alignment: Usually neutral evil
Advancement: 4-10 HD (Medium); 11-17 HD (Large)

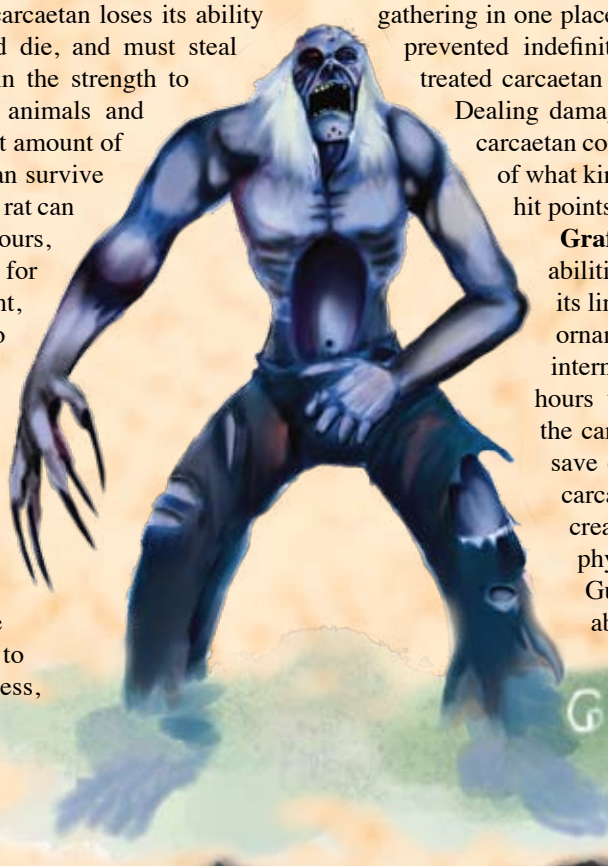
Separated from the natural world, not quite alive and unable to die, carcaetans maintain their existence through a diet of mortal flesh.

Carcaetans vary dramatically in appearance. Some look almost exactly as they did before their transformation, with only a slight pallor and lack of scent to differentiate them from the living. Others are clearly unnatural, shambling about with open scars, blackened limbs, and wounds that should be lethal. A few, who maintain some degree of sanity and adapt to their new existence, learn to replace destroyed extremities with parts from other creatures, rebuilding their bodies piece by piece.

A carcaetan is created by magic designed to remove a creature from the cycle of life. The ritual is sometimes used as a punishment or a powerful curse, but some evil individuals undergo it intentionally. The carcaetan loses its ability to grow, heal, reproduce, and die, and must steal energy from the living to gain the strength to act. The blood and flesh of animals and humanoids provide the greatest amount of nourishment, but carcaetans can survive off grass and leaves for days. A rat can keep a carcaetan energetic for hours, while a human can satiate one for a week. Without nourishment, carcaetans lose the capacity to exert themselves, becoming thinking lumps of inanimate flesh.

An injured carcaetan's wounds never close, but even burnt or mutilated carcaetans eventually pull themselves back together. Carcaetans who suffer grave injuries often lose the ability to think clearly, becoming mindless, flesh-eating monsters.

Carcaetans can speak any languages they spoke in life (usually Common).



Combat

Carcaetans tend to be fearless in combat, tearing wildly with their mouths and claws. However, only the most degenerate or powerful do not flee from creatures wielding positive energy.

Feed (Ex): Upon striking a successful critical hit against a living, corporeal creature with a bite or claw attack, a carcaetan can feed on the creature's torn flesh and blood. If the carcaetan hits with a claw attack, it must take a move action to feed, or the meat and blood loses its potency and is wasted. A carcaetan that feeds gains 1d4+1 points of Strength for 1 hour.

Rejuvenation (Su): Unless destroyed by some form of positive energy (such as turning or *cure* spells), a destroyed carcaetan rises again with maximum hit points after 1d4 hours. If its body is mutilated, the rejuvenation usually takes 1d4 days instead, unless the body parts are actively prevented from gathering in one place. (In this case, the rejuvenation can be prevented indefinitely.) Cremated, frozen, or similarly-treated carcaetan bodies take 1d4 weeks to reassemble. Dealing damage from a positive energy source to a carcaetan corpse permanently destroys it, regardless of what kind of damage reduced the carcaetan to 0 hit points.

Graft: A carcaetan can gain some of the abilities of living, corporeal foes by replacing its limbs with theirs, drinking their blood, or ornamenting itself with their bones, skin, or internal organs. This process takes several hours under the best of circumstances, and the carcaetan must succeed on a DC 15 Will save or gain no benefit. No foe can grant a carcaetan more than one ability, and some creatures simply do not have compatible physiologies that a carcaetan can use. Guidelines for granting carcaetans new abilities are as follows.

Attacks: A carcaetan can replace its bite attack, and either of its claw attacks, with the bite or claw attack of a Small to Large creature. This grants the carcaetan the damage and threat range of the grafted

natural weapon, but does not change the carcaetan's attack bonus or grant it any supernatural abilities. Extraordinary abilities carried over with natural weapons include poison and disease effects, and extra energy damage, but not improved grab, swallow whole, or rend.

Breath Weapon: By wearing the head or skull (as a helm or mantle, or by replacing the carcaetan's head) of a Small to Large creature, a carcaetan can gain the creature's breath weapon. The effect is identical to the creature's, but the save DC is 10 + 1/2 carcaetan's HD.

Fast Healing: A carcaetan who grafts on part of the anatomy of a creature with fast healing gains fast healing 1, or adds 1 to its current level of fast healing.

Gaze Attack: By wearing the eyes of a Small to Large creature, a carcaetan can gain the creature's gaze attack. The effect is identical to the creature's, but the save DC is 10 + 1/2 carcaetan's HD + carcaetan's Charisma modifier.

Resistance to Energy: A carcaetan can gain one half (maximum 20) of an energy-resistant creature's resistance to one type of energy. If the creature is immune to the type of energy instead, the carcaetan gains a resistance of 20.

Spell-Like Abilities: Drinking a creature's blood can give a carcaetan access to one of its spell-like abilities. The carcaetan can choose the ability from those available to the creature, but the ability must emulate a spell of a level no higher than one-half the carcaetan's HD. The carcaetan can use the ability once per day, or at the same frequency as the creature, whichever is less frequent. The ability operates at a caster level equal to the carcaetan's HD, and the save DC is Charisma-based.

Spell Resistance: As resistance to energy.

Carcaetans may also be able to gain other abilities.

Adventure Ideas

Residents of a town have been turning up dead near a ruined tower. The PCs discover a trio of mad carcaetans in a vault below the tower, but tracks suggest that a fourth recently escaped. The carcaetans were apprentices to a wizard decades ago, and were transformed and buried alive as part of a plot by the wizard. The fourth carcaetan retains his sanity, and now that he is free seeks to learn why the wizard betrayed him.

On Avadnu

Found throughout Avadnu, the Izgrat Witches perform bizarre rituals of self-mutilation, and revere Vérthax as their lord and master. Through their meddling in necromancy, they created the carcaetans to further their evil influence over the world. After the fall of Tirus-Keel in the Time of Shadows, legions of carcaetans were seen moving south through Imuri along the western ridge of the Humarin Mountains. As the undead throng reached Aastalia, a sickening familiarity followed them, for each of the monsters wore the garb of nobles of Tirus-Keel.

Random Advanced Carcaetans

A carcaetan that gains Hit Dice or advances by character class is likely to gain abilities from other creatures along the way. To randomly determine these abilities and their sources, use the following table. Roll once per added Hit Die or level. A roll indicating a feature which already exists (a second head, or a third claw) means that the carcaetan gains no ability.

d%	Effect	Source
01	Claw 1d3 plus 1d4 fire	Fire mephit claw
02-07	Bite 2d6	Skum head
08-09	Breath weapon, 15-foot cone, once every 1d4 rounds, damage 4d6 cold	Winter wolf skull
10-16	Claw 2d6/19-20	Haklaa claw
17-19	Bite 1d4 plus filth fever	Teo-selerai jaws
20-25	Claw 1d4 plus vylar fever	Lesser vylar arm
26-27	Spell resistance 11	Necromercer skin
28	*Dimension door* 1/day	Barghest blood
29-30	Resistance to fire 5	Vrock feathers
31	*Detect good* 1/day	Imp blood
32-42	Fast healing 1	Adithari blood
43-46	Spell resistance 7	Sea hag skin
47-50	*Dancing lights* 1/day	Gnome heart
51	Petrifying gaze, turn to stone, 30 feet	Medusa eyes
52-54	Resistance to cold 20	Ice mephit blood
55-59	Bite 2d6 plus poison (DC 18, initial and secondary damage 1d8 Constitution)	Spirit naga head
60-62	Terrifying gaze, paralyzed with fear for 1d4 rounds, 30 feet	Nightbeast skull
63-67	Resistance to electricity 5	Aasimar blood
68-70	*Remove disease* 1/week	6th-level paladin heart
71	Bite 2d8	Adult tojanida jaws
72-74	Breath weapon, 60-foot cone, once every 1d4 rounds (but no more than 5/day), turn to stone	Gorgon skull
75-79	Resistance to acid 7	Abjuraton zha'lari scales
80-84	*Tashaa's hideous laughter 1/ day*	Albino darnu pelt
85-89	Claw 1d6	Vanthiir arm
90-92	*Ray of frost* 1/day	Winterbrood fury blood
93-95	Breath weapon, 10-foot cone, once every 2d4 rounds, damage 2d6 fire	Hell hound skull
96-00	Roll twice	–

Centioch

4

Huge Vermin
Hit Dice: 8d8+16 (52 hp)
Initiative: +2 (Dex)
Speed: 40 ft. (8 squares)
AC: 17 (-2 size, +2 Dex, +7 natural)
Touch: 10 **Flat-Footed:** 15
Base Attack/Grapple: +6/+18
Attack: Bite +8 melee (2d6+4)
Full Attack: Bite +8 melee (2d6+4) and sting +3 melee (2d4+2 plus poison)
Space/Reach: 15 ft./10 ft.
Special Attacks: Poison
Special Qualities: Darkvision 60 ft., vermin traits
Saves: Fort +8, Ref +4, Will +2
Abilities: Str 19, Dex 14, Con 15, Int —, Wis 10, Cha 4
Skills: Balance +10, Climb +12, Hide -2, Spot +4
Environment: Underground
Organization: Solitary or colony (2-7)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 9-10 HD (Huge); 11-14 HD (Gargantuan)

Centiochs scuttle through wet underground tunnels, devouring living creatures and carrion alike.

Growing up to 25 feet long, a centioch resembles an overgrown centipede with huge mandibles and a scorpion's tail. Its carapace is thick and black, while its tail is a rusty orange, topped with a three-pronged stinger that releases a fast-acting paralytic poison. It has two large, black eyes, but its vision is poor. A centioch's scores of widespread legs give it excellent balance.

Centiochs live only a few years after hatching and leaving their colonies. They lay dozens of eggs at once, but fewer than one in six newborns survive to adulthood.

Combat

Centiochs rarely eat creatures bigger than sheep, but large slow-moving or injured creatures may tempt centiochs into attacking anyway. Anger and hunger can also drive centiochs to attack. In combat, a centioch bites and stings one creature until that creature falls, then moves on to the next.

Poison (Ex): Injury, Fortitude DC 16 or be paralyzed for 2d4 rounds. The save DC is Constitution-based.

Skills: Centiochs have a +4 racial bonus on Hide and Spot checks, and a +8 racial bonus on Balance and Climb checks.



Physiological Uses

While a centioch's poison becomes inert after the creature's death, a character with the Craft (alchemy) skill can use it as a base for creating a poison equivalent to oil of taggit. A centioch's stinger can be removed without need for a skill check. For purposes of determining creation time and raw materials cost, up to 10 doses of oil of taggit created with a centioch stinger cost only 45 gp each. Oil of taggit created in this manner has a Craft (alchemy) DC of 20. A character with 5 or more ranks in Knowledge (nature) has a +2 bonus on the Craft (alchemy) check.

Adventure Ideas

A recent string of burglaries, murders, and other crimes have all involved the use of poison to render guards or victims unconscious. Tracking down the source of the poison, the PCs find that a cult has been selling the poison to underworld figures, and that the cult is acquiring the poison by farming centiochs.

On Avadnu

One of the many terrors of the Deep, centiochs are a common threat to those traveling the passages on the outskirts of the Dominicon. Centiochs occasionally occupy the same territory as vylar or stragas; in these cases, they generally leave such dangerous creatures alone, instead scavenging what they can.

Coran'tul

Huge Outsider (Evil, Extraplanar, Lawful, Voidspawn)
Hit Dice: 11d8+55 (104 hp)
Initiative: +4 (Improved Initiative)
Speed: 20 ft. (4 squares)
AC: 30 (-2 size, +22 natural)
Touch: 8 **Flat-Footed:** 30
Base Attack/Grapple: +11/+28
Attack: Reaver +19 melee (3d8+2/19-20/x3 cold, fire, or force) or slam +18 melee (1d12+9)
Full Attack: Reaver +19/+14/+9 melee (3d8+2/19-20/x3 cold, fire, or force); or 2 slams +18 melee (1d12+9)
Space/Reach: 15 ft./15 ft.
Special Attacks: Reaver, shadow breath, spell-like abilities
Special Qualities: Deflect arrows, voidspawn traits, damage reduction 10/chaotic or good, darkvision 60 ft., fast healing 6, resistance to cold 10 and fire 10, spell resistance 24
Saves: Fort +12, Ref +9, Will +9
Abilities: Str 29, Dex 10, Con 21, Int 16, Wis 14, Cha 14
Skills: Autoheal +16, Bluff +14, Concentration +16, Focus Essential Energy +14, Hide +4, Intimidate +14, Knowledge (any two) +11, Listen +12, Move Silently +8, Perfect Recall +15, Search +9, Sense Motive +14, Spellcraft +15, Spot +12
Feats: Channel Essential Energy (lawful), Improved Initiative, Lightning Reflexes, Weapon Focus (reaver), Weapon Specialization (reaver)[B]
Environment: The Void
Organization: Solitary
Challenge Rating: 13
Treasure: Double standard
Alignment: Always lawful evil
Advancement: 12-18 HD (Huge); 19-24 HD (Gargantuan)



Coran'tul are extraplanar tyrants who rule over ashes, thriving on destruction and pain. Merciless killers, they slay outsiders as eagerly as they do mortals.

Standing over 20 feet tall and weighing several tons, coran'tul are imposing and unmistakably dangerous. Their skin is deep bronze and hard as iron, and their limbs are thick and powerful. From their arms emerge foot-long barbs, and their fingers end in wicked claws. Pairs of enormous armored plates edged with feathered spines fall from their broad shoulders, used by coran'tul as shields. Coran'tul's skulls are crested with many horns encircling their exposed brains, which pulse grotesquely above their burning emerald eyes. They carry a charred odor, and their brains stink of raw meat.

Coran'tul make their domains in dark, ruined realms, served by fearful saihar and qeh'thral. Their only desires are for conquest and destruction, and they care nothing for the regions they claim; their interest lies in expanding their territory and finding more creatures to slay. Coran'tul maintain bitter rivalries with many evil outsiders, but their greatest enemies are xxyth, with whom they have been waging a terrible war for centuries. When not giving orders, they rarely communicate with creatures, disdainful of other forms of life.

Coran'tul speak Common, Abyssal, and Undercommon.

Combat

Coran'tul relish combat and enjoy nothing more then toying with their opponents. Against lesser creatures, they use their slam attacks before finishing them off with their reavers. Against a group of more powerful enemies, a coran'tul tries to weaken its foes with its shadow breath while concentrating its attacks against the strongest-looking creature. Coran'tul feel their very nature makes them invincible, and rarely flee from battle.

A coran'tul's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Reaver (Su): As a free action, a coran'tul can summon or dismiss a burning blade that coils around its arm. As the blade is immaterial, the coran'tul does not add its Strength bonus to damage. There are three aspects of this "reaver" which a coran'tul can switch back and forth between as a free action.

Darkfire: A darkfire reaver is wreathed in cold blue flames, and inflicts 3d8 points of cold damage. On a successful critical hit, the darkfire reaver immolates an opponent and inflicts an additional 2d10 points of cold damage. A darkfire reaver also extinguishes any nonmagical flame into which it is thrust, and can dispel a lasting fire spell (but not instantaneous effect) within 10 feet as a standard action on a successful dispel check (1d20 + coran'tul's HD).

Flame: A flame reaver is awash with white flames, and inflicts 3d8 points of fire damage. On a successful critical hit, the flame reaver immolates an opponent and inflicts an additional 2d10 points of fire damage. A fire reaver can ignite combustible materials such as parchment, cloth, dry sticks, straw, and so on.

Void: A void reaver is formed from netherworldly energy and glows with a dark aura. A void reaver is a force effect, inflicts 3d8 points of damage, and can strike ethereal and incorporeal creatures. On a successful critical hit with a void reaver, a coran'tul can choose to affect an opponent as if with a *disintegrate* spell (caster level 15th). The Fortitude save to resist this effect has a DC of 17. The save DC is Charisma-based. A void reaver's *disintegrate* ability can only be used once per day.

Shadow Breath (Su): Every 1d6 rounds, a coran'tul can breathe a strength-sapping vapor that spreads in a 20-foot-radius, 20-foot-high cloud. Any non-coran'tul caught in the cloud must succeed on a DC 20 Fortitude save or suffer 2d4 points of Strength damage. The save DC is Constitution-based. Whether or not its save is successful, a creature is not at risk of

suffering damage from that particular cloud again. The cloud lingers for 1d4+1 rounds, and blocks sight and can be blown away as a *fog cloud* spell. Coran'tul can see through the cloud without penalty.

Spell-Like Abilities: At will–*darkness*, *detect magic*, *fear* (DC 16), *levitate*, *mage hand*, *phase door*, *pyrotechnics* (DC 14), *read magic*, *see invisibility*, *whispering wind*, *wind wall*; 3/day–*flame strike* (DC 17), *telekinesis* (DC 17), *teleport*; 1/week–*finger of death* (DC 19), *locate creature*, *true seeing*. Caster level 15th. The save DCs are Charisma-based.

Deflect Arrows (Ex): A coran'tul can deflect missile attacks with the armored plating on its back. This works exactly like the Deflect Arrows feat, but can be used twice per round.

Voidspawn: Spells cast within 30 feet gain the evil descriptor; slayer must succeed on a DC 17 Will save or gain the creature's aura for 24 hours.

Adventure Ideas

A coran'tul, through the machinations of an enemy, has been trapped on the Material Plane. It has been laying waste to villages and temples, and groups sent to defeat i t have met with repeated failure. In desperation, authorities ask the PCs to find the coran'tul and offer their assistance in finding a way to return it to its home plane.

A deranged wizard, obsessed with gaining the favor of an evil god, has begun preparations to open a portal to summon a coran'tul. His twin brother, who shares the same obsession, intends to summon a xxyth to confront it. The PCs learn of the situation from one of the wizards' servants, who offers them the tools to infiltrate the wizards' homes. The party must handle the situation with finesse, deciding whether to try to contain the monsters' confrontation, stop one or both of the wizards, or seek a different solution. An additional complication may be the coran'tul's motives, as it seeks to manipulate matters so it can fight the xxyth–a personal rival from its home plane–on advantageous turf.

On Avadnu

In the darkness of the Void, coran'tul roam the smoking wastes, reveling in the torture of their enemies. They were the first children of the Void, destined (so they believe) to bring about the damnation of mortal races. But as Temulea's sorrow fell deeper into chaos, the xxyth spilled into being, rising like a plague and creating bitter jealousy among the coran'tul. For over a millennium, the coran'tul have hated the mere mention of the xxyth, though their attempts to destroy them have proven futile.



Crelith

Huge Outsider (Chaotic, Good, Native, Psionic)
Hit Dice: 10d8+20 (65 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 10 ft. (2 squares), fly 60 ft. (good)
AC: 16 (–2 size, +4 Dex, +4 natural)
Touch: 12 **Flat-Footed:** 12
Base Attack/Grapple: +10/+21
Attack: Claw +11 melee (2d4+3)
Full Attack: 2 claws +11 melee (2d4+3) and bite +9 melee (1d8+1)
Space/Reach: 15 ft./10 ft.
Special Attacks: Molt, psi-like abilities
Special Qualities: Blindsight 100 ft., immunity to fire, spell resistance 22, telepathy 100 ft.
Saves: Fort +9, Ref +11, Will +8
Abilities: Str 16, Dex 19, Con 15, Int 15, Wis 12, Cha 20
Skills: Autohypnosis +14, Bluff +10, Concentration +12, Diplomacy +10, Focus Essential Energy +12, Intimidate +17, Knowledge (any two) +14, Listen +12, Perfect Recall +12, Psicraft +15, Search +7, Sense Motive +7, Survival +10
Feats: Flyby Attack, Improved Initiative, Multiattack, Wingover
Environment: Any
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always chaotic good
Advancement: 11–14 HD (Huge); 15–22 HD (Gargantuan)

10

Creliths are rare, sightless birds, harbingers of change and violence in the name of good.

An average crelith is about 20 feet long from beak to tail, and sports a 35-foot wingspan. Its body is thin, covered in brilliant golden-bronze feathers dappled with black along its wispy tail, and its lithe neck stretches into a long, bronze beak. Dark feathers edged with a ruddier bronze cover the areas where its eyes should be. Male creliths stop growing after a century, but females seem to have no limit on their size.

Creliths live in enormous nests atop bluffs, mountains, and ancient trees. They are occasionally seen eating fish, small mammals, and reptiles, but many scholars believe they have no actual need for nourishment. They are highly intelligent and magical, and spend much of their time traveling the world and combating evil. They swoop down to assist armies, seek out evil wizards in their towers, and battle monstrous creatures in their lairs. They consider themselves forgers of the future, scouring evil from the world to allow good creatures to build a better one. Zealots, they believe that while only deeply malevolent individuals truly *deserve* death, those caught between themselves and their enemies are owed little sympathy. Innocent casualties are unfortunate, they say, but an occasional necessity for crafting a more beautiful future. They recognize nobility when they see it, and refuse (whenever possible) to fight other good beings, but they are obstinate and hot-tempered. Creliths disdain those who spend time mourning the losses of the past or studying history instead of working toward a better tomorrow.

The first creliths were born from falling meteorites, shards of destruction from above. The violence of their creation is assumed to be the reason for their aggressive nature, and is reaffirmed in each generation. When a crelith believes itself to be too mired in its past and memories to continue fighting, it soars as high as it can. Eventually, it bursts into flame, and explodes in a dazzling display of ruby and gold fire. The falling sparks that reach the ground transform into newborn creliths, gifted with intelligence, but not experience.

Creliths communicate telepathically.

Combat

Creliths engage in combat joyously, using their abilities to great effect. Most protect themselves with *inertial armor* early on, diving upon their enemies and unleashing their fiery blasts before flying out of reach again. They try to down their opponents with tornados when surrounded, and use *fiery*



discorporation as a last resort.

Molt (Su): By furiously flapping its wings, a crelith can dislodge its feathers. The crelith's inherent magic allows it to imbue these feathers with one of two effects.

Fiery Blast: The crelith's feathers glow with ruby light, blasting forward in a 20-foot line. Creatures in the path of the line suffer 6d8 points of fire damage and 4d8 points of normal damage. On a successful DC 17 Reflex save, a creature takes one-half damage from each effect. The save DC is Constitution-based.

Tornado: The crelith's feathers swirl in a 10-foot-radius cloud around it. All creatures and objects in the area suffer the effects of a windstorm, and 4d8 points of damage from the striking feathers.

Psi-Like Abilities: At will—*astral traveler*, *aura sight* (80-ft. cone*), *burst*, *inertial armor* (+11 AC*), *read thoughts* (DC 17), *synesthete*, *telekinetic thrust* (500 lb., DC 18*), *trace teleport* (range 250 ft.*); 3/day—*body adjustment* (heal 6d12*), *energy conversion*; 1/day—*fiery discorporation* (+2 Will bonus*). Manifester level 15th. The save DCs are Charisma-based.

*Includes augmentation for the crelith's manifester level.

Blindsight (Ex): A crelith can sense all foes within 100 feet as a sighted creature would. Beyond that range, it is considered blinded. Creliths are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight.

Telepathy (Su): A crelith can communicate telepathically with any intelligent creature within 100 feet that has a language.

Adventure Ideas

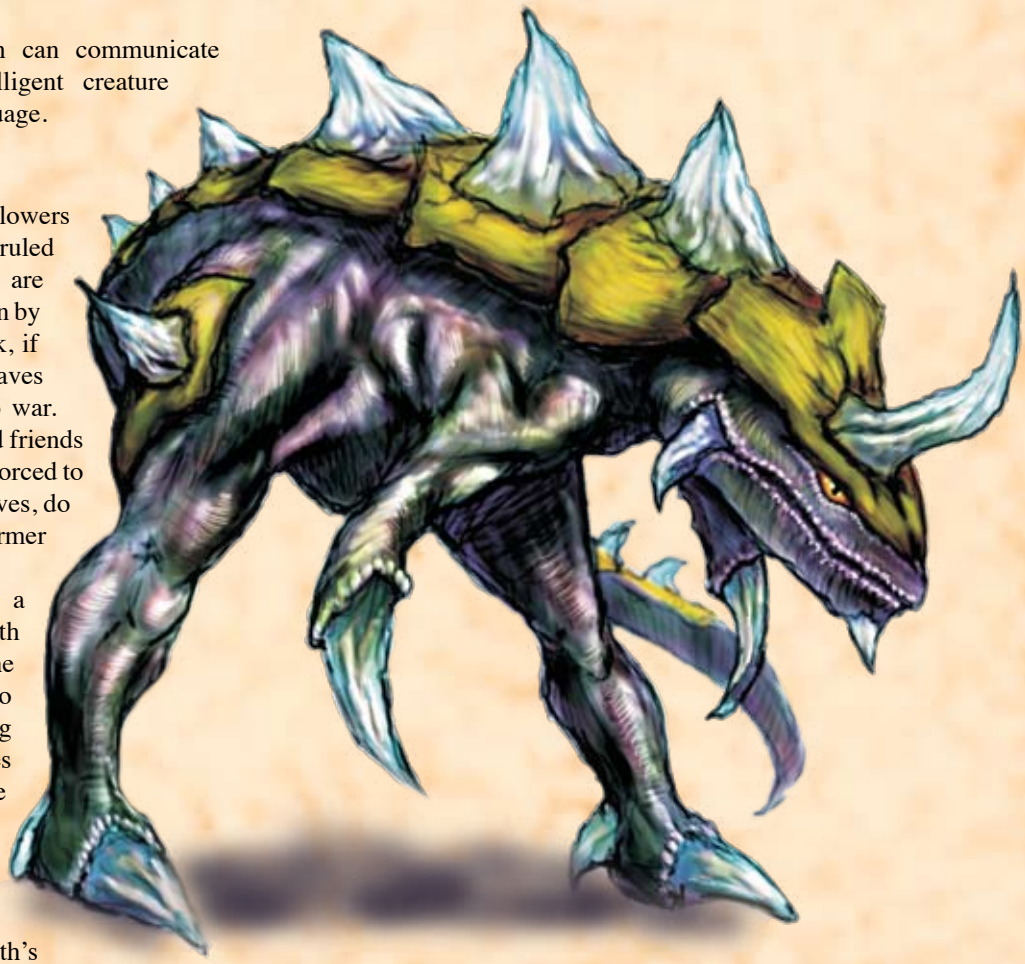
A crelith has been attracting followers as part of a plan to attack a city ruled by an evil sorcerer. The PCs are asked to investigate the situation by people who fear that the attack, if successful, could send shockwaves though the region and lead to war. The party may discover that old friends have joined the crelith, and be forced to decide whether to join themselves, do nothing, or try to stop their former allies.

After an encounter with a cerebrilith, an elderly crelith has had its mind twisted. The once-noble bird has turned to hunting innocents, believing them disguised devils. Creatures under the PCs' protection are targeted by one of its attacks, and in order to heal the crelith, the PCs must seek out the cerebrilith who has stolen an essential portion of the crelith's psionic energy–and is itself being transformed.

On Avadnu

When the Daegir fell from heaven to shatter Morindalien, the fragments of the moon tumbled toward Avadnu, burning as they went. But the Daegir's power could create as well as destroy, and the fragments were given life before they struck earth. Lifting themselves into the sky, leaving blazing trails, they became Avadnu's first creliths.

Over arcs, many stories have grown around them. They have saved cities and, twice, entire races, and they have been hunted by both mortal and otherworldly evils and been reduced to a scattered few. Some cultures conflate creliths with phylaern–a notion which horrifies creliths, who see phylaern as their antithesis. Most creliths refuse to associate with their pacifist "cousins," believing phylaern actively hold back the progress of good.



Crystal Reflector

Crystal Reflector

Medium Magical Beast
Hit Dice: 5d10+5 (32 hp)
Initiative: +2 (Dex)
Speed: 40 ft. (8 squares)
AC: 17 (+2 Dex, +5 natural)
Touch: 12 **Flat-Footed:** 15
Base Attack/Grapple: +5/+5
Attack: Claw +5 melee (1d6)
Full Attack: 2 claws +5 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Harness light
Special Qualities: Blindsense 120 ft., deflect, darkvision 60 ft., low-light vision
Saves: Fort +5, Ref +6, Will +3
Abilities: Str 11, Dex 14, Con 12, Int 3, Wis 10, Cha 12
Skills: Hide +3, Jump +3, Listen +2, Spot +2
Feats: Ability Focus (harness light), Iron Will
Environment: Warm forests
Organization: Solitary or pack (3-6)
Challenge Rating: 6
Treasure: No coins; double goods (gems only); no items
Alignment: Always neutral
Advancement: 6-9 HD (Medium); 10-12 HD (Large)

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Crystal reflectors are bipedal creatures with the ability to harness and channel sunlight.

A crystal reflector has a reptilian body with mauve skin, forelimbs ending in crystal claws, and thick legs. A tough, yellow-brown carapace covers its back, pierced by dozens of translucent crystals. It stands about 4 feet tall, and stretches 6 feet long from its narrow head to the tip of its lithe tail. Most crystal reflectors weigh just under 400 pounds, and despite their clumsy appearance are agile and swift.

Crystal reflectors thrive in warm, subtropical climates, absorbing sunlight through their crystals and using the energy to feed themselves. They need no sustenance besides natural light, and must absorb light every day to maintain their strength. When threatened, instead of relying on physical strength, crystal reflectors channel their absorbed energy into beams of pure, white light to stun or burn their foes.

Crystal reflectors are a favored prey of kei-ehri, but have few other natural enemies. Most creatures find them unfulfilling meals, as large portions of their bodies begin breaking down after death as the energy within them wanes.

Combat

Rarely aggressive, crystal reflectors prefer to defend themselves from a distance with their harness light ability. They have no qualms about running from combat, but are far more likely to stand their ground when outdoors and in sunlight.

A crystal reflector's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Harness Light (Su): A crystal reflector can channel light through its body to produce a variety of effects. It stores enough energy to produce effects identical to the spells *daylight* (targets the crystal reflector), *searing light*, *sunbeam*, and *sunburst* (centered on the reflector, which takes no damage) each twice per day (caster level 12th; save DC 15). The save DC is Constitution-based and includes the crystal reflector's Ability Focus feat.

When in direct sunlight (but not a *daylight* spell), a crystal reflector can use one of these abilities every other round, and they are treated as enlarged and empowered (as the metamagic feats).

Blindsense (Ex): A crystal reflector can "see" by emitting and receiving high-frequency sounds from its crystals. These sounds are inaudible to most creatures and allow crystal reflectors to pinpoint objects and creatures within 120 feet. Opponents still have total concealment against a crystal reflector unless it can actually see them. A crystal reflector whose sense of hearing is impaired (by deafness, a *silence* spell, or another effect) is forced to rely on its normal vision.

Deflect (Ex): The crystals that stud a crystal reflector's body can deflect rays, lines, and *magic missiles*. All such attacks targeting a crystal reflector have a 25% chance of being negated.

Physiological Uses

After its death, a crystal reflector's meat and organs soon turn to ash. However, its bones and crystals can serve several uses. A crystal reflector's 2d4 largest ribs function as sunrods, and 1d2 of its largest crystals can be used to empower (as the metamagic feat) any spell with the light descriptor when used as a material component (the crystal is consumed in the casting). Finally, one of the same crystals can be used to create a *gem of brightness* for 3/4 the normal base price. All other creation requirements remain the same.

Adventure Ideas

A demon has been collecting crystal reflector crystals and using them in the manufacture of an enormous device that will allow it to control the light of the sun. A celestial is attempting to drive all surviving crystal reflectors to extinction, to ensure the demon can never complete its plans. The PCs learn of the situation, and must decide how to proceed.

On Avadnu

First discovered in the mystical Forest of Waethe by sulwynarii, crystal reflectors are the favored beasts of the twin sun gods Arshan and Shanarr. No one is sure who created the strange forest where crystals grow from the ground like trees, but many believe it was made by the sun gods as a habitat for the reflectors. Sulwynarii and crystal reflectors have developed a mutually beneficial relationship in the forest: the sulwynarii do their best to keep away hunters and spellcasters who would capture and sell crystal reflectors, and the crystal reflectors help to guard the sulwynarii city of Duariane against invaders.

Culkma

1

Medium Magical Beast
Hit Dice: 2d10+4 (15 hp)
Initiative: +2 (Dex)
Speed: 30 ft. (6 squares)
AC: 14 (+2 Dex, +2 natural)
Touch: 12 **Flat-Footed:** 12
Base Attack/Grapple: +2/+3
Attack: Bite +3 melee (1d8+1)
Full Attack: Bite +3 melee (1d8+1) and tail sting -2 melee (1 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +5, Ref +5, Will +0
Abilities: Str 12, Dex 15, Con 14, Int 1, Wis 11, Cha 4
Skills: Bluff +5, Hide +10, Listen +2, Move Silently +4, Spot +5
Feats: Alertness
Environment: Warm deserts
Organization: Solitary or pack (4-7)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Medium)

Culkma are desert-dwelling lizards that emit pheromones to attract prey.

Averaging between 4 and 5 feet long, culkma have powerful jaws full of yellow-brown teeth, and tails ending in poisonous stingers. Their scaly skin is tough, leathery, and naturally pale yellow, though it changes color to match their surroundings. Toughened by life in the deep desert, a culkma can survive months without food, and more than a week without water.

Instead of searching for food in their desolate homes, culkma draw prey to them by releasing pheromones that imitate the scent of a wounded animal. Any nearby desert carrion-eaters are drawn to the scent, and promptly attacked by the camouflaged culkma. Culkma travel both alone and in families, and lay between two and five eggs every five years.

Combat

When its prey nears, a culkma springs to life and attacks, first trying poison its opponent with its tail. Once its opponent is helpless, the culkma begins biting. Culkma seldom pursue fleeing prey, preferring to conserve energy for other encounters.

Poison (Ex): Injury, Fortitude DC 13 or be paralyzed for 1d4 rounds. The save DC is Constitution-based.

Skills: A culkma's pheromones and camouflage grant it a +8 racial bonus on Bluff and Hide checks.

Physiological Uses

Though culkma hide can be used as a source of low-quality leather, the only items of real value in a culkma are the pheromone glands under its eyes. If preserved in fresh water, the glands can be sold on the black market for up to 300 gp for use in exotic perfumes. The glands can be removed from a dead culkma on a DC 20 Survival or Knowledge (arcana) check. Failing the check by 5 or more destroys the glands.

Adventure Ideas

Rumors say that a pack of culkma are calling the "worthy" to a magical oasis in the heart of a desert. Supposedly, those chosen to receive the oasis's gifts can can notice the culkma's pheromones from hundreds of miles away. A young woman claims she can sense the culkma, and asks the PCs to guard her as she travels to the oasis. But between the desert's perils, and others who search for the oasis, the job will not be easy.

A traveling merchant has suddenly become wealthy selling a unique perfume. Townspeople have been whipped into a frenzy over the fast-selling product, leaving the merchant's stock empty. He attempts to hire the PCs to capture several culkma in the wild, so he can once again harvest their unique glands for his business.

On Avadnu

A common sight to travelers in the Wasteland, culkma are generally regarded as harmless. Though there are stories of camps being raided in the night by roving culkma packs, these sorts of raids are more credibly attributed to other beasts. Culkma are often seen basking in sunlight atop rocks and sand dunes, awaiting creatures lured in by their pheromones. Most cultures consider a culkma sighting to be a sign of good fortune, symbolizing nature's continuing cycle of life.



Dagger Worm

Huge Magical Beast
Hit Dice: 8d10+40 (84 hp)
Initiative: +0
Speed: 20 ft. (4 squares), burrow 20 ft.
AC: 16 (-2 size, +8 natural)
Touch: 8 **Flat-Footed:** 16
Base Attack/Grapple: +8/+24
Attack: Tentacle rake +14 melee (2d4+8)
Full Attack: 4 tentacle rakes +12 melee (2d4+8) and bite +10 melee (2d8+4)
Space/Reach: 15 ft./10 ft. (15 ft. with tentacle)
Special Attacks: Improved grab, constrict 2d4+8, rage
Special Qualities: Darkvision 60 ft., low-light vision, tremorsense 60 ft.
Saves: Fort +11, Ref +8, Will +1
Abilities: Str 26, Dex 10, Con 20, Int 1, Wis 9, Cha 6
Skills: Listen +5, Survival +4
Feats: Endurance, Lightning Reflexes, Multiattack
Environment: Underground
Organization: Solitary or pair
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 9-12 HD (Huge); 13-16 HD (Gargantuan)

Dagger worms are burrowing monstrosities that catch prey with their bladelike tentacles.

Dagger worms are tubular, with thick brown skin and toothy mouths surrounded by four black, bulbous eyes. They can weigh as much as 4 tons, and grow up to 4 feet wide and 20 feet long. Behind a dagger worm's eyes grow four long tentacles, tipped with dagger-shaped spines made of black bone. Two more tentacles sprout from a dagger worm's sides, which the worm uses to propel itself underground.

A dagger worm has a pouch in its underbelly for carrying its young. Males and females share this responsibility, as a mated pair of dagger worms can produce over one hundred offspring every season. These offspring are vicious, and often cannibalize each other while in the pouch. When the survivors mature and leave their parents, they rarely comprise more than ten percent of their original number.

An adult dagger worm travels through old tunnels or digs new ones, hunting alone until it finds and pairs with a worm of the opposite sex. Mated dagger worms travel together for just over a year before dying. Dagger worms can go without food for days, and are all the more dangerous when forced to go hungry for extended periods of time.

Combat

Hungry dagger worms wait 15 to 30 feet underground, bursting forth from the earth to attack Small and Medium creatures they feel moving above them. Whenever possible, a dagger worm attempts to grapple its opponent, then burrow back underground so that its prey is buried with it.



Improved Grab (Ex): To use this ability, the dagger worm must hit an opponent with a tentacle rake attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): A dagger worm deals automatic tentacle rake damage with a successful grapple check.

Rage (Ex): A dagger worm that is carrying offspring and that takes damage in combat flies into a berserk rage on its next turn, biting and raking madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The dagger worm cannot end its rage voluntarily.

Adventure Ideas

Heavy rainfall has disrupted the mating patterns of dagger worms near a farming community. Hundreds of immature dagger worms swarm beneath the soil, and are causing problems for the populace. The local baron has sent a wizard to turn the soil to ash, so that the plague of worms will not spread, but this will destroy the livelihood of the farmers. The PCs are caught in the middle, as hired bodyguards to the wizard, or as friends of the farmers.

On Avadnu

Dagger worms were first discovered in Tenril, just north of the C'tsan River in the Yalursha Basin. The natives of Tenril regard these monstrous worms as "guardians of the soil," and many tribes worship them as gods, bringing them offerings of livestock on the morning of every vernal equinox.

Settlers from Jen Suul landed on Tenril's shores in the 782nd cycle of the fourth arc. Unaccustomed to the many strange species in the jungle–began collecting specimens. For weeks, they plundered the land, until the day one of the settlers returned from the jungle moaning about "dagger worms." Covered in gouges, he soon collapsed and died. This was neither the first, nor the last unfortunate encounter the settlers had with local wildlife. The survivors soon abandoned Tenril, claiming the land cursed. For the next 87 cycles, foreign ships avoided its shores at all costs.

Dark Wanderer

5

Large/Medium Monstrous Humanoid (Shapechanger)
Hit Dice: 6d8+18 (45 hp) as male; 6d8 (27 hp) as female
Initiative: +1 (Dex) as male; +2 (Dex) as female
Speed: 30 ft. (6 squares)
AC: 16 (-1 size, +1 Dex, +6 natural) as male; 13 (+2 Dex, +1 natural) as female
Touch: 10 as male; 12 as female
Flat-Footed: 15 as male; 11 as female
Base Attack/Grapple: +6/+15 as male; +6/+6 as female
Attack: Claw +10 melee (1d6+5) as male; claw +6 melee (1d3) as female
Full Attack: 4 claws +10 melee (1d6+5) and bite +8 melee (1d6+2) as male; 2 claws +6 melee (1d3) and bite +4 melee (1d4) as female
Space/Reach: 10 ft./10 ft. as male; 5 ft./5 ft. as female
Special Attacks: Hypnotic dance, spell-like abilities
Special Qualities: Alternate form, darkvision 60 ft.
Saves: Fort +5, Ref +6, Will +5 as male; Fort +2, Ref +7, Will +5 as female
Abilities: Str 21, Dex 13, Con 17 as male; Str 10, Dex 14, Con 11 as female; Int 11, Wis 10, Cha 15
Skills: Bluff +9, Diplomacy +7, Disguise +4, Gather Information +4, Hide -2 as male; Hide +3 as female; Intimidate +7, Perform (dance) +6, Sense Motive +3, Spot +1
Feats: Multiattack, Negotiator, Persuasive
Environment: Temperate plains
Organization: Band (2-8 females and 1-4 males)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +2

Dark wanderers are a monstrous, seductive people who rely on lies and subterfuge to help them feed on the weak-willed.

Female dark wanderers do their best to pass as light-skinned humans, hiding their pointed ears beneath long, dark hair, and wearing scarves and gloves to cover their jagged teeth and short claws. They arrange their loose robes to hide the dark bone "thorns" that protrude from their skin, and they move swiftly and gracefully.

Male dark wanderers bear much less in common with humans. Averaging between 10 and 15 feet tall, males have reptilian heads and deep blue scales. Their eyes resemble enormous black opals, and their four arms lead into four-fingered claws. Dark wanderers can live into their late sixties, and their male forms never completely cease growing. Elders have been known to reach 25 feet.

Every dark wanderer is capable of changing gender at will. Females can swiftly take on male forms, but changing from male to female is a week-long process. No dark wanderer has a "set" gender, though some prefer one role to the other. They do their best to keep their shapechanging abilities a secret from the outside world, leading to much bizarre speculation about their society.

What dark wanderers call themselves is unknown. They are named for their nomadic ways, and their practice of luring intelligent beings to their camps through seduction, feigned distress, and other forms of guile. Creatures who come to the camps are mesmerized by magical dances performed by the females, then attacked by males who emerge from hiding. The dead provide food for bands of dark wanderers as they journey between humanoid settlements.

Dark wanderers speak their own language and Common.

Combat

When attacking creatures lured to their camps, male dark wanderers surround and tear at their enemies, while females continue their dances and use their spell-like abilities. Females attacked while alone often fight back briefly before trying to reach their bands, and only change form if they cannot escape. Dark wanderers try to avoid fighting when at a disadvantage, and in such situations try to flee, negotiate, or somehow change the odds.

Hypnotic Dance (Su): As a move action, a female dark wanderer can dance in an effort to transfix onlookers with a mind-affecting compulsion. This has no effect until a total of three or more female dark wanderers, all within 15 feet of each other, are dancing. Once this occurs, any non-dark wanderer within 30 feet of a dancer must succeed on a Will save (DC 15 + number of dancers) or stand fascinated. The save DC is Charisma-based. The effect ends immediately if the number of dancers drops below three. A creature that succeeds on the saving throw or is freed from the trance is immune to the dancing dark wanderers' hypnotic dance for 24 hours.

A dancer who is distracted or who takes damage must succeed on a Concentration check or stop dancing that round.

Spell-Like Abilities: A dancing female dark wanderer can use spell-like abilities, each once per day, depending on how many full rounds she has spent hypnotically dancing. She does not need to be part of a group of dancers, though the dance has no hypnotic effect with fewer than three participants. A dark wanderer must make a Concentration check (DC 10 + spell level) to continue dancing while she uses a spell-like ability.

1 or more rounds dancing–*dancing lights*, *ghost sound* (DC 12), *light*, *lullaby* (DC 12); 2 or more rounds dancing–*cause fear* (DC 13), *message*, *silent image* (DC 13), *rage*; 3 or more rounds dancing–*sleep* (DC 13), *summon monster I*; 4 or more rounds dancing–*glitterdust* (DC 14), *pyrotechnics* (DC 14). The caster level is equal to 5 plus the number of dark wanderers dancing. The save DCs are Charisma-based.

Alternate Form (Su): As a standard action, a dark wanderer can change from female to male form. A dark wanderer can begin changing from male to female at any time, but the change takes place over the period of a week. During this time, the male's body decreases in size, sheds a layer of scales, and undergoes the final change in a painful, minute-long process. Males and females have a number of statistical

differences, and males cannot hypnotically dance or use spell-like abilities.

A dark wanderer remains in one form until choosing to assume a new one. A change in form cannot be dispelled, nor does the dark wanderer revert to any particular form when killed. A *true seeing* spell, however, reveals both forms simultaneously.

Dark Wanderer Society

Despite their savage ways, dark wanderer bands are strictly-ordered and controlled. Infighting is unheard of, and they ruthlessly protect their young. The two eldest dark wanderers in a band (usually a male and female who rarely change form) share authority, while all others are assigned long-term jobs that best suit their skills. Dark wanderers view other races as weak and easily-manipulated, though individuals can gain their respect. They identify themselves by band, rather than race, and band members grudgingly tolerate and avoid dark wanderers from other bands.

The tactics of dark wanderers are complex, tightly organized, and well-rehearsed. Bands travel between communities, setting up their tents and campfires at the outskirts. They then send females to scout for potential prey and acquire new supplies. Once targets have been located, every female but one in a band returns to camp to begin the music and dancing. Dark wanderer bands usually spend no more than a few weeks near major cities, and they often disappear from small villages within a day of their arrival. They avoid returning to a given community more than once a year, otherwise choosing their destinations based on weather patterns and astrological signs. Dark wanderers travel on foot, with most band members changing into male form to carry provisions, then immediately beginning the change back.

During their yearly mating ritual, dark wanderers are allowed a lapse in their controlled lives. Wanderers who wish to become pregnant take on female forms, and violent orgies follow. Both males and females are often injured. Pregnant females do not change form during their four-month gestation period.

Adventure Ideas

The PCs encounter a band of dark wanderers as they are crossing through a dangerous mountain pass. The dark wanderers are lost, and many members of their band have been slain by a group of hunters seeking revenge on them. Hiding their true nature, the wanderers claim they have been attacked by monsters, and ask the PCs to help them out of the pass.

On Avadnu

Dark wanderer bands are most common along the shores of western Kulloren, but some have traveled as far as Ulekor. Shunned by nearly every culture they encounter, they are seen as deplorable and grotesque. For a time, Lord Deven of Khet, a small city in Thuldra, offered a sizeable bounty for every dark wanderer brought to "justice." He had their bodies burned in great bonfires just outside the city walls, clouding the sky with sickening black smoke. While many larger cities viewed this practice as barbaric, the bonfires continued for over sixteen cycles, and no effort was made to stop it.

On a cold winter's night in the 721st cycle of the seventh arc, Lord Deven disappeared while on a diplomatic expedition. He and his entourage were ambushed, and found themselves at the mercy of a large band of dark wanderers. The twenty men that accompanied Lord Deven were slain and eaten while he watched, his eyes held open by a female's clawed fingers. The following morning, Lord Deven was returned to Thuldra, bearing a message to his people. The bounties were to cease immediately, lest retribution be visited upon the city. The message carried a certain weight, attached to Lord Deven's dismembered corpse.



Darlith



Medium Aberration
Hit Dice: 2d8+6 (15 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
AC: 16 (+6 natural)
Touch: 10 **Flat-Footed:** 16
Base Attack/Grapple: +1/+3
Attack: Tentacle slam +3 melee (1d4+2)
Full Attack: 6 tentacle slams +3 melee (1d4+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Adhesive, crush 2d4+3
Special Qualities: Hardness 4, darkvision 60 ft., tremorsense 60 ft.
Saves: Fort +3, Ref +2, Will +3
Abilities: Str 15, Dex 10, Con 16, Int 1, Wis 10, Cha 5
Skills: Survival +5
Feats: Lightning Reflexes
Environment: Warm deserts
Organization: Solitary or pack (3-5)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Medium); 5 HD (Large)

Darliths are writhing, tentacled creatures encased in stony shells. Rolling across the desert, they attack anything that appears to be a potential food source.

Out of its shell, a darlith is a six-legged, squidlike creature 4 to 6 feet long. Its skin is soft and rust-colored, and a half-dozen tentacles surround its bulbous mouth. To protect its vulnerable body, a darlith secretes a natural adhesive. As it scuttles over sand and rocks, all manner of debris clings to its skin, eventually forming a thick, hardened casing over most of its body. The darlith can safely roll inside the shell, propelling itself with its tentacles and dragging in prey close enough to feed through small holes in the stone.

Once a year, darliths shed their shells to mate. Newborn darliths nest in the discarded casings, and both parents vigorously defend their offspring until the newborns are mature enough to venture out on their own.

Combat

Solitary darliths tend to eat small lizards and birds, but packs will attack significantly larger creatures. They roll into battle, relentlessly whipping opponents with their tentacles.



Adhesive (Ex): A darlith exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items it touches. An adhesive-covered darlith automatically grapples any creature it hits with a tentacle slam attack. Opponents so grappled cannot get free while the darlith is alive without removing the adhesive first.

Strong alcohol dissolves the adhesive. A darlith can dissolve its adhesive at will, and the substance breaks down 5 rounds after the darlith dies.

Crush (Ex): A darlith deals 2d4+3 points of damage with a successful grapple check.

Hardness (Ex): Due to its tough shell, a darlith has hardness 4.

Physiological Uses

A darlith's adhesive-producing glands can be removed from its corpse on a DC 17 Survival or Knowledge (dungeoneering) check. Failing the check by 5 or more destroys the glands. The glands can be used to create a dose of all-purpose glue worth 50 gp and with a Craft (alchemy) DC of 20. A character with 5 or more ranks in Knowledge (dungeoneering) has a +2 bonus on the Craft (alchemy) check. The glue can be used to coat half a square foot of material. It takes 1 round to set, and objects glued together require a DC 20 Strength check to pry apart.

Adventure Ideas

A pack of darliths are found near a desert city with valuable gems embedded in their shells. There is an immediate rush of treasure-seekers who wish to kill the darliths and grab the gems, or to find out where the pack came from. The PCs might be hired by a merchant to assist with either goal, or might want to look into the situation themselves.

On Avadnu

Though easy to spot when found rolling across the Wasteland, darliths are rare on Avadnu. This is mostly due to the fact that in many cities, darliths are considered a delicacy by noblemen. Great hunting expeditions are sent to find and capture darliths, which are then brought back to civilization and cooked in huge iron pots. After being prepared with the proper ingredients, darliths have a rubbery texture and a sweet taste. Extremely expensive, they are often served as the main course of important feasts.

Darnu

Medium Magical Beast
Hit Dice: 4d10+8 (30 hp)
Initiative: +2 (Dex)
Speed: 50 ft. (10 squares)
AC: 14 (+2 Dex, +2 natural)
Touch: 12 **Flat-Footed:** 12
Base Attack/Grapple: +4/+6
Attack: Bite +6 melee (1d6+3)
Full Attack: Bite +6 melee (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Qualities: Tongues, darkvision 60 ft., low-light vision, scent
Saves: Fort +6, Ref +6, Will +2
Abilities: Str 15, Dex 14, Con 15, Int 9, Wis 13, Cha 10
Skills: Hide +6, Listen +4, Move Silently +5, Scent +9, Spot +3, Survival +2*
Feats: Mob Mentality, Run, Track[B]
Environment: Cold and temperate forests, hills, mountains, and plains
Organization: Solitary, pair, or pack (3-7)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral evil
Advancement: 5-7 HD (Medium); 8 HD (Large)
Level Adjustment: +0 (+1 if albino) (cohort)

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Darnu are intelligent canines who use their ability to learn languages to trick their enemies.

Darnu stand 4 feet high at the shoulder, and are covered in thick gray and black fur. Their pointed ears are tipped with thin tufts of white, and their tails are long and bushy. Darnu have stubby muzzles that easily conceal their large teeth, and deep-set brown eyes. Apart from their size, darnu appear relatively harmless, resembling dogs as much as wolves. Albino darnu are very rare, and have dark blue eyes.

Darnu can survive in nearly any climate, though they are best suited to cold regions. Their teeth can easily kill most prey, and they run at great speeds. Suspicious of other creatures, darnu view most animals as lesser beings unfit to share their territory, and prefer to eat intelligent humanoids. A darnu pack is led by an alpha male, who is the only male pack member permitted to breed. Those who challenge the alpha's leadership fight the alpha in a vicious battle for dominance. The survivor assumes control of the pack.

Darnu normally use their ability to speak any language to confuse and disorient opponents while hunting, but some humanoids have learned to use it to their advantage. Despite their haughtiness, darnu can be bargained with, and some landowners make deals to have darnu packs spy on travelers. Darnu spies generally stalk parties from a distance, listening to conversations from roadside shadows. Some darnu have even infiltrated urban areas. In return for their services, darnu often receive human sacrifices, left in the pack's territory to be hunted.

Darnu speak Common, Undercommon, and up to six other languages native to their region.

Combat

When hunting, darnu will track travelers passing through their territory for days or weeks at a time, until all pack members have learned their quarry's language. When they are ready to fight, darnu call out taunts and chants from a distance, distracting and unnerving their opponents. At night, the pack alpha may whisper a traveler's name, luring him away from his campsite to be devoured alone.



Tongues (Su): A darnu can speak and understand any language it hears for 24 hours after exposure. After 3 consecutive days during which a darnu is exposed to a language, the darnu gains the permanent ability to speak and understand that language. This ability does not confer literacy.

Skills: Darnu have a +2 racial bonus on Hide, Listen, and Move Silently checks. *Darnu have a +4 racial bonus on Survival checks when tracking by scent.

Albino Darnu

A newborn albino darnu always becomes its pack's alpha once it matures. Otherwise identical to their kin, albino darnu can use the following spell-like abilities: 3/day–*ghost sound* (DC 10), *message*, *ventriloquism* (DC 10); 1/day–*Tashaa's hideous laughter* (DC 12). Caster level 5th. The save DCs are Charisma-based.

Physiological Uses

Darnu pelts can fetch a high price for use in caps, gloves, and cloaks. A pelt in good condition sells for around 600 gp. Albino darnu pelts sell for twice that price.

Adventure Ideas

A dying man, the last of his people, asks the PCs' help in finding a darnu pack. Though he knows that darnu are evil, he wants to make sure that his people's language is not forgotten. He believes that teaching the darnu is the only way to preserve his language before he dies.

On Avadnu

Darnu are found primarily in the Korlath Plains, hiding in the high grass or searching the hills for fresh prey. Among the skarren, darnu are known as domchut, which roughly translates to "demon dogs." When food becomes scarce, darnu scavenge what they can, often following skarren kulvraks and feasting on the remains of their kills. A darnu's greatest enemy is the trakza, a lizardhound that despises all canines.

Devourer Worm



Colossal Aberration
Hit Dice: 80d8+1,420 (1,780 hp)
Initiative: +10 (+2 Dex, +8 Superior Initiative)
Speed: 50 ft. (10 squares), burrow 100 ft.
AC: 44 (–8 size, +2 Dex, +40 natural)
Touch: 4 **Flat-Footed:** 42
Base Attack/Grapple: +60/+99
Attack: Bite +76 melee (6d12+30/19–20)
Full Attack: Bite +76 melee (6d12+30/19–20)
Space/Reach: 40 ft./40 ft.
Special Attacks: Crush 4d6+30, earthshaking burrow, improved grab, swallow whole
Special Qualities: Darkvision 60 ft., tremorsense 300 ft., vulnerability to fire, vulnerability to light
Saves: Fort +47, Ref +28, Will +46
Abilities: Str 50, Dex 15, Con 45, Int 4, Wis 10, Cha 9
Skills: Listen +42, Spot +41
Feats: Awesome Blow, Cleave, Combat Reflexes, Endurance, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Weapon Focus (bite)
Epic Feats: Dire Charge, Epic Endurance, Epic Fortitude, Epic Prowess (x3), Epic Toughness (x3), Epic Will, Overwhelming Critical (bite), Penetrate Damage Reduction (adamantine), Snap, Spellcasting Harrier, Superior Initiative
Environment: Underground
Organization: Solitary or colony (2–5)
Challenge Rating: 30
Treasure: None
Alignment: Always neutral evil
Advancement: 81–101 HD (Colossal)

One of the largest species known to exist, devourer worms dwell near the center of the earth, where few other beings can live.

A devourer worm stretches over 100 feet long, but is most often seen rearing up out of the earth with most of its mass concealed. Its segmented body is 30 feet in diameter, splotchy brown and impossibly tough. More than a dozen ruby eyes stare out from its head, above the hole lined with teeth that serves as its mouth. Its body ripples and the earth rumbles with every motion it makes, and it smells of soil and the underworld's tainted air. Though normally silent, a devourer worm lets out a terrible shriek when angered.

Devourer worms stay away from the light of the surface world, living between layers of rock far underground. Despite their vulnerability to heat and flame, they often burrow near streams of magma and sleep there for years or centuries. They do not eat, apparently gaining strength from the earth itself, and are not known to socialize or reproduce. They rarely notice smaller creatures, but readily crush or swallow anything that disturbs them. Some deep-dwelling races believe that a colony of these near-mythical creatures exists wrapped around the world's core, keeping it from falling apart.

Combat

Devourer worms are not canny combatants, and rarely need to be. When creatures survive its initial earthquake, a devourer makes bite attacks and swallows enemies whole. Only if faced with large numbers of enemies or driven to a panic does a devourer worm drop upon opponents to crush them.

Crush (Ex): A devourer worm can rear and drop onto Large or smaller opponents as a standard action, using its whole body to crush them. A crush attack affects as many creatures as can fit under the worm's body. A creature in the affected area must succeed on a DC 57 Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless the worm moves off. The save DC is Constitution-based. If the worm chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

Earthshaking Burrow (Ex): Whenever a devourer burrows 40 feet or more, it generates the effects of an *earthquake* spell within a 100-foot radius of its stopping point. The DC of Concentration checks made by spellcasters to cast during the quake is 30. The devourer ignores all effects of the earthquake, and can act normally during its 1-round duration.

Improved Grab (Ex): To use this ability, a devourer must hit a creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use its Snap feat to immediately swallow its foe.

Swallow Whole (Ex): A devourer can swallow a grabbed opponent of a smaller size than itself by making a successful grapple check or by using its Snap feat. Once inside, the opponent takes 5d8+20 points of bludgeoning damage plus 6d10 points of acid damage per round. A swallowed creature cannot cut its way out due to the thickness of the devourer's skin, but can still use a light slashing or piercing weapon to deal damage to the devourer's interior (AC 30). A devourer that swallows an opponent can use its Great Cleave feat to bite and grab another opponent.

A creature can return to the devourer's mouth (where the devourer can try to swallow it again on its next turn) with a successful grapple check, but must first fly or climb 100 feet up the devourer's esophagus (a DC 30 Climb check). If the creature fails the grapple check to escape after making the climb, it immediately falls 100 feet, suffering 10d6 points of falling damage. After the devourer's death, no grapple check is required, but trapped creatures must still climb free (or use another means to escape, such as magical transportation).

A devourer worm's interior can hold 2 Gargantuan, 8 Huge, 32 Large, 128 Medium, or 512 Small or smaller creatures.

Vulnerability to Light (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds devourers for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area. In true sunlight, devourers suffer 2 points of Constitution damage each round they remain in the sun.

Adventure Ideas

An evil wizard seeks to destroy the world by awakening and enraging a devourer worm that lives near the planet's core. The worm's thrashing will shatter the world's crust, bringing armageddon. Adventurers are needed to travel deep underground and lure the worm back to sleep—or slay it.

On Avadnu

Of all the godbeasts, perhaps one was made too powerful. The Great Devourer carved deep valleys and tunnels into Avadnu's bedrock, touching every corner of the world. To the young gods—who had yet to grasp excess—the Devourer seemed the perfect animal, as deathless as they were and as mighty as anything they had created.

Irunean was the first god to understand the virtues of moderation, and he began to fear that the Devourer would destroy anything else the gods made. He convinced Arshan and Shanarr to set their countenances within Avadnu's sky, thus frightening the Devourer underground. But the creatures of Karnn were struck by terror as well, some burning and dying under the divine light of the twin suns. Irunean considered what had happened, and bade Cylethil cloak the suns' light, with Morindalien and Eilethia at her side. When the time came, the suns would be unveiled again to keep the Devourer at bay. This cycle continued for eternity, creating day and night.



Dharcanen



Medium Outsider (Native)
Hit Dice: 3d8+6 (19 hp)
Initiative: +9 (+5 Dex, +4 Improved Initiative)
Speed: Fly 40 ft. (perfect) (8 squares)
AC: 15 (+5 Dex)
Touch: 15 **Flat-Footed:** 10
Base Attack/Grapple: +3/+4
Attack: Bite +8 melee (1d6+1)
Full Attack: 2 bites +8 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Constrict 2d4+1, spit spell
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., swallow spell
Saves: Fort +5, Ref +8, Will +5
Abilities: Str 12, Dex 20, Con 15, Int 5, Wis 14, Cha 15
Skills: Concentration +8, Listen +8, Spellcraft +3, Spot +8, Survival +8
Feats: Improved Initiative, Weapon Finesse
Environment: Any
Organization: Solitary, pair, or swarm (3–7)
Challenge Rating: 3
Treasure: None
Alignment: Always chaotic neutral
Advancement: 4–5 HD (Medium); 6 HD (Large)

A dharcanen is a physical manifestation of buried magic.

Upon bursting into existence, a dharcanen appears as a two-headed serpent made of crimson flame. The serpent writhes through the air, tangled in its own tail, and it is impossible to discern whether it has one head at each end of its body or whether its neck divides somewhere. A dharcanen is incredibly fast, biting and lashing like a fiery whip, and it smells of charcoal.

Dharcanens appear spontaneously at sites of powerful magic, and instinctively guard such sites against intruders. They cannot be reasoned with or bribed; they are extensions of magic itself, given the instincts of a beast protecting its lair. Often, the presence of a dharcanen is the first sign of hidden magic in a region, and sages have been known to obsess over such clues.

Combat

A dharcanen never flees a battle, biting and grappling until destroyed. A dharcanen rarely attacks a known spellcaster until other threats are dealt with, hoping to be fed spells it can later spit out.

Constrict (Ex): A dharcanen deals 2d4+1 points of damage with a successful grapple check.

Spit Spell (Sp): A dharcanen can spit out and cast a spell it has swallowed. Treat the spell as a spell-like ability used by the dharcanen. The dharcanen's caster level is 5th. The spell's save DC is Charisma-based.

Swallow Spell (Su): When a dharcanen is the sole and specified target of a spell, it can forfeit the spell's normal saving throw (if any) and make a special Reflex save against the spell's save DC (even if the spell normally does not allow a save). If the dharcanen succeeds, one head swallows the spell without harm and can spit it out on a later turn. If the dharcanen fails, the spell works normally.

The dharcanen can attempt to swallow one spell per round for each head that isn't already carrying a spell. So long as a dharcanen's head contains a spell, it cannot use that head to swallow another spell or to make bite attacks.

Adventure Ideas

A society devoted to protecting and concealing hidden vaults of magic has taken the dharcanen as its symbol; society members tattoo themselves with images of the creatures and learn to summon them on command. Rumors, however, suggest that some society members are more interested in controlling the power of dharcanens than in using their magic to protect secrets.

On Avadnu

Dharcanens are a localized phenomenon, exclusive to the Broken Isles. At least, that's the standard story. The mystic serpents actually appear in scattered locations across Avadnu, and those few arcanists aware of the beings suspect that a single island shaman is responsible for their creation. Such a shaman would have had to have traveled across the world—a difficult task for a member of a "primitive" culture.

Doomweaver

Small Aberration
Hit Dice: 3d8 (13 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares)
AC: 16 (+1 size, +3 Dex, +2 natural)
Touch: 14 **Flat-Footed:** 13
Base Attack/Grapple: +2/-3
Attack: Bite +2 melee (1d4-1) or decaying mist +6 ranged touch
Full Attack: Bite +2 melee (1d4-1); or decaying mist +6 ranged touch
Space/Reach: 5 ft./5 ft.

Special Attacks: Decaying mist
Special Qualities: Hover, immunity to fear, darkvision 60 ft.
Saves: Fort +1, Ref +4, Will +3
Abilities: Str 9, Dex 17, Con 11, Int 2, Wis 10, Cha 4
Skills: Hide +10, Jump +1, Listen +2, Move Silently +6
Feats: Improved Initiative, Stealthy
Environment: Underground
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always chaotic evil
Advancement: 4-7 HD (Medium); 8-11 HD (Large)

Doomweavers are vicious carrion-eaters that transform their opponents into mounds of rotting flesh.

A doomweaver resembles a four-legged insect covered in blistery, purple-black skin and sporting a long beak. A typical doomweaver is about 4 feet long from beak to abdomen, and stands 3 feet tall. Its two multifaceted green eyes stare out from either side of its head, and its abdomen is covered in matching green scales. A doomweaver's thin legs end in blunt stumps, and hover inches above the ground. Doomweavers are surrounded by a cold, airy smell, and often grind and click their beaks. When a doomweaver dies, its thorax withers, its blistered skin bursts, and its entire body deflates, releasing a noxious plume of greenish-yellow gas.

Instead of scavenging for its carrion, a doomweaver releases a gray mist from its abdomen which rots living creatures. Once its victim has died, a doomweaver can consume meat which appears to be days old. Doomweavers eat as much of their victims as they can on the spot, and abandon any remains; they keep no nests, and travel alone. A doomweaver spends its days wandering through caves, looking for its next kill.

A doomweaver reproduces asexually once during its life. When it is three to five years old, it implants a recently-slain corpse with a larval egg from beneath its tongue. Inside the corpse, the larva grows, taking sustenance from its decaying womb. In six weeks, it grows into a young doomweaver.

Doomweavers are widely considered unnatural, and are usually destroyed on sight. This has not kept some wealthy humans from breeding doomweavers in secret in order to extract their abdominal glands.

Doomweavers do not speak, and do not understand any languages.

Combat

Doomweavers hunt alone, consumed by an insatiable hunger for decay and attacking all living creatures they encounter.

Decaying Mist (Su): A doomweaver can make a ranged touch attack against a single creature within 10 feet with its decaying mist as a standard action. The creature must succeed on a DC 11 Fortitude save or suffer 1d6 points of Constitution damage immediately, and 1d4 points of Constitution damage the next round. The save DC is Constitution-based.



Hover (Su): Doomweavers magically hover 2 inches above the ground. This grants them a permanent *feather fall* effect with personal range.

Immunity to Fear (Ex): Doomweavers are immune to fear effects.

Physiological Uses

The glands within a doomweaver's abdomen which produce its decaying mist have a high value. Extracting the glands intact requires a DC 22 Survival or Knowledge (dungeoneering) check. Failing this check by 5 or more destroys the glands. The glands are a component for manufacturing an anti-aging serum worth 1,200 gp and with a Craft (alchemy) DC of 25. For purposes of determining creation time and raw materials cost, however, serum created with doomweaver glands costs only 240 gp. The serum grants the effects of timeless body (as the druid class feature) for 2d4 months. After this time, the imbiber immediately suffers the effects of aging the same number of months (unless he or she consumes another dose); the serum allows its user to delay aging, but not escape it.

A character with 5 or more ranks in Knowledge (dungeoneering) has a +2 bonus on Craft (alchemy) checks to create serum.

Adventure Ideas

A merchant has closed off a mine after a doomweaver was spotted in the caves. He hires the PCs to go in and kill the doomweaver, but two parties of mercenaries have entered the mine as well, each hoping to retrieve the doomweaver for their employer.

On Avadnu

It is said that the arcanists of Morgathog summon extraplanar entities and other horrors, performing bizarre experiments on them in an attempt to create new life. Doomweavers are thought to be among the first creations of Morgathog's arcanists, and are often kept as servants and pets by their evil masters.

Dreadspawn



Colossal Outsider (Chaotic, Evil, Extraplanar, Voidspawn)
Hit Dice: 30d8+300 (435 hp)
Initiative: +7 (–1 Dex, +8 Superior Initiative)
Speed: 60 ft. (12 squares)
AC: 41 (–8 size, –1 Dex, +40 natural)
Touch: 1 **Flat-Footed:** 41
Base Attack/Grapple: +30/+61
Attack: Claw +37 melee (4d6+15)
Full Attack: 6 claws +37 melee (4d6+15)
Space/Reach: 30 ft./20 ft.
Special Attacks: Cursed wail, gaze of betrayal, pinion, thundering claws
Special Qualities: Damage reduction 15/good and epic, entropy, immunities, resistance to cold 20 and fire 20, SR 40, true seeing, voidspawn traits
Saves: Fort +29, Ref +16, Will +24
Abilities: Str 40, Dex 8, Con 31, Int 10, Wis 16, Cha 8
Skills: Climb +48, Intimidate +32, Jump +48, Listen +36, Search +33, Sense Motive +36, Spot +36, Swim +48
Feats: Ability Focus (gaze of betrayal), Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack
Epic Feats: Epic Will, Eternal Gaze, Improved Awesome Blow, Superior Initiative
Environment: The Void
Organization: Solitary
Challenge Rating: 25
Treasure: None
Alignment: Always chaotic evil
Advancement: 31–60 HD (Colossal)

Created by the overwhelming sorrow of an elder god, dreadspawns are cursed bearers of divine energy.

These colossal creatures look like eight-legged insectoid demons covered in chitinous plates. A dreadspawn's elongated, horned head possesses fiery eyes and a maw filled with foot-long fangs. When a dreadspawn travels, its massive body stands nearly 50 feet high; but when stirred to battle, it rears on two legs and towers 80 feet above the ground.

While its capacity for physical destruction is prodigious, a dreadspawn's ability to damage an enemy's will, set friend against friend, and control the downward spiral of hopelessness makes it a far more terrifying foe. These powers come from a dreadspawn's heritage as the physical manifestation of divine grief. Their nature makes dreadspawns less aggressive than most evil outsiders, but no less wicked. They mournfully wander the wastes of their home plane, occasionally drawn to extreme examples of grief and misery in their need to feed on sorrow and regret. When they encounter living creatures, they attack in an attempt to spread their pain.

Dreadspawns do not speak.

Combat

Dreadspawns are unsubtle combatants and attack without fear, but have mastered a few simple tactics. When a dreadspawn spots a threat or potential prey, it rushes forward to bring its foe into range of its gaze of betrayal. Once combat begins, it attacks opponents unaffected by its gaze, and tries to pinion spellcasters and badly wounded foes. A dreadspawn rarely holds back, and always fights to the death. After the second time it takes damage, it bellows its cursed wail.

A dreadspawn's natural weapons, as well as any weapons it wields, are treated as epic and evil-aligned for the purpose of overcoming damage reduction.

Cursed Wail (Su): Once per day, a dreadspawn can unleash a keening moan of heart-wrenching anguish and parental grief. Characters within 120 feet of the dreadspawn who fail a DC 24 Will save suffer the effects of *bestow curse* (–4 penalty version, caster level 20th). The save DC is Charisma-based. This is a sonic, necromantic effect.

Gaze of Betrayal (Su): 30 feet, Will DC 26 negates. Affected creatures attack loved ones and allies within sight for 2d4 rounds, doing their best to slay them (using any appropriate items, spells, and abilities). Targets are prioritized in this order: children and parents; siblings; other relatives; close friends; and other allies. A creature that makes a successful saving throw against the gaze is immune to further uses of that same dreadspawn's gaze of betrayal for 24 hours. Gaze of betrayal is a mind-affecting compulsion. The save DC is Charisma-based.

The dreadspawn feeds off the betrayals it causes: whenever an affected creature damages an ally, the dreadspawn gains a number of temporary hit points equal to the damage taken. These temporary hit points last 1 hour.

Pinion (Ex): If a dreadspawn hits a Gargantuan or smaller creature with a claw attack, it deals normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. If the check is successful, the victim is pulled into the dreadspawn's space and automatically pinned as the dreadspawn's claw presses the foe to the earth. The dreadspawn is not considered grappled, still threatens an area, and can use its remaining attacks against other opponents. If the foe later escapes from the pin, it escapes from the grapple altogether. If the foe fails at an escape attempt, it takes automatic claw damage.

Thundering Claws (Su): A dreadspawn's claws deal an extra 1d8 points of sonic damage on a successful critical hit. Subjects dealt a critical hit by a dreadspawn's claw attack must make a DC 40 Fortitude save or be deafened permanently. The save DC is Strength-based.

Entropy (Su): When an enemy within 60 feet attacks a dreadspawn and misses, that creature's next attack roll against the dreadspawn suffers a –1 penalty as it experiences feelings of despair and hopelessness. The penalty is cumulative, with

a maximum of –8. The penalty is negated once the creature makes a successful attack against the dreadspawn, or once the dreadspawn dies.

Immunities (Ex): A dreadspawn is immune to polymorphing, petrification, or any form-altering attack. It is not subject to ability drain, energy drain, or ability damage, and is immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). The dreadspawn is also immune to the effects of negative energy. The dreadspawn is not subject to death by massive damage.

True Seeing (Su): A dreadspawn has a continuous *true seeing* ability, as the spell (caster level 20th).

Voidspawn: Calling and summoning spells cast within 30 feet gain the evil descriptor (altering their effects, in the case of spells where the creature conjured is affected by the descriptor), even if the caster could not normally cast evil spells. A creature that kills a dreadspawn must succeed on a DC 24 Will save or have the dreadspawn's aura cling to it for 24 hours. While the evil aura does not replace the creature's natural aura, it is revealed as surrounding the creature by *detect evil* spells and similar effects. (If using the rules for taint in *Violet Dawn* campaigns, increase the creature's taint by 1, instead.)

Physiological Uses

When a dreadspawn is killed, a clear, shining liquid oozes from its eyes. These "tears of divinity" contain the essence of divine power. If the tears are collected and subjected to a *bless water* spell, they transform into an elixir which, if imbibed by a living creature, bestows the effects of *contingent resurrection*. If poured into the eyes (or eye sockets) of a dead creature, the elixir acts as a *true resurrection* spell. The corpse can be of any age.

If subjected to a *curse water* spell, the tears transform into a vile elixir which, if imbibed by a living creature, acts as a *demise unseen* spell (Fortitude DC 40 negates). The ghoul created is under the control of the caster of *curse water*. If poured into the eyes (or eye sockets) of a dead creature, the elixir acts as a *soul bind* spell (no Will save allowed). The container that held the elixir serves in place of the sapphire focus.

Adventure Ideas

A king has died, leaving no clear heir to the throne. With civil war brewing, the royal counselors call for heroes to slay a dreadspawn and return with the tears of divinity, to *resurrect* the king and restore stability to the land.

On Avadnu

When the Grand Architect Temulea slew his son Krüg, he wept both for the corruption of his perfect world and in anguish at the need to slay his own child. Several of his tears fell into the Void, and where each tear fell a dreadspawn was born. The newborn monsters roamed the plane, a fraction of their current size, neither feeding nor growing. When the xxyth swept upon Avadnu, the dreadspawns followed, gorging themselves on the sorrow and pain they found. The terrible creatures grew exponentially, both in stature and mystic power.

When the xxyth were banished, the dreadspawns were expelled from Avadnu as well. In the Void, the now-colossal dreadspawns flourished, using their new might to feast on the ubiquitous entropy of their surroundings. The xxyth and coran'tul avoided the creatures, sensing and fearing the essence of Temulea himself. The dreadspawns avoided the denizens of the Void in turn, and now live at the bleak and barren edges of that empty world.



Dread Spire

12

Gargantuan Aberration (Aquatic)
Hit Dice: 18d8+180 (261 hp)
Initiative: -3 (Dex)
Speed: Swim 40 ft. (8 squares), fly 50 ft. (perfect)
AC: 21 (-4 size, -3 Dex, +18 natural)
Touch: 3 **Flat-Footed:** 21
Base Attack/Grapple: +13/+37
Attack: Tentacle slam +21 melee (2d6+12)
Full Attack: 6 tentacle slams +21 melee (2d6+12)
Space/Reach: 20 ft./20 ft.
Special Attacks: Improved grab, constrict 2d6+12
Special Qualities: Amphibious, damage reduction 5/ adamantine, darkvision 60 ft, immunity to electricity
Saves: Fort +18, Ref +3, Will +9
Abilities: Str 35, Dex 4, Con 30, Int 2, Wis 6, Cha 4
Skills: Listen +5, Spot +12, Swim +20
Feats: Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Sunder, Power Attack
Environment: Aquatic
Organization: Solitary or fleet (3-10)
Challenge Rating: 12
Treasure: None
Alignment: Always neutral
Advancement: 19-30 HD (Gargantuan); 31-40 HD (Colossal)

Dread spires are enormous deep-sea denizens, occasionally spotted by sailors and harnessed by spellcasters as weapons of war.

Next to nothing is known about dread spires; floating ponderously thousands of feet below the sea surface, they rarely interact with humanoid races. They resemble great conic towers, 60 feet high, 20 feet in diameter, and weighing over 30 tons. A dread spire's carapace is dark blue and hard as iron, covered in moss and barnacles and housing smaller sea creatures in chinks and crevices. Within the folds of its carapace writhe a dozen purple-black tentacles, each as long as the dread spire is tall and strong enough to crush ships.

During violent thunderstorms, dread spires rise out of the sea and float into the clouds. Some sailors describe dread spires as feeding off lightning, and this would explain why dread spires have no clear way of consuming the sea creatures they kill. Still, the life of a dread spire remains a mystery.

Though they normally avoid land, a dread spire controlled by a spellcaster and brought into battle can easily demolish an opposing army. Spellcasters who seek out dread spires at sea often summon storms as bait, but more than one would-be conquerer has sunk his own ship this way.

Combat

A dread spire normally ignores any creature smaller than an orca whale. Anything else that comes within 100 feet faces attacks from a flurry of tentacles.

Improved Grab (Ex): To use this ability, the dread spire must hit an opponent with a tentacle slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): On a successful grapple check, a dread spire deals 2d6+12 points of damage.

Amphibious (Ex): Although dread spires are aquatic, they can survive indefinitely on land.



Adventure Ideas

A dread spire has crossed a mountain range into civilized lands, far from the ocean. The only survivor of a long-forgotten conflict where it had been controlled by a sorcerer, the dread spire now seeks to return home. In the process, however, it has been destroying whole fortresses it mistakes for enormous beasts, and opposing groups seek to control it, destroy it, and help it return to sea.

On Avadnu

In the tenth arc, a terrible war plunged two rival nations into chaos. Thudalag, a sorcerer of great power, sought to unseat the ruling family of Ingtaria and claim that nation as his own. With cunning and deceit, Thudalag spread dissent throughout the neighboring nation of Arrinok, spinning tales of an impending invasion. No one, he professed, would be safe from the blades of Ingtaria. Though Thudalag was a stranger, those were dark times, and the people of Arrinok were easily swayed. A great army was assembled, tens of thousands strong, and war began.

Atop Breed's Crag, Thudalag called out to the Dark Sea. He spoke in a forgotten tongue and wove forbidden magics, summoning six great spires of glistening black. Sea water fell like rain as the dread spires floated silently over the walls of Ingtaria's capital Se'arne, casting shadows across the city. For what seemed like an eternity, the spires hung motionless. Then they descended, soon leaving the city in ruin. The battle, now called the Battle of the Korlath Plains, was the bloodiest in recent history.



Basin of the Dread Armada

This iron basin, 3 feet in diameter and half a foot deep, contains between three and ten small seashells. When the basin is filled with water, the shells float to the basin's edge until the basin comes within 300 feet of a dread spire. When a dread spire is within range, the basin acts as a map, with the center representing the basin, and each shell following the movements of a dread spire. If more dread spires are within range than there are shells, the spires initially closest to the basin are matched to shells first; if an affected dread spire leaves the area of effect, its shell changes position to match the nearest unaffected dread spire, or returns to the basin's edge if no unaffected dread spires are nearby.

Any dread spire matched with a shell can be commanded, as if by *dominate monster*, by touching the shell. A creature can command up to two dread spires each round as a standard action. A shell stays unmoved by outside forces when matched to a dread spire, and its connection is severed instantly if the shell is removed from the water. All effects end if the basin is emptied.

Strong enchantment; CL 17th; Craft Wondrous Item, *dominate monster*; Price 70,000 gp, plus 10,000 gp per shell; Weight 15 lb.

Droth'yar

2

Large Animal
Hit Dice: 3d8+9 (22 hp)
Initiative: +3 (Dex)
Speed: 50 ft. (10 squares)
AC: 15 (-1 size, +3 Dex, +3 natural)
Touch: 12 **Flat-Footed:** 12
Base Attack/Grapple: +2/+10
Attack: Butt +5 melee (1d8+4)
Full Attack: Butt +5 melee (1d8+4) and kick +0 melee (1d4+2)
Space/Reach: 10 ft./5 ft.
Special Qualities: Low-light vision, scent

Saves: Fort +6 (+14 against poison), Ref +6, Will +1
Abilities: Str 18, Dex 16, Con 16, Int 2, Wis 10, Cha 6
Skills: Jump +5, Listen +4, Scent +9, Spot +4
Feats: Alertness, Run
Environment: Temperate land
Organization: Solitary, pair, or herd (4-20)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4-5 HD (Large)
Level Adjustment: +0* (mount)

Droth'yar are swift, two-legged herbivores, used as mounts and beasts of burden.

A droth'yar's body resembles that of an oversized lizard, bearing two thick legs but lacking forelimbs. Its head is vaguely draconic, and sports a large horn which curves back toward its tail. Though a droth'yar walks upright, it keeps its neck lowered to help maintain its balance. Its tail drags behind it, nearly the same length as its body. An adult droth'yar stands about 6 feet high, and is 12 feet long from its head to the base of its tail. Droth'yar have tough, mottled hides, colored in earth tones.

Droth'yar are highly adaptable, and several different breeds have evolved in different regions. Those found in arid lands are leaner and have longer legs than most, while droth'yar in areas with particularly harsh winters have been known to grow sleek coats of fur. All droth'yar are strict herbivores, and regularly eat plants poisonous to most species.

Droth'yar herds are usually led by a single dominant male. During mating season (the timing of which varies according to breed), droth'yar establish dominance by butting heads. Two competing droth'yar will fight until one dies or flees from the battle.

In domestication, droth'yar are used to help plow fields, pull chariots, and transport goods between cities. They are occasionally used as mounts for soldiers, when more powerful exotic beasts are unavailable or too expensive.

Droth'yar have a life expectancy of about fifteen years.



Combat

Wild droth'yar only fight when cornered or defending their young. Droth'yar trained and bred for war are somewhat more vicious, but even they often require urging from their riders to fight.

Training a Droth'yar

A droth'yar requires training before it can bear a rider in combat.

Training a droth'yar requires six weeks of work and a DC 20 Handle Animal check. Riding a droth'yar requires a saddle. A droth'yar can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Droth'yar trained for combat are worth 200 gp apiece on the open market, while domesticated droth'yar are worth 75 gp each. Professional trainers charge 150 gp to rear or train a droth'yar.

*A paladin or druid of sufficiently high level can take a droth'yar as a mount or animal companion.

Carrying Capacity: A light load for a droth'yar is up to 200 pounds; a medium load, 201-400 pounds; and a heavy load, 401-600 pounds. A droth'yar can drag 3,000 pounds.

Shards

The battle-trained white droth'yar known as shards are native to cold climates, and are bred to be more vicious than their temperate cousins.

Combat

Shards are derived from normal droth'yar statistics, but use the elite array for their ability scores, and typically take different feats with their racial Hit Dice.

Possessions: Scale mail barding.

Adventure Ideas

Droth'yar belonging to farmers in a small town have been falling ill. One farmer suspects poisoning, but can prove nothing. In fact, an assassin's supplier has been breeding particularly virulent species of poisonous plants in the wild, and the droth'yar, normally resistant to the plants' poisons, are some of the new poisons' first victims.

Droth'yar, Shard

Large Animal
Hit Dice: 3d8+12 (29 hp)
Initiative: +5 (Dex)
Speed: 35 ft. in scale mail barding (7 squares); base speed 50 ft.
AC: 21 (-1 size, +5 Dex, +3 natural, +4 scale mail barding)
Touch: 14 **Flat-Footed:** 16
Base Attack/Grapple: +2/+12
Attack: Butt +8 melee (1d8+6)
Full Attack: Butt +8 melee (1d8+6) and kick +3 melee (1d4+3)
Space/Reach: 10 ft./5 ft.

Special Qualities: Low-light vision, scent
Saves: Fort +7 (+15 against poison), Ref +8, Will +0
Abilities: Str 23, Dex 20, Con 19, Int 2, Wis 8, Cha 8
Skills: Jump +3, Listen +1, Scent +8, Spot +1
Feats: Endurance, Weapon Focus (butt)
Environment: Cold land
Organization: Solitary or pair
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 4-6 HD (Large)
Level Adjustment: +1* (mount)

On Avadnu

Droth'yar are one of the most adaptive species in the world. They hail from long before the Time of Awakening, and many scholars believe that droth'yar were among the first creatures ever born to Avadnu. Droth'yar are most common in V'leren, but can be found throughout Kaelandar and beyond. The droth'yar of the Selleth Reaches are the most vicious, and their thin coats of alabaster fur sets them apart from other breeds.

Lord Kalus of the Shardspine keeps a host of white-furred droth'yar in a deep ravine beneath Dorahn's Pass, his secret herd of "shards." The beasts are trained for combat and whipped daily, adding to their ferocity. The individuals chosen to ride the shards into battle are a brave lot, as more than a few end up trampled or gored by their mounts. After generations of abuse, the shards have adopted a disturbing trait: unlike their cousins, shards are carnivores, and often cannibalize other droth'yar.



Duogoth



Huge Animal
Hit Dice: 10d8+53 (98 hp)
Initiative: +1 (Dex)
Speed: 40 ft. (8 squares), swim 25 ft.
AC: 16 (-2 size, +1 Dex, +7 natural)
Touch: 9 **Flat-Footed:** 15
Base Attack/Grapple: +7/+23
Attack: Bite +13 melee (2d6+12)
Full Attack: Bite +13 melee (2d6+12)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab, electrostatic shock, trample 2d10+12
Special Qualities: Low-light vision, resistance to electricity 20, scent
Saves: Fort +12, Ref +8, Will +5
Abilities: Str 26, Dex 12, Con 21, Int 2, Wis 10, Cha 6
Skills: Listen +6, Scent +9, Spot +6, Survival +4, Swim +16
Feats: Alertness, Endurance, Iron Will, Toughness
Environment: Temperate forests, marshes, and plains
Organization: Solitary, pair, or herd (5-20)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 11-15 HD (Huge)
Level Adjustment: +8* (mount)

Duogoth are large quadrupeds that migrate on land but nest in lakes, used by intrepid soldiers as living siege weapons.

Duogoth are massive, standing more than 18 feet high at the shoulder and weighing in excess of 10,000 pounds. A duogoth's head features a huge, snapping maw with three distinct rows of teeth, and its six nostrils grant it an incredible sense of smell. Three tendrils grow from behind each of a duogoth's ears, capable of releasing electrical discharges the duogoth uses in hunting and self-defense. The colors of a duogoth's rough hide range from tan to rusty brown, often with greenish undertones. Some duogoth have dark splotches adorning their backs, from their necks to the tips of their two tails. Though quite loud as they move through water or trample across underbrush, duogoth make few sounds themselves; only when injured does a duogoth let out a loud howl, alerting others nearby to danger.

Duogoth are omnivores, living on a diet consisting primarily of fish, and supplemented with plants and small mammals. They travel in herds, migrating when the seasons change or when local food sources are in danger of becoming depleted. During winter, duogoth hibernate in their nests, emerging in the spring or early summer. When they awaken, their hunger is so great that they feed for days on end, pausing only for short periods of rest.

Duogoth females spend most of their time protecting and teaching the young in their shallow water nests, while males hunt and forage for food. Duogoth mate once every two to three years and give birth to live young. Orphaned or lost duogoth are welcomed into new herds without question.

Duogoth are prized by mercenaries and army commanders for their size and relative intelligence. If a young duogoth is captured, it can be trained for battle. The sight of a duogoth-mounted army crushing troops and demolishing walls is one to be remembered for years.

Combat

Though they hunt by snapping up prey in their jaws, duogoth will try to trample opponents on land who clearly pose a threat (their legs are too heavy and inflexible to kick with). A duogoth will bite an enemy who survives trampling, in order to bring the creature close enough to be targeted by an electrostatic shock. When in water, releasing a shock is always a duogoth's first defense against attackers.

If a herd is attacked while migrating, duogoth males will fight while the females and young flee. If a nest is attacked, however, all duogoth present will fight to the death.

Improved Grab (Ex): To use this ability, a duogoth must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can immediately release an electrostatic shock that affects only its grappled opponent.

Electrostatic Shock (Ex): When immersed in water, a duogoth can release an electrostatic shock from the tendrils at the back of its head as a standard action. Any creature in contact with the water within a 30-foot spread must succeed on a DC 20 Fortitude save or suffer 1d8 points of electricity damage and be stunned for 1d4 rounds. The save DC is Constitution-based. A duogoth can shock a grabbed opponent once per round as a free action.

Trample (Ex): Reflex DC 23 half. The save DC is Strength-based.

Training a Duogoth

A duogoth requires training before it can bear a rider in combat.

Training a duogoth requires six weeks of work and a DC 25 Handle Animal check. Riding a duogoth requires an exotic saddle. A duogoth can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Duogoth trained for combat are worth 1,400 gp apiece on the open market, while domesticated duogoth are worth 700 gp each. Professional trainers charge 1,050 gp to rear or train a duogoth.

*A paladin or druid of sufficiently high level can take a duogoth as a mount or animal companion, but the character is treated as 8 levels lower for the purposes of determining the duogoth's characteristics and special abilities.

Carrying Capacity: A light load for a duogoth is up to 1,836 pounds; a medium load, 1,837-3,678 pounds; and a heavy load, 3,679-5,520 pounds. A duogoth can drag 27,600 pounds.

Nest Guardian

Guardian spirits sometimes manifest to protect the nests of endangered duogoth herds. These guardians (generally female) can take down even large and powerful adversaries, natural or unnatural. They spend nearly all their time in their nests, watchful and ready to sacrifice themselves for their kin.

Occasionally, a humanoid wishing to travel through or pillage treasures from a duogoth nest tries to communicate with a nest guardian. Even more rarely, such a person is successful, managing

Duogoth, Nest Guardian

Huge Outsider (Augmented Animal) (Native)
Hit Dice: 12d8+72 (129 hp)
Initiative: +0
Speed: 40 ft. (8 squares), swim 25 ft.
AC: 16 (-2 size, +8 natural)
Touch: 8 **Flat-Footed:** 16
Base Attack/Grapple: +9/+27
Attack: Bite +17 melee (3d6+15)
Full Attack: Bite +17 melee (3d6+15)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab, electrostatic shock, protector, trample 2d10+15, warning blow
Special Qualities: Empathy, *shield other*, darkvision 60 ft., damage reduction 5/magic, resistance to electricity 20, scent, spell resistance 22
Saves: Fort +14, Ref +8, Will +8
Abilities: Str 31, Dex 10, Con 22, Int 4, Wis 14, Cha 7
Skills: Listen +7, Scent +10, Spot +7, Survival +7, Swim +18
Feats: Endurance, Diehard, Improved Natural Armor, Improved Natural Attack (bite), Iron Will
Environment: Temperate forests, marshes, and plains
Organization: Solitary or herd (1 plus 5-20 duogoth)
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 13-15 HD (Huge)
Level Adjustment: +10* (mount)

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to convey non-violent intentions through gifts and gestures.

Combat

Nest guardians do whatever it takes to protect their herds, rushing combatants and pushing them back.

A nest guardian's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Electrostatic Shock (Ex): Fortitude DC 22 negates.

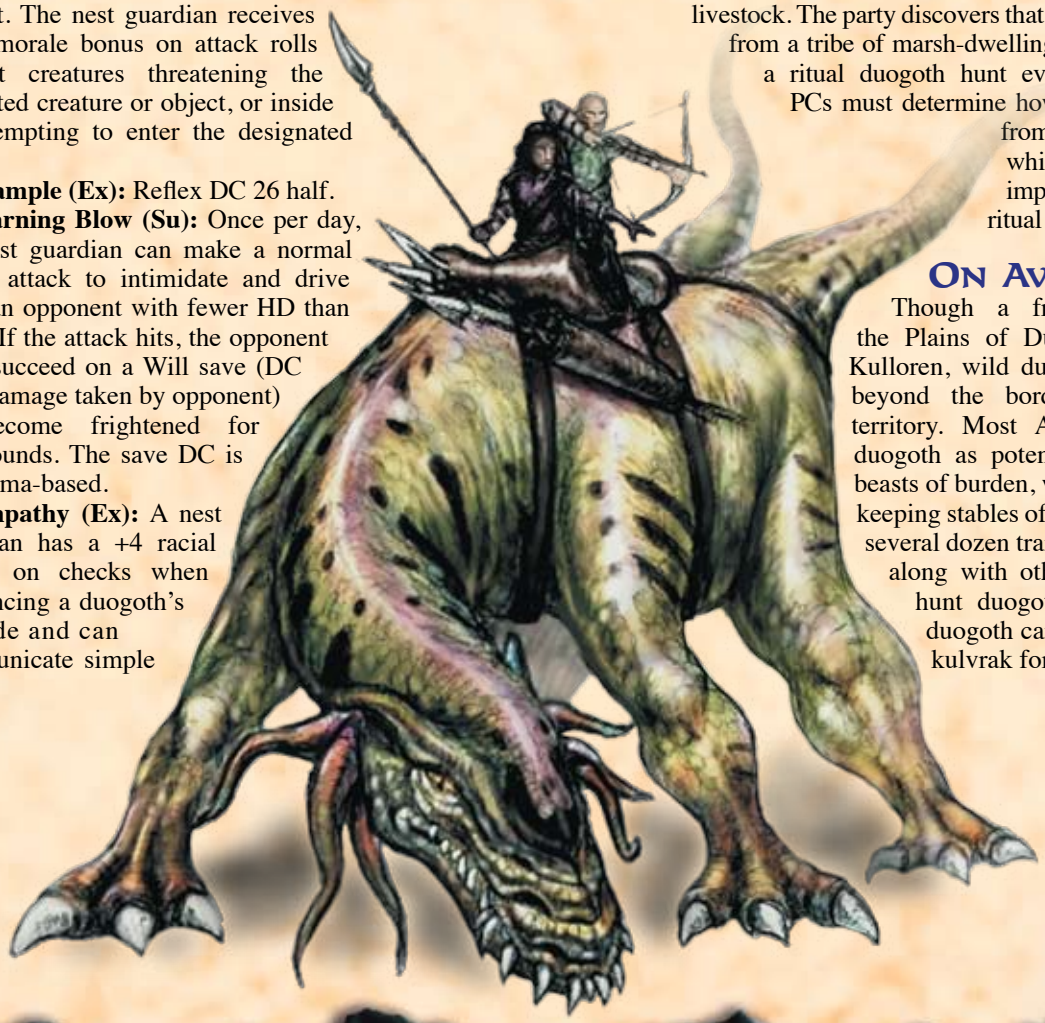
Protector (Ex): A nest guardian can designate a creature, Large or smaller object, or 5-foot-radius area for itself to protect. The nest guardian receives a +1 morale bonus on attack rolls against creatures threatening the protected creature or object, or inside or attempting to enter the designated area.

Trample (Ex): Reflex DC 26 half.

Warning Blow (Su): Once per day, the nest guardian can make a normal melee attack to intimidate and drive back an opponent with fewer HD than itself. If the attack hits, the opponent must succeed on a Will save (DC 14 + damage taken by opponent) or become frightened for 1d4 rounds. The save DC is Charisma-based.

Empathy (Ex): A nest guardian has a +4 racial bonus on checks when influencing a duogoth's attitude and can communicate simple concepts and (if a duogoth is friendly) commands to other duogoth, such as "friend," "foe," "flee," and "attack."

***Shield Other* (Sp):** As the spell (caster level 12th), but only usable on duogoth. This transfers to the nest guardian half the damage that would be dealt to the target duogoth (but does not provide the spell's AC or save bonuses).



Adventure Ideas

Every seven years, a herd of duogoth migrate through the area near a small farming town, trampling crops and eating or scaring livestock. The party discovers that the duogoth are fleeing from a tribe of marsh-dwelling humanoids who hold a ritual duogoth hunt every seven years. The PCs must determine how to keep the duogoth from causing damage, while keeping in mind the importance of the hunting ritual to the tribespeople.

On Avadnu

Though a frequent sight across the Plains of Du'sheen and southern Kulloren, wild duogoth are rarely seen beyond the borders of their native territory. Most Avadnu cultures treat duogoth as potential siege animals or beasts of burden, with many larger cities keeping stables of anywhere from two to several dozen trained duogoth. Skarren, along with other primitive peoples, hunt duogoth for food; a single duogoth can easily feed a skarren kulvrak for days.

Empyrean, Astral Sentinel

24

Huge Construct
Hit Dice: 34d10+40 (227 hp)
Initiative: +7 (Dex)
Speed: 40 ft. (8 squares), fly 30 ft. (good)
AC: 42 (–2 size, +7 Dex, +15 natural, +12 deflection)
Touch: 27 **Flat-Footed:** 35
Base Attack/Grapple: +25/+41
Attack: Slam +31 melee (2d8+8) or Huge *+5 anarchic power fiery blast composite longbow* (+8 Str bonus) +36 ranged (3d6+13/x3 plus 3d6 fire)
Full Attack: 2 slams +31 melee (2d8+8); or Huge *+5 anarchic power fiery blast composite longbow* (+8 Str bonus) +34/+34/+29/+24/+19 ranged (3d6+13/x3 plus 3d6 fire)
Space/Reach: 15 ft./15 ft.
Special Attacks: Death throes, flare, nova, penetrate damage reduction
Special Qualities: Construct traits, corona, damage reduction 15/epic and lawful, darkvision 60 ft., detect alignment, disorientation, fast healing 8, low-light vision, shield other
Saves: Fort +11, Ref +18, Will +11
Abilities: Str 27, Dex 25, Con —, Int 13, Wis 10, Cha 14
Skills: Climb +45, Listen +37, Spot +37
Feats: Dodge, Far Shot, Flyby Attack, Hover, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)
Epic Feats: Combat Archery, Distant Shot, Swarm of Arrows
Environment: Any
Organization: Pair (1 plus 1 cosmic sentinel)
Challenge Rating: 24
Treasure: None
Alignment: Always neutral
Advancement: 35–40 HD (Huge); 41–70 HD (Gargantuan)

Empyrean sentinels are ancient constructs that serve in pairs to guard places of great importance.

Each empyrean is a humanoid statue carved from the rock of a meteor or fallen star. Their traits and features vary, but most wear flowing robes inlaid with patterns of gold. Their hoods are drawn up and coupled with gold masks to hide their faces; only their great crystal eyes are visible. Smaller crystals stud their gauntlets. While inert, an empyrean is the color of bleached bone, but it turns white hot when activated; such an empyrean exudes a radiance matched only by the light of the sun. Empyrean sentinels stand over 30 feet tall and weigh in excess of 2 tons.

Empyreans are granted sentience by the spirits of great warriors tied to them during their creation. Their intelligence, however, is merely a means of achieving the purpose they are imbued with. Empyreans are given strict instructions when created and can lay dormant and motionless for thousands of years before activating. Nearly all empyreans exist to guard a place or item, but while some immediately attack intruders, others explain under what conditions strangers may pass.

The ritual to craft such beings is largely unknown, and uncovering the secret to creating (or destroying) an empyrean sentinel can be the goal of a long quest.

Empyrean sentinels speak Celestial.

Combat

Empyreans fight in tandem, using *detect law* or *chaos* to choose their foes and pinpoint their vulnerabilities.

Death Throes (Ex): When destroyed, an empyrean explodes in a burst of energy and rock fragments dealing 5d6 points of bludgeoning damage and 4d8 points of fire (for astral sentinels) or electricity (for cosmic sentinels) damage to creatures within 20 feet. A DC 27 Reflex save reduces both types of damage by half. The save DC is Constitution-based. This explosion automatically destroys the empyrean's weapons, even if they are elsewhere.

Penetrate Damage Reduction (Su): An empyrean's attacks are infused with primal energies and ignore the first 15 points of any type of damage reduction.

Corona (Ex): While active, an empyrean exudes a blinding white light. This grants concealment (20% miss chance) against all attacks and illuminates the area as a sunrod.

Detect Alignment (Su): An empyrean continuously *detects chaos* or *law* (for cosmic and astral sentinels, respectively; caster level 20th) without need for concentration, noting the power and location of each nearby aura as a free action.

Disorientation (Ex): When an empyrean activates, it takes 1d2 rounds for the controlling spirit to orient itself. During this time, the sentinel is staggered, and instead of benefiting from its corona, it is affected as by a *faerie fire* spell.

Shield Other (Su): Every astral sentinel is linked to a cosmic sentinel, and vice versa. Each sentinel in a pair is affected as by *shield other* while within 250 feet of each other. A sentinel takes only half-damage from all wounds and attacks that deal hit point damage; the remainder is taken by the other sentinel in the pair. This ability does not provide the spell's AC or save bonuses.

Astral Sentinel

Astral sentinels have feminine features, long hair, and slender bodies sprouting huge pairs of feathery wings. An astral sentinel wields an enormous stone bow and carries a

Empyrean, Cosmic Sentinel

Huge Construct
Hit Dice: 34d10+40 (227 hp)
Initiative: +4 (Improved Initiative)
Speed: 30 ft. (6 squares)
AC: 50 (–2 size, +30 natural, +12 deflection)
Touch: 20 **Flat-Footed:** 50
Base Attack/Grapple: +25/+45
Attack: Huge *+5 axiomatic power lightning blast greatsword* +41 melee (4d6+23/17–20 plus 3d6 electricity) or slam +35 melee (2d8+18) or cosmic bolts +25 ranged touch (8d6 electricity)
Full Attack: Huge *+5 axiomatic power lightning blast greatsword* +41/+36/+31/+26 melee (4d6+23/17–20 plus 3d6 electricity); or 2 slams +35 melee (2d8+18); or cosmic bolts +25 ranged touch (8d6 electricity)
Space/Reach: 15 ft./15 ft.
Special Attacks: Cosmic bolts, death throes, orbit, penetrate damage reduction
Special Qualities: Construct traits, corona, damage reduction 15/chaotic and epic, darkvision 60 ft., detect alignment, disorientation, fast healing 8, low-light vision, shield other
Saves: Fort +15, Ref +11, Will +12
Abilities: Str 34, Dex 11, Con —, Int 11, Wis 13, Cha 12
Skills: Listen +38, Spot +38
Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (greatsword), Improved Initiative, Power Attack, Weapon Focus (greatsword)
Epic Feats: Devastating Critical (greatsword), Epic Fortitude, Improved Awesome Blow, Overwhelming Critical (greatsword)
Environment: Any
Organization: Pair (1 plus 1 astral sentinel)
Challenge Rating: 24
Treasure: None
Alignment: Always neutral
Advancement: 35–40 HD (Huge); 41–70 HD (Gargantuan)

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quiver of appropriately sized arrows.

Combat

An astral sentinel flies at the periphery of a battle, launching volleys of arrows at spellcasters, lawful foes, and combatants weakened by its partner cosmic sentinel. Astral sentinels rarely use their slam attacks, instead taking advantage of Combat Archery to use their bows even at close range.

An astral sentinel's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and epic for the purpose of overcoming damage reduction.

Flare (Su): As a standard action, an astral sentinel can cause its corona to flare. Anyone within 15 feet suffers 10d6 points of fire damage and is blinded for 2d4 rounds. A DC 27 Fortitude save halves the damage and negates the blinding. The save DC is Constitution-based.

Nova (Su): When an astral sentinel kills a creature with its bow, the creature's body is converted into fire and energy, going "nova." All other creatures within 30 feet suffer fire damage equal to 5 times the dead creature's Constitution score (or 50 points for creatures without a Constitution score). A DC 27 Reflex save halves the damage. The slain creature's body is completely obliterated.



Cosmic Sentinel

Cosmic sentinels are sculpted to resemble muscular, male humanoids. They wield enormous swords and lumber quickly and gracelessly.

Combat

A cosmic sentinel specializes in close combat, only using its cosmic bolts while closing or to target distant spellcasters. It begins battle by charging the most powerful chaotic opponents, and sends other foes into orbit. If it becomes overwhelmed, a cosmic sentinel uses its Improved Awesome Blow feat to scatter its adversaries.

A cosmic sentinel's natural weapons, as well as any weapons it wields, are treated as lawful-aligned and epic for the purpose of overcoming damage reduction.

Cosmic Bolts (Su): A cosmic sentinel can fire rays of energy from its eyes at a creature within 60 feet. If the cosmic sentinel succeeds on a ranged touch attack, the rays inflict 8d6 points of electricity damage.

Orbit (Su): A cosmic sentinel can magically pull creatures or objects at least one size category smaller than itself within 30 feet into an orbit. Drawing a creature or object into orbit is a standard action for the sentinel; if the creature fails a DC 39 Will save, it flies and circles the sentinel at a distance of 15 feet, about 5 feet above the ground,

making multiple revolutions each round until it escapes. The save DC is Strength-based. The creature cannot move or make attacks of opportunity and is treated as entangled. It is threatened by any creature that threatens any part of the orbital path. (The creature does not draw any attacks of opportunity by orbiting.)

An orbiting creature can escape as a standard action by grabbing a solid object (including the ground) and succeeding on a DC 30 Strength check or by succeeding on a DC 40 Tumble check. The creature can choose to land in any square 15 feet from the sentinel, and if successful, falls prone and is nauseated for 1 round.

Orbiting creatures and objects do not crash into one another, but a creature passing through the orbit's trajectory must succeed on a Reflex save (DC 27 + 2 per Small or larger item) or suffer 1d6 points of damage per Small or larger item in orbit. Each orbiting creature or object also suffers 1d6 points of damage.

Construction

The 2 tons of stone, metal, and sidereite required to build an empyrean cost 100,000 gp. The spellcaster or another worker must construct the body; doing so requires a successful DC 40 Craft (sculpting or stonemasonry) check. After the body is fashioned, the empyrean must be animated through an extended magical ritual that requires a specially prepared laboratory or workroom. The chamber is similar to both an alchemist's laboratory and an astronomical observatory and costs 1,000 gp to establish. If personally constructing the empyrean's body, the creator can perform the building and ritual together.

The cost to create listed below includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the empyrean. However, the empyrean does not come to life until its paired partner is created.

An empyrean with more than 34 Hit Dice can be created, but each additional Hit Die adds 5,000 gp to the market price, and the price increases by 40,000 gp if the creature's size increases to Gargantuan, modifying the cost to create accordingly.

CL 30th; Craft Epic Construct, Craft Epic Magic Arms and Armor, Craft Epic Wondrous Item, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, *detect law*,



fireball, *meteor swarm*, and *word of chaos* (astral sentinel only) or *detect chaos*, *dictum*, *lightning bolt*, and *reverse gravity* (cosmic sentinel only), *eclipse*, *geas/quest*, *greater magic weapon*, *shield other*, caster must be at least 30th level; Price 600,000 gp; Cost 250,000 gp + 15,000 XP.

Physiological Uses

Although most of a destroyed empyrean's body is impossible to recycle, 20 pounds of sidereite can be extracted through the use of magic or metalworking techniques. The sidereite can then be worked as normal.

An empyrean's gemstone eyes act as containers that trap everything the empyrean sees. If an eye is destroyed (hp 15, hardness 10), each creature within 10 feet is inundated with visions from the empyrean's past. A creature that fails a DC 30 Will save is dazed for 1 round thereafter.

Adventure Ideas

A comet passes through the sky, and its presence activates a pair of empyreans not intended to awaken for centuries. The comet was summoned by a wizard who hoped that the empyreans' activation would reveal the location of the treasure they guard. Now the PCs must race against the wizard, defeat the empyreans, and save any innocents harmed by the confused sentinels.

On Avadnu

Empyreans are a mystery, having served as guardians across the world for as long as anyone remembers. Many wild theories exist among arcanists and mistji scholars to explain their origins, but evidence is scarce.

One common belief is that the sentinels were the first attempts by Temulea to create life, and that they are powered by shards of the Ulwynaarl. In Phalinost's *Treatise of the Cosmos*, the author claims to have seen an army of "bonded stone warriors who fought and died as one" gathering on a plane he called Kihlinassas. A few psions believe the empyreans were constructed by the xiir before Kaelandar was populated by other races, but the sentinels' lack of psionic power makes this a suspect theory at best. Among sailors from Phadrir, it is commonly held that empyreans were created by the gods as guardians; but their explanations for why the empyreans at the Gate of Uluan allow countless vessels to pass unchecked range from unlikely to humorous.

Only four pairs of empyreans are referenced in the world's great libraries. The first pair stands in the ruins of Cynyr; the second rises head and shoulders from the sea, flanking the gate of Uluan; and the final two pairs stand together, guarding an ancient city in Ramataia. Of these known sentinels, only the ones in Ramataia have ever been seen active.

Sidereite

Sidereite is an ultrahard metal obtained by purifying materials found in fallen stellar objects. Its pale silver surface is intensely reflective, and often difficult to look upon directly. Although not inherently magic, sidereite is easily magically enhanced—but its connection to the cosmos causes such enhancements to fluctuate with the relative positions of the stars and planets.

Sidereite items can make saving throws as if they were magic items, and have a +20 resistance bonus on all saving throws (added to their normal bonus, if magic). Weapons or armors fashioned from sidereite are always masterwork items as well, and have a natural +2 enhancement bonus (overlapping any enhancement bonuses added through item creation feats); the masterwork cost is included in the prices given below. Sidereite weapons are always considered epic for the purpose of overcoming damage reduction.

Adding magical enhancements (using item creation feats) to a sidereite weapon or armor costs no gold, though creation time, prerequisites, and XP costs are unchanged. However, these magical enhancements function normally only every three days. On the first day of the three-day cycle, the item retains all its abilities. On the second day, the item's most powerful special ability (the ability with the highest effective enhancement bonus modifier; if multiple abilities are equally powerful, pick one randomly during item creation) ceases to function, and the item's enhancement bonus is reduced by 2. On the third day, the item's two most powerful special abilities cease to function, and the item's enhancement bonus is reduced by 4. The enhancement bonus is never reduced below +2 (since all sidereite items have a natural +2 enhancement bonus).

Example: A *+5 sidereite icy blast throwing longsword* becomes a *+3 sidereite throwing longsword* on the second day of the cycle, and is reduced to a *+2 sidereite longsword* on the third day.

Sidereite weighs the same as ordinary steel, has hardness 25, and 50 hit points per inch of thickness.

When calculating the market price of a magic sidereite weapon or armor, halve the cost of the effective bonus. This is added to the material cost below.

Type of Sidereite Item	Item Cost Modifier
Ammunition	+8,000 gp
Armor	+200,000 gp
Weapon	+400,000 gp

Epicurean

4

Large Magical Beast
Hit Dice: 6d10+12 (45 hp)
Initiative: +2 (-2 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares)
AC: 10 (-1 size, -2 Dex, +3 natural)
Touch: 7 **Flat-Footed:** 10
Base Attack/Grapple: +6/+13
Attack: Tongue slap +9 melee (1d4+4)
Full Attack: Tongue slap +9 melee (1d4+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, constrict 2d4+4, spell-like abilities, antipathy/sympathy
Special Qualities: Blindsense 30 ft., darkvision 60 ft., low-light vision
Saves: Fort +7, Ref +3, Will +6
Abilities: Str 16, Dex 7, Con 14, Int 17, Wis 19, Cha 20
Skills: Appraise +4, Bluff +12, Diplomacy +18, Intimidate +12, Knowledge (any one) +9, Listen +8, Perform (any one) +9, Sense Motive +13, Spot +8
Feats: Deflect Arrows[B], Improved Disarm[B], Improved Initiative, Negotiator, Stunning Fist[B], Weapon Focus (tongue slap)
Environment: Temperate and warm land
Organization: Solitary, household (1 plus 2-7 servants), or protected (1 plus 2-3 harpies)
Challenge Rating: 4
Treasure: Double standard
Alignment: Usually neutral evil
Advancement: 7-8 HD (Large)
Level Adjustment: +1 (cohort)

Epicureans are masters of taste and desire, creatures who have achieved a perfect understanding of hunger.

Epicureans have 7-foot-long bodies resembling green-skinned leeches. Their two thick legs are barely strong enough to push them across the ground, and their tiny emerald eyes sit above their long mouths. Most remarkable are their tongues–half the length of their bodies, deep purple, and incredibly strong, they are tipped with tiny buds that add to their sensitivity. Epicureans carry an odor of chestnuts with them.

While most races claim that epicureans received their bodies as a punishment for gluttony, the epicureans–who refer to themselves as na-sashlan–say that the gods offered their ancestors mastery of a single sense. The na-sashlan chose taste, and they have since become exquisite connoisseurs of flavor. In addition, they have mastered the nature of hunger–not only hunger for food, but lusts for power and beauty. This mastery is a part of their being, and despite their grotesque bodies, they can incite passions in living creatures through secret motions and magic.

Epicureans are consummate gluttons, and most spend their lives searching for exotic tastes and lesser sensory experiences. While many are amused by manipulating other creatures, they avoid each other, despising their appearance. Their morals tend to be questionable, but they rarely aid truly evil beings; their greed is for small pleasures, not power or destruction.

In their search for new and intriguing experiences, some epicureans have adapted to humanoid societies. They prefer to live in luxury away from cities, attended by slaves and servants. Much of the time, an epicurean's servants work in exchange for training. Some hope that the na-sashlan's knowledge of taste will allow them to perfect their cooking, but most seek to refine their own abilities to control others' emotions. Some epicureans take harpies as servants, seeing them as lesser kin.

Epicureans speak Common and Draconic.



Combat

Epicureans prefer to have their servants fight for them, and to set traps with *sympathetic* and *antipathetic* objects. When cornered, they use *crushing despair* and *suggestions*, deflect attacks and disarm opponents with their tongues, then choke those who resist their magic.

Improved Grab (Ex): To use this ability, the epicurean must hit an opponent with its tongue slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): On a successful grapple check, an epicurean deals 2d4+4 points of damage.

Spell-Like Abilities: At will–*calm emotions* (DC 17), *enthrall* (DC 17); 3/day–*crushing despair* (DC 18), *suggestion* (DC 17); 1/day–*glibness*. Caster level 10th. The save DCs are Charisma-based.

Antipathy/Sympathy (Su): By taking 1 day to focus on an object, an epicurean can affect the object with an *antipathy* or *sympathy* effect for 2d6 days. The save DC to resist the object's power is 18, and is Charisma-based.

Blindsense (Ex): Epicureans can locate creatures within 30 feet by taste alone. Opponents an epicurean can't actually see still have total concealment against the epicurean.

Adventure Ideas

An epicurean has made its home near a temple to a god of gluttony. The PCs, on the trail of a spy, find the temple, and learn of the epicurean nearby. The epicurean has been teaching the art of manipulation to petitioners who bring it offerings from the temple, including the PCs' spy. If treated well, it may give the PCs clues as to where to find the spy–or it might decide the PCs are a threat.

On Avadnu

Though Avadnu's few epicureans are mostly discreet in their work, a small number have risen to prominence. Ghassan the Bloated holds deeds to much of the real estate in Meduur, and runs several businesses to fund his quest for exotic foods. He has recently developed a taste for darlith, and has employed several parties of mercenaries to retrieve the creatures from the Wasteland. Marakot the Particular wanders all of Kaelandar teaching the art of seduction to those who hire him, while renegade Kav the Writhing espouses a philosophy of fasting and self-denial in the Mardulan Bogs.

Eri

Large Magical Beast
Hit Dice: 8d10+24 (68 hp)
Initiative: +2 (Dex)
Speed: 40 ft. (8 squares)
AC: 16 (-1 size, +2 Dex, +5 natural)
Touch: 11 **Flat-Footed:** 14
Base Attack/Grapple: +8/+18
Attack: Claw +13 melee (1d6+6)
Full Attack: 2 claws +13 melee (1d6+6) and bite +8 melee (1d8+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, improved grab, rake 1d6+3, spells
Special Qualities: Darkvision 60 ft., low-light vision, scent
Saves: Fort +9, Ref +8, Will +8
Abilities: Str 22, Dex 14, Con 17, Int 19, Wis 18, Cha 17
Skills: Climb +8, Concentration +9, Jump +10, Knowledge (nature) +14, Listen +11, Scent +14, Spellcraft +8, Spot +11, Survival +14
Feats: Alertness, Combat Casting, Iron Will, Track[B]
Environment: Any forests, hills, mountains, and plains
Organization: Solitary
Challenge Rating: 11
Treasure: Standard
Alignment: Always neutral
Advancement: 9-14 HD (Large)

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Eris are ancient beasts that seek to preserve the balance of nature.

Large creatures resembling lions, eris have fur the color of burnt amber with patterns of blue or black stripes down their backs and across their legs. Thick, dark brown manes frame their flattened faces, and their eyes gleam with wisdom. Their paws end in black claws used for climbing and self-defense, and their powerful hind legs allow them to move quickly in times of danger.

Campfire stories tell of ancient times when eris were many, helping humans to tame the wilderness and survive nature's perils. But something happened to them. There are many different tales; some say that the eris were nearly wiped out by the gods, while others tell of how the eris saw that their time on the mortal plane was up, and willingly vanished into nothingness. Whatever the cause of their decline, only a few eris remain, living in overgrown ruins across the world.

In modern times, eris have become less friendly with humans and other humanoids. Their main interest seems to have shifted from helping civilization expand to protecting the wilds of the world. They can still prove useful sources of information about ancient creatures and places, but their motivations must always be questioned; if an eri believes a creature to be a threat (directly or not) to nature, it will readily give false advice. As a last resort, it may even attack creatures. Eris despise nargas, and hunt down any they know of. Nargas seem more amused than angry about this enmity.



Eris speak Common, Sylvan, and up to three other languages native to their region. They can also understand Abyssal and Celestial, though few have the ability to speak these languages.

Combat

Eris avoid combat when possible, but they can use their spells to effectively complement their physical attacks. Eris often use spells such as *entangle* and *fog cloud* to slow their opponents, or *wall of thorns* to separate groups. They then try to kill their enemies with their claws, but will use *forest's curse* if faced with unusually tenacious foes.

Pounce (Ex): If an eri charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, an eri must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +13 melee, damage 1d6+3.

Spells: An eri casts spells as an 11th-level druid.

Typical Druid Spells Prepared (6/6/5/5/4/2/1, save DC 14 + spell level): 0–*detect magic*, *detect poison*, *guidance*, *know direction*, *purify food and drink*, *read magic*; 1st–*calm animals*, *detect animals or plants*, *entangle*, *faerie fire*, *hide from animals*, *speak with animals*; 2nd–*barkskin*, *fog cloud*, *hold animal*, *lesser restoration*, *tree shape*; 3rd–*call lightning*, *cure moderate wounds*, *greater magic fang*, *neutralize poison*, *speak with plants*; 4th–*command plants*, *cure serious wounds*, *dispel magic*, *ice storm*; 5th–*tree stride*, *wall of thorns*; 6th–*forest's curse*.

Adventure Ideas

An eri arrives in a metropolis, hoping to serve the city's leaders and claiming that it has renounced the call of balance in favor of assisting humanity, no matter the consequences. But an older eri has been sending animated plants to kill the renegade. The PCs may be asked to defend the urban eri, or a druid may ask them to help destroy it.

On Avadnu

Long ago, Lord Rahmun of Korr led a pilgrimage of warriors through Traech in search of a holy relic known as the Tallarn–an ancient text dating back to the Time of Awakening. Lord Rahmun believed the tome to be the key to great wisdom, and that it would give him the power to crush his enemies.

At the border of Tuhlin's Gate at the foothills of the snow-capped Celthis Peaks, Rahmun and his men were confronted by an eri who called himself Uimxelathag, the "watcher in the winds." The beast warned Rahmun about traveling too far south, claiming that there were things in the Selleth Reaches best left unknown. Rahmun ignored the creature's advice, and pressed on unhindered. Neither he nor his army were ever seen again.

Forest's Curse

Transmutation
Level: Drd 6
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes

By succeeding at a melee touch attack, the caster can transform any living creature into a tree (as if the creature were affected by a *tree shape* spell). The creature can make a Fortitude save to avoid the effect. If the save fails, the creature instantly sprouts roots that dig into the ground, preventing it from moving. The creature is considered entangled, and continues sprouting roots, branches, and leaves for 1d4 rounds. At the end of this period, the creature is fully transformed into a tree.

The creature loses its extraordinary, supernatural, and spell-like abilities, and loses any ability to cast spells. It creature cannot willingly change back, and remains in the form of a tree until the magic is removed by a successful *dispel magic* or similar spell. Creatures immune to *polymorphing* are immune to *nature's curse*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.



Ethereal Adder

Huge Magical Beast
Hit Dice: 7d10+35 (73 hp)
Initiative: +3 (Dex)
Speed: 20 ft. (4 squares)
AC: 16 (-2 size, +3 Dex, +5 natural)
Touch: 11 **Flat-Footed:** 13
Base Attack/Grapple: +7/+22
Attack: Bite +12 melee (2d6+10 plus ethereal bite)
Full Attack: Bite +12 melee (2d6+10 plus ethereal bite)
Space/Reach: 15 ft./10 ft.
Special Attacks: Ethereal bite, confusion, constrict 2d8+10
Special Qualities: See invisibility, darkvision 60 ft., low-light vision
Saves: Fort +10, Ref +8, Will +2
Abilities: Str 25, Dex 16, Con 21, Int 3, Wis 6, Cha 8
Skills: Balance +5, Listen +8, Spot +8
Feats: Ability Focus (confusion), Alertness, Iron Will
Environment: Underground
Organization: Solitary
Challenge Rating: 7
Treasure: Standard coins; double goods (gems only); no items
Alignment: Always neutral
Advancement: 8-12 HD (Huge)

7

Ethereal adders are large, multicolored serpents with unusual poisonous bites that make their victims fade.

Commonly (and wrongly) believed to be natives of the Ethereal Plane, ethereal adders are beautiful, shimmering creatures. Capable of growing longer than 25 feet and weighing over half a ton, they are slow to move but highly nimble. Their scales glisten with a natural luminescence, shining with a dazzling array of colors. Their heads are wide and flat, with tiny black eyes. Adders keep their fangs retracted against the roofs of their mouths, ready to pierce skin at a moment's notice.

Ethereal adders are often taken by nagas as pets and used to guard areas of great importance. In the wild, they are found in large underground lairs atop massive piles of gems and coins. No one knows what ethereal adders eat, or if they produce offspring. Scholars hypothesize that an ethereal adder's collection of gems may somehow keep it nourished, but this is only speculation. Ethereal adders spend most of their time sleeping and awaiting potential victims.

Combat

Ethereal adders often toy with their prey, first *confusing* then constricting their opponents. Once bored or seriously threatened, they bite their enemies. While an adder's disease works on a creature, the creature fades into the Ethereal Plane, away from food, supplies, and allies.

Ethereal Bite (Su): A creature struck by an ethereal adder's bite must succeed on a DC 18 Fortitude save or become ethereal after 1d4 rounds. A *dimensional anchor* used on the creature during this time prevents this; otherwise, the creature remains ethereal for 1d3 days before returning to the Material Plane. If the creature returns to the Material Plane for even a brief period during this time (such as by using a *blink* or *plane shift* spell), the etherealness effect of the ethereal bite is negated.

A creature that fails its Fortitude save is also infected with the supernatural disease fading fever–Fortitude DC 18, incubation period 1 day, damage 2d6 Constitution. A creature reduced to Constitution 0 fades from existence, leaving no corpse. All save DCs are Constitution-based.

Confusion (Su): Three times per day, an ethereal adder can *confuse* creatures within 15 feet by swaying its head. Each creature in the area must succeed on a DC 14 Will save or be *confused* for 1d4 rounds. The save DC is Charisma-based and includes the adder's Ability Focus feat.

Constrict (Ex): On a successful grapple check, an ethereal adder deals 2d8+10 points of damage.

See Invisibility (Su): Ethereal adders constantly *see invisibility* with a range of 60 feet.

Skills: Ethereal adders have a +4 racial bonus on Listen and Spot checks.

Physiological Uses

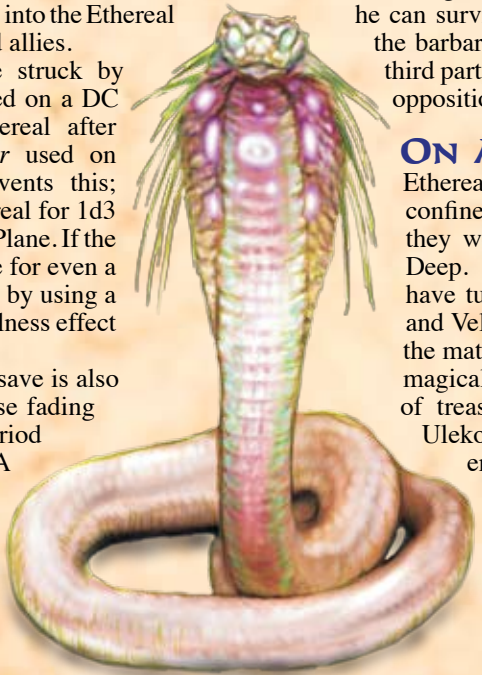
Ethereal adder fangs can be used to create *potions of blink* for 3/4 the normal base price. All other creation requirements remain the same. An ethereal adder's fangs can be extracted on a DC 16 Survival or Knowledge (arcana) check. Failing the check by 5 or more means that the fangs become damaged and unusable. A single adder has enough fangs for use in 1d4 potions.

Adventure Ideas

A barbarian warlord's son has been bitten by an ethereal adder and is dying on the Ethereal Plane. His only hope is a spellcaster who can bring him back to the Material Plane, or cure him so he can survive until he returns naturally. Unfortunately, the barbarians distrust magic. The PCs are asked by a third party to save the warlord's son, but they may face opposition from the barbarians themselves.

On Avadnu

Ethereal adders were originally thought to be confined to Ulekor and surrounding regions, where they were occasionally seen near entrances to the Deep. But during the ninth arc, ethereal adders have turned up in places as far away as Tel Varun and Vellanir. A zeidian named Tharis, after studying the matter, concluded that the adders were somehow magically transported across Avadnu. Several groups of treasure-seekers, deciding that this meant that Ulekor's adders had abandoned their lairs, recently entered caverns near the Ku'jarn Mountains. Only one group returned with dreams of finding hoards of unguarded gems fulfilled, but the group's members refuse to answer questions about their journey.



Flame Servant

7

Medium Undead (Fire)
Hit Dice: 8d12 (52 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
AC: 16 (+6 natural)
Touch: 10 **Flat-Footed:** 16
Base Attack/Grapple: +4/+7
Attack: Slam +7 melee (1d6+4 plus 1d6 fire)
Full Attack: Slam +7 melee (1d6+4 plus 1d6 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Fire cone, heat aura, burn item
Special Qualities: Darkvision 60 ft., immunity to fire, undead traits, vulnerability to cold
Saves: Fort +2, Ref +2, Will +6
Abilities: Str 16, Dex 10, Con —, Int —, Wis 10, Cha 3
Environment: Any
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 9-12 HD (Medium); 13-18 HD (Large); 19-28 HD (Huge)

Born from dark necromancy, flame servants are tools of violence and hatred.

A flame servant resembles a burning corpse, painted with runes and wrapped with cloth around its arms and torso. Its skin is black and charred, its scent is oily and thick, and black smoke constantly pours from its extremities. It walks slowly, flaking off dark ashes and leaving scorched earth in its wake.

Every flame servant is created by a spellcaster to complete a particular task. The task is set when the flame servant is created, and even its master cannot alter its instructions. The task must be straightforward, involve a particular person, object, or location, and have a specific end goal. Thus, a flame servant could not be told to guard a room against intruders indefinitely, or to seek out and destroy all members of a particular race, but it could be asked to retrieve an object, destroy a building, or to stop a specific individual from entering an area. Its creator imbues the flame servant with the knowledge necessary to complete its task, and the flame servant mindlessly acts as instructed. Once a flame servant succeeds at its task, it crumbles into ash.

Combat

A flame servant is driven by its appointed task, and does not tolerate interference. Anyone who impedes the servant in achieving its goal is attacked. Usually, a flame servant uses its fire cone to open combat, then proceeds to enter melee. A flame servant ends its attack as soon as its opponents flee or are destroyed.

Fire Cone (Su): Every 4 rounds, a flame servant can produce a 30-foot cone of ash, smoke, and flames from its hands. Creatures within the cone when it erupts take 8d6 points of fire damage (Reflex DC 14 half). The smoke and ash remain in the air for 1d4 rounds thereafter, granting creatures within the area concealment against creatures 5 feet away, and total concealment against creatures 10 or more feet away. The smoke does not obscure the flame servant's vision. The save DC is Constitution-based.

Heat Aura (Su): A flame servant exudes an enormous amount of heat. Any creature within 5 feet of a flame servant takes 1d6 points of fire damage per round (Fortitude DC 14 half). The save DC is Constitution-based. In addition, a flame servant's slam attack deals 1d6 points of fire damage per hit.

Burn Item (Su): A flame servant can burn or melt any weapon or item of Large size or smaller by grasping the item in its hands. The flame servant must make a successful disarm attempt to grab an item held by an opponent. The item is entitled to a DC 14 Fortitude save to resist destruction. The save DC is Constitution-based.

Construction

The creation of a flame servant is a long and taxing process and must begin no later than seven nights after the host body's death. The body is prepared by replacing its innards with leaves and wet mud, stuffing its throat with dried insect larvae, pouring fresh blood into its mouth, painting it with runes, and soaking it in oils. These special materials cost 500 gp. Preparing the body requires a DC 13 Craft (leatherworking) or Heal check, and can be done by the spellcaster or another party. After the body is readied, it must be animated through an extended magical ritual that requires a specially prepared laboratory similar to an embalmer's workshop and costing 200 gp to establish. If personally preparing the body, the creator can perform the preparations and ritual together.

The cost to create listed below includes the cost of all the materials and spell components that are consumed or become a permanent part of the flame servant.

A flame servant with more than 8 Hit Dice can be created, but each additional Hit Die adds 4,000 gp to the base price and another 50 gp to the market price. The price increases by 20,000 gp if the creature's size increases to Large, or 50,000 gp if the creature's size increases to Huge. The cost to create is modified accordingly.

CL 14th; Craft Construct, Spell Focus (necromancy), *burning hands*, *create undead*, *fire shield*, *fireball*, caster must be at least 14th level; Price 60,900 gp; Cost 30,900 gp + 2,400 XP.

Flame Soul

Some orders of monks embrace the "burning soul," a set of spiritual beliefs epitomizing the destructive power of flame. Certain initiates in these orders go to their deaths prepared to be raised by their brothers as flame servants, and emerge from the transformation with their minds intact. Flame souls tend to act as elite servants of their orders, obediently guarding precious relics or hunting down enemies.

Combat

A flame soul opens combat by unleashing a fire cone, tumbling through the smoke to reach its enemies unhindered. Flame souls often snatch and destroy their opponents' weapons, or capture foes in a grapple.

A flame soul's unarmed attacks are treated as magic weapons for the purpose of overcoming damage reduction.

Evasion (Ex): If a flame soul makes a successful Reflex saving throw against an attack that normally deals half damage

Flame Servant, Flame Soul

Flame Soul, 5th-Level Monk
Medium Undead (Fire)
Hit Dice: 8d12 plus 5d8+3 (83 hp)
Initiative: +3 (Dex)
Speed: 40 ft. (8 squares)
AC: 24 (+3 Dex, +6 natural, +3 monk, +2 *bracers of armor*)
Touch: 16 **Flat-Footed:** 21
Base Attack/Grapple: +7/+15
Attack: Slam +13 melee (1d6+8 plus 1d6 fire) or unarmed strike +13 melee (1d8+6 plus 1d6 fire) or *+1 flaming burst shuriken* +11 ranged (1d2+5 plus 1d6 fire)
Full Attack: Slam +13 melee (1d6+8 plus 1d6 fire); or unarmed strike +12/+12/+7 melee (1d8+6 plus 1d6 fire); or *+1 flaming burst shuriken* +10/+10/+5 ranged (1d2+5 plus 1d6 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Burn item, fire cone, flurry of blows, heat aura, *ki* strike
Special Qualities: Evasion, slow fall 20 ft., darkvision 60 ft., fast movement, immunity to fire, undead traits, vulnerability to cold
Saves: Fort +8, Ref +11, Will +12
Abilities: Str 18, Dex 16, Con —, Int 13, Wis 14, Cha 3
Skills: Balance +15, Climb +12, Concentration +2, Hide +11, Jump +16, Knowledge (religion) +5, Listen +10, Move Silently +11, Spot +10, Tumble +15
Feats: Combat Expertise, Deflect Arrows, Great Fortitude, Improved Disarm, Improved Grapple, Improved Unarmed Strike, Lightning Reflexes, Toughness
Environment: Any
Organization: Solitary
Challenge Rating: 12
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class

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on a successful save, it instead takes no damage.

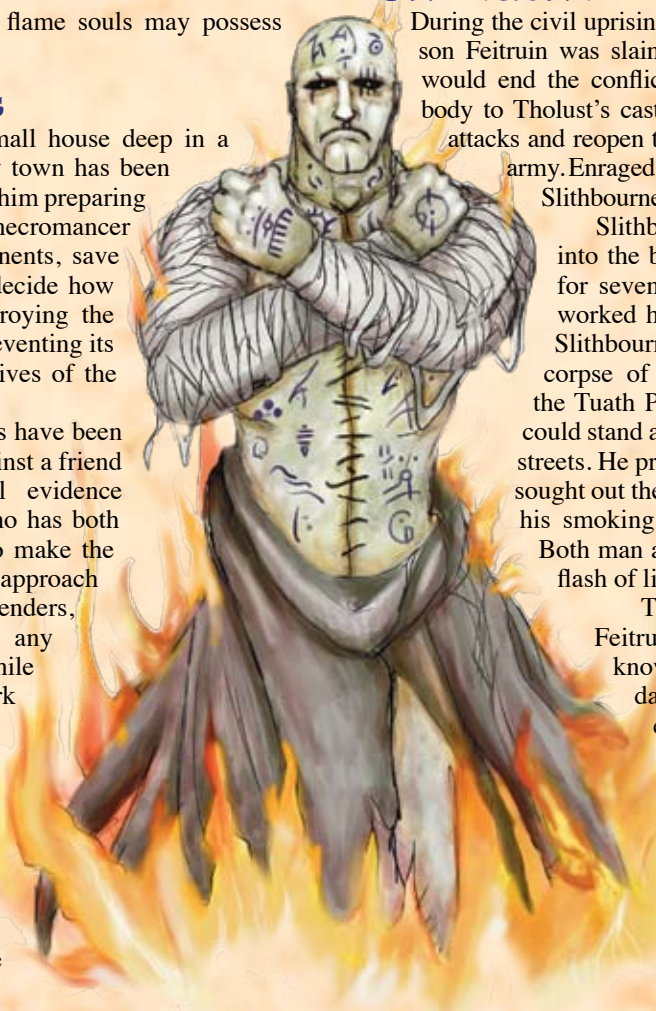
Slow Fall (Ex): A falling flame soul within arm's reach of a wall takes damage as if the fall were 20 feet shorter than it actually is.

Possessions: Amulet of mighty fists +2, bracers of armor +2, 10 *+1 flaming burst shuriken*. These items are included in the statistics block; other flame souls may possess different items.

Adventure Ideas

A necromancer lives in a small house deep in a forest. A local from a nearby town has been spying on him, and witnessed him preparing to create a flame servant. The necromancer has all the necessary components, save for a body. The party must decide how to respond, whether by destroying the flame servant once it rises, preventing its creation, or learning the motives of the necromancer.

Two assassination attempts have been made with flame servants against a friend of the PCs. Circumstantial evidence points to a nearby wizard who has both the knowledge and motive to make the attack. But when the PCs approach the wizard, he readily surrenders, challenging them to find any evidence of wrongdoing. While the wizard possesses dark magic, there is nothing to suggest that he has been working with corpses, and no recent disappearances of townspeople. The town guard and the party's friend reluctantly agree that the wizard should go free, and the PCs must investigate carefully to discover that the wizard has been engaging in bizarre experiments with plants, and has found a method to avoid the need for a human corpse when making a flame servant.



On Avadnu

During the civil uprising of Iipon Hurr, Lord Tholust's only son Feitruin was slain in the very battle that he thought would end the conflict. King Lonthbeern sent Feitruin's body to Tholust's castle as a warning to either cease the attacks and reopen trade routes, or face the wrath of his army. Enraged, Tholust summoned the necromancer Slithbourne to exact his revenge.

Slithbourne took Feitruin's body deep into the bowels of Lord Tholust's keep, and for seven days and nights the necromancer worked his dark magics. On the eighth day, Slithbourne emerged with the reanimated corpse of Feitruin. Feitruin marched across the Tuath Plain and into Iipon Hurr, and none could stand against him as he stalked through the streets. He proceeded to Lonthbeern's castle, and sought out the king's chamber, where he wrapped his smoking hands around Lonthbeern's neck. Both man and corpse were reduced to ash in a flash of light.

The burnt and blackened path left by Feitruin's journey to Iipon Hurr became known as the Path of Sorrow, and to this day, the floor in King Lonthbeern's old chamber has a charred spot which cannot be removed. And though Feitruin was the first flame servant created by Slithbourne, he was not the last. In time, other necromancers learned Slithbourne's ritual, though it remains a guarded secret.

Glamwing



Medium Magical Beast
Hit Dice: 4d10+8 (30 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 10 ft. (2 squares), fly 60 ft. (average)
AC: 17 (+2 Dex, +5 natural)
Touch: 12 **Flat-Footed:** 15
Base Attack/Grapple: +4/+6
Attack: Claw +6 melee (1d6+2)
Full Attack: 2 claws +6 melee (1d6+2) and bite +1 melee (2d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Dazzling dive
Special Qualities: Low-light vision, deafening ring
Saves: Fort +6, Ref +6, Will +2
Abilities: Str 15, Dex 14, Con 15, Int 2, Wis 13, Cha 8
Skills: Listen +4, Spot +5
Feats: Flyby Attack, Improved Initiative
Environment: Temperate forests
Organization: Solitary or pair
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5–7 HD (Medium)

One of nature's most breathtaking sights, glamwings are large birds encrusted with an armor of organic gemstones.

Glamwings resemble enormous eagles 6 feet long from beak to tail. Their feathers are typically blue, red, orange, or white (or a mix of all four), but beneath their plumage shines a far brighter layer of glimmering gems (typically white, green, or red). Although these gems are not as hard as true mineral gemstones, they offer significant protection and dazzling beauty.

Glamwings are relatively solitary creatures, living on a diet of large fish and small mammals. They are antagonistic toward humanoids due to centuries of being hunted; many humanoid societies value glamwing gems for use in armorsmithing, while others pay high prices for glamwing gem jewelry. Glamwings make their nests in the sides of cliffs, usually at a treacherous height nearly impossible to reach.

Combat

Glamwings dive and claw at creatures they view as easy prey or as possible threats to their nests.

Dazzling Dive (Ex): When a glamwing dives while outdoors and in daylight, the target of its attack must succeed on a DC 14 Fortitude save or be blinded for 1 round. Even if the target succeeds, it is still dazzled for 1 round. This effect takes place before the glamwing attacks. The save DC is Constitution-based.

Deafening Ring (Ex): When a critical hit or sneak attack is scored on a glamwing, the bird's armor vibrates in such a way as to produce an ear-piercing ring. Each creature (except for glamwings) within 20 feet must succeed on a DC 14 Fortitude save or be deafened for 1d4 rounds. The save DC is Constitution-based.

Adventure Ideas

The word is out: A family of glamwings is nesting in the towers of an ancient city and has laid a clutch of eggs. Each egg—purportedly a fist-sized gem of incomparable cut—is believed to be worth a fortune, but it will take expert trackers and brave adventurers in order to find and reach the nest itself. (And that's not even touching on individuals competing for the prize with PCs.)

On Avadnu

Glamwings nest up and down the east coast of V'leren and in the Broken Isles beyond, rarely flying more than a few days' travel from the ocean. However, their memorable appearance has made them a favorite subject of artwork across the continent of Kaelandar, and many myths and legends have grown up around the birds.

Goldencrest

Large Ooze
Hit Dice: 8d10+32 (76 hp)
Initiative: +5 (Dex)
Speed: 60 ft. (12 squares), swim 70 ft.
AC: 14 (-1 size, +5 Dex)
Touch: 14 **Flat-Footed:** 9
Base Attack/Grapple: +6/+11
Attack: Slam +6 melee (2d4+1 plus 2d6 positive energy)
Full Attack: Slam +6 melee (2d4+1 plus 2d6 positive energy)
Space/Reach: 10 ft./5 ft.
Special Attacks: Positive energy, trample 2d4+1 plus 10d6 positive energy
Special Qualities: Turning, glare, regeneration 8, blindsight 100 ft., ooze traits
Saves: Fort +6, Ref +7, Will -3
Abilities: Str 12, Dex 20, Con 19, Int —, Wis 1, Cha 1
Skills: Swim +9
Environment: Any
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 9-14 HD (Large); 15-25 HD (Huge)

Beautiful and deadly, goldencrests have been said to be born of the tears of celestials, the blood of the sun, and lakes struck by lightning. Any of these stories might be true, but none fully explains the strange, positive energy-infused creatures.

Goldencrests are most commonly seen on the sea surface, often mistaken for the reflection of the sun. A goldencrest is a fluid wave that shines a fiery, golden orange. In the sections where it is thinnest (such as where it tapers off), the liquid composing it is transparent, but most of its body is too bright to see through. Goldencrests skim quickly across water, and move only slightly slower on land. As they travel, a golden mist rises from their backs, accompanied by a loud hiss.

Goldencrests stay on water whenever possible, and most spend their lives at sea, following winds and currents without need for food or rest. On land, goldencrests follow the path of least resistance, moving wherever they can easily flow. They generally ignore other creatures, but attack sources of negative energy (such as undead) and any creatures with whom they come into physical contact. While their attacks against undead seem genuinely vicious, some scholars speculate that their attacks on other creatures are a form of play. The difference is best appreciated from a distance, as the positive energy coursing through a goldencrest is enough to burn living beings. When a goldencrest suffers enough damage to make it lose cohesion, its energy leaks away, and its body turns into water.

Powerful spellcasters sometimes capture goldencrests, and use them as sentries to patrol moats, hallways, and other enclosed spaces from which a goldencrest cannot escape. Others keep goldencrests trapped in magically warded globes or pools, finding them valuable for magical experimentation.

Combat

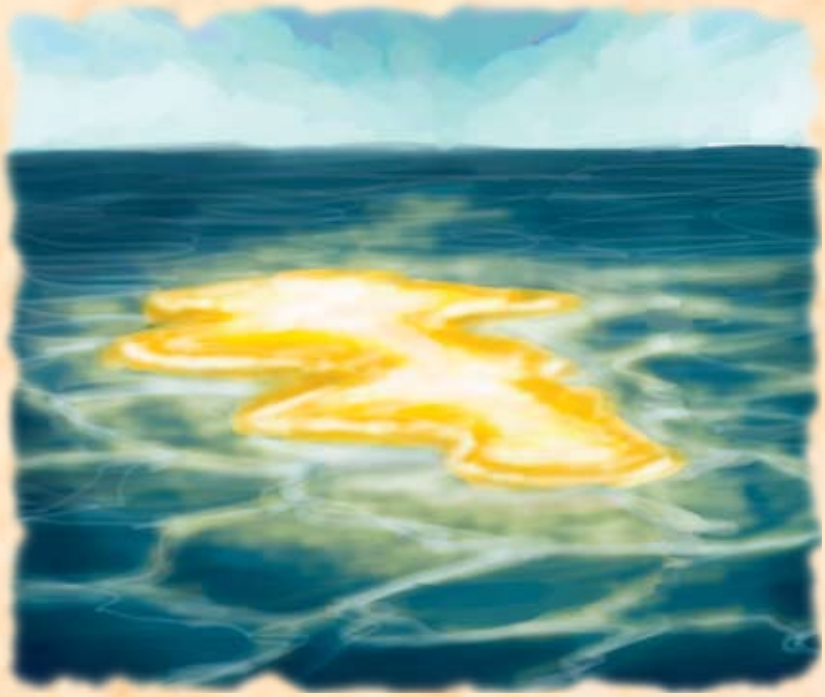
Goldencrests race back and forth in combat, splashing over their opponents and moving away before turning and charging forward again.

Positive Energy (Ex): The positive energy infusing a goldencrest is raw and unfocused, too much for living beings to endure. Creatures who take damage from a goldencrest's positive energy suffer a feeling of internal burning. Undead creatures take double damage from a goldencrest's positive energy.

Trample (Ex): Reflex DC 15 half. The save DC is Strength-based. A goldencrest can trample creatures for 2d4+1 points of bludgeoning damage and 10d6 points of positive energy damage (20d6 to undead).

Turning (Ex): By making a turning attempt, characters who channel positive energy can rebuke, command, or bolster goldencrests as evil clerics rebuke, command, or bolster undead. Characters who channel negative energy can turn or destroy goldencrests as good clerics turn or destroy undead.

Glare (Ex): The glare from a goldencrest's body makes it difficult to look at directly, giving it concealment (20% miss chance).



Regeneration (Ex): Spells, magic, and energy attacks deal normal damage to a goldencrest. A goldencrest that loses part of its body mass regrows it in 1d6 minutes.

Blindsight (Ex): A goldencrest's entire body is a primitive sensory organ that can ascertain creatures by vibration within 100 feet.

Physiological Uses

A melee weapon which has soaked for 1 hour in the positive energy-infused fluid of a living goldencrest can be imbued with the powers of a *sun blade* for 3/4 the normal base price. If the weapon is not a bastard sword, its changed weight allows it to be wielded as if it were intended for a user one size category smaller than normal. All other creation requirements remain the same.

Other uses for a goldencrest are likely to exist, as well.

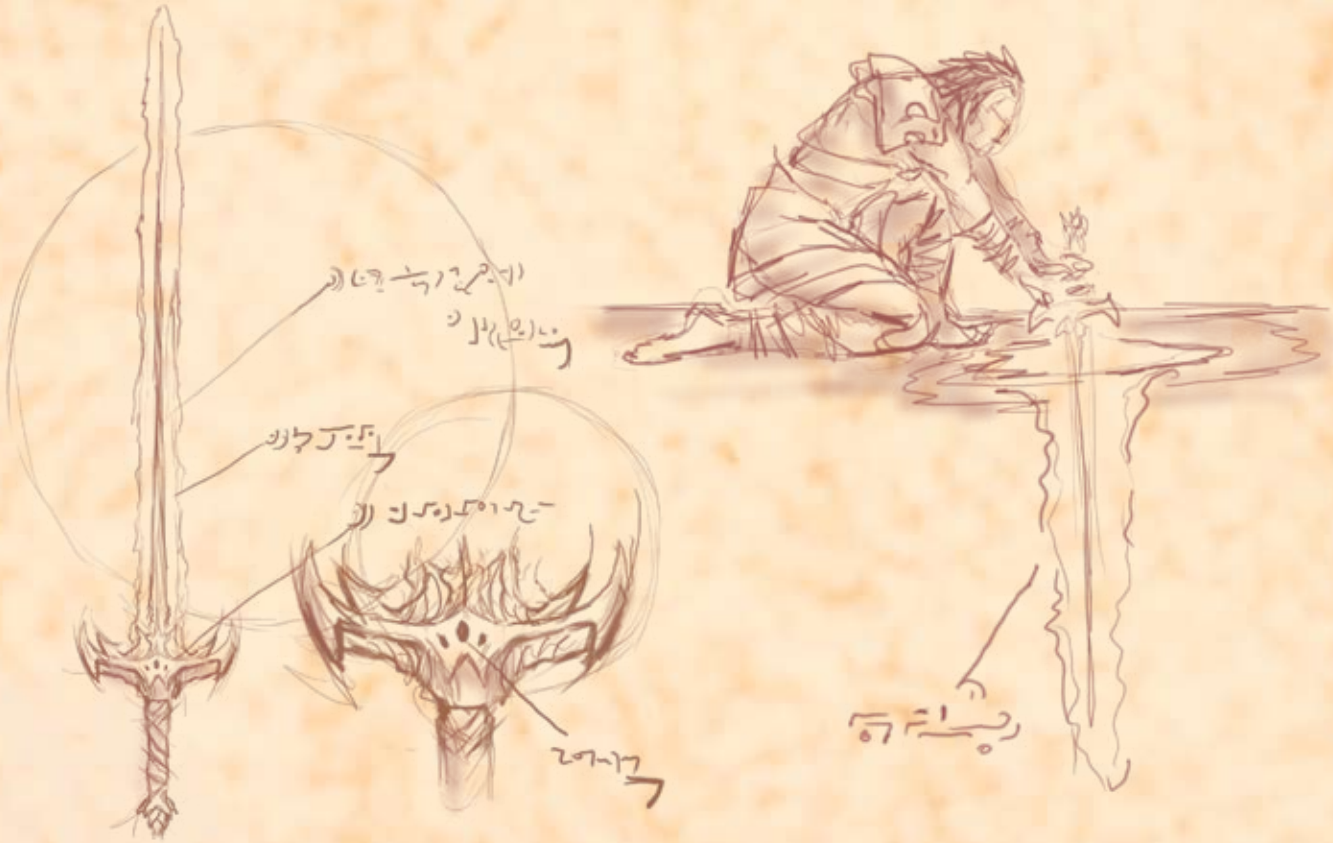
Adventure Ideas

A village where the PCs are staying has arranged a celebration to watch a goldencrest's journey down a nearby stream. A powerful undead being who lives in a forest nearby fears the goldencrest, however, and is arranging to divert the goldencrest into the crowd, causing tragedy. The undead is aware of the PCs' presence, and hopes that they will destroy the goldencrest once it endangers the townspeople.

Disguised as a peasant, a vampire asks the PCs to investigate the disappearance of his "cousin" in a small town. The "cousin" was a previous employee of the vampire, who had gone to the town to discover why the residents cannot be turned into undead. Within the town, a secret practice exists of baptizing youths in an underground pool filled with a captive goldencrest. Though many of those baptized are badly injured, the practice prevents residents from ever being filled with the negative energy required for becoming undead.

On Avadnu

After Morindalien was shattered by the falling Daegir, his mate Cylethil wept. As her tears fell upon the world below, goldencrests were given life, spawned from the sorrow of a grief-stricken goddess. They would forever roam Avadnu, drawn to the suffering of others and seeking to burn away the evils of the world.



Gorg

Medium Animal
Hit Dice: 4d8+7 (25 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (4 squares), swim 30 ft.
AC: 17 (-1 Dex, +8 natural)
Touch: 9 **Flat-Footed:** 17
Base Attack/Grapple: +3/+4
Attack: Tail slam +4 melee (1d8+1)
Full Attack: Tail slam +4 melee (1d8+1) and bite -1 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Qualities: Hold breath, low-light vision

Saves: Fort +5, Ref +3, Will +1
Abilities: Str 12, Dex 9, Con 12, Int 1, Wis 10, Cha 6
Skills: Listen +4, Spot +4, Survival +2, Swim +10
Feats: Alertness, Toughness
Environment: Temperate and warm aquatic
Organization: Solitary or family (3-10)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 5-6 HD (Medium)
Level Adjustment: +2* (companion)

2

Gorgs resemble giant tortoises with spiked tails. Peaceful and dull-witted, they dwell in small caves in seawalls and high ocean cliffs.

Averaging nearly 5 feet long, 3 to 4 feet high, and weighing a massive 500 pounds, gorgs make up for their clumsiness with sheer tenacity. A gorg's body is armored with spiky plates, protecting its small, beaked head and three-toed feet. Its tail grows 2 to 4 feet long, and is armored in a similar fashion to its body. The tail's plating calcifies throughout a gorg's lifetime, becoming heavier and more dangerous with age. Gorgs' skin color ranges from light beige to deep bronze, and their shells are marked with dark green and brown patterns.

Generally passive, gorgs feed on vegetation and small fish, spending most of their time asleep or searching for food. They nest in damp, shallow caves, and live in closely-knit families, each dominated by the eldest female. This matriarch is generally the largest of the family, and is fiercely protected by the other gorgs. Gorgs usually lay three to five eggs every three years, and live into their early thirties.

Combat

A gorg generally flees from combat unless cornered or defending its family. Gorgs forced to fight try to drive their attackers off with quick, fierce blows from their tails, and do not pursue fleeing opponents.

*A druid of sufficiently high level can take a gorg as an animal companion, but the character is treated as 2 levels lower for the purposes of determining the gorg's characteristics and special abilities.

Hold Breath (Ex): A gorg can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Adventure Ideas

A family of gorgs is assaulting fishermen in a small village. The normally-peaceful creatures are struggling to claim and protect a new nest, after being driven out of their cave by an argill. If not found quickly, the argill will soon cause far more damage than the gorgs.

On Avadnu

Gorgs were first discovered by explorers from V'leren in the 982nd cycle of the third arc, on the island of Dangortheb in the Sea of Glass. When they first spotted the gorgs, the explorers assumed the creatures were part of the reef; only when they came closer did they realize that the "rocks" were, in fact, shelled creatures. The explorers attempted to gather several of the smaller gorgs to take back to V'leren, but the gorgs were uncooperative. Many of the explorers were left bruised and battered, nursing broken bones and crushed egos on the long trip home.



Grethell

2

Medium Aberration
Hit Dice: 3d8 (13 hp)
Initiative: +2 (Dex)
Speed: 20 ft. (4 squares)
AC: 14 (+2 Dex, +2 natural)
Touch: 12 **Flat-Footed:** 12
Base Attack/Grapple: +2/+5
Attack: Claw +5 melee (1d4+3)
Full Attack: 2 claws +5 melee (1d4+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Rend 2d4+4, spell-like abilities
Special Qualities: See in darkness, darkvision 60 ft.
Saves: Fort +1, Ref +3, Will +3
Abilities: Str 16, Dex 15, Con 10, Int 5, Wis 10, Cha 9
Skills: Escape Artist +6, Hide +5, Listen +1, Move Silently +5, Spot +2, Survival +4, Swim +4
Feats: Mob Mentality, Stealthy
Environment: Temperate and warm marshes
Organization: Pack (3-7)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral evil
Advancement: 4-7 HD (Medium)
Level Adjustment: +0 (cohort)

Grethell are strange predators who hunt in packs and inhabit marshlands.

A grethell's torso is composed of a thick stalk of writhing tentacles that trail muddy slime over the ground, and its back is covered with a soft carapace the color of sour milk. Its head is small, with large black eyes, and its two arms end in long, chitinous blades. A grethell's entire body is soft and jellylike, capable of squeezing through tight spaces. Grethell average about 5 feet tall, and weigh between 100 and 150 pounds.

Grethell are worshipers and caretakers of their swamps. Some legends state that their tentacles were created from roots and vines and worms, and that their carapaces were sewn together from dead leaves. Mythology aside, grethell do take a keen interest in their environment, tending to the growth of molds and fungi while making sure plants remain sickly, but not dead. They use their magic to spread swamp water, and attack most foreign creatures. The remainder of their time is spent sleeping, hunting, and eating, sinking their tentacles into slain prey to drink up blood and marrow.

Grethell packs live in burrows dug in mud and other debris. Newborn grethell hide inside the folds of their parents' carapaces for six to eight months, until strong enough to move on their own. Multiple packs occasionally gather together, sometimes to observe or summon a powerful undead creature or bog spirit, but just as often to attack each other. Surviving pack members join together to form a new pack

Grethell speak their own language, made of sounds created by rubbing their tentacles together.

Combat

Grethell packs ambush creatures that disturb their territories, and hunt local wildlife. They prefer to outnumber potentially dangerous opponents two or three times over before attacking, and will wait until their enemies are asleep if the odds are against them.

Rend (Ex): A grethell who hits with both claw attacks tears at its opponent's wounds with its tentacles. This attack automatically deals an extra 2d4+4 points of damage.

Spell-Like Abilities: Grethell receive access to a number of spell-like abilities dependent on the total number of grethell within 30 feet. All abilities are usable once per day.

5 or more grethell–*darkness*, *magic circle against good*; 6 or more grethell–*control water*, *entangle* (DC 10), *soften earth and stone*; 9 or more grethell–*deeper darkness*, *Evar's black tentacles*. The caster level is equal to the number of grethell within 30 feet. The save DCs are Charisma-based.

See in Darkness (Su): Grethell can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Skills: Grethell have a +4 racial bonus on Escape Artist and Survival checks.



Adventure Ideas

A pack of grethell have kidnapped the infant child of a nymph. The nymph asks the PCs to rescue the child, but a seer warns the party that other creatures seek to kill the infant. In the hands of the grethell, the child will grow up corrupt, but still become a nature spirit; those wishing the child dead have no love for nature at all.

On Avadnu

Found in the Mardulan Bogs (among other swampy areas), grethell are well-known by merchants traveling the Ghurlai Path along the swamp's northern edge. Rumors persist among the merchants that the grethell are far more intelligent than they appear, and that they routinely prowl the borders of the bogs in search of humanoid prey. Some locals say that grethell are not natural creatures at all, but malevolent spirits of the swamp who take pleasure in spreading filth and disease to the world. The truth of it all is unknown, but those passing through the Mardulan Bogs know to keep their wits about them and their blades drawn.

Grimvole

Small Magical Beast
Hit Dice: 4d10+12 (34 hp)
Initiative: +2 (Dex)
Speed: 30 ft. (6 squares), burrow 15 ft., swim 30 ft.
AC: 15 (+1 size, +2 Dex, +2 natural)
Touch: 13 **Flat-Footed:** 13
Base Attack/Grapple: +4/-2
Attack: Claw +7 melee (1d4-2)
Full Attack: 3 claws +7 melee (1d4-2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Debilitating aura, nervelash
Special Qualities: Immunities, darkvision 60 ft., low-light vision, tremorsense 60 ft.
Saves: Fort +7, Ref +6, Will +2
Abilities: Str 7, Dex 14, Con 16, Int 3, Wis 12, Cha 6
Skills: Hide +7, Listen +3, Move Silently +3, Scent +4, Swim +6
Feats: Ability Focus (nervelash), Weapon Finesse
Environment: Underground
Organization: Solitary, clutch (2-8), or colony (12-26)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Small); 9-12 HD (Medium); 13-18 HD (Large)

3

Grimvoles are tunneling mammals that emanate fields of debilitating energy.

An average grimvole is around 4 feet long and weighs between 40 and 50 pounds. It has a small, furry body with three densely-muscled forelimbs and a pair of thick, serpentine tails it uses to help push itself forward. It is covered in dense brown and yellow fur which helps it slide smoothly over earth and stones. Its skin is pale yellow, and its face is narrow with small eyes and long whiskers. Grimvoles are quick and agile, sweeping across the ground with confident movements.

Grimvoles dwell in underground tunnels, occasionally using underwater entrances as natural barriers against surface predators. In water, they fold their forelimbs against their bodies and use their tails to propel themselves. They are not amphibious, however, and must surface for air. They live in small families, burrowing through earth to increase the sizes of their lairs as necessary. Whenever possible, they feed on other small mammals such as rats and rabbits. Their energy fields allow them to catch animals that might otherwise escape, and allow groups of grimvoles to overpower snakes and other enemies.

A grimvole's debilitating aura extends through rock, earth, and water. Many miners have learned to recognize sudden and extreme fatigue as a sign that a grimvole warren is nearby, and some mines have been closed due to grimvole infestations.



Combat

Alone, grimvoles are not particularly aggressive. A family that discovers intruders will attack, but will flee if badly hurt. A grimvole relies upon its debilitating aura to weaken its enemies, only using its claws once its opponents are exhausted. A grimvole uses its nervelash power in self-defense if it feels greatly threatened, usually by creatures much larger than itself.

Debilitating Aura (Su): A grimvole constantly radiates a field of debilitating energy in a 15-foot radius. Any creature inside the field other than another grimvole must succeed on a DC 15 Fortitude save each round or be exhausted so long as it remains in the field. The effect wears off of a creature 1d4 rounds after the grimvole dies or the creature leaves the area of effect. A grimvole's debilitating aura is a necromantic effect. The save DC is Constitution-based.

Nervelash (Su): Three times per day, the grimvole can focus its debilitating aura at a single opponent within 20 feet, making a knifelike strike at the victim's nervous system. The opponent must succeed on a DC 17 Fortitude save or suffer 1d4 points of Constitution damage. A grimvole's nervelash is a necromantic effect, and creatures immune to necromantic effects or not subject to critical hits are immune to a grimvole's nervelash. The save DC is Constitution-based and includes the grimvole's Ability Focus feat.

Immunities (Ex): Grimvoles are immune to death, charm, and compulsion effects. They are not subject to ability drain or energy drain.

Grim Master

Rare mutations of grimvoles are born large, and grow to the size of small elephants over the course of years. Many are also more intelligent than their ordinary brethren, and learn to communicate with other creatures. Grim masters often have a strong disdain for other

Grimvole, Grim Master



Large Magical Beast
Hit Dice: 14d10+98 (179 hp)
Initiative: +3 (-1 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares), burrow 15 ft., swim 30 ft.
AC: 12 (-1 size, -1 Dex, +4 natural)
Touch: 8 **Flat-Footed:** 12
Base Attack/Grapple: +14/+22
Attack: Claw +17 melee (2d6+4)
Full Attack: 3 claws +17 melee (2d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Debilitating aura, nervelash
Special Qualities: Immunities, darkvision 60 ft., low-light vision, tremorsense 60 ft.
Saves: Fort +16, Ref +8, Will +9
Abilities: Str 18, Dex 8, Con 24, Int 9, Wis 16, Cha 9
Skills: Hide -1, Listen +8, Move Silently +1, Scent +7, Speak Language (Common), Swim +12
Feats: Ability Focus (debilitating aura), Ability Focus (nervelash), Improved Initiative, Improved Natural Attack (claw), Iron Will
Environment: Underground
Organization: Solitary, clutch (1 plus 2-8 grimvoles), or death squad (1 plus 2-8 ogre zombies)
Challenge Rating: 8
Treasure: None
Alignment: Usually neutral evil
Advancement: 15-18 HD (Large)

beings, particularly those affected by their auras. They may take on undead servants, and assault anyone who enters their underground homes.

Combat

Grim masters rush their enemies, bringing them into range of their auras. They use their nervelashes liberally, crippling any foes too distant or strong to be killed by their claws.

Debilitating Aura (Su): Fortitude negates DC 26. The save DC includes the grim master's Ability Focus feat.

Nervelash (Su): A grim master's nervelash inflicts 1d8 points of Constitution damage. Fortitude negates DC 26. The save DC includes the grim master's Ability Focus feat.

Physiological Uses

A pair of grimvole tails can be used to create a *grim protector* for 3/4 the normal base price. All other creation requirements remain the same.

Grim Protector

This necklace, usually made from a pair of entwined grimvole tails, grants its wearer a +2 resistance bonus on saves against necromantic effects.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*; Price 600 gp.

Adventure Ideas

A mine has been plagued with skeletons and zombies, and the PCs are asked to find out where they are coming from. An enormous grimvole which has magically developed intelligence is responsible, having discovered that the undead are attracted to its aura. The undead are coming from underground ruins the miners tunneled into, but are being sent out by the grimvole to drive the miners away.



On Avadnu

Grimvoles were first discovered by accident in Thalidor in the fifth arc. Explorers found them while excavating gems under the Nemaen Mountains. Many of the workers returned from the tunnels feeling sick and disoriented, and many more swore that they heard movement in the walls as they delved deeper into the earth. After a short investigation, two of the workers managed to catch three of the creatures responsible, though they suffered traumatic nerve damage during the capture.

The grimvoles were kept in a cramped wooden crate and sent by ship to V'leren for further study. Their captivity was short-lived, however; the grimvoles managed to chew their way through their wooden prison and escape into water just as their vessel reached V'leren's eastern shore. Now grimvoles can be found throughout Kaelandar, and are a frequent nuisance to many.

Guardian Creatures

Guardian creatures are the chosen protectors of animal life. Native to other planes, they are sent by their creators (powerful nature and animal spirits) to defend their lesser kin. Guardian creatures often appear in areas where new predators are endangering wildlife, or to protect the last members of nearly-extinct species. They are also commonly summoned by arcane spellcasters and druids, who appreciate their power and devotion. A summoned guardian creature is typically of the same species as the summoner's familiar or animal companion.

Guardian creatures are slightly larger than normal creatures of their kind, and sparkle with a silvery glow.

Creating a Guardian Creature

"Guardian" is an acquired template that can be added to any animal or vermin (referred to hereafter as the "base creature"). A guardian creature uses all the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to outsider (augmented animal or vermin). Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points. Size is unchanged. Guardian creatures are normally native outsiders.

Special Attacks: A guardian creature retains all the special attacks of the base creature and also gains the following.

Warning Blow (Su): Once per day, the guardian creature can make a normal melee attack to intimidate and drive back an opponent. If the attack hits, the opponent must succeed on a Will save (DC 10 + 1/2 guardian creature's HD + guardian creature's Charisma modifier + damage taken by opponent) or become frightened for 1d4 rounds. This ability only affects opponents with fewer HD than the guardian creature.

Protector (Ex): A guardian creature (or a spellcaster upon conjuring the guardian creature) can designate a creature, Large or smaller object, or 5-foot-radius area for it to protect. The guardian creature receives a +1 morale bonus on attack rolls against creatures threatening the protected creature or object, or inside or attempting to enter the designated area.

Special Qualities: A guardian creature retains all the special qualities of the base creature and also gains the following. If the base creature already has one or more of these special qualities, use the better value.

Empathy (Ex): A guardian creature can communicate and empathize with normal and dire creatures of its own species. This gives it a +4 racial bonus on checks when influencing such a creature's attitude and allows the communication of simple concepts and (if the creature is friendly) commands, such as "friend," "foe," "flee," and "attack."

Shield Other (Sp): As the spell of the same name, with caster level equal to the guardian creature's HD, but only usable on normal and dire versions of the base creature. This transfers to the guardian creature half the damage that would be dealt to the target creature (this ability does not provide the spell's AC or save bonuses).

Damage Reduction (Su): See the table below. If a guardian creature gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Spell Resistance (Ex): Equal to the creature's HD + 10 (maximum 35).

Hit Dice	Damage Reduction
1-4	–
5-12	5/magic
13+	10/magic

Abilities: Same as the base creature, but Intelligence is at least 3.

Challenge Rating: HD 4 or less, as base creature; HD 5 or more, as base creature +1.

Alignment: Always neutral.

Level Adjustment: Same as the base creature +2.

On Avadnu

While Karnn was the creator of most of Avadnu's animal life, his interest in protecting individual species was almost nil. If one species destroyed another, he reasoned, it only meant that the extinct species was unfit to survive. Thus, Avadnu's animals could only rely on their own kind.

How the patron spirits who protect each kind of animal came to be is unclear; mistji histories state that it was a natural magic created by animals' collective will, while the arcanists of Morgathog believe the spirits were actually the very first animals created, transformed after their bodies died. Regardless, the animal spirits readily appoint guardian creatures to send where their aid is needed. In return for lending their guardians to humanoid spellcasters, they expect the spellcasters to refrain from harming their chosen species–at least for a while.



Haklaa

6

Large Magical Beast
Hit Dice: 8d10+16 (60 hp)
Initiative: +1 (Dex)
Speed: 20 ft. (4 squares)
AC: 20 (-1 size, +1 Dex, +10 natural)
Touch: 10 **Flat-Footed:** 19
Base Attack/Grapple: +8/+16
Attack: Claw +11 melee (2d6+4/19-20)
Full Attack: 2 claws +11 melee (2d6+4/19-20)
Space/Reach: 10 ft./10 ft.
Special Attacks: Augmented criticals, rage
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +8, Ref +7, Will +3
Abilities: Str 19, Dex 12, Con 15, Int 2, Wis 13, Cha 6
Skills: Climb +5, Hide +1, Listen +6, Spot +6
Feats: Alertness, Improved Bull Rush, Power Attack
Environment: Any mountains
Organization: Solitary
Challenge Rating: 6
Treasure: Standard
Alignment: Always neutral
Advancement: 9–14 HD (Large); 15–16 HD (Huge)

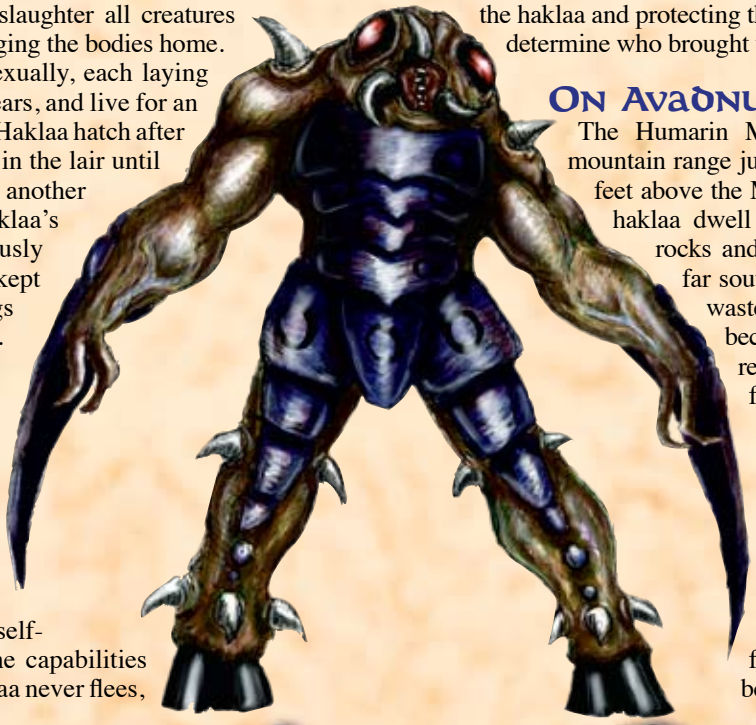
Haklaa are chitin-covered predators who use their vicious claws to bring down prey.

Standing between 8 and 10 feet tall, haklaa resemble enormous bipedal beetles. Their eyes are red and bulbous, and their horizontally-aligned teeth gleam with acridly pungent saliva. A haklaa's muscular brown body is covered by a shiny, blue-black carapace, from which small horns grow around the haklaa's legs and shoulders. The chitin covering a haklaa's forearms extends into foot-long curved blades; in addition to the claws' uses in combat, the curve allows a haklaa to pool water in its claws to carry to its lair and feed to its young. A haklaa's fingers are short and inflexible, used mainly for holding food.

Slow to move due to the chitin around their legs, haklaa compensate for their lack of speed with their ferocity. Haklaa consider any creature larger than a goat and smaller than themselves to be prey, and a haklaa who has recently fed continues to hunt, dragging corpses back to its cave for later feeding. Haklaa caves are uniformly filthy and nauseous, piled high with the bones and decaying remains of past victims.

Though haklaa spend most of their lives prowling mountains in search of food, they will wander some distance if they have trouble locating prey. This occurs most frequently in winter, and is unaffected by what food may remain in a haklaa's cave. The urge to hunt occasionally brings haklaa into humanoid settlements, where they slaughter all creatures they can find before dragging the bodies home.

Haklaa reproduce asexually, each laying a single egg every five years, and live for an average of twenty years. Haklaa hatch after three months, remaining in the lair until they reach maturity after another fifteen months. A haklaa's claws grow continuously throughout its life span, kept sharp through beatings against rocks and trees. The scars left by this practice are the primary sign explorers look for when determining the limits of a haklaa's territory.



Combat

A haklaa will fight to the death during a hunt or in self-defense, regardless of the capabilities of its foes. Though a haklaa never flees, it will pursue a fleeing creature if not defending its territory against other opponents.

Augmented Criticals (Ex): Haklaa threaten a critical hit on a natural attack roll of 19-20, dealing double damage on a successful critical hit.

Rage (Ex): A haklaa that takes damage in combat flies into a berserk rage on its next turn, clawing madly until either it or its opponent is dead. An enraged haklaa gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Physiological Uses

Craftsmen prize the haklaa's carapace for its potential to be worked into armor equivalent to half-plate, but weighing only 30 pounds. Haklaa chitin armor costs 900 gp and has a Craft (armorsmithing) DC of 17. This armor is rare both due to the skill required to craft it and the danger inherent in acquiring the carapace. Haklaa claws are also used as the blades of several skarren weapons.

Adventure Ideas

A madman, a would-be conquerer, or a druid performing research has gathered a half-dozen immature haklaa and planted them in the sewers beneath a major city. Between tracking down the haklaa and protecting the city's residents, the PCs must determine who brought the haklaa there, and why.

On Avadnu

The Humarin Mountains form a treacherous mountain range just west of Callen, rising 22,000 feet above the Mirsa Valley. A large number of haklaa dwell among the mountains' jagged rocks and deep caves, prowling from as far south as Tirus-Keel to the northern wastes of Olgoth. The haklaa have become increasingly bold in recent cycles, and are responsible for many Callenite deaths. In response, Lord Buriak of Callen offered a bounty before his death on each haklaa skull or carapace brought down from the mountains. The irony of Buriak's murder by the skarren Rydeniak, who had beheaded Buriak with a silithan crafted from a haklaa's claw, has not been lost on outside observers.

Half-Xxyth

Half-xxyth are the result of vile crossbreeding between xxyth and humanoids. Though not true natives of other planes, they are still greatly feared–some more so than true xxyth, due to the fact that they still possess recognizably mortal traits beneath their abominable features. Half-xxyth enter into a life of chaos and bloodshed beginning at the moment they are born, when they tear their mothers apart to enter the world. They reach maturity in moments, their flesh rippling as they undergo shrieking transformations, and the dark powers within them are unleashed.

Most half-xxyth are man-sized or larger, with predominately ebon features tinted with shades of violet or blue. Their faces are often almost ordinary, but their bodies are covered in eyes, tendrils, thorns, or other xxyth attributes. They are born without knowledge of the world, and must learn like most mortal races, but their wants and goals are always tainted by a need to destroy. Some develop a desire to corrupt others, to share their pain. Many theologians say that half-xxyth are a greater evil than true xxyth, for while xxyth are a force of destruction and chaos, it is half-xxyth that take knowing and perverted pleasure in the pain they inflict.

Half-xxyth are created by xxyth lords who wish to bolster their strength and influence, due to their inability to propagate their own kind. Though many half-xxyth realize that their xxyth parents will inevitably destroy them, most serve the cause of chaos regardless, acting as xxyth's eyes among mortals. Finding acceptance among non-xxyth is virtually impossible for half-xxyth–even the most evil of other creatures keep them at arm's length, and at best one might find work as a bodyguard to an evil spellcaster, or a hired killer to a dark lord. Most never gain the education to become more than rampaging monsters, and are set upon by mercenaries looking to make names for themselves.

Creating a Half-Xxyth

"Half-xxyth" is an inherited template that can be added to any giant, humanoid, or monstrous humanoid of Small or larger size (referred to hereafter as the "base creature"). It uses all the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to outsider (augmented giant, humanoid, or monstrous humanoid). Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Half-xxyth are normally native outsiders.

AC: Natural armor improves by +8.

Attack: A half-xxyth has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the half-xxyth retains this ability. A half-xxyth fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A half-xxyth fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: Half-xxyth have bite and claw attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater.

Size	Bite Damage	Claw Damage
Small	1d8	1d4
Medium	2d6	1d6
Large	3d6	1d8
Huge	4d6	2d6
Gargantuan	6d6	3d6
Colossal	8d6	4d6

Special Attacks: A half-xxyth retains all of the special attacks of the base creature, and gains bloodburn, corruption, and feed. In addition, a half-xxyth gains two lesser xxyth abilities, and 15% of half-xxyth are born with a single greater xxyth ability. Consult the following tables to randomly determine abilities, and refer to the xxyth entry for descriptions.

d8	Lesser Xxyth Ability
1	All-around vision
2	Carapace
3	Flailing tentacles
4	Improved grab
5	Scythe stalks
6	Spines
7	Tusks
8	Wings

d6	Greater Xxyth Ability
1	Death throes
2	Energy drain
3	Energy warp
4	Haste
5	Infernal wound
6	Roll twice, ignoring further results of 6

Bloodburn (Su): Once per day, when the half-xxyth has lost more than half its total hit points, it can ignite its blood with blue flames as a full-round action. The flames last for 10 rounds, continuing even if the half-xxyth dies. Each round, the half-xxyth takes 1d10 points of damage, creatures grappling with it take 2d6 points of fire damage, and the half-xxyth's natural weapons cause an extra 1d4 points of fire damage. If a creature damaged by the half-xxyth has fewer than half its total hit points, it must succeed on a Fortitude save (DC 10 + 1/2 half-xxyth's HD + half-xxyth's Constitution modifier) or suffer all the above effects, as it experiences bloodburn itself.

At the end of 10 rounds, a bloodburning creature, if already dead, explodes in a fiery blaze and deals 8d6 points of fire

damage to creatures in a 40-foot radius. A Reflex save (DC 10 + 1/2 dead creature's HD + dead creature's Constitution modifier) reduces the damage by half. If a bloodburning creature survives the full 10 rounds, its blood cools and returns to normal.

A bloodburning creature other than the half-xxyth can be treated with a *dispel evil* or *heal* spell. Doing so ends the bloodburning.

Corruption (Su): The presence of a half-xxyth is often enough to break the will of good-natured creatures. Once per day, a half-xxyth can make a gaze attack at a single opponent within 30 feet. The opponent must succeed on a Will save (DC 10 + 1/2 half-xxyth's HD + half-xxyth's Charisma modifier) or be tainted, losing access to all class features and spells dependant on maintaining a non-evil alignment (typically the abilities of non-evil clerics and paladins) for 12 hours. In addition, such creatures cannot cast spells with the good descriptor during this time. A *dispel evil* spell ends the effect.

Feed (Su): A half-xxyth can feed on the pain and suffering it causes. Feeding is the only way a half-xxyth can heal damage; *cure* spells fail, and natural healing is impossible. Once per day, a half-xxyth can attack with a natural melee weapon to draw strength from a living opponent. If the attack hits, the half-xxyth is cured of an amount of damage equal to that inflicted on its opponent (up to the opponent's current hit points +10). The wound caused in its opponent is spiritual, and cannot be healed naturally or with spells until the injured creature is purified.

The creature suffers 1 point of Charisma drain each day until its wound is purified, at which point the drain is undone. Purification requires the creature be the subject of a turning attempt which causes turning damage equal to or greater than the half-xxyth's HD. A *cure* spell or a *heal* spell can also purify the creature, but the caster must succeed on a caster level check with a DC equal to 15 + the half-xxyth's HD. This method does not restore drained Charisma.

Special Qualities: A half-xxyth retains all of the special qualities of the base creature and gains those described below.

Damage Reduction (Su): Half-xxyth have damage reduction 10/magic. A half-xxyth's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Immunities (Ex): Half-xxyth are immune to poison and all natural diseases.

Resistances (Ex): Half-xxyth have resistance to cold 15, electricity 15, and fire 15.

See in Darkness (Su): A half-xxyth can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Warp Magic (Ex): Half-xxyth are unnatural creatures, and a strange aura exists around them that warps magical energies. When a spell or spell-like ability is cast within 30 feet of a half-xxyth, the air around it wavers slightly. The caster must succeed on a DC 15+1d10 Concentration check or the spell is miscast and lost. If the half-xxyth is the target of a miscast spell, each creature within 10 feet of the half-xxyth must succeed on a DC 15 Fortitude save or be jarred by the dispersing magical energies and nauseated for 1 round.

Make the Concentration check to determine success only after all other distracting factors have been resolved (but before attempts at counterspelling). Half-xxyth and xxyth are immune to all effects of warp magic.

Abilities: Increase from the base creature as follows: Str +2, Con +4, Cha +2.

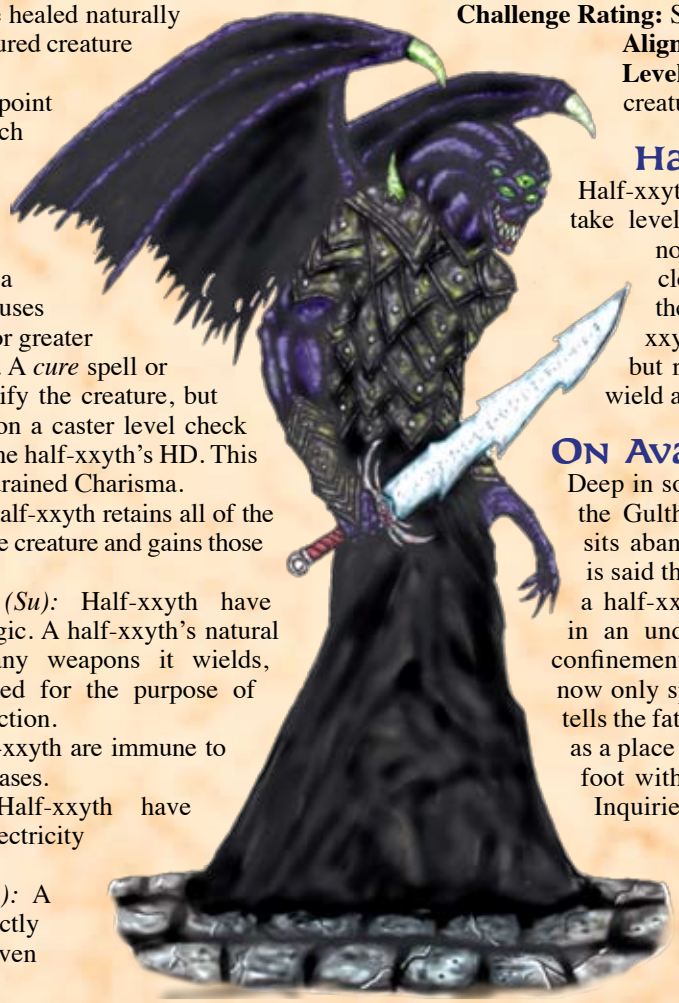
Skills: A half-xxyth gains skill points as an outsider and has skill points equal to (8 + Int modifier) x (HD + 3). Do not include Hit Dice from class levels in this calculation–the half-xxyth gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class. Half-xxyth have a +8 racial bonus on Intimidate and Sense Motive checks.

Environment: The Void.

Challenge Rating: Same as the base creature +3.

Alignment: Always evil (any).

Level Adjustment: Same as the base creature +5.



Half-Xxyth Characters

Half-xxyth who are sufficiently educated to take levels in character classes are rare, but not unknown. Most are barbarians or clerics, embracing either their rage or their connection to dark forces. Half-xxyth have great potential as sorcerers, but rarely the understanding necessary to wield arcane magic.

On Avadnu

Deep in southern Kaelandar, in the foothills of the Gulthen Expanse, the small city of Tull sits abandoned amid a ravaged landscape. It is said that the arcanists of Tull once captured a half-xxyth for study and held the creature in an underground cavern. After months of confinement, the enraged monster escaped, and now only spattered blood across sand and stone tells the fate of Tull. The city has become known as a place of evil, and no living creature has set foot within its borders for over sixty cycles. Inquiries to locals about the city are most often answered with suspicion or silence, and thoughts of investigating Tull are quickly squelched by fears of drawing its destroyer out of its home.

Hertiza

Tiny Magical Beast
Hit Dice: 1d10 (5 hp)
Initiative: +4 (Dex)
Speed: 20 ft. (4 squares), climb 20 ft.
AC: 17 (+2 size, +4 Dex, +1 natural)
Touch: 16 **Flat-Footed:** 13
Base Attack/Grapple: +1/+1
Attack: Bite +7 melee (1d4-4)
Full Attack: Bite +7 melee (1d4-4)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Improved grab, symbiosis
Special Qualities: Light sensitivity, darkvision 60 ft., low-light vision, resistance to fire 5
Saves: Fort +2, Ref +6, Will -2
Abilities: Str 3, Dex 18, Con 10, Int 5, Wis 7, Cha 7
Skills: Climb +4, Hide +14, Move Silently +6
Feats: Weapon Finesse
Environment: Underground
Organization: Swarm (5-10)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: –

1/2

Hertiza are small, semi-intelligent insects that lurk in dark places where they await suitable hosts to join with and transform.

Found both in ground-level caves and deep underground caverns, hertiza average 12 to 16 inches long and weigh only a few ounces. A tough, slimy, blue-gray carapace protects a hertiza's soft body, and it crawls on dozens of tiny double-jointed legs. At night, the carapace glows, leaving the hertiza dangerously visible. A mature hertiza also has a pair of long mandibles.

Once per lifetime, a hertiza lays a clutch of over a thousand eggs in the hollows of a tree or the cracks in a tunnel wall. Due to their lack of defenses against predators, usually no more then a few dozen hertiza from a clutch live to reach maturity (within 8 months). Young hertiza survive by eating bark, berries, and other small insects–including each other, when necessary. This diet can only sustain them for so long, however, and without a host to feed on, a hertiza's life span is generally not longer than a year.

Hertiza that survive long enough to develop their mandibles begin seeking suitable hosts. When a hertiza finds and attaches itself to a creature of sufficient size–usually an animal such as a wolf or a deer, but sometimes a humanoid or other creature–it burrows its legs into its prey's neck and inserts its mandibles into the creature's brain stem. If not quickly dislodged, a hertiza slowly takes over its victim's mind. During the three days following the hertiza's attachment, the creature secretes a slimy ooze and encases itself in a thick white cocoon. It remains in its cocoon for a full week while its body undergoes drastic changes and is merged with the hertiza. When its transformation is complete, the creature breaks out of the cocoon and arises a kenzasa.

It is unknown if or how hertiza communicate. They do not speak.

Combat

Hertiza attack by hiding on cave walls and ceilings and dropping down on unsuspecting foes.

Improved Grab (Ex): To use this ability, a hertiza must hit a Large or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt symbiosis in the following round. Hertiza have a +12 racial bonus on grapple checks, which is already included in the statistics block.

Symbiosis (Ex): If a hertiza makes a successful grapple check, its opponent must succeed on a DC 10 Fortitude save or have the hertiza embedded in its neck. The save DC is Constitution-based. An embedded hertiza can take no actions, loses its Dexterity bonus to AC, inflicts 1d3 points of Strength damage to its victim each round, and can be destroyed by a *remove disease* spell targeting the victim. It can still be attacked with weapons, but any attack that misses hits its victim instead, if the attack result would have been sufficient to hit the victim normally. A hertiza that suffers non-fatal damage while embedded immediately inflicts bite damage on its victim as its grinds its mandibles deeper into skin.

A creature who has its Strength reduced to 0 begins forming a cocoon after 24 hours helpless if the hertiza is not destroyed, becoming a kenzasa after three days. The creature is then lost forever and can only be brought back by a *greater restoration* spell cast within a number of days of the transformation equal to or less than the caster's level, or a *wish*.

Light Sensitivity (Ex): Hertiza are nocturnal creatures and despise bright light. They are dazzled in bright sunlight or within the radius of a *daylight* spell.

Kenzasa

Kenzasa is the name given to those unfortunate creatures who have merged with hertiza. As a result of their affliction, kenzasa lose their body hair, their eyes go blank and turn yellow, and their skin turns blue-gray and becomes slimy. Long claws grow from their hands, and they sprout leathery wings from their backs.

As horridly-deformed versions of their former selves, humanoid kenzasa are as often the subject of pity as revulsion. A kenzasa's memories of its former life are a shambles, and while its desire to return to its old existence is there, the means to do so are not. Both humanoid and bestial kenzasa are driven away from their peers, reduced to the simplest forms of hunting to catch prey and feed themselves. While once-intelligent kenzasa may occasionally seek out familiar places and individuals, their ability to speak and understand language is lost, leaving them unable to find solace.

Kenzasa are generally not aggressive when not hungry, but they fight if attacked. The hertiza merged with them have no goals or interests of their own beyond survival, and are as content to hunt and kill as to be locked away and fed.

Creating a Kenzasa

"Kenzasa" is an acquired template that can be added to any Small to Large animal, giant, humanoid, magical beast, or monstrous humanoid (referred to hereafter as the "base creature"). A kenzasa uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to magical beast. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points. Size is unchanged.

Speed: A kenzasa can fly at the base creature's base land speed (poor maneuverability). If the base creature has a fly speed, use that instead.

AC: Natural armor improves by +3.

Base Attack/Grapple: Due to their slimy skin, kenzasa have a +4 racial bonus on grapple checks.

Attack: A kenzasa has two claw attacks as its primary natural weapon, and retains any natural weapons possessed by the base creature (these are relegated to secondary weapons). If the base creature can use weapons, the kenzasa loses this ability. A kenzasa uses a claw when making an attack action.

Full Attack: A kenzasa uses both claws when making a full attack. If the base creature possesses additional natural weapons, the kenzasa uses them as natural secondary attacks.

Damage: Kenzasa have claw attacks. If the base creature does not have this attack form, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater.

Size	Damage
Small	1d4
Medium	1d6
Large	1d8

Special Attacks: The kenzasa retains all the special attacks of the base creature except for spell-like abilities, which it loses the aptitude to use. It also gains the special attacks listed below.

Disease (Ex): Slimy doom-claw, Fortitude DC 14, incubation period 1 day, damage 1d4 Constitution. When damaged, a creature must succeed on another saving throw or 1 point of damage is permanent drain instead.

Howl of the Damned (Ex): Three times per day as a standard action, the kenzasa can let out an ear-piercing scream in a 60-foot cone. Any creature in the area suffers 3d6 points of sonic damage, and those with 4 or fewer HD are also shaken for 1d6 rounds. A successful Fortitude save (DC 10 + 1/2 kenzasa's HD + kenzasa's Constitution modifier) halves the damage and negates the fear effect.

Special Qualities: The kenzasa retains all the special qualities of the base creature and gains those listed below.

Darkvision (Ex): With a range of 60 feet.

Light Sensitivity (Ex): Kenzasa are nocturnal creatures and despise bright light. They are dazzled in bright sunlight or within the radius of a *daylight* spell.

Resistance to Cold (Ex): Kenzasa have resistance to cold 5.

Abilities: Change from the base creature as follows: Str +2, Dex -6, Con +4. Int 5, Wis 7, Cha 7. (Equal to the hertiza's mental scores.)

Skills: A kenzasa's slimy skin grants it a +4 racial bonus on Escape Artist checks. Otherwise same as the base creature, but the kenzasa rarely uses any skill with Intelligence or Charisma as its key ability.

Environment: Any.

Challenge Rating: Same as the base creature +1.

Treasure: None.

Alignment: Always neutral.

Adventure Ideas

The PCs learn of a cave on the outskirts of a town that many townspeople believe to be haunted. Several people have gone missing in recent months, and strange howls can be heard coming from the cave late at night. A large colony of hertiza lives within the cave, along with a half-dozen transformed, barely-recognizable kenzasa townspeople. The kenzasa will defend the hertiza, but have enough intelligence remaining to want their lives back.

On Avadnu

Like many of Avadnu's dangerous insects, the hertiza is native to Tenril. However, travelers to the island from Kaelandar have (most unwittingly) returned with the insects aboard their ships, and the tale of the kenzasa has spread from Phadrir's inner wharf to the mines of Arrinok. Children living near mountains across Kaelandar have long been warned not to linger near caves late at night, lest they fall prey to one of these grotesque monsters. Though no proof exists to support the claim, it is said that kenzasa favor the flesh of children above all other foods, and will follow a man to his home to feed on his family. While such tales may be exaggerations of humanoid kenzasa's desire to return to the civilized areas where they once lived, they have added to the fears which keep several of Kaelandar's northern cities closed to travelers at night.



Hexachela

Small Animal
Hit Dice: 1d8 (4 hp)
Initiative: +2 (Dex)
Speed: 20 ft. (4 squares)
AC: 17 (+1 size, +2 Dex, +4 natural)
Touch: 13 **Flat-Footed:** 15
Base Attack/Grapple: +0/-3
Attack: Claw +2 melee (1d4+1)
Full Attack: 2 claws +2 melee (1d4+1) and bite -3 melee (1d2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Attach
Special Qualities: Low-light vision
Saves: Fort +2, Ref +4, Will +0
Abilities: Str 12, Dex 14, Con 10, Int 1, Wis 11, Cha 6
Skills: Climb +3, Jump +2, Spot +1
Feats: Endurance
Environment: Any mountains
Organization: Solitary
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 2-3 HD (Small)

1/2

Hexachelas are hard-shelled crustaceans that thrive in mountainous reaches and attack with hooked claws.

Six-legged carnivores that resemble large crabs, hexachelas average 2 feet high, and weigh between 30 and 45 pounds. A hexachela's carapace is burnt-orange, and its six eyes give it wide peripheral vision, but very poor depth perception. Because of this, hexachelas tend to live and hunt in wide open spaces, where they can easily flee from danger without backing into corners.

Hexachelas primarily feed on small mammals, reptiles, and birds, but they have been known to act as scavengers and even attack their own kind. They are deceptively strong for their size, able to grapple with human-sized prey when necessary for survival.

Combat

A hexachela attacks with its claws, slashing before grabbing onto its opponent to feed. A hexachela's mouth is relatively small, forcing it to bite off small chunks of its meal. In short, creatures caught by hexachelas remain alive throughout most of the feeding.

Attach (Ex): If a hexachela hits with both claw attacks, it latches onto its opponent's body and automatically deals bite damage each round it remains attached. An attached hexachela loses its Dexterity bonus to Armor Class and thus has an AC of 15. An attached hexachela can be struck with a weapon or grappled itself. To remove an attached hexachela through grappling, the opponent must achieve a pin against the creature.

Physiological Uses

While hexachelas can be eaten (and are even considered a delicacy in places), a hexachela's real value comes from its carapace. The tough shell can be crafted into armor equivalent to a chain shirt, but with an armor check penalty of -3. A hexachela breastplate is worth 80 gp, and has a Craft (armorsmithing) DC of 14. As hexachela shells are simple to convert into armor, many smiths will buy them for 15 gp apiece.

Adventure Ideas

Mysterious creatures have been killing hexachelas near a barony. Afraid that the hexachela population will soon be unavailable as a source of food and armor, the baron offers a reward to anyone who can find and kill the creatures preying on the hexachelas. But while the baron has a legitimate grievance, the newly-arrived creatures are intelligent, and feed on the hexachelas to survive.

On Avadnu

From the Humarin Mountains to the Black Peaks, hexachelas share territory with haklaa. Over time, they have been forced to become increasingly aggressive in order to compete. Nonetheless, they are often caught for the pot in northern Tarlas, where many hunters seek them out.



Igran-Krider

Medium Humanoid (Igran-Krider)
Hit Dice: 2d8 (9 hp)
Initiative: +3 (Dex)
Speed: 30 ft. (6 squares), climb 15 ft.
AC: 14 (+3 Dex, +1 natural)
Touch: 13 **Flat-Footed:** 11
Base Attack/Grapple: +1/+1
Attack: Spear +1 melee (1d8/x3) or bite +1 melee (1d3) or spear +4 ranged
Full Attack: Spear +1 melee (1d8/x3) and bite -4 melee (1d3); or spear +4 ranged (1d8/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Dazzle, hypnotic lights
Special Qualities: Light generation, darkvision 60 ft.
Saves: Fort +0, Ref +6, Will +2
Abilities: Str 10, Dex 16, Con 11, Int 10, Wis 14, Cha 11
Skills: Climb +8, Hide +8, Jump +2, Listen +10, Move Silently +8, Perform (wind instruments) +2, Spot +4, Tumble +5
Feats: Acrobatic
Environment: Underground
Organization: Pack (3-6 plus 1 3rd-level whisperer)
Challenge Rating: 1
Treasure: 1/10th coins; 50% goods; 50% items
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +0

Igran-kriders are a race of subterranean humanoids who act as lorekeepers of the underworld, constantly refining their living history of sound.

A typical igran-krider stands 6 feet tall and weighs about 160 pounds. Igran-kriders are hairless, and their skin is a barely-translucent white, dappled with tough black spots. Beneath the white surface, veins are faintly visible, coursing with colored fluids. Igran-kriders can brightly illuminate these fluids, shining light through the tunnels of their homes. This light is used both as a communications medium and as a means of dazzling adversaries. Beneath an igran-krider's heels are 4-inch retractable claws, which they use to climb tunnel walls. Igran-kriders can live as long as 120 years.

Igran-kriders are carnivores, using their serrated teeth to eat their prey raw. They live in small packs, based out of sparsely-furnished caves. A pack generally remains in one area until danger or a lack of food forces the pack to find a new home. A pack reduced to three or fewer igran-kriders is gifted with an igran-krider child from another pack; the survival of all packs is considered equally important.

Igran-kriders normally communicate through pulses of colored light, but also speak a secret ceremonial language. Igran-kriders understand Undercommon, but never speak it.

Combat

Igran-kriders hunt by hanging from cave ceilings, waiting for prey to come within range of their spears.

Dazzle (Ex): In an area of shadowy illumination or darkness, an igran-krider can dazzle creatures within 5 feet by suddenly bringing its light to full intensity as a move action. A nearby creature must succeed on a DC 11 Fortitude save or be dazzled for 1 round. The save DC is Constitution-based.

Hypnotic Lights (Ex): As a standard action, an igran-krider can shift the color and intensity of its light in such a way as to try to hypnotize onlookers. This has no effect until a total of three or more igran-kriders, all within 10 feet of each other, are creating the hypnotic lights. Once this occurs, any creature within 30 feet of a member of the igran-krider group must succeed on a Will save (DC 10 + number of igran-kriders participating) or be fascinated by the lights. The effect ends immediately if the number of igran-kriders participating drops below three. A creature that succeeds on the saving throw or is freed from the trance is immune to those igran-kriders' hypnotic lights for 24 hours.

Light Generation (Ex): Igran-kriders can change the color and intensity of the light emanating from their bodies as a move action. Their maximum brightness is that of a torch, and their minimum sheds shadowy illumination within 5 feet (as a candle). They can just as easily illuminate anywhere between these extremes, or hide their light completely.

Skills: Igran-kriders have a +4 racial bonus on Hide, Listen, and Move Silently checks.

Igran-Krider Society

The name "igran-krider" comes from an archaic Undercommon term for a breed of phosphorescent fungus. The igran-kriders' name for themselves is unknown; translations of the igran-krider color-language are incomplete, and the igran-krider



secret language is rarely spoken in the presence of outsiders.

Igran-kriders consider themselves keepers of the underworld's true history. They listen to the echoes of distant battles, feel the tremors as tunnels shift or collapse, and memorize these occurrences, passing news along to the next pack they encounter. A pack of igran-kriders may linger for days near a thin tunnel wall where they can listen to other underworld denizens, returning to their home only once there is nothing more to be learned.

Music is an integral part of igran-krider life. Hide drums, bone flutes, and other simple instruments are commonly found scattered about a pack's cave, to be played whenever the pack feels confident they will be unheard by their enemies. Packs who meet often play together for hours or days, recounting their experiences through musical patterns.

Words have a special significance among igran-kriders. They say that it was the first words ever spoken that sent cracks through the underworld, creating the igran-kriders' home. Each igran-krider pack knows a single syllable of these words, and they believe that in a time of crisis, all the packs will come together and join the syllables, speaking the words again to remake the world. All later words spoken are echoes of the first, and still contain great power; this is why igran-kriders consider written language–a permanent representation of words–too dangerous to use. The igran-krider secret language is reserved for rituals, and the spells of igran-krider whisperers.

Some adventurers claim that igran-kriders have a city, somewhere far below the ground. These rumors remain unsubstantiated.

Igran-Kriders as Characters

Igran-krider characters possess the following racial traits.

- +6 Dexterity, +4 Wisdom.
- Medium size.
- An igran-krider's base land speed is 30 feet. An igran-krider also has a climb speed of 15 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: An igran-krider begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +0.
- Racial Skills: An igran-krider's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Climb, Hide, Listen, Move Silently, Perform, and Spot. Igran-kriders have a +4 racial bonus on Hide, Listen, and Move Silently checks.
- Racial Feats: An igran-krider's humanoid levels give it one feat.
- Weapon Proficiency: An igran-krider is automatically proficient with simple weapons.
- +1 natural armor bonus.
- Natural Weapons: Bite (1d3).
- Special Attacks (see above): Dazzle and hypnotic lights.
- Special Qualities (see above): Light generation.
- Automatic Languages: Undercommon and Igran-krider. Bonus Languages: Common, Draconic, Terran, and Zeidian.
- Favored Class: An igran-krider's favored class is bard (whisperer).
- Level adjustment +0.



Physiological Uses

Some races hunt and kill igran-kriders for their light-producing fluids. A DC 20 Heal or Knowledge (local) check allows the extraction of 1 quart of fluid from an igran-krider corpse. Failing the check by 5 or more renders the fluid unusable. The fluid can be treated to create a glowing paint worth 50 gp and with a Craft (alchemy) DC of 20. A character with 5 or more ranks in Knowledge (local) has a +2 bonus on the Craft (alchemy) check. 1 quart of paint is enough to make two Medium or smaller objects each shed light as a torch. The glow gradually fades over the course of years, requiring races using the fluid for painting or decoration to hunt more igran-kriders.

Adventure Ideas

Igran-kriders make excellent sources of information, from the locations of other races' underground homes to the verbal components of rare spells. If a pack demands a price, it will usually be a small one, such as a recounting of the PCs' adventures underground. The difficulty comes in locating a pack, and communicating with them once found. Hiring a translator could prove an adventure of its own.

On Avadnu

In the endless tunnels of the Deep, igran-kriders were first discovered in Deimas by miners tapping veins of calite, and were thought to be ghosts. Within their territory, strange music hung in the air, an otherworldly sound of eerie pipes and shallow drums. Above ground, stories flourished of malevolent spirits in the Deep that lured men to their doom with their enchanting songs. Though some scoffed at such tales, many miners acted cautiously when traveling the Deep, taking great care not to leave the sight of their comrades.

Hunting parties have been sent by some governments to investigate the sources of the hidden music. Few have managed to see anything more than the occasional light, and igran-kriders remain a mystery to Avadnu's surface races. Only the deep zeidians and a few rare mistji have any understanding of igran-krider culture, and the deep zeidians, though respectful, have few ties with igran-krider packs.

Inscriber



Medium Undead
Hit Dice: 4d12 (26 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
AC: 14 (+4 natural)
Touch: 10 **Flat-Footed:** 14
Base Attack/Grapple: +2/+3
Attack: Slam +3 melee (1d4+1 plus mnemonic exchange)
Full Attack: Slam +3 melee (1d4+1 plus mnemonic exchange)
Space/Reach: 5 ft./5 ft.
Special Attacks: Mnemonic exchange, confusion aura
Special Qualities: Absorb text, spell-like abilities, darkvision 60 ft., fast healing 1, undead traits
Saves: Fort +1, Ref +1, Will +5
Abilities: Str 12, Dex 10, Con —, Int 19, Wis 13, Cha 15
Skills: Concentration +7, Craft or Knowledge (any two) +14, Decipher Script +11, Listen +5, Move Silently +2, Profession (any one) +8, Search +11, Sense Motive +7, Spot +5
Feats: Skill Focus (any Craft or Knowledge) (2)
Environment: Any
Organization: Solitary
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral
Advancement: 5-12 HD (Medium)

It has been said that the search for knowledge can be a soul-consuming pursuit. The unfortunate case of the inscribers proves the saying's literal truth.

Every inscriber was once a living scholar who obsessed over a certain field of study. Some inscribers devoted their lives to particulars of occult lore, while others strove to catalog every species of plant in existence, or to learn the secrets of creating perfect wine. Regardless of their missions, they shared the same end: after death, their lust for knowledge overcame the laws of nature, driving them to search the world for further information. But with their minds shattered and their self-identities subsumed by their missions, inscribers are unable to learn from experience. Instead, they rob the memories of the living and drink the text of books.

Inscribers look like corpses on the verge of decomposition, wearing whatever garb they were buried in. Their eyes glow a soft yellow, and their skin is covered with black writing. Many inscribers have a gray cast to their skin, due to the bleeding of the magical ink. The writing is an inscriber's summary and analysis of absorbed texts and memories, and is constantly scrawled over blank flesh as if by an invisible pen. When inscribers run out of room on their bodies, they tear off strips of skin, and press the "pages" into enormous tomes they carry at all times. The skin soon regrows, and is filled with writing once again.

Inscribers use their absorbed information to determine where to search for more. They travel to libraries, monasteries, the homes of experts in their fields, and wherever else they might acquire knowledge. Though they rarely cause harm intentionally, inscribers can bring great misfortune to populated areas, due to the auras of confusion that surround them.

Inscribers do not speak, but understand Common and any languages they knew in life. An inscriber is exceedingly difficult to communicate with, but a creature who gets an inscriber's attention by displaying knowledge of the inscriber's chosen field has a chance of getting through to what remains of the scholar's mind. When this happens, the inscriber's writing slows, as it lets its focus slip. There are stories of inscribers who, reminded of their lives, chose to assist those who approached them by giving away some of their knowledge.

Combat

Inscribers generally pursue their own tasks, ignoring others and protected by their confusion auras. Inscribers who are attacked or who have their tomes stolen will use any appropriate spell-like abilities they have absorbed on their opponents, and then, if brought into melee, daze and drain their enemies.

Mnemonic Exchange (Su): Intelligent creatures hit by an inscriber's slam attack are affected by one of two possible effects (inscriber's choice). The inscriber can either cause 1d6 points of Intelligence damage to the creature, learning all the creature knows about the inscriber's area of study in the process, or infuse the creature with a portion of the inscriber's own knowledge. In the latter case, the creature gains a +6 competence bonus on a Craft, Knowledge, or Profession skill possessed by the inscriber for a number of days equal to the creature's Intelligence modifier, and must immediately succeed on a DC 16 Will save or be dazed for 2d12 rounds. This is a mind-affecting effect. The save DC is Intelligence-based.

Confusion Aura (Su): All intelligent creatures who come within 40 feet of an inscriber have their minds flooded with images and words related to the inscriber's area of study. An affected creature must succeed on a DC 14 Will save or be overwhelmed by the torrent of information and *confused* for 2d4 rounds. Creatures who make successful saves cannot be affected again by that inscriber's aura for 24 hours. An inscriber's confusion aura is a mind-affecting phantasm effect. The save DC is Charisma-based.

Absorb Text (Su): An inscriber can absorb the text of all written materials within 15 feet as a standard action. By concentrating, the inscriber lifts all writing off nearby surfaces, and the text swirls through the air into the inscriber's mouth. Affected objects are left blank, and the inscriber gains full knowledge of all the absorbed text. Only text written with some form of liquid (whether ink, dye, or blood) is affected. Objects the inscriber is unaware of (such as hidden objects,

and objects inside containers) are unharmed, and attended or magical items can make DC 14 Will saves to resist. The save DC is Charisma-based. If the inscriber absorbs the text of a scroll, the inscriber gains the ability to cast the scroll's spells once each as a spell-like ability.

Spell-Like Abilities: At the start of any encounter, a given inscriber is assumed to have absorbed 1d4-1 scrolls. The inscriber can cast each spell from a scroll once, as a spell-like ability, at the scroll's caster level. The contents of absorbed scrolls can be determined as if they were medium magic items found in treasure. The inscriber can also convert (as a good cleric converts prepared spells to *cure* spells) spell-like abilities gained from scrolls into any of the following: *discern location*, *find the path*, *illusory script* (DC 15), *legend lore*, *secret page*, *sepia snake sigil* (DC 15). Caster level 7th. The save DCs are Charisma-based.

Inscribers activate their spell-like abilities by tearing off skin where mystic text is written, and holding the scraps aloft. The skin cannot be used by creatures other than the inscriber.

Inscribers' Tomes

A typical inscriber's tome weighs about 4 pounds and is slightly smaller than a human torso. It has no inherent magical qualities, but may be warded with *illusory script* and *sepia snake sigil*. The text is written in the inscriber's native language, and its style is confusing and opaque. Nonetheless, an inscriber's tome is an extremely comprehensive and valuable resource on a given subject. A creature using an inscriber's tome for research must make an appropriate Craft, Knowledge, or Profession check in the inscriber's area of study to understand enough of the text to find useful information. The DC for this check ranges from 15 for relatively common information, to 30 for extremely complicated or obscure topics.

Inscribers will fight to the death to protect their tomes, and abandon their quests to recover them.

Adventure Ideas

Centuries ago, an immortal trickster convinced a young man to devote his life to researching the gods. Now that young man is an ancient inscriber, and has uncovered a terrible secret. The PCs must keep the trickster from finding and capturing the inscriber, while trying to learn where the former scholar is traveling to, and possibly gain his allegiance.

On Avadnu

The scholars within the Great Library of Duariane spend their entire lives isolated from the rest of the world, alone with their books and scrolls and relying on messengers to keep them updated on the world's goings-on. Most are content to study a mere fragment of Avadnu, a small country or budding city, immersing themselves in that particular region's culture and legends.

Among these scholars, a man by the name of Alatalazon was not content with such limited pursuits. He was a man obsessed, visited by strange dreams that assaulted his sanity. His desire for knowledge was all-consuming, and in the shadows of the Great Library, it slowly suffocated him. For many days and nights he studied without food or sleep, his dusty tomes illuminated by a single ivory candle, and when its flame disappeared, so did Alatalazon fade into darkness. When his brethren came for him, they found his tomes drained, their pages white and empty. His body was never found, and rumors persist that Alatalazon walks still–a spirit of the word, an inscriber.



Karg

2

Medium Magical Beast
Hit Dice: 2d10+6 (17 hp)
Initiative: +1 (Dex)
Speed: 20 ft. (4 squares), fly 20 ft. (clumsy)
AC: 14 (+1 Dex, +3 natural)
Touch: 11 **Flat-Footed:** 13
Base Attack/Grapple: +2/+3
Attack: Bite +3 melee (1d6+1)
Full Attack: Bite +3 melee (1d6+1) and 2 claws -2 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Noxious breath
Special Qualities: Slick, darkvision 60 ft., low-light vision
Saves: Fort +6, Ref +6, Will +0
Abilities: Str 12, Dex 13, Con 16, Int 1, Wis 10, Cha 5
Skills: Escape Artist +10, Listen +2, Spot +2
Feats: Lightning Reflexes
Environment: Temperate and warm deserts and marshes
Organization: Pack (5-10)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Medium)

Kargs are stout reptilian carrion-eaters with poisonous breath.

With tough hides of varying greens and browns, large, slitted eyes, and toothy mouths, kargs look like obese lizards with mud-slicked skin. They have two partially-atrophied wings that allow them to clumsily glide, and their claws are sharp and black. Most kargs grow between 4 and 5 feet long, and weigh about 75 pounds.

Though most dwell in swamps and other wetlands, some species of kargs have been found in deserts; there, their hides are drier, and colored a deep rust. All kargs live in small packs, sharing territory and nesting in mounds of earth, rocks, or deadwood. They are scavengers, and tend to live near the lairs of larger creatures, stealing food while avoiding becoming prey themselves.

Some scholars suspect that kargs are the evolutionary ancestors of wyverns, but no hard evidence of this has been found.

Combat

When fighting other animals, kargs secrete a foul-tasting oil over their hides which usually drives off creatures that attempt to eat them. If that fails, a karg will breathe poison and (depending on the number of opponents) either claw and bite its enemies, or scramble to escape.

Noxious Breath (Ex): Once per day as a standard action, a karg can breathe a cloud of noxious green gas. Any creature within 5 feet of the karg must succeed on a DC 14 Fortitude save or become nauseated for 1d4 rounds. The cloud dissipates immediately. The save DC is Constitution-based.

Slick (Ex): The oil kargs secrete makes them difficult to ensnare. Nets and webs (including magic webs) do not affect kargs.

Skills: Kargs have a +8 racial bonus on Escape Artist checks.

Physiological Uses

When treated properly, the oil a karg secretes becomes a powerful salve. Unfortunately, the skill needed to extract and treat the oil makes such salves rare. A DC 19 Survival or Knowledge (arcana) check allows a character to extract the oil from a dead karg. Failing the check by 5 or more renders the oil unusable. The salve cures 1 point of damage when applied as a standard action, is worth 25 gp, and has a Craft (alchemy) DC of 20. A character with 5 or more ranks in Knowledge (arcana) has a +2 bonus on the Craft (alchemy) check.

Adventure Ideas

An amoral wizard studying kargs and their oil discovers one of his subjects missing. The escaped karg has been taken in by a young girl, who now finds herself chased by the wizard's minions. The PCs must decide who to assist–the karg's rightful owner, or the girl who could be in grave danger from her own pet.

On Avadnu

On his way through the Mardulan Bogs southwest of Thyr, a merchant named Dural found himself lost in the muck. His bags were thick with mud, and he was at his wits' end when he discovered a nest of infant kargs in a hollowed-out mound of wet earth. The creatures hissed and spat, but Dural scooped them up and brought them to Thyr, where he charged townspeople for a glance at "Dural's Curiosities." Kept in a cramped wooden box, the kargs became popular attractions, and Dural began traveling with them. Between his marketing talents and the unusual nature of the beasts, Dural made several months' worth of profits from onlookers desperate to catch a glimpse of his "mud lizards."

It was not long before Dural's show came to an end, however. After weeks of confinement and hunger, the kargs turned vicious. The creatures loosed their poisonous breath during a show in Halishur, and devoured Dural in front of a captive audience.



Keeper of the Taint

Keepers of the taint are powerful spellcasters who were once human, but who transformed themselves as part of an effort to rid the world of corruption.

Keepers of the taint look like humans sheathed in transparent crystal. They have complete mental control over the crystal's shape, and often shift it into forms resembling armor or cloaks. Though most keepers are centuries old, the crystal preserves them perfectly, keeping them as they were before their transformations. Every keeper carries a crystal staff, also shaped to suit its owner; some keepers' staffs are twisted and gnarled, while others resemble long wands.

The origin of the keepers is a mystery, but they readily share their ideology. They believe that the world has become nearly-irreversibly corrupt, and that their duty is to freeze all corrupt elements in crystal until they can find a way to extract and annihilate the corruption. At that point, they say, they will free the newly-cleansed world, and it will become a paradise. No keeper has, as of yet, found a way to remove the corruption they fear, so they work diligently to encase the entire world and stop darkness from spreading further.

Keepers of the taint have no allies besides each other–those pledging themselves to the keepers' cause are crystallized, to protect them from further corruption. Most keepers have been killed, forced into hiding, or banished to other planes, as they threaten the existence of all life. Surviving keepers hide in crystalline castles and caves, developing their plans. Some have begun reconsidering their methods (if not their goals), and debate fiercely when they meet.

Keepers of the taint speak Common, Abyssal, Celestial, Draconic, and Infernal, and any languages they knew before their transformation.

Creating a Keeper of the Taint

"Keeper of the taint" is an acquired template that can be added to any humanoid of lawful alignment able to cast 7th-level arcane spells (referred to hereafter as the "base creature"). A keeper of the taint has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider (lawful). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged. Keepers of the taint are normally native outsiders.

AC: Natural armor improves by +12.

Attack: A keeper of the taint normally attacks with a crystal staff, but retains the ability to use manufactured or natural weapons.

Full Attack: A keeper of the taint normally uses a crystal staff as a primary attack, and any natural weapons as natural secondary attacks.

Special Attacks: A keeper of the taint retains all the base creature's special attacks and gains those described below. Save DCs are equal to 10 + 1/2 keeper's HD + keeper's Charisma modifier unless otherwise noted.

Crystallization (Su): A creature or object struck by a keeper's crystal staff must succeed on a Fortitude save or be encased in transparent crystal. This effect is identical to petrification, but the crystallized creature is unaffected by spells such as *stone to flesh*.

A crystallized creature or object can be freed by breaking its crystal coating. The crystal has a hardness of 15, has 100 hit points plus or minus 20 for every size category of the creature or object above or below Medium, and does not radiate magic. Half of all damage dealt to the crystal (after applying the effects of hardness) is taken by the trapped creature or object instead.

A single creature or object can also be freed from the crystal by a *shatter* spell. In this case, the crystal is destroyed, but the creature or object must succeed on a DC 15 Fortitude save or be shattered along with the crystal. A *miracle* or *wish* spell frees a single creature or object without harm. Keepers of the taint can decrystallize creatures and objects safely by touching them with their staffs.

Spread Crystals (Su): Keepers of the taint can use their crystal staffs to crystallize entire areas. By touching the ground with their staffs, keepers who take 1 full round can cover everything in contact with the ground in a 5-foot-wide ring around them with crystal. Creatures can make Reflex saves to avoid being covered. Keepers can spread crystal farther with every full round they take, pushing the ring 5 feet out each round. Only creatures and objects in the area of the 5-foot-wide ring are newly covered in crystal each round; creatures and objects on either side of the ring are unaffected.

If damaged or otherwise distracted while crystallizing an area, a keeper must succeed on a Concentration check or the effect ends. Crystal already placed remains, but the keeper must start the ring again at 5 feet in order to spread crystal farther.

Spells: Keepers can cast any spells they could cast before being transformed.

Spell-Like Abilities: At will–*arcane sight*, *dispel chaos*, *dispel evil*, *dispel magic*, *magic circle against chaos*, *magic circle against evil*, *passwall*, *resist energy*, *see invisibility*, *shatter*, *shield*, *stoneskin*; 3/day–*temporal stasis*, *true seeing*; 1/day–*mind blank*, *Morden's disjunction*, *prismatic sphere*, *prismatic spray*, *prismatic wall*, *shield of law*. Caster level 20th. The save DCs are Charisma-based. With the exceptions of *dispel chaos*, *dispel evil*, *dispel magic*, *shatter*, and *temporal stasis*, abilities which target creatures can only be used on the keeper.

Special Qualities: A keeper retains all the base creature's special qualities and gains those described below.

Crystal Armor (Su): Keepers of the taint can mentally reshape their crystal shells as a move action, providing different types of protection depending on the armor's new form. Three different types of crystal armor are possible.

Dense: The keeper of the taint gains damage reduction 5/bludgeoning and magic (in addition to the keeper's normal

damage reduction).

Reflective: A creature who looks at a keeper in reflective armor must succeed on a Fortitude save (DC 10 + 1/2 keeper's HD + keeper's Charisma modifier) or be stunned for 1d4 rounds and blinded for 2d4 rounds. This works exactly like a gaze attack with no range limit, but the keeper does not need to look at opponents to affect them, and cannot choose who to affect. In addition, keepers in reflective armor deflect all rays, lines, cones, and *magic missile* spells. There is a 30% chance of reflecting any such effect back at the caster; otherwise, it is merely negated. Check for reflection before rolling to overcome the keeper's spell resistance.

Resistant: The keeper has resistance to cold 30, electricity 30, and fire 30.

Damage Reduction (Su): Keepers' shells always grant them damage reduction 10/chaotic. Their natural weapons, as well as any weapons they wield, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Capture Spell (Su): Keepers of the taint can counterspell without actually having counterspells prepared. Instead of casting counterspells, keepers draw their opponents' spells into their crystal staffs (a readied action and Spellcraft check are still required). There, the spells are captured, and can be cast by keepers as if their staffs were *rings of spell storing* with no limit on spell levels stored.

Spell Resistance (Ex): Equal to the keeper's HD + 10.

Abilities: Increase from the base creature as follows: Con +4, Int +2, Cha +4.

Organization: Solitary.

Challenge Rating: Same as the base creature +4.

Alignment: Always lawful neutral.

Advancement: By character class.

Crystal Staff

Keepers of the taint cannot use their crystallization, spread crystals, spell-like, or capture spell abilities without their crystal staffs. A crystal staff acts as a *+3 quarterstaff* with a hardness of 18, 33 hit points, and a break DC of 32 (the enhancement bonus is included in these numbers). A crystal staff which is destroyed immediately unleashes all of its captured spells. Spells without targets take effect where the staff was broken (rays, cones, and lines are directed upward). Spells targeting creatures or objects affect random targets within 10 feet, or are wasted if valid targets are not present. All other spells dissipate harmlessly.

A keeper of the taint can create a new crystal staff as a replacement in one month.

On Avadnu

Avadnu suffered much during the Time of Chaos, and afterward much of the land was stricken with the taint of evil and death. It fell to humans to begin the restoration, though many believed their efforts were in vain. The first keeper of the taint was among the humans who sought to rebuild, and came from the city of Malkia along the southeastern coast of V'leren. He was known as Duemnor, and there was a time when he was a respected mentor among his people; but that was before the world's corruption claimed his focus. Duemnor watched helplessly as Avadnu died little by little every day, and the creeping darkness sickened him. He vowed to do everything in his power to cleanse the world, even at the cost of his own soul. In the end, it cost him much more.

His vows caught the interest of an all but forgotten deity, one only hinted at in ancient texts. Aroused from its ageless slumber by the promises of a tormented soul, it believed that Duemnor would prove malleable to its divine will. Duemnor's sleep became plagued with strange dreams and whispered promises, and the nameless deity offered Duemnor the power he desired: the strength to purify the world, and convert others to his cause. Duemnor accepted, and his life as a man came to an end; he arose the next morning as a keeper of the taint. He was the first, but certainly not the last. Within months, Duemnor had converted a dozen more individuals, and the keepers gathered along the shores of Wayrehd like a ghostly procession. As one, they knelt before the ocean and touched their crystalline staffs to the tide. With a shrill shriek of magic, the water became a frozen sheet, extending for miles into what is now known as the Sea of Glass.

This was the first step, the keepers believed. If they could crystallize an ocean, then they could crystallize the land. But the world proved much more vast and resistant than they had anticipated, and though their power was great, even the Sea of Glass would one day thaw.

Kehtor

Large Animal
Hit Dice: 3d8+9 (22 hp)
Initiative: +2 (Dex)
Speed: 40 ft. (8 squares), climb 30 ft.
AC: 15 (–1 size, +2 Dex, +4 natural)
Touch: 11 **Flat-Footed:** 13
Base Attack/Grapple: +2/+11
Attack: Bite +6 melee (1d6+5)
Full Attack: Bite +6 melee (1d6+5) and 2 claws +1 melee (1d4+2)
Space/Reach: 10 ft./5 ft.
Special Qualities: Darkvision 60 ft.
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 20, Dex 15, Con 15, Int 2, Wis 10, Cha 7
Skills: Climb +13, Jump +9, Listen +3, Spot +3
Feats: Alertness, Toughness
Environment: Temperate forests
Organization: Solitary, pair, or family (3–5)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4–7 HD (Large)
Level Adjustment: +3* (companion)

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Kehtors are large, nocturnal felines native to forests and jungles.

Kehtors are larger and stockier than leopards, trading speed and finesse for endurance and power. Their fur is shaggy, and comes in shades ranging from blue to deep orange to creamy white. A kehtor can live as long as two decades, and normally mates only once or twice during that time; mated kehtors stay together only long enough to raise a litter.

Carrying Capacity: A light load for a kehtor is up to 399 pounds; a medium load, 400–798 pounds; and a heavy load, 799–1,200 pounds. A kehtor can drag 6,000 pounds.

Combat

Kehtors pounce mercilessly upon enemies smaller than themselves, and creep away from obviously more powerful opponents. They flee only when badly wounded.

*A druid of sufficiently high level can take a kehtor as an animal companion, but the character is treated as 3 levels lower for the purposes of determining the kehtor's characteristics and special abilities.

Skills: Kehtors have a +8 racial bonus on Climb checks. A kehtor can always choose to take 10 on a Climb check, even if rushed or threatened.

Adventure Ideas

A ghostly human tribesman endures after death alongside his kehtor companion, and continues to hunt his familiar land. It's not his own tragic end that causes the ghost to cling to life, though; it's the fate of the kehtor, poisoned by a treacherous "friend" of the human. In order to lay the two spirits to rest, PCs must find the real killer and locate an prehistoric cave where the bones of ancient kehtors are buried.

On Avadnu

Kehtors are native only to the island of Korr in the Broken Isles. There, they have become integral to the lifestyle of the human Naruk tribe.

Most Naruk families are bonded to a kehtor, and treat the beasts as both fellow Naruks and emissaries to the natural world. A kehtor's instinctive reactions to people and places are often enough to sway a Naruk's opinion, and a kehtor's needs are considered as important as those of tribespeople. However, although Naruks attempt to avoid disturbing unbonded kehtors, they do not hesitate to kill kehtors tied to their foes.



Kei-ehri

7

Large Magical Beast (Psionic)
Hit Dice: 7d10+21 (59 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
AC: 16 (–1 size, +7 natural)
Touch: 9 **Flat-Footed:** 16
Base Attack/Grapple: +7/+16
Attack: Claw +11 melee (1d6+5)
Full Attack: 2 claws +11 melee (1d6+5) and tail slam +6 melee (2d4+2) and bite +6 melee (1d8+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Electricity aura, mind switch, psi-like abilities
Special Qualities: Darkvision 60 ft., immunity to electricity, low-light vision, telepathy 100 ft.
Saves: Fort +8, Ref +5, Will +4
Abilities: Str 20, Dex 10, Con 17, Int 5, Wis 11, Cha 12
Skills: Concentration +5, Listen +2, Perfect Recall +6, Psicraft +8, Spot +2
Feats: Ability Focus (mind switch), Combat Manifestation, Iron Will
Environment: Any forests
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Often neutral
Advancement: 8–12 HD (Large); 13–14 HD (Huge)

Kei-ehri are psionic, forest-dwelling lithovores that have enormous power over thought and electricity.

Loosely resembling a reptile, an average kei-ehri is 15 feet long from nose to tail and weighs over half a ton. Its smooth, scaly skin is bright blue, and occasionally flares and glows with bursts of electricity. Its legs end in long talons, and its spine and tail are lightly armored with bone plating. Its head is topped with a three-pronged bone crest, and small tendrils fall around its muzzle. A kei-ehri carries a faintly burnt odor, crossed with the scent of a natural spring.

Kei-ehri make their forest nests from toppled trees, leaves, and other foliage, and spend their days searching for the stones and crystals that compose their diet. They rarely interact with creatures, including their own kind. Despite this, kei-ehri are never strictly alone: from before birth, they can hear "loose thoughts" around them–mental impressions, ideas, and words that escape creatures' minds and float through the atmosphere as electrical signals. When a kei-ehri lays its eggs, it purposefully embeds its thoughts in the air, educating its unborn children long after it abandons them. Adult kei-ehri can have their personalities shaped by the thoughts of nearby creatures over a period of months–a kei-ehri who forages near an assassin's hideout might be cruel and violent, whereas a kei-ehri who nests near a dryad's grove might be calm and peaceful. Kei-ehri can even gain intelligence from long-term exposure to particularly intelligent creatures, but are ordinarily content to live animalistic lives.

Some theories claim that kei-ehri, merely by existing and maintaining their diet of crystals, somehow regulate the flow of thought through electricity. Conversations held with kei-ehri intelligent enough to speak on the subject suggest they believe that, without kei-ehri, living material beings could not think. This would explain the kei-ehri hatred of undead and constructs, which they consider offensive imitations of life.

Kei-ehri cannot speak, and while they can communicate telepathically, most are not smart enough to care to do so.

Combat

Violent kei-ehri strike at their opponents with powers such as *energy current* first, using physical attacks as a last resort. More peaceful kei-ehri try to disable their enemies without doing harm, with *brain lock* and by switching creatures' minds.

Electricity Aura (Su): A kei-ehri can increase the violence and size of the electrical arcs that cross its brain as a free action, striking at creatures nearby. Creatures take 2d4 points of electricity damage per round while within 5 feet of the kei-ehri (Reflex DC 16 negates). The save DC is Constitution-based.

Mind Switch (Su): Twice per day, a kei-ehri can swap the minds of any two living corporeal creatures (possibly including itself) within 30 feet. This is similar to the power *true mind*



switch, but neither creature can voluntarily switch back and there is no Hit Dice limit. Each creature must fail a DC 16 Will save for the switch to occur. The effect is accompanied by a lightning bolt that travels between the creatures at the moment of transfer. The death of the kei-ehri's original body returns all switched minds to their proper places without harm, but also kills both the kei-ehri and any creature in the kei-ehri's body. The save DC is Charisma-based and includes the kei-ehri's Ability Focus feat.

Psi-Like Abilities: At will—*brain lock* (affects aberrations, animals, dragons, elementals, fey, giants, magical beasts, monstrous humanoids, and outsiders, DC 13*), *ego whip* (2d4, DC 15*), *energy stun* (electricity, ML 7th, 5d6, DC 17*), *hypercognition*, *mind probe* (DC 16), *thought shield* (8 rounds, power resistance 20*); 3/day—*energy current* (electricity, ML 13th, two secondary targets, DC 18*). Manifester level 10th. The save DCs are Charisma-based.

*Includes augmentation for the kei-ehri's manifester level.

Telepathy (Su): A kei-ehri can communicate telepathically with any intelligent creature within 100 feet that has a language.

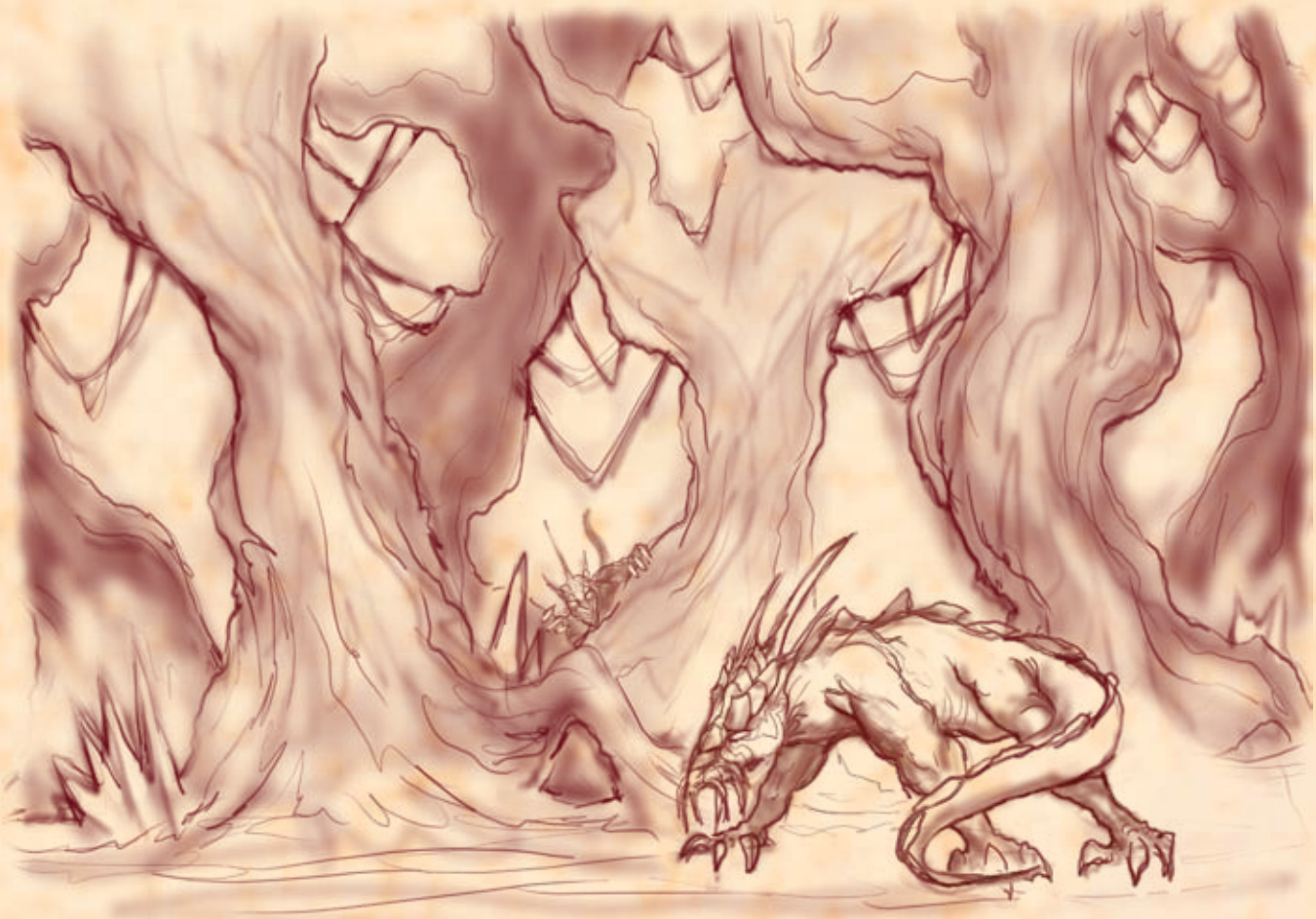
Skills: Kei-ehri have a +8 racial bonus on Perfect Recall and Psicraft checks.

Adventure Ideas

A psion studying kei-ehri comes to the PCs and begs for their help. He recently discovered a kei-ehri that has gone mad and turned evil, due to the presence of an aboleth in a nearby lake. He asks the PCs to help restrain the kei-ehri and bring it to a monastery where it can recover. But the psion does not know the full story–the kei-ehri gained the aboleth's intelligence, and switched minds with the creature. It hopes to use its new power to turn its old body into a "lightning rod" for thought, controlling minds worldwide.

On Avadnu

The Forest of Waethe is among the most ancient forests on Avadnu. Located just north of Duariane, the lithe trees of Waethe are host to a remarkable spectrum of radiant crystals, believed to grow from the world's heart. Kei-ehri are the silent guardians of this forest, patrolling its borders and feeding on the crystals on the trees' roots. Their diet has given their bodies an eerie luminescence, making them appear more like ghosts than lumbering beasts. The sulwynarii see kei-ehri as kindred spirits, born of the same crystal energy as themselves, while channeling that energy into a different form. The word kei-ehri arises from the sulwynarii term for "inner light," and sulwynarii mourn the passing of a kei-ehri as they do one of their own kind.



Khalor

10

Huge Aberration
Hit Dice: 14d8+70 (133 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
AC: 16 (-2 size, +8 natural)
Touch: 8 **Flat-Footed:** 16
Base Attack/Grapple: +10/+26
Attack: Claw +16 melee (2d6+8)
Full Attack: 4 claws +16 melee (2d6+8) and bite +11 melee (2d8+4)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab, constrict 2d4+8, rage, ferocity
Special Qualities: Darkvision 60 ft.
Saves: Fort +9, Ref +4, Will +9
Abilities: Str 26, Dex 11, Con 21, Int 11, Wis 10, Cha 11
Skills: Climb +14, Intimidate +6, Listen +11, Spot +11
Feats: Awesome Blow, Cleave, Endurance, Improved Bull Rush, Power Attack
Environment: Any hills, plains, and forests
Organization: Solitary or pair
Challenge Rating: 10
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 15-20 HD (Huge)

Khalors are four-armed creatures that are notorious hunters and killers.

Khalors hunch over in order to support their weight, scraping at the ground with their lower arms when they move. They typically stand 15 feet high, and stretch 20 feet long from nose to tail. Their brown fur is thick and coarse, and oily black manes hang to just below their chins. Their hind legs are powerfully-muscled, and, like their arms, end in long claws. A khalor's stub of a tail does little to balance its frame, and is relatively inflexible. Due to the way khalors drag themselves across land, they often leave huge gouges, scattered dirt, and toppled trees in their wake. Much of the resulting debris clings to their fur, giving them a strong earthy scent. Most khalors live for around 120 years.

Khalors are carnivores, and suffer from perpetual hunger. They dig themselves shallow pits in fields and hillsides for lairs, and generally eat deer, horses, cattle, and humanoids in an area of about fifty square miles around them. They kill and feed until they have exhausted their territory of prey, then move on.

Relatively asocial, khalors are uninterested in interacting with other species, and rarely encounter others of their own kind. However, a mated pair of khalors may stay together for years, ravaging ecosystems and fighting with particular ferocity as each khalor competes with the other. Villagers within such a pair's territory frequently appoint farmers to keep the creatures fed with a steady stream of livestock, hoping their homes might be spared.

Khalors speak Giant.

Combat

Khalors are straightforward combatants, using their arms to strike at multiple opponents, and biting and squeezing foes who survive.

Improved Grab (Ex): To use this ability, a khalor must hit an opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): On a successful grapple check, a khalor deals 2d4+8 points of damage.

Rage (Ex): A khalor that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The khalor cannot end its rage voluntarily.

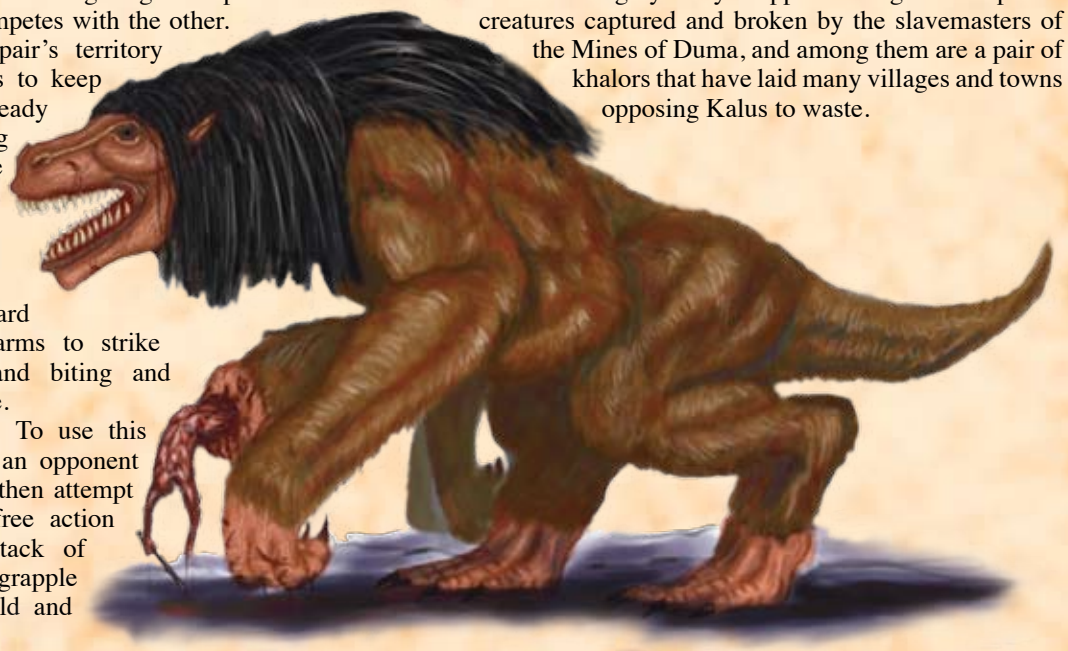
Ferocity (Ex): A khalor is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Adventure Ideas

The infant daughter of royalty was abandoned in the wilderness, but was found and raised by a khalor. Now an adult, the woman rides her khalor through their shared territory, occasionally raiding villages. But with her brother recently dead, she is the only family member fit to succeed her father. The PCs may be hired to bring her the message, or to stop her from accepting power.

On Avadnu

Kalus of the Shardspine rules the Selleth Reaches with an iron hand and a mighty army. Supplementing his troops are creatures captured and broken by the slavemasters of the Mines of Duma, and among them are a pair of khalors that have laid many villages and towns opposing Kalus to waste.



Khasep-Sa

Large Giant
Hit Dice: 24d8+240 (348 hp)
Initiative: +3 (Dex)
Speed: 50 ft. (10 squares)
AC: 46 (–1 size, +3 Dex, +34 natural)
Touch: 12 **Flat-Footed:** 43
Base Attack/Grapple: +18/+31
Attack: Large greataxe +26 melee (3d6+13/19–20) or claw +26 melee (2d6+9)
Full Attack: Large greataxe +26/+21/+16/+11 melee (3d6+13/19–20) and tail sting +24 melee (2d8+4 plus bioassimilation); or 2 claws +26 melee (2d6+9) and tail sting +24 melee (2d8+4 plus bioassimilation)
Space/Reach: 10 ft./10 ft.
Special Attacks: Bioassimilation, spell-like abilities
Special Qualities: Blindsense 100 ft., darkvision 60 ft., immunity to death effects, disease, necromantic effects, and poison, low-light vision, regeneration 40
Saves: Fort +24, Ref +11, Will +19
Abilities: Str 29, Dex 17, Con 30, Wis 20, Int 25, Cha 25
Skills: Bluff +34, Diplomacy +40, Intimidate +36, Knowledge (geography) +34, Knowledge (history) +34, Knowledge (nobility and royalty) +34, Listen +32, Sense Motive +32, Spot +32
Feats: Awesome Blow, Endurance, Improved Bull Rush, Improved Critical (greataxe), Improved Sunder, Iron Will, Multiattack, Power Attack
Epic Feats: Epic Will
Environment: Underground
Organization: Solitary or tomb (2–7)
Challenge Rating: 23
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class

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Khasep-sas are immortal giants, mighty beings who were entombed long ago and now long for worldly pleasures.

A khasep-sa's body appears both overmuscled and emaciated, skeletal and bulky. An average khasep-sa stands 14 feet tall with a slight stoop, and has skin colored a healthy bronze mixed with large splotches of sickly green and gray. Its joints are thick and fleshy, while its thin limbs sag with excess skin. It has a bony tail similar to a scorpion's, and its hands and feet bear three digits each. The head of a khasep-sa is horned, angled, and gruesome, and its eye sockets appear to lead directly into its skull. Khasep-sas tend to smell of rotten meat, but they often heavily perfume ornate robes or armor to conceal their scent.

Khasep-sas were once a race like any other, but one among them tricked the powers of death into declaring that "No khasep-sa shall die save by his own hand." At first, the newly immortal giants did great things with their gift, becoming heroes, advisors to kings, and learned historians. One by one, however, they grew tired of devoting their endless lives to just causes. Their goals became self-serving, and they sought to amuse themselves regardless of the cost to others. Khasep-sas conquered kingdoms for the sheer challenge of it, took armies of slaves for their entertainment, claimed anything beautiful or edifying as their own, and defied all laws of morality in doing so. Other races searched for ways to slay or banish them, and eventually succeeded.

In modern times, most khasep-sas are locked away beneath the earth, some together, some apart. Those in groups pass their time telling stories and asking riddles, fighting for sport, and searching for means of escape. In the rare event that a khasep-sa does reach civilization, it usually gorges itself on all it has missed: the pleasures of taste and touch, the thrill of discovery and control, and the excitement of conquest.

Khasep-sas speak Giant and Common.

Combat

Though ordinarily confident opponents who enjoy melee, khasep-sas are aware of their vulnerabilities and use caution against foes of great power. If an opponent tries to exploit a khasep-sa's weaknesses (through mind-controlling magic, by severing the khasep-sa's tail, or by grappling the khasep-sa in order to use its tail against it), the khasep-sa likely withdraws from combat.

A khasep-sa's tail can be severed for use as a Large, one-handed improvised weapon. To sever its tail, an opponent must make a successful sunder attempt with a slashing weapon. Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can ready an action to attempt to sunder a khasep-sa's tail when the creature strikes at him. A khasep-sa's tail has hit points equal to the creature's Constitution score, and losing its tail deals damage (which can be regenerated normally) to the body equal to half the tail's full normal hit points. A khasep-sa can no longer attack with a severed tail but takes no other penalties.

Bioassimilation (Su): A non-khasep-sa damaged by a khasep-sa's tail sting attack must succeed on a DC 32 Fortitude save or be infected by the khasep-sa's regenerative flesh. The save DC is Constitution-based. Each round for the next 10 rounds, the infected creature suffers 2 points of Strength damage and heals 10 points of hit point damage as its skin becomes warped, pustulant, and gelatinous. Multiple infections overlap in duration, but do not change the damage or healing per round. An infection can only be ended early by a *greater restoration* spell or similar effect.

Spell-Like Abilities: 3/day—*eyebite* (DC 23), *finger of death* (DC 24), *greater arcane sight*, *greater prying eyes*, *vision*; 1/day—*foresight*, *horrid wilting* (DC 25), *wail of the banshee* (DC 26). Caster level 25th. The save DCs are Charisma-based.

Blindsense (Ex): A khasep-sa can locate creatures

within 100 feet through its incredible senses. Opponents the khasep-sa can't actually see still have total concealment against it.

Regeneration (Ex): Only a khasep-sa's own natural weapons deal normal damage to that khasep-sa. Even two opposed khasep-sas cannot deal normal damage to each other. A khasep-sa's claws and tail can damage it normally if severed or turned against it during a grapple.

A khasep-sa who loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. A khasep-sa cannot regrow lost body parts, but lost body parts do not fail unless the body is slain.

Adventure Ideas

A khasep-sa historian was beheaded long ago for his crimes. The PCs learn that only he has the vital information they seek, but when they find his (still-living) head, he demands a price for his assistance: the freedom of his brother, another khasep-sa trapped underground.

On Avadnu

Before the fall of the Daegir, the khasep-sas were heroes and explorers. They were wise, mighty, and clever, and their ambition impressed even the gods. The greatest of the khasep-sa heroes eventually challenged Vérthax, and won immortality for his race. Few peoples begrudged the khasep-sas their reward; to most, it seemed they had earned it.

Though the glory of the sulwynarii soon outshone that of the khasep-sas, the giants still worked for goodness. Many laid down their weapons and became advisors to sulwynarii leaders, and others settled in for a sort of retirement, enjoying the age of peace. The first instances of khasep-sas becoming corrupt were a shock to everyone, but it soon became routine for sulwynarii warriors to seek the giants for destruction. Those who could not be defeated were imprisoned by magic in dungeons far underground. Some sulwynarii claim that a few khasep-sas were rendered "harmless" and kept on the surface for their wisdom, but such giants, if real, have been kept out of sight for arcs.



Kulumar

Large Aberration (Extraplanar)
Hit Dice: 7d8+21 (52 hp)
Initiative: +3 (Dex)
Speed: 40 ft. (8 squares), climb 30 ft.
AC: 17 (-1 size, +3 Dex, +5 natural)
Touch: 12 **Flat-Footed:** 14
Base Attack/Grapple: +5/+12
Attack: Claw +7 melee (1d6+3)
Full Attack: 2 claws +7 melee (1d6+3) and bite +5 melee (1d6+1)
Space/Reach: 10 ft./10 ft.
Special Attacks: Shadow rend
Special Qualities: Shadow slave, hide in plain sight, shadow jump, blindsight 90 ft.
Saves: Fort +5, Ref +5, Will +5
Abilities: Str 16, Dex 16, Con 16, Int 13, Wis 11, Cha 14
Skills: Bluff +9, Climb +11, Hide +14, Intimidate +9, Jump +10, Listen +2, Move Silently +14, Tumble +10
Feats: Improved Grapple, Multiattack, Persuasive
Environment: Plane of Shadow
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always lawful evil
Advancement: By character class

6

Kulumars are eyeless predators with a mystical affinity for shadow.

Fast, muscular, and agile, kulumars stand 8 to 10 feet tall and weigh an average of 400 pounds. Their hairless skin is an almost reflective blue, and their long limbs end in black claws useful for clinging to walls and ceilings. From the bottom of kulumars' wormlike heads grow stalks that allow them to sense their surroundings. Kulumars naturally cast no shadows, but can steal shadows from other creatures.

Kulumars lurk in the deepest parts of the earth, wandering alone through tunnels and caverns. Some collect arcana, while others seem intent on destroying all intelligent creatures they find. They never associate with each other, but readily talk to those who question them–even during combat. They are polite and articulate, and occasionally helpful, but often difficult to understand. Questions about their nature, habits, and purpose are answered with talk of penumbras, the "low world," and the "blue shadow," and kulumars seem unable to define these terms without relating them to each other. But kulumars can discuss most other issues rationally, and occasionally ally with aboleths and drow, or perform services in return for knowledge or magic. They are treacherous and deceitful, but generally twist words instead of lying outright. If kulumars were slightly less belligerent and enigmatic, they would easily find friends among the underworld races.

It is unknown whether kulumars reproduce, as there exists no documentation of kulumar young. It is believed that kulumars are sexless, and that only a set number exist. A leading theory holds that kulumars are shadows cast on the Material Plane by some extraplanar monster, but kulumars respond to this notion with politely amused descriptions of indecipherable esoterica.

Kulumars speak Undercommon.



Combat

Kulumars use hit-and-run tactics, striking, shadow jumping to safety, hiding, and repeating the cycle as many times as they can. If possible, they grapple with lone opponents and shadow jump with them. A kulumar who manages to steal an opponent's shadow usually flees; kulumars are generally willing to wait a few days if it means they can kill their enemies with minimal risk.

Shadow Rend (Su): A living creature hit by both of a kulumar's claw attacks, or who is transported with the kulumar during a shadow jump, risks having its shadow stolen. The creature must succeed on a DC 15 Fortitude save or have its shadow pulled through its body and ripped out by the kulumar. The save DC is Charisma-based. The kulumar then casts the creature's shadow, and the creature casts none. A kulumar can cast any number of shadows at different angles.

For every day the creature goes without a shadow, it partly fades into nonexistence, taking 1d4 points of Constitution drain. When its Constitution reaches 0, it dies and disappears, along with its shadow. If the creature rejoins with its shadow by touching it (an unarmed melee touch attack against the kulumar, if the kulumar is casting the shadow, or against the shadow if it is detached from and controlled by the kulumar), it regains any Constitution lost. Only a *miracle* or *wish* spell can replace a living creature's shadow, and this does not restore lost Constitution. Returning from the dead rejoins a creature with its shadow, and restores



all lost Constitution.

Shadow Slave (Su): A kulumar can detach from its body any shadows it has stolen as a free action. A shadow so detached lifts off the ground and resembles a dark, transparent version of the creature it was originally connected to. Treat the shadow as an *unseen servant* with an AC of 13 that follows the kulumar's verbal commands while within 120 feet. If the shadow leaves this range, or if the kulumar is killed (which automatically detaches all the kulumar's shadows), it immediately heads toward where it last saw its rightful owner, willingly rejoining if possible. If the shadow is destroyed, it cannot be rejoined with its owner.

Kulumars treat their shadows as slaves, sending them to open doors, carry their belongings, and fulfill the requests of guests.

Hide in Plain Sight (Su): Kulumars can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, kulumars can hide themselves from view in the open without anything to actually hide behind. Kulumars cannot hide in their own shadows.

Shadow Jump (Su): A kulumar can travel between shadows as if by means of a *dimension door* spell. Even unwilling creatures be can transported with the kulumar if they are restrained or grappled. The limitation is that the magical transport must begin and end in an area with at least some shadow. The kulumar can jump up to a total of 200 feet each day in this way. This amount can be split among many jumps, but each one, no matter how small, counts as at least a 10-foot increment.

Blindsight (Ex): A kulumar can sense all foes within 90 feet as a sighted creature would. Beyond that range, it is considered blinded. Kulumars are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight.

Skills: Kulumars have a +8 racial bonus on Hide and Move Silently checks.

Stygian Slaver

Some kulumars, pursuing paths of mystical study, learn to strengthen the bonds between themselves, their shadows, and their victims. Masters of this art often blackmail powerful individuals from hundreds of miles away, threatening to destroy their shadows or control their minds with magic. These "stygian slavers" are rarely seen above ground for long, leaving their homes only to transport themselves to creatures they wish to control, attacking, then disappearing before anyone can stop them.

Most stygian slavers begin as sorcerers, though a few learn their magic as wizards. Rarely, a non-kulumar will learn the powers of a stygian slaver, somehow having unlocked (or been taught) the secrets of stealing and keeping shadows. Almost all of these outsiders at least briefly become shadowdancers, and most of them are sorcerers, as well.

Hit Die: d6.

Requirements

To qualify to become a stygian slaver, a character must fulfill all the following criteria:

Alignment: Any nongood.
Spells: Able to cast 3rd-level arcane spells.
Special: Shadow jump and shadow slave abilities.

Class Skills

The stygian slaver's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Hide (Dex), Knowledge (all skills taken individually) (Int), Move Silently (Dex), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the stygian slaver prestige class.

Weapon and Armor Proficiency: Stygian slavers gain no proficiency with any weapon or armor.

Shadow Slave Range (Su): At 1st and 3rd level, the range over which a stygian slaver can control its shadow slaves increases to 240 and 480 feet. At 5th level, the stygian slaver can control its slaves over any distance, or even from another plane.

Empty Mind (Su): At 1st level, part of a stygian slaver's mind becomes physically linked with the Plane of Shadow. Anyone targeting the stygian slaver with a thought detection, mind control, or telepathic ability makes direct contact with the stygian slaver's mind and takes 1d4 points of Wisdom damage. The effect otherwise proceeds as normal.

Maintain Shadow (Su): At 1st level, a stygian slaver learns to maintain the link between its shadows and the creatures they were stolen from. Each day, the stygian slaver can prevent the Constitution drain caused by shadow loss to a number of creatures whose shadows it has stolen equal to 3 + its stygian slaver level + its Charisma modifier.

Command Shadow (Su): At 2nd level, a stygian slaver can send commands to its stolen shadows telepathically as a free action, so long as they are within range.

View Shadow (Su): At 2nd level, a stygian slaver can see its shadows and the creatures they are linked to from afar. As a standard action, the stygian slaver can mentally view its target (either a creature or shadow) and the area in a 10-foot radius around it. Unlike with a *scrying* spell, the stygian slaver cannot cast spells through the vision. The stygian slaver can maintain the vision as a move action each round it watches its target.

Shadow Link (Su): At 3rd level, a stygian slaver can cast spells that target a creature or creatures on its shadow slaves. The targeted shadows must still be in range of the spells. The spells affect the creatures the shadows are linked to, as if the stygian slaver had cast the spells on the creatures directly. Duration, damage, saving throws, and spell resistance are all applied as normal.

Enter Shadow (Su): At 4th level, a stygian slaver can create a new body for itself out of a shadow slave, and abandon its old form. As a standard action, the stygian slaver dissolves its body into a murky blue shadow that dissipates into the ground (detaching any shadows in the process), and warps a single shadow slave within range of its control into a body identical to its old one. This destroys the shadow slave, and cures the stygian slaver of 1d10 points of damage. The overall effect is similar to teleportation, but carried objects are not transported.

Shadow Life (Su): At 5th level, the stygian slaver becomes so linked to its shadow slaves and the Plane of Shadow that destroying its body does not necessarily kill it. Whenever the stygian slaver is "killed," either by being reduced to -10 or fewer hit points or through attacks which do not deal hit point damage, it automatically transforms its nearest shadow slave into a new body for itself. The effect is identical to the stygian slaver's enter shadow ability, but instead of being cured of 1d10 points of damage, the new body is cured to 1 hit point.

Adventure Ideas

A shadowdancer asks the PCs to travel with him underground, to stop a drow priestess from cementing an alliance with a kulumar. Though the shadowdancer claims (truthfully) that this will give the priestess a dangerous amount of power, the shadowdancer's real goal is to have the PCs help him find the kulumar. He hopes to convince the kulumar to teach him its powers. When the PCs do find the kulumar, however, it might have its own offer to make.

On Avadnu

Less than twenty-five cycles have passed since the Purging, when the zeidian Lord Kaszek and his elite band of warriors cleansed the tunnels around the Dominicon of the wretched vylar. Despite their victory, many more deaths were attributed to vylar soon after. At first, it was believed the vylar had returned, until a band of humans returned with word from the lower mines of the Dominicon. They were barely alive, and spoke of "blue devils" in the Deep–creatures that moved like vylar, but commanded dark powers.

Lord Kaszek led an expedition into the mines, accompanied by Darzen–a renowned master of the blade and Kaszek's second-in-command. They traveled deeper than any before them, but found no trace of the creatures the humans had reported. The "blue devils," or "kulumars" in the zeidian tongue, remained a mystery for nearly a decade, only returning after Lord Kaszek had departed the Dominicon on a self-imposed quest. For the last several cycles, kulumars have been responsible for even more deaths–even being so bold as to strike at the heart of the Dominicon itself. There, they found the blades of Darzen and the other members of the Deepwatch awaiting them. Few kulumars survived that raid, but their threat remains.

The Stygian Slaver

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Shadow slave range 240 ft., empty mind, maintain shadow
2nd	+1	+0	+3	+3	Command shadow, view shadow
3rd	+1	+1	+3	+3	Shadow slave range 480 ft., shadow link
4th	+2	+1	+4	+4	Enter shadow
5th	+2	+1	+4	+4	Shadow slave range unlimited, shadow life

Leech Bat

1/2

Small Magical Beast
Hit Dice: 1/2 d10 (2 hp)
Initiative: +2 (Dex)
Speed: 5 ft. (1 square), fly 30 ft. (average)
AC: 13 (+1 size, +2 Dex)
Touch: 13 **Flat-Footed:** 11
Base Attack/Grapple: +0/-5
Attack: Bite +0 melee (1d6-1) or touch +0 melee (attach) or harmonic attack +3 ranged touch
Full Attack: Bite +0 melee (1d6-1); or touch +0 melee (attach); or harmonic attack +3 ranged touch
Space/Reach: 5 ft./5 ft.
Special Attacks: Harmonic attack, attach, blood drain
Special Qualities: Light sensitivity, darkvision 120 ft., low-light vision
Saves: Fort +2, Ref +4, Will +0
Abilities: Str 8, Dex 14, Con 10, Int 1, Wis 11, Cha 5
Skills: Hide +8, Listen +3, Spot +3
Feats: Alertness
Environment: Underground
Organization: Swarm (5-20)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 1-2 HD (Small); 3 HD (Medium)
Level Adjustment: +5* (familiar)

Parasitic predators, leech bats live off the drained blood of animals.

Leech bats have serpentine bodies roughly 3 feet long, leathery wings with small claws, and large, leechlike mouths framed with tiny yellow eyes. Their rubbery skin is a dull gray, marked with patches of crimson. Their tails are prehensile, allowing them to hang from cave ceilings with ease.

Leech bats typically live underground in families of several dozen, but larger colonies numbering in the hundreds are not uncommon. Depending on the depth of their homes, leech bats hunt either small underground creatures such as lizards and burrowing mammals, or swarm above ground at night and drain the blood of cows, horses, and similar defenseless animals.

Combat

Leech bats seek out healthy animals, stunning them with their harmonics before latching on to drain blood. A swarm of leech bats usually flees if hard-pressed, but creatures invading a colony's territory must cause the bats great damage before they will abandon their home.

*A spellcaster of 5th level or higher with the Improved Familiar feat can take a leech bat as a familiar.

Harmonic Attack (Ex): A leech bat can fire a 20-foot ray of sonic energy as a standard action. A creature struck by the ray must succeed on a DC 10 Fortitude save or be stunned for 1d3 rounds. The save DC is Constitution-based.

Attach (Ex): If a leech bat hits with a melee touch attack, it latches onto its opponent's body with its mouth. An attached leech bat is effectively grappling its prey. The leech bat loses its Dexterity bonus to AC and thus has an AC of 11, but holds on with great tenacity. An attached leech bat can be struck with a weapon or grappled itself. To remove an attached leech bat through grappling, the opponent must achieve a pin against the leech bat.

Blood Drain (Ex): A leech bat drains blood, dealing 1d2 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the leech bat's appetite has been sated, the leech bat detaches and seeks a new target.

Light Sensitivity (Ex): Leech bats are dazzled in bright sunlight or within the radius of a *daylight* spell.

Physiological Uses

A leech bat corpse, if less than a week old, can be added to any sonic spell of 3rd level or lower as a material component, adding +1 to the spell's save DC. Multiple corpses grant no extra bonus. The corpse is consumed during casting.

Adventure Ideas

A huge infestation of leech bats has moved into mountain caves not far from a small village. Every night, hundreds of the creatures swarm over the village in search of meals. The PCs are hired by the village authorities to somehow deal with the threat.

On Avadnu

A common nuisance in the Deep, leech bats occasionally find their way to the surface. There, they terrorize farm animals and small villages, but also risk becoming the food of large birds such as valikiri. In the lands of Olgoth, leech bats are often used as familiars by arcanists in Morgathog.



Lightning Bug

Tiny Elemental (Electricity)
Hit Dice: 1d8 (5 hp)
Initiative: +4 (Dex)
Speed: Fly 20 ft. (perfect) (4 squares)
AC: 16 (+2 size, +4 Dex)
Touch: 16 **Flat-Footed:** 12
Base Attack/Grapple: +0/–12
Attack: —
Full Attack: —
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Spark
Special Qualities: Darkvision 60 ft., elemental traits
Saves: Fort +0, Ref +6, Will +2
Abilities: Str 2, Dex 18, Con 10, Int 2, Wis 14, Cha 11
Skills: Listen +4, Spot +4
Feats: Dodge
Environment: Underground
Organization: Solitary or swarm (2–12)
Challenge Rating: 1/2
Treasure: None
Alignment: Always chaotic neutral
Advancement: 1–2 HD (Tiny); 3–5 HD (Small); 6 HD (Medium)

1/2

Lightning bugs are small elementals that fly around in groups seeking the release of their static energy buildup.

Although not truly vermin, lightning bugs resemble small insects with glowing yellow bodies. They constantly emit a low-frequency buzz, and every few seconds a spark flies from a lightning bug's body, hitting the ground or others of its kind flying nearby.

They can usually be found in swamps or other areas of high humidity, and their presence is often taken as a harbinger of evil in the area. For some reason, lightning bugs and will o' wisps are never found in the same territory.

Combat

Lightning bugs aren't interested in combat at all, and merely fly around discharging their energy wherever they can.

Spark (Ex): A lightning bug's body constantly generates static electricity. Each round it has a 50% chance of emitting a static discharge against every creature within 10 feet. The discharge automatically strikes any grounded creature and deals 1d3 points of electricity damage. They are not malicious creatures, but because they build up so much energy, lightning bugs seek out other creatures in order to discharge this static.

Adventure Ideas

Swarms of lightning bugs have been spotted drifting around a rural village. Although not inherently violent, the bugs have been endangering villagers and their livestock, and the reason for their presence is a mystery. In fact, the lightning bugs are being attracted to the tower of a local wizard specializing in the control of weather; the wizard wants to harness the bugs' power to summon thunderbolts and brew storms.

On Avadnu

In the eastern lands of V'leren, lightning bugs are commonly seen as symbols of speed and energy. As a result, tattoos of stylized lightning bugs are often worn in an attempt to emulate their nature, and crushed lightning bugs are used in everything from apothecaries' simple potions to powerful arcanists' creations.



Lumina, Bestarius



Large Outsider (Good, Extraplanar, Lumina)
Hit Dice: 22d8+220 (319 hp)
Initiative: +10 (+6 Dex, +4 Improved Initiative)
Speed: 50 ft. (10 squares)
AC: 39 (–1 size, +6 Dex, +24 natural)
Touch: 15 **Flat-Footed:** 33
Base Attack/Grapple: +22/+38
Attack: Bite +34 melee (4d6+12) or gore +33 melee (2d8+12 plus poison)
Full Attack: Bite +34 melee (4d6+12) and 4 claws +31 melee (2d6+6); or gore +33 melee (2d8+12 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Aura of the beast, holy breath, poison
Special Qualities: Damage reduction 10/epic and evil, darkvision 60 ft., hover, material allergy, regeneration 10, resistance to electricity 30 and fire 30, scent, SR 32
Saves: Fort +23, Ref +19, Will +18
Abilities: Str 35, Dex 22, Con 31, Int 5, Wis 20, Cha 14
Skills: Escape Artist +31, Listen +30, Spot +30, Survival +30, Tumble +31
Feats: Cleave, Combat Reflexes, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Weapon Focus (bite)
Epic Feats: Dire Charge
Environment: A good-aligned plane
Organization: Solitary or pack (1–8)
Challenge Rating: 21
Treasure: None
Alignment: Always good (any)
Advancement: 23–34 HD (Large); 35–50 HD (Huge)

Lumina are extraplanar beings of purity and light from a distant realm, as alien as they are good.

Lumina originate on a plane of infinite wonders, a place where goodness and beauty are integral to existence. However, their home is also so unlike most realities that it can be maddening; fire, light, and thought itself are among the elements of their world that differ wildly from those found elsewhere. In many ways, lumina are closer kin to beings such as pseudonaturals and neh-thalggu than they are to celestials.

Lumina almost never leave their homeworld willingly. When brought to the Material Plane by force (by curious archmages, mad priests, or cults devoted to their worship), they usually become aggressive. To a lumina, the mortal world seems an intrinsically evil place, where only the most pure individuals show even a glimmer of goodness. Earthbound lumina often seek to destroy everything—living and unliving—they encounter, hoping to purge the universe of something terrible. Attempts to communicate with lumina are usually futile due to gaps in comprehension, though on rare occasion a lumina may recognize virtue in a mortal and search for common ground.

When slain, a lumina dissolves over a period of minutes into a bright, rainbow-hued fluid.

Lumina speak their own language, and no others.

Combat

Lumina are relentless combatants when away from their home plane; without anywhere to flee, surrounded by what they perceive as unbearable and incomprehensible evil, they are emissaries of destruction and purification.

A lumina's natural weapons, as well as any weapons it wields, are treated as good-aligned and epic for the purpose of overcoming damage reduction.

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

• *Hover (Su):* Lumina magically hover 2 inches above the ground. This grants them a permanent *feather fall* effect with personal range.

• *Material Allergy (Ex):* Though they normally float above the ground and avoid prolonged contact with other creatures, lumina suffer greatly when exposed to the imperfections of material not from their home plane. Their skin blackens and peels, and they feel incredible pain. A lumina who spends 1 full round in contact with matter not from its home plane suffers 15 points of damage and is sickened for 1 round. The contact can be through grappling, entangling, being pinned in a cave-in, willingly holding a normal object, or any other source.

• *Regeneration (Ex):* A lumina takes normal damage from its material allergy, epic evil-aligned weapons, and from spells or effects with the evil descriptor.

• Resistance to electricity 30 and fire 30.

Bestarius

Bestaria are the lowest form of lumina, majestic and bizarre animals.

A bestarius has a 15-foot-long serpentine body covered in a layer of thick white fur. At regular intervals along its spine rise aquamarine-colored hands, each with long fingers ending in crooked claws. The hands twitch and wave seemingly independent of the lumina, even after its death. A bestarius's head resembles that of an ebony lion, though from its mane emerges a ring of curved horns, like those of a goat. Around each horn spirals a tiny ivory serpent. A bestarius usually stays partly coiled, only straightening to move wormlike through the air.

Bestaria are not particularly intelligent when compared to other lumina, and they are completely unable to fathom the Material Plane. They have no obvious needs or desires, but are extremely fierce and combative when away from their home. They occasionally show mercy to creatures of animal intelligence, not attacking unless touched first.

Combat

A bestarius attacks physically dangerous opponents first, leaving spellcasters for later. If its poison drives a creature to attack allies, it transfers its efforts to another foe. A bestarius reserves its holy breath for situations where it is being hurt from a distance, or for where it must flee. Unlike other lumina, bestaria are known to panic when badly injured.

Aura of the Beast (Su): A bestarius exudes an unseen aura that brings forth the primal animalism of humanoids and monstrous humanoids within 20 feet. A DC 23 Will save allows a creature to resist the effect, and any creature that succeeds on the Will save is immune to the auras of bestaria for 24 hours. A creature that fails must continue to make a save each round



it stays in the area until it succeeds. The save DC is Charisma-based.

After each round of transformation, the effects become more severe. All effects are cumulative, and last for 24 hours or until removed by a *greater restoration* spell.

1st Round: The creature has trouble focusing, and must make a DC 20 Concentration check as a free action in order to use any Intelligence- or Charisma-based skills (except for Intimidate), cast spells or activate magic items that require a command word, a spell trigger, or spell completion to function, or use any abilities that require patience or concentration.

2nd Round: The creature's hands transform into paws, fins, or other thumbless appendages. The creature must drop any held items and cannot grasp new ones, and cannot cast spells with somatic or material components.

3rd Round: The creature fully transforms into an animal, similar to a *polymorph* spell. The creature may choose what kind of animal it becomes, but the new form cannot have more Hit Dice than the creature (maximum 15). The creature gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks and special qualities of the new form.

4th and Subsequent Rounds: The creature suffers 1 point of Intelligence drain.

Holy Breath (Su): Once per day, a bestarius can breathe a 20-foot-radius, 20-foot-high cloud of white mist identical to *solid fog*. Each round a creature spends time in the cloud, it suffers 4d10 points of damage (or 8d10 for evil creatures). A successful DC 23 Will save halves the damage. The save DC is Charisma-based. Lumina are immune to all effects of the fog.

Poison (Su): Injury, Fortitude DC 31. A creature that fails the initial saving throw becomes maddened with the need to destroy evil for 1 minute, and must try to engage in melee with any evil-aligned creature in sight. If there are no evil-aligned creatures present, the victim must attack neutrally aligned creatures. If the victim is evil or neutral itself, it attacks itself last. If only good-aligned creatures are present, the victim acts normally. An effect similar to *detect evil* (caster level 20th) informs the victim which creatures to attack, and is fooled by spells such as *undetectable alignment*. This is a mind-affecting compulsion. The poison's secondary damage is 2d6 points of Charisma damage. The save DC is Constitution-based.

Knosirius

Knosiria are lumina mystics, intellectually brilliant and awesome in their magical power.

A knosirius has a thin, androgynous humanoid body about 9 feet tall. Its head has equine traits, but lacks a mouth, and its dark eyes glitter like sapphires, rubies, or jade. Its skin glows blue-white, and wisps of light drift off its back. A knosirius has two toothless mouths centered on its palms, and others

Lumina, Knosirius

26

Large Outsider (Good, Extraplanar, Lumina)
Hit Dice: 28d8+252 (378 hp)
Initiative: +7 (Dex)
Speed: 40 ft. (8 squares), fly 100 ft. (good)
AC: 48 (–1 size, +7 Dex, +12 natural, +20 deflection)
Touch: 36 **Flat-Footed:** 41
Base Attack/Grapple: +28/+37
Attack: Large *+3 holy longsword* +35 melee (2d6+10/19–20) or slam +32 melee (2d4+5) or touch +32 melee
Full Attack: Large *+3 holy longsword* +35/+30/+25/+20 melee (2d6+10/19–20); or 2 slams +32 melee (2d4+5); or touch +32 melee
Space/Reach: 10 ft./10 ft.
Special Attacks: Blessed vision, holy shriek, mystic leash, prismatic halo, spells
Special Qualities: Damage reduction 20/epic and evil, darkvision 60 ft., hover, material allergy, regeneration 20, resistance to electricity 30 and fire 30, SR 38
Saves: Fort +25, Ref +23, Will +29
Abilities: Str 20, Dex 24, Con 28, Int 40, Wis 36, Cha 29
Skills: Appraise +46, Balance +38, Climb +36, Concentration +40, Craft (alchemy) +46, Decipher Script +46, Heal +44, Hide +38, Intimidate +40, Jump +36, Knowledge (arcana) +46, Knowledge (religion) +46, Knowledge (the planes) +46, Listen +44, Move Silently +38, Perform (sing) +40, Search +46, Spellcraft +68, Spot +44, Survival +44, Swim +36, Use Magic Device +40, Use Rope +38
Feats: Blind-Fight, Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Quicken Spell, Silent Spell
Epic Feats: Automatic Quicken Spell, Epic Spellcasting, Multispell
Environment: A good-aligned plane
Organization: Solitary, triad, or flock (1 plus 1–6 bestaria)
Challenge Rating: 26
Treasure: Standard
Alignment: Always good (any)
Advancement: 29–40 HD (Large)

are scattered across its arms. Knosirius "clothing" is made of colored mists which wrap around knosiria like robes. The only sound a knosirius makes is a shrill shriek, which undulates when the lumina opens its mouths.

Knosiria possess secret knowledge of magic and virtue, and the relationship between the two. They are explorers and artists, creators of weaves of light that can drive mortals insane. Knosiria are the lumina most likely to come to the Material Plane by choice, to seek knowledge and understanding of a foreign world. Even so, they bring destruction by the sheer incompatibility of their nature with that of non-lumina, and show no regret over the deaths they cause. They are almost always calm and impassive, even when burning away a cult of their own worshipers.

Combat

A knosirius prefers to defeat opponents by capturing them with a mystic leash and pulling them within range of its prismatic halo, finishing them off with a blessed vision and melee attacks (supplemented by automatically quickened *true strikes*) if necessary. If multiple foes cannot be leashed, it uses high-level attack spells such as *dominate person*, *incendiary cloud*, and *imprisonment*. A badly hurt knosirius may try to flee, but is just as likely to fight until the end. A knosirius trapped and suffering from its material allergy always casts *let go of me*.

Blessed Vision (Su): As a standard action, a knosirius can make a touch attack against an opponent to "bless" it with special knowledge and sight, allowing it to experience the effects of *greater arcane sight* and *detect good* for 1 hour. During this period, the creature affected must make a DC 33 Will save during any round it wishes to use, wield, or wear a magic item without a good aura or cast a spell without the good descriptor. If it fails, it is filled with loathing at the thought and refuses to go through with the action. Worn or wielded items do not need to be dropped, but any special abilities they possess cannot be activated. The save DC is Charisma-based. A *dispel good* or DC 36 *break enchantment* spell ends this mind-affecting compulsion effect prematurely.

Holy Shriek (Su): The shriek of a knosirius is attuned to magical manifestations of evil power. Each round, any spellcaster within 60 feet of a knosirius who knows or has prepared a spell with the evil descriptor automatically loses her highest-level evil spell (or spell slot) as the magic bleeds from her ears, eyes, nose, and mouth in the form of black ichor. The spellcaster suffers 1d4 points of damage per level of the lost spell. In addition, any creature wielding an evil-aligned weapon suffers 4d4 points of damage each round, as the creature's hands boil and blister. Holy shriek is a sonic effect.

Mystic Leash (Su): A knosirius can choose any spellcaster within 60 feet that knows or has prepared a spell with the good descriptor and force the creature to make a DC 33 Will save. If the save is failed, the spellcaster's highest-level good spell or spell slot is lost, and the spell manifests as a glowing white rope which stretches from the spellcaster to the knosirius.

The leash prevents the spellcaster from moving and drags her 10 feet closer each subsequent round (provoking no attacks of opportunity) unless the spellcaster breaks free, which requires a DC 33 Will save made as a full-round action. The save DCs are Charisma-based.

A broken leash acts as a *+1 holy power whip*, and lasts for 1 hour before disappearing. It begins in the possession of the knosirius, but has no special connection to the lumina.

Prismatic Halo (Su): A knosirius is surrounded by a 30-foot-radius field of bright illumination that fluctuates in color. Each round, determine the halo's color as if it were a *prismatic spray*; all non-lumina within the area are affected as appropriate for the color. On a roll of 8, the halo is white and has no damaging effects that round. The save DC to resist the halo's effects is 33, and is Charisma-based.

Spells: A knosirius casts spells as a 25th-level sorcerer, and can also cast spells from the Good domain as arcane spells.

Typical Sorcerer Spells Known (6/9/8/8/8/8/7/7/7/7/3, save DC 19 + spell level): 0—*acid splash*, *arcane mark*, *dancing lights*, *ghost sound*, *light*, *mage hand*, *prestidigitation*, *read*

magic, *touch of fatigue*; 1st—*erase*, *hypnotism*, *magic aura*, *obscuring mist*, *true strike*; 2nd—*flaming sphere*, *glitterdust*, *locate object*, *see invisibility*, *touch of idiocy*; 3rd—*explosive runes*, *magic circle against evil*, *nondetection*, *wind wall*; 4th—*dimension door*, *fire shield*, *holy smite*, *rainbow pattern*; 5th—*dispel evil*, *dominate person*, *feeblemind*, *telekinesis*; 6th—*blade barrier*, *geas/quest*, *greater dispel magic*; 7th—*greater arcane sight*, *holy word*, *insanity*; 8th—*incendiary cloud*, *maze*, *sunburst*; 9th—*astral projection*, *freedom*, *imprisonment*; 10th—*epic counterspell*, *let go of me*, *rain of fire*.

Skills: Knosiria have a +20 racial bonus on Spellcraft checks.

Eidoneus

The eidonia are lumina princes—or lumina gods.

Every eidoneus has a different physical appearance. Some have many limbs, others too few; some radiate a scorching red, others absorb light; some bear crowns of otherworldly jewels, while others wear nothing. The eidoneus seen most frequently stands 16 feet tall, and has a humanoid shape. Its skeletal "skin" barely gives it form, and consists of ribbons of blue-white energy in the shape of legs, a torso, arms, and a head. Between the bands of energy, glimpses of the eidoneus's interior are sometimes revealed: strange, colorful fluids in the form of bones and organs, suspended in the air within the flesh. Around the eidoneus's head circles a halo of glowing eyes, and from its back emerge wings which constantly separate and divide into infinity. Eidonia move with ineffable precision, utterly still when at rest and a blur when in motion. The air around an eidoneus sparkles, flashes, and screams, and has the taste of sweet fruit and fire.

Eidonia are the ultimate lumina, as much elements of their plane itself as its inhabitants. Other lumina seem drawn to their presence, more as pilgrims to a holy site than petitioners to a ruler. The chief interest of eidonia—at least so far as mortal minds can perceive—appears to be protecting their home and their lumina. If one were to willingly leave its world (and the power required to force an eidoneus off its plane is almost unthinkable), it would certainly be with the purpose of nullifying an external threat.

Combat

An eidoneus usually initiates combat with a reality wrack attack, then closes in so that opponents are affected by its aura of regret. It uses its Blinding Speed feat while engaging in melee with any creatures not weeping, only using spell-like abilities in self-defense or to defeat large mobs of enemies.

Aura of Regret (Su): Any creature within 60 feet of an eidoneus must succeed on a DC 44 Will save or be stunned, fall prone, and begin to weep over its past sins. The creature must continue to make a save each round while in the area until it succeeds. Any creature that succeeds on the Will save is immune to that eidoneus's aura of regret for 24 hours. After 2 rounds of weeping, the creature suffers permanent blindness. After the 3rd round and each round thereafter, the creature suffers 1 point of Constitution damage from weeping blood. The save DC is Charisma-based and includes the eidoneus's Ability Focus feat. This is a mind-affecting compulsion effect.

Call Blade (Su): An eidoneus can destroy or create a shining, starlike blade (effectively a Huge *+5 holy power thundering vorpal greatsword*) from its own essence as a move action. The blade disappears when the eidoneus dies. If the blade is destroyed or sent to another plane while the eidoneus lives, the eidoneus immediately suffers 5 points of Constitution drain. It can still create a new blade on its next turn.

Reality Wrack (Su): When an eidoneus arrives on a plane other than its own, a ripple in reality occurs before



Lumina, Eidoneus

31

Huge Outsider (Good, Extraplanar, Lumina)
Hit Dice: 40d8+520 (700 hp)
Initiative: +28 (+20 Dex, +8 Superior Initiative)
Speed: Fly 120 ft. (perfect) (24 squares)
AC: 58 (–2 size, +20 Dex, +10 natural, +20 deflection)
Touch: 48 **Flat-Footed:** 38
Base Attack/Grapple: +40/+66
Attack: Huge *+5 holy power thundering vorpal greatsword* +61 melee (4d6+32/19–20)
Full Attack: Huge *+5 holy power thundering vorpal greatsword* +61/+56/+51/+46 melee (4d6+32/19–20) and 2 wing slashes +51 melee (2d10+9)
Space/Reach: 15 ft./15 ft.
Special Attacks: Aura of regret, call blade, reality wrack, spell-like abilities
Special Qualities: All-around vision, damage reduction 20/epic and evil, darkvision 60 ft., hover, material allergy, regeneration 30, resistance to electricity 30 and fire 30, SR 46
Saves: Fort +39, Ref +42, Will +42
Abilities: Str 47, Dex 50, Con 37, Int 36, Wis 42, Cha 35
Skills: Appraise +56, Balance +65, Concentration +56, Craft (alchemy) +56, Decipher Script +56, Heal +59, Hide +63, Intimidate +55, Jump +63, Knowledge (arcana) +56, Knowledge (religion) +56, Knowledge (the planes) +56, Listen +59, Move Silently +63, Perform (sing) +55, Search +60, Spellcraft +58, Spot +63, Swim +61, Tumble +65, Use Magic Device +55
Feats: Ability Focus (aura of regret), Combat Casting, Combat Expertise, Combat Reflexes, Flyby Attack, Improved Initiative, Power Attack
Epic Feats: Blinding Speed, Dire Charge, Epic Fortitude, Epic Will, Improved Combat Casting, Spellcasting Harrier, Superior Initiative
Environment: A good-aligned plane
Organization: Solitary, guard (1 plus 1–7 knosiria), or assemblage (1 plus 1–7 knosiria and 4–27 bestaria)
Challenge Rating: 31
Treasure: Standard
Alignment: Always good (any)
Advancement: 41–60 HD (Huge); 61–70 HD (Gargantuan)

the plane and the eidoneus reach a state of equilibrium. A wave of white energy deals 100 points of damage to creatures and objects within 100 feet (Will DC 43 half). Creatures and objects that fail their saves also are affected as by an *antimagic field* for 1 round: magic items, spells, supernatural effects, and so on are all suppressed. Affected creatures cannot cast spells during this time. The save DC is Constitution-based.

Once per hour after the first following its arrival on the plane, an eidoneus can wrack reality as a standard action by taking 1 point of Constitution drain. The range is reduced to 50 feet.

Spell-Like Abilities: At will—*crushing despair* (DC 26), *cure critical wounds*, *death ward*, *greater arcane sight*, *greater dispel magic*, *protection from energy*, *sunburst* (DC 30), *true seeing*; 3/day—*chain lightning* (DC 28), *earthquake*, *fire storm* (DC 30), *greater restoration*, *greater teleport*, *heal*, *holy word*, *implosion* (DC 31), *insanity* (DC 29), *reverse gravity*, *true resurrection*; 1/day—*eclipse*, *gate*, *let go of me* (DC 32), *miracle*, *rain of fire* (DC 32). Caster level 30th. The save DCs are Charisma-based.

All-Around Vision (Ex): An eidoneus's halo of eyes allows it to look in any direction, providing a +4 racial bonus on Search and Spot checks. An eidoneus cannot be flanked.

Adventure Ideas

A fallen paladin seeks the one item that he believes will redeem him and his homeland: the "egg" of an unborn lumina. He has arranged to rescue the egg from evil forces, and plans to let it hatch in the highest tower in the region. Though aware that it will likely destroy everyone and everything around it, the paladin believes that the sight of the lumina will convert people to virtue before death.

On Avadnu

There are stories of the gods that are never told in temples or on street corners. There are secret mythologies that tell of a time before the creation of Avadnu, when the first god Temulea began his experiments with reality. They say that he made a thousand universes, with a thousand planes more within each, destroying every one before he was at last satisfied with a creation. Some of those universes were places of glory and beauty, others of fire, others of scent or taste alone, and still others awesome and horrible. Most were as different from Avadnu as the Void, and as different from the Void as Avadnu.

The stories say that one of those universes was the home of the lumina, and that Temulea did not destroy it completely—either out of carelessness, or an unwillingness to obliterate anything so perfect and beautiful. The lumina have since lived in their home far apart from the rest of reality, mostly at peace. But somehow—through magical experiments, divine intervention, or the mistakes of knosiria—mortals learned of this plane, and entered it into record.

There are cults across Avadnu that worship the lumina, some hundreds of members strong and others with a mere half-dozen adherents. Humans and sulwynarii are most drawn to the cults, though no race is immune to the lure of perfection. The cults spend generations trying to bring lumina into the world, and are almost always obliterated as soon as they succeed. Outside the cults, barely a handful of individuals worldwide have any real knowledge of the lumina. The famed *Treatise of the Cosmos* mentions them only obliquely.

At the time of his mysterious death, the mistji Mililduruum the Withered was supposed by some to be creating a device to send the lumina's world spiraling into the Void. It was his belief that the lumina and xxyth would destroy one another, allowing Avadnu to exist in peace. His greatest fear was not failure, but ignorance; Mililduruum went to his end not knowing if the lumina's plane was the only survivor of the universe's beginnings...or but one of many.



Lunar Creatures

Lunar creatures are the children of moon gods, blessed keepers of secrets and guides through darkness. Many are permanent residents of the homes of their creators, but some are sculpted from moonlight and sent to the Material Plane to help creatures through the night.

Lunar creatures look like normal creatures of their kind, but their shadows reflect faint images of the moon, like water at night.

Creating a Lunar Creature

"Lunar" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin of nonevil alignment (referred to hereafter as the "base creature"). A lunar creature uses all the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points. Size is unchanged. Lunar creatures are normally native outsiders.

Special Attacks: A lunar creature retains all the special attacks of the base creature and also gains the following special attack.

Guided Blow (Su): Once per day, the lunar creature can make a normal attack with an insight bonus equal to its HD total (maximum of +20). The creature is guided by a shaft of moonlight, showing the necessary path for its strike to reach its opponent.

Special Qualities: A lunar creature retains all the special qualities of the base creature and also gains the following. If the base creature already has one or more of these special qualities, use the better value.

Damage Reduction (Su): See the table below. A lunar creature's natural weapons are treated as silver weapons for the purpose of overcoming damage reduction. The natural weapons of a lunar creature with 8 or more HD are also treated as magic weapons.

Darkvision (Ex): With a range of 60 feet.

Moonlit Path (Sp): As *dimension door* at a caster level equal to the creature's HD, but affects only the lunar creature, has a range of 60 feet, and can only be used at night.

Resistance to Cold (Ex): A lunar creature has resistance to cold equal to double its HD.

Spell Resistance (Ex): Equal to the creature's HD + 5 (maximum 25).

Hit Dice	Damage Reduction
1-3	1/silver or magic
4-7	5/silver or magic
8-11	5/silver and magic
12+	10/silver and magic

Abilities: Same as the base creature, but Intelligence is at least 3.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Always good (any).

Level Adjustment: Same as the base creature +3.

On Avadnu

Lunar creatures are the creation of Eilethia, sent to Avadnu whenever called upon. After Morindalien's maiming, Eilethia felt a need to do more to protect Avadnu's creatures, and did what she could out of guilt. Alone, she offers her creations as guides through the night, however short-lived their stays out of her realm may be.



Madness Cluster

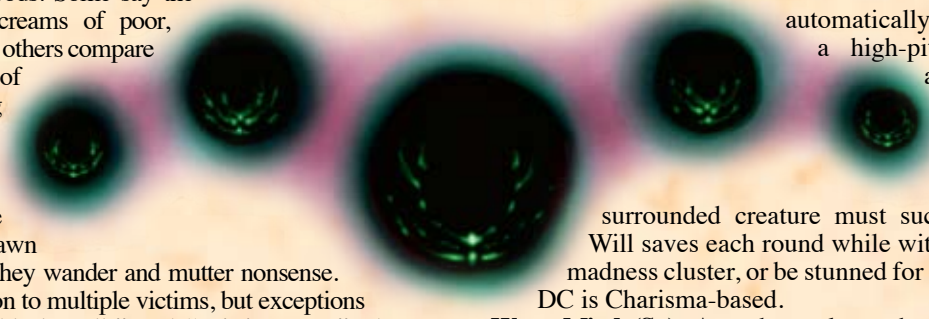
Medium Construct (Extraplanar, Voidspawn)
Hit Dice: 5d10+20 (47 hp)
Initiative: +4 (Dex)
Speed: Fly 30 ft. (perfect) (6 squares), swim 30 ft.
AC: 16 (+4 Dex, +2 natural)
Touch: 14 **Flat-Footed:** 12
Base Attack/Grapple: +3/+3
Attack: —
Full Attack: —
Space/Reach: 5 ft./5 ft.
Special Attacks: Surround, paralyze, shriek, warp mind
Special Qualities: Voidspawn traits, construct traits, damage reduction 5/adamantine, darkvision 60 ft., low-light vision, spell resistance 16
Saves: Fort +1, Ref +5, Will +1
Abilities: Str 10, Dex 19, Con —, Int —, Wis 11, Cha 20
Environment: The Void
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always chaotic evil
Advancement: 6-9 HD (Medium)

5

Madness clusters are groups of magical pods that drive their victims insane.

Each pod in a cluster resembles a porous black seed less than 1 foot in diameter, glowing with a green light from within. Madness clusters are composed of five pods each, and move silently when not attacking, accompanied by a slight vibration. Virtually weightless, they float through the air like the dark eyes of some extraplanar demon, with no apparent purpose beyond spreading madness and delusion wherever they roam.

Madness clusters can be found throughout the world. From the highest peaks to the ocean depths, they travel at random, searching for intelligent creatures to spiral around. Their victims are exposed to incomprehensible geometric forms woven from glowing patterns of green light, leaving their minds in ruin. It is thought that where the beams of light crisscross, unnameable horrors can be seen, as windows to some terrible plane appear. As clusters spiral, horrible sounds emit from the pods. Some say the sounds are like the screams of poor, tortured creatures, while others compare them to the rustling of leaves, or the scuttling of millions of vermin across a wooden floor.



Afterward, madness clusters' victims are almost invariably drawn to barren lands, where they wander and mutter nonsense. Few phrases are common to multiple victims, but exceptions include references to "black walls" and "twisting eyes." These vagrants share another habit as well: they tend to arrange their surroundings in specific numerical patterns, making enormous and elaborate "drawings" with rock piles, ditches, and collected debris. These elements can dot landscapes for miles, repeating a cycle of one-five-six.

Combat

Upon encountering intelligent creatures, a madness cluster immediately tries to surround the closest of the group. It focuses on that target alone, only leaving after it has driven the creature mad or suffered enough damage to be in imminent danger of destruction. A madness cluster that successfully victimizes a creature will attempt to leave the area, even if other creatures are present, but will choose another target if attacked.

Surround (Ex): A madness cluster can move into a Medium or smaller opponent's space (provoking attacks of opportunity as normal) and try to spiral around the opponent as a standard action. The opponent must succeed on a DC 16 Reflex save or be surrounded. The save DC is Dexterity-based. A surrounded opponent is considered entangled, and cannot move without escaping the madness cluster. The opponent can escape and move at normal speed by succeeding on a DC 20 Escape Artist check. In addition, the cluster's spiral can be disrupted by dealing it damage. A madness cluster that takes damage while surrounding (or when attempting to surround, due to readied actions or attacks of opportunity) a creature must succeed on a Fortitude save (DC 10 + damage taken after damage reduction) or be forced away from its target.

A madness cluster that fails to surround an opponent, or whose spiral is disrupted, can still share that opponent's space.

Paralyze (Su): A madness cluster that has surrounded a creature for 1 or more full rounds can link its pods with beams of glowing green energy. The surrounded creature must succeed on a DC 17 Will save or be paralyzed until 1d4 rounds after the madness cluster stops surrounding it, or until it is somehow freed from the effect (by a *freedom of movement* spell or similar method). This is a mind-affecting ability. The save DC is Charisma-based.

Shriek (Su): A madness cluster that has surrounded a creature for 1 or more full rounds automatically begins emitting a high-pitched whine as a free action as its pods spin up and down the spiral. Creatures other than the surrounded creature must succeed on DC 17 Will saves each round while within 15 feet of the madness cluster, or be stunned for 1 round. The save DC is Charisma-based.

Warp Mind (Su): A madness cluster that has surrounded a creature for 2 or more full rounds can create a glowing green field around its victim. The creature must succeed on a DC 17 Will save or be affected as by an *insanity* spell. The save DC is Charisma-based.

Voidspawn: Spells cast within 30 feet gain the evil descriptor; destroyer must succeed on a DC 17 Will save or gain the creature's aura for 24 hours.

Adventure Ideas

A coalition of goblins, ogres, and other evil creatures has gathered in the ruins of a razed city. But the man who had been leading the coalition has been seen wandering apart from his troops, mumbling to himself. His chief lieutenant controls a madness cluster, and used it to stage a coup–and now threatens to unleash it on any of the other creatures who disobey him.

On Avadnu

Madness clusters are assumed to be artifacts left behind by the xxyth when they were banished to the Void. Some scholars hold that madness clusters once relayed messages between the xxyth lords, while others surmise they were instruments of psychological and spiritual torture used by the xxyth on mortal races. No one has found proof of their true nature, and few wish to try.

Madrir



Medium Outsider (Evil, Native)
Hit Dice: 10d8+20 (65 hp)
Initiative: +4 (Improved Initiative)
Speed: 30 ft. (6 squares)
AC: 14 (+4 natural)
Touch: 10 **Flat-Footed:** 14
Base Attack/Grapple: +10/+10
Attack: Claw +10 melee (1d4)
Full Attack: 2 claws +10 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Steal spell, spell-like abilities
Special Qualities: Absorb spell, spell magnetism, damage reduction 10/magic, darkvision 60 ft., spell resistance 25
Saves: Fort +9, Ref +7, Will +9
Abilities: Str 10, Dex 11, Con 14, Int 20, Wis 14, Cha 18
Skills: Appraise +13, Concentration +15, Craft (alchemy) +15, Decipher Script +18, Hide +10, Intimidate +8, Knowledge (any two) +15, Knowledge (arcana) +18, Listen +14, Move Silently +10, Perfect Recall +18, Search +17, Spellcraft +20, Spot +14, Survival +8
Feats: Ability Focus (steal spell), Combat Casting, Improved Initiative, Improve Spell-Like Abilities (Empower[B], Enlarge[B], Extend[B], Heighten[B], Maximize[B], Quicken[B], Widen[B]), Quicken Spell-Like Ability (*dispel magic*)
Environment: Any
Organization: Solitary or circle (3-7)
Challenge Rating: 9
Treasure: Standard
Alignment: Always neutral evil
Advancement: 11-14 HD (Medium)

Madrir are evil spellcasters who bend and absorb magic.

Madrir stand roughly 7 feet tall, but weigh less than 120 pounds. They have wiry humanoid bodies, chalky, blue-tinted skin, and flat, androgynous faces. Their eye sockets are empty, save for flickering violet flames where their pupils should be, and their mouths are small slits. Madrir usually clothe themselves in long robes, tattered and faded from centuries of use, and wear necklaces with crystal pendants.

The term "madrir" originally referred to members of a secret society of arcane spellcasters. Long ago, the society was made up of humans seeking to better their skills and expand their knowledge. Their search brought them to a powerful sorcerer who promised them power beyond anything they had achieved. She gave each spellcaster a crystal, explaining that it was through the crystals that they would gain their power. She then withdrew into a hidden valley, performing a dark ritual which warped the spellcasters' bodies and minds. Their crystals did grant them power, however, and in return, they declared the sorcerer their god.

Over the centuries, the madrir became little more than the sorcerer's mindless slaves. Their only desire appears to be to serve her, and her motives are unknown. Madrir have been encountered guarding areas of magical power, gathering artifacts, and murdering powerful spellcasters, but they have also been seen traveling roads in the wilderness, wandering without obvious purpose. They are uncommunicative, but pay close attention to individuals who offer information that intrigues them, and occasionally reward assistance.

Madrir understand Common, Draconic, Celestial, Abyssal, and Infernal, but virtually never speak.

Combat

Madrir prefer to attack intelligent creatures on sight, but often lack the energy required to fight non-spellcasters. In these situations, they use their low-level abilities such as *cause fear*, *hold person*, *enervation*, and *vampiric touch*, magically escaping if necessary. Except for when their opponents present a clear threat to their goals, they do not pursue fleeing enemies.

If arcane spellcasters are among their opponents, madrir use considerably different tactics. They begin combat by using their spell magnetism to absorb as much magic as practical. During this time, they steal any particularly powerful spells their enemies possess, either to absorb themselves or to devastate their opponents. Only once they have exhausted their opponents' resources do they use their own spell-like abilities. Physically dangerous creatures are isolated with *walls* or *forcecages*, and madrir readily augment themselves with protective spells. They willingly fight until almost dead, but usually try to flee with their last opportunities.

Steal Spell (Su): A madrir can attempt to cast arcane spells through other creatures within 60 feet. The madrir chooses a creature, who must make a DC 21 Will save. If the creature succeeds, the madrir fails to access its magic that round. If it fails, the madrir chooses one arcane spell the creature can cast (either prepared, or available through an open spell slot). The save DC is Charisma-based and includes the madrir's Ability Focus feat.

The madrir immediately proceeds to cast the spell (drawing attacks of opportunity as normal), providing any components, and taking the spell's normal casting time. If the madrir casts successfully, the spell functions as if it had always belonged to the madrir, but its caster level is the same as its original owner's. Regardless of whether or not the madrir completes the casting, the creature whose spell was stolen can no longer use that spell or spell slot, as if it had cast the spell itself.

Spell-Like Abilities: A madrir can use stored spell charges to power spell-like abilities. Each spell-like ability a madrir uses requires it to spend a number of charges equal to the spell's level. 0-level spells can be cast at will by the madrir. At the start of a given encounter, an average madrir has 3d4 stored spell charges.

0–*detect magic*, *mage hand*, *read magic*; 1st–*cause fear*, *charm person*, *mage armor*, *shield*; 2nd–*ghoul touch*,

invisibility, *mirror image*, *see invisibility*, *spectral hand*; 3rd–*deep slumber*, *dispel magic*, *gaseous form*, *hold person*, *nondetection*, *vampiric touch*; 4th–*dimension door*, *enervation*, *wall of fire*, *wall of ice*; 5th–*overland flight*, *prying eyes*, *teleport*, *waves of fatigue*; 6th–*antimagic field*, *eyebite*, *greater dispel magic*, *true seeing*; 7th–*control undead*, *ethereal jaunt*, *forcecage*, *phase door*, *plane shift*; 8th–*maze*; 9th–*energy drain*.

Caster level 15th. The save DCs are Charisma-based (DC 14 + spell level).

Absorb Spell (Su): A spell that targets a madrir but fails to overcome its spell resistance is absorbed by the madrir, and adds a number of charges equal to its spell level to the madrir's total stored charges.



Spell Magnetism (Su): For a total of 4 rounds per day, a madrir can use its spell magnetism ability. While this ability is in use, each creature within 60 feet of the madrir with available arcane spells or spell slots must, on its turn, choose an arcane spell that does not have an XP or costly material component from its highest-level available slot. Before the creature acts, the spell is drawn forth from it, and targets the madrir as if the creature had cast it normally (regardless of its normal casting time). A spell that cannot target the madrir (such as a spell with a short range or a spell that targets objects) is absorbed by the madrir automatically, and grants the madrir a number of charges equal to its spell level. Other spells affect the madrir normally (and can be absorbed if they fail to penetrate its spell resistance). In all cases, the spell or spell slot used ceases to be available to the affected creature, as if it had cast the spell normally.

The madrir can begin or cease using this ability as a free action, but each round during which the madrir uses its spell magnetism adds 1 round to the total used that day.

Adventure Ideas

An order of mages has recently claimed a relic of great power. However, a madrir has been killing the order's members, apparently seeking out the item. A high-ranking member of the order comes to the PCs for help, and asks them to go to the ruins from which the relic was recovered, and look for clues as to what's going on. Somewhere within the ruins are inscriptions which detail the purpose of the madrir's search.

On Avadnu

After the war with the xxyth, many humans sought out mystic power in the hopes of defending themselves in the case of future catastrophes. Many arcanists' circles devoted to this search were formed, several of which still exist. A powerful spellcaster from Calihar named Namirha belonged to one of these circles, and suspected that the sulwynarii's experience with the Daegir had taught them unique methods of channeling energy. With the help of her associates, Namirha murdered a sulwynarii wizard and claimed his crystal as her own.

Over a period of several cycles, she discovered ways of focusing her power through the sulwynarii crystal, and altered it to suit her needs. She soon established her own circle, and taught her followers what she had learned. By the time her power base was firmly established, five hundred sulwynarii had been slaughtered by the madrir. Then Namirha gathered her followers and took them into Uridor, where she performed the ritual which bound the circle to her.

Since that time, Namirha and her madrir have rarely been seen. There are rumors that certain secret magical societies maintain alliances with Namirha, but that even their members are unaware of her aims. Where she is, what she wants, and how close she is to achieving her goals are mysteries that concern a great many arcanists.

Magickin

A magickin is a creature who was exposed to potent energies from a particular school of magic before or shortly after birth, infusing it with powers that manifest themselves as the creature matures. For reasons sages have yet to determine, magickin are most common among races with no aptitude for magic–animals and beasts are easily transformed, whereas magickin are extremely rare among humanoids. Despite this, many wizards have tried to create magickin from their own children, eager to see their progeny naturally wielding magic. Few have succeeded.

Creating a Magickin

"Magickin" is an inherited template that can be added to any corporeal aberration, animal, dragon, giant, humanoid, magical beast, monstrous humanoid, or vermin (referred to hereafter as the "base creature"). A magickin uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes.

Abjuraton

Abjuratons–magickin changed by abjuration magic–are most commonly created when a pregnant mother is affected by abjuration spells for a lengthy period of time. An abjuraton can also arise when a newborn or egg spends time in an area protected by magical fields. Abjuratons generally live relatively normal lives for their species, simply being less prone to harm than their peers. Powerful abjuratons are surrounded by glowing auras, usually white, blue, or gold.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged.

AC: An abjuraton gains a +1 deflection bonus to AC per 5 HD.

Special Qualities: An abjuraton retains all the base creature's special qualities and gains one of those listed below, plus one per 4 HD.

Damage Reduction (Su): The abjuraton has damage reduction 15/magic, and its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Lesser Globe of Invulnerability (Su): The abjuraton is permanently surrounded by a *lesser globe of invulnerability*.

Nondetection (Su): The abjuraton has a continuous *nondetection* ability, as the spell.

Repulsion (Sp): At will, at a caster level equal to the abjuraton's HD.

Resistance to Energy (Ex): The abjuraton adds 15 to its resistance to acid, cold, electricity, fire, or sonic damage. This ability can be taken multiple times; if the same form of energy is chosen more than once, its effects stack.

Spell Resistance (Ex): Equal to the creature's HD + 10.

Spell Turning (Su): The abjuraton has a continuous *spell turning* ability, as the spell, with no limit on levels turned.

Challenge Rating: HD 7 or less, as base creature; HD 8 to 15, as base creature +1; HD 16 or more, as base creature +2.

Level Adjustment: Same as the base creature +4.

Enchantrix

Enchantrices are rare, even by magickin standards; mind-affecting magic doesn't often cause the physical changes which bring a magickin about. Therefore, most enchantrices are created with enchantment spells researched specifically for that purpose. Though they show no physical signs of their abilities, enchantrices are smarter and more socially-adept than most other members of their species. An enchantrix is often a leader of some sort, whether of a pack of animals or a college of magical studies, but some humanoid enchantrices live as rogues and wanderers–roaming from city to city, using their powers to gain the favor of those around them, and then departing before they are caught.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged.

Special Attacks: An enchantrix retains all the base creature's special attacks and gains the following.

Enchanting Eyes (Su): Five times per day, an enchantrix can enchant a single creature within 60 feet with one of several possible effects just by looking into its eyes. A Will save (DC 10 + 1/2 enchantrix's HD + enchantrix's Charisma modifier) negates. This is similar to a gaze attack, except the enchantrix must take a standard action, and those merely looking at it are not affected. The enchantrix has access to one effect, plus one per 4 HD. The effects are as the spells *calm emotions*, *charm person*, *confusion*, *crushing despair*, *good hope*, *rage*, and *suggestion* at a caster level equal to the enchantrix's HD.

Abilities: Increase from the base creature as follows: Int +2, Cha +6.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +3.

Necromantos

Necromantos are the most obviously-changed magickin. They are almost always formed when a pregnant mother is targeted by a powerful necromancy spell, often designed to cause harm later healed or reversed. Necromantos are surrounded by a faint chill, easily recognized as unnatural. Their forms are gaunt and unhealthy-looking, but while some act as sickly as they appear, others display amazing vitality. Among unintelligent creatures, necromantos are universally shunned, and many die young when abandoned by their families or packs. Those who survive do so alone. Necromantos born among humanoids often have similar fates, but those who remain a part of society frequently show an interest in magic or religion.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged.

Special Attacks: A necromantos retains all the base creature's special attacks and gains one of those listed below, plus one per 6 HD.

Fear Aura (Su): The necromantos can radiate a 5-foot-radius fear aura as a free action. Any creature in the area must succeed on a Will save (DC 10 + 1/2 necromantos's HD + necromantos's Charisma modifier) or be panicked for 2d6 rounds. A creature that successfully saves cannot be affected again by that necromantos's aura for 24 hours.

Life Stealer (Su): Whenever the necromantos deals damage to a living creature in melee with a natural weapon, it gains temporary hit points equal to the damage inflicted. However, the necromantos can't gain more than its opponent's current hit points +10 (enough to kill the creature). This is a necromantic effect.

Strength Damage (Su): Living creatures struck by the necromantos's natural weapons suffer 1d6 points of Strength damage. This is a necromantic effect.

Turn/Rebuke Undead (Su): The necromantos can turn or rebuke undead as a cleric of a level equal to its HD once per day. The necromantos must choose whether it can turn or rebuke undead when it gains this ability.

Special Qualities: A necromantos retains all the base creature's special qualities and gains one of those listed below, plus one per 4 HD.

Death Ward (Su): The necromantos is continuously affected by a *death ward*, as the spell.

Life Giver (Su): Once per day, by touching a living creature, the necromantos can cure the creature of 1d8 points of damage per 2 HD the necromantos has (up to the necromantos's current hit points +10). The necromantos immediately takes the same amount of damage. The necromantos can consciously limit the HD it uses for this purpose, but it cannot use the ability more than once per day. If the amount of damage cured is greater than the creature's actual damage, the excess healing is wasted, but the necromantos still takes the full amount of damage. Undead are damaged by this effect instead of cured.

Rejuvenation (Su): The necromantic powers infusing the necromantos can bring it back from death. If the necromantos is killed and its body is not destroyed, it makes a level check (1d20 + necromantos's HD) against DC 16. If it succeeds, it returns to life in 2d4 days. There is a 10% chance that the necromantos will not return fully alive, and permanently gain the undead type.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of the necromantos at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Abilities: A necromantos gains +4 or -4 to Constitution (50% chance).

Challenge Rating: HD 5 or less, as base creature +1; HD 6 to 11, as base creature +2; HD 12 or more, as base creature +3.

Level Adjustment: Same as the base creature +3.

Transmutron

Like enchantrices, transmutrons are difficult to create, but for different reasons; while enchantment magic rarely causes the physical changes required to create a magickin, transmutation spells often have too powerful an effect. An infant targeted by transmutation spells is usually restored to its normal condition once the spell's duration elapses, or killed outright. Therefore, barring the occasional magical experiment, transmutrons are usually either created by prolonged exposure to a powerful magic item enhanced with transmutation magic, or descended from another transmutron. Transmutrons are the only magickin who can pass on their traits to their children with any reliability, but even their chances are only around 30%.

Transmutrons appear as normal members of their species, but their true nature is revealed when they are injured or stressed. Their bodies are composed of magical fluid; they cannot bleed or sweat normally, and they ripple slightly when frightened or otherwise unfocused. Transmutrons generally fit into their respective cultures well, but unlike abjuratons, are clearly magical. This often causes complications.

Size and Type: Animals or vermin with this template become magical beasts. All transmutrons gain the shapechanger subtype. Size is unchanged.

Special Qualities: A transmutron retains all the base creature's special qualities and gains those listed below.

Alternate Form (Su): A number of times per day equal to 3 + its Constitution modifier, a transmutron can assume the form of another corporeal creature as a standard action. The transmutron can maintain this form for a number of rounds equal to its Constitution modifier, after which it must succeed on a DC 15 Constitution check every round or revert to its normal form. The transmutron can change into any creature of the base creature's type, plus creatures from one other type per 4 HD the transmutron has.

Amorphous (Ex): Despite its solid appearance, a transmutron's shape is extremely fluid. A transmutron (in any form) is immune to poison, sleep effects, paralysis, stunning, and polymorph. It is not subject to critical hits or flanking.

Challenge Rating: HD 11 or less, as base creature +2; HD 12 or more, as base creature +3.

Level Adjustment: Same as the base creature +4.

On Avadnu

Magickin are a recognized byproduct of Avadnu's magic, some more thoroughly-studied than others. The energies radiated by the crystals within the Forest of Waethe have affected much of the forest's wildlife, transforming many crystal reflectors, kei-ehri, and other creatures into abjuratons. Enchantrices have been created by human arcanists attempting to infuse aspects of sulwynarii magic into infants, and one enchantrix is suspected to have a great deal of political power in Halishur. Necromantos are known to arise naturally in certain areas of the Kaarad Lands. Transmutrons rarely arise outside of experiments, usually performed by humans, but a small colony of bestial transmutrons is known to live in Dangortheb.



Malison



Medium Undead
Hit Dice: 16d12 (104 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 40 ft. (8 squares)
AC: 24 (+2 Dex, +12 natural)
Touch: 12 **Flat-Footed:** 22
Base Attack/Grapple: +8/+15
Attack: Claw +15 melee (2d6+7 plus incite rage plus infernal wound)
Full Attack: 2 claws +15 melee (2d6+7 plus incite rage plus infernal wound)
Space/Reach: 5 ft./5 ft.
Special Attacks: Incite rage, infernal wound, spell-like abilities
Special Qualities: Damage reduction 10/good, resistance to cold 25, spell resistance 22, undead traits, +4 turn resistance
Saves: Fort +7, Ref +7, Will +10
Abilities: Str 25, Dex 15, Con —, Int 14, Wis 10, Cha 17
Skills: Balance +13, Bluff +12, Concentration +13, Escape Artist +11, Hide +12, Intimidate +16, Jump +18, Listen +12, Move Silently +11, Sense Motive +8, Spot +12, Tumble +14
Feats: Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Great Fortitude, Improved Initiative
Environment: Any
Organization: Solitary
Challenge Rating: 15
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 17-32 HD (Medium)

A malison is a spiteful undead formed by the union of a man's fury with the dying curse of a god.

Malisons look like human skeletons made of black fluid instead of bone. Their skulls glisten wetly, and black drops leap off their arms when they claw at their enemies. A stormy nimbus surrounds a malison, hissing as it sends wisps of dark cloud pouring away from the malison's feet. Malisons leap, run, and fight with incredible grace, like shadows flowing across walls. Their voices are hoarse and gurgling, and always carry an echo.

The first malisons were born when a god took his final breath, and cursed the world that had destroyed him. That breath, those words, held so much power that they lingered in the air. They spread apart, and each syllable was drawn to a dead human whose hatred resembled its own. The humans rose, empowered and enraged. They remembered little of their lives, but their personalities and quirks remained, as well as their memory of what they had hated. When each was finally destroyed, its empowering breath sought out a new host, creating a new malison.

Malisons are unpredictable; though their existence is based on hate, some spend their time lounging in the corpse-filled castles of kings who had oppressed them in life, gladly speaking to those who find them. Others are nearly-mindless, destroying everything alive or man-made they find. The details of a malison's inevitably-destructive goals depend on who it was during life.

Malisons speak Common, Abyssal, and Infernal.

Combat

Malisons attack strong melee combatants first, trying to incite rage in their most easily-angered enemies. They usually hold off spellcasters with *mass inflict light wounds* and *power word stun*, and save *blasphemy* for desperate circumstances. If a malison is badly injured, it may flee via *shadow walk* and heal itself with *harm*, and allow berserking combatants to kill each other or bleed to death. Some malisons use *shadow walk* to isolate their enemies, and fight them alone on the Plane of Shadow.

Incite Rage (Su): A malison can draw forth a primal rage from its enemies. Any living creature hit by a malison's claw attack must succeed on a DC 21 Will save or go berserk (gaining all benefits and drawbacks of a 1st-level barbarian's rage). The opponent attacks the nearest creature (usually the malison) and continues to rage and fight until unconscious or dead or until no living creature remains within 30 feet. A *dispel evil* spell ends the effect prematurely. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

Infernal Wound (Su): Damage from a malison's claw attack causes a bleeding wound. The injured creature loses 2 additional hit points each round, and multiple wounds from the malison result in cumulative bleeding. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 18 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a malison must succeed on a DC 18 caster level check, or the spell has no effect on the injured creature. A successful Heal check automatically stops the continuing hit point loss. The check DC is Constitution-based.

Spell-Like Abilities: At will–*mage armor* (self only), *magic circle against good* (self only), *shadow walk* (DC 19); 3/day–*mass inflict light wounds* (DC 18), *unholy blight* (DC 17); 1/day–*blasphemy* (DC 20), *harm* (DC 19), *power word stun*. Caster level 18th. The save DCs are Charisma-based.

Adventure Ideas

A paladin who was betrayed by his deity's followers became a malison in a moment of weakness when he died. He murdered everyone in his temple, and has guarded it alone for years. Now, the PCs are asked to retrieve a holy relic from the temple. They might be able to remind the malison of who he was in life–but even if he remembers, it's no guarantee he'll change his ways.

After massacring the residents of a keep, a newly-formed malison sends out a decree offering to grant any wish within its power to any creature who can remind it of who it was during life. It has killed the dozen individuals who failed to restore its memory so far, but the PCs stumble upon evidence suggesting that it may be one of their deceased enemies. To find proof, they will need to investigate their enemy's old fortress, and then confront the malison.

On Avadnu

Only three historians have put together the references to malisons throughout history and discovered the links between them. While each eventually became certain that the malisons were powered by something once-divine, their conclusions as to what the divine source was differed. Keisoth of Korr, whose ancestor had supposedly returned from the dead in the 944th cycle of the seventh arc to murder all the men of his tribe, believed that malisons were the spawn of Krüg. He attributed the malisons' violence and rage to the god's nature, and was confident in his determination.

The sulwynarii scholar Sulinisyne's interest in malisons was intellectual, rather than personal, and she tentatively concluded that they were born from a xxyth lord's death. She struggled for many years cycles the question of why malisons exhibited no taint of the Void, and never resolved it.

Most recently, the wizard Fhesh Caulfellow decided that he could trace the history of malisons back to their origin by noting their dates of appearance and destruction. His finest moment was his discovery of an elder skarren who had taken the name of a malison she had defeated in 989th cycle of the eighth arc. From there, Fhesh was able to find an early malison appearance shortly after the coming of the xxyth. He believed that the malisons were born from the death of a mysterious priestess who had attempted to become the new goddess of night, and was last seen seeking out malisons to confirm his theory.

The Ivory Pen

The *Ivory Pen* is a minor artifact quill made of unbreakable ivory, tipped with black ink. The *Pen* was crafted by a long-forgotten wizard and theologian in an effort to permanently destroy all malisons. Any malison struck by the *Pen* must succeed on a DC 25 Will save or be drawn into the quill, increasing the amount of "ink" at the tip. Even if the malison succeeds on the saving throw, it is still destroyed (but reincarnates normally when it finds a new soul). The *Pen* can be wielded as an improvised melee weapon that deals 1 point of damage, but creatures suffer a -4 penalty to attack rolls due to lack of proficiency.

The *Ivory Pen* can use the power of the absorbed malisons to grant *wishes*. A character can write a carefully-worded *wish* of up to one syllable for each malison absorbed by the pen. This releases a number of malisons equal to the number of syllables written back into the world.

Strong necromancy; CL 18th.



Melboreth

6

Large Magical Beast (Aquatic)
Hit Dice: 7d10+21 (59 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares), swim 40 ft.
AC: 20 (-1 size, +2 Dex, +9 natural)
Touch: 11 **Flat-Footed:** 18
Base Attack/Grapple: +7/+14
Attack: Claw +9 melee (1d6+3)
Full Attack: 2 claws +9 melee (1d6+3) and bite +7 melee (2d6+1) and tail slam +7 melee (2d4+1)
Space/Reach: 10 ft./5 ft.
Special Attacks: Sonic cone
Special Qualities: Amphibious, darkvision 60 ft., low-light vision, vulnerability to sonic
Saves: Fort +8, Ref +7, Will +2
Abilities: Str 17, Dex 14, Con 16, Int 4, Wis 11, Cha 7
Skills: Listen +10, Spot +4, Swim +11
Feats: Improved Initiative, Mob Mentality, Multiattack
Environment: Cold aquatic
Organization: Solitary or family (3-6)
Challenge Rating: 6
Treasure: None
Alignment: Always chaotic neutral
Advancement: 8-9 HD (Large); 10-14 HD (Huge)

Melboreths are amphibious monsters that wreak havoc on seafaring vessels.

Most prevalent in cold northern waters, melboreths have froglike bodies with wide, webbed claws, and oval mouths filled with teeth capable of splintering wood and rending flesh. Their long, spiny tails end in wide bone fins, and gills behind their eyes allow them to breathe both in and out of water. A typical melboreth is 10 feet long and weighs about 600 pounds.

Families of melboreths live and hunt together, making their lairs in moss-lined caves just below the shoreline. They spend their days swimming and hunting, attacking creatures and vessels they discover in their territories–areas which extend for miles around their caves. Melboreths are omnivores, preferring meat, but also eating kelp and moss when other sources of food are scarce. They can crawl on land, but prefer to stay in the ocean, as their skin dries out easily. On rare occasions, they sun themselves on offshore reefs.

Melboreths communicate with each other in a primitive fashion via sonar, but do not learn other languages.

Combat

Melboreths use their sonic cones from a distance, then engage their injured opponents in melee. They attack weaker enemies first, preferring to gang up on stronger creatures once their opponents' ranks have thinned.

Sonic Cone (Ex): To use this ability, a group of three or more melboreths must gather within 15 feet of each other (usually in a triangle), each taking a standard action to let out a high-pitched screech during the same round. The final melboreth to join the group can focus the screeches, releasing a cone of sonic energy 10 feet long for each melboreth in the group and causing 1d10 points of sonic damage per melboreth to creatures and unattended objects (Reflex DC 16 half). Creatures who fail their saving throws are also stunned for 1 round, and deafened for 2 rounds. Forcing a melboreth to stop screeching prevents the sonic energy from being focused. A melboreth can only focus a cone once per day, but can participate in any number of groups. The save DC is Constitution-based.

Amphibious (Ex): Although melboreths are aquatic, they can survive indefinitely on land.

Skills: Melboreths have a +4 racial bonus on Listen checks.

Adventure Ideas

A family of melboreths has been terrorizing ships around a major trading port. While local politicians believe that the melboreths were brought to disrupt the city's economy, the truth is much darker. Nearby, sahuagin have opened a portal to another part of the ocean. The melboreths wandered through by accident, but the sahuagin plan to use the portal to flood and invade the area.



On Avadnu

Believed to be the infant spawn of Abborax, a legendary beast said to inhabit the waters of Torvannon, melboreths are most commonly found along the shores of Jen Suul and Tel Varun. They are rarely seen farther south, except as isolated families. While melboreths are undoubtedly dangerous to sailors and fishermen, many tribes of the north regard them as a protected species, believing that to kill one is to invoke the wrath of Abborax. Such a fury was unleashed but once in Avadnu's history, on a chill autumn morning in 513th cycle of the seventh arc. Min Saar has never been rebuilt since that fateful day, and it is said that the stink of Abborax still lingers on the shores of Jen Suul.

Mistji

Mistji, 1st-Level Sorcerer
Medium Humanoid (Mistji)
Hit Dice: 1d4-1 (1 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
AC: 10
Touch: 10 **Flat-Footed:** 10
Base Attack/Grapple: +0/+0
Attack: Quarterstaff +0 melee (1d6)
Full Attack: Quarterstaff +0 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spells
Special Qualities: Mistji traits
Saves: Fort -1, Ref +0, Will +2
Abilities: Str 10, Dex 10, Con 8, Int 15, Wis 11, Cha 11
Skills: Concentration +5, Heal +4, Knowledge (nature) +5, Listen +1, Spellcraft +6
Feats: Combat Casting
Environment: Any
Organization: Solitary, circle (3-6), company (11-20 plus 2 3rd-level sorcerers, 1 leader of 3rd-6th level, and 2-4 mi'thu), or band (20-60 plus 100% noncombatants plus 15% mi'thu plus 1 3rd-level sorcerer per 5 adults, 5 5th-level wizards, 3 7th-level elders, and 5-10 mi'thu rogues of 1st-4th level)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +0

Born from the essence of magic, mistji are among the most powerful spellcasters the world has ever known.

Mistji stand between 5 and 6 feet tall and weigh between 100 and 160 pounds, with males slightly taller and heavier than females. They have pale complexions, smooth skin, and large eyes colored blue, purple, gray, or green. Their hair is thin, worn long, and most often light-colored. Male mistji lack facial hair, and mistji born with dark hair often dye it lighter with herbs and fruits. All mistji tend to dress in loose-fitting robes the color of the earth and sky, and often wear simple jewelry made of wood, glass, or stone. Mistji are considered adults at age 20, and though they can live for thousands of years, they do not visibly grow old. Due to their great respect for life, mistji are vegetarians and have difficulty digesting meat.

Magic plays a pivotal role in mistji society, and most mistji are born with a natural aptitude for spellcasting. Their mystic nature makes them fragile, however; their frail bodies are easily damaged, their blood clots poorly, and they are quickly exhausted. Because of this, mistji have taken a great interest in the use of herbs and plant extracts for medicinal purposes, and have discovered a wide variety of natural remedies.

Mistji are typically polite, detached, and slow to take action, but they occasionally pursue goals with subdued passion. Most live existences devoted to learning and creation in the service of their communities, and those with other goals learn to seek them indirectly.

The mistji language is melodic and flowing, and uses the Celestial alphabet. Mistji grammar is complicated and multi-layered. Most mistji speak Mistji, Celestial, Sylvan, and Common.

The above statistics are for an average 1st-level mistji sorcerer.

Combat

Mistji are a peaceful race, and most only engage in battle in dire situations or in self-defense. They avoid the use of weapons aside from quarterstaffs, instead relying on magic to defeat or redirect their opponents. Some mistji carry daggers as a last line of defense for when they have exhausted their magical reserves. Carrying any bladed weapon is a shameful secret which such mistji tend to hide from even close companions.

Spells: A 1st-level mistji sorcerer casts arcane spells.

Typical Sorcerer Spells Known (5/3, save DC 10 + spell level): 0–*mage hand*, *mending*, *prestidigitation*, *resistance*; 1st–*endure elements*, *magic missile*.

Mistji Traits (Ex): Mistji possess the following racial traits.

- +4 Intelligence, -2 Constitution.
- Medium size.
- A mistji's base land speed is 30 feet.
- Low-light vision.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +2 racial bonus on Concentration, Heal, and Knowledge (nature) checks.
- Spell-Like Abilities: 1/day–*dancing lights*, *detect magic*, *read magic*, *touch of spring*. Caster level equals the mistji's character level; save DC 10 + mistji's Charisma modifier.
- Fey Blood: Mistji are humanoids, but are considered fey for the purpose of effects which specify that type (such as bane weapons and a ranger's choice of favored enemy).
- Combat Inexperience: A mistji who uses a weapon without being proficient with it suffers a -6 penalty on attack rolls, instead of the usual -4. In addition, a mistji who wears armor without being proficient with it suffers an additional -2 to the armor check penalty. Mistji have extremely limited exposure to weapons and armor, and are naturally clumsy in their use when untrained.
- Weakened Body: Mistji suffer an additional 1 point of damage per hit from slashing and piercing weapons. In addition, a mistji's Fortitude save to survive massive damage has a DC of 18, rather than 15.
- Automatic Languages: Common and Mistji. Bonus Languages: Celestial, Draconic, Sulwynarii, Sylvan, and Undercommon.
- Favored Class: Sorcerer. Most respected mistji are sorcerers or wizards.

Mistji Society

Mistji live in groups of several hundred to several thousand, based in natural surroundings sculpted to suit their needs. They most commonly make their homes in shallow caves in the bases of cliffs, but can be found in stone and wood huts bordering lakes and oceans, midway up mountains, and occasionally in smaller groups in forests. They tend toward locations of natural splendor which can be used without significant alteration. Each adult mistji in a community possesses a small home of his or her own, sparse but relatively comfortable. Aside from a few personal belongings, most mistji own only items necessary for their work, whether books or tools or seeds.

Mistji society is cold in its self-sufficiency, rarely trading or dealing with other races. A single elder council governs over the race, made up of ancient and powerful spellcasters who have held their positions for hundreds of years. Echelons of lower-ranking councils attend to the needs of individual communities, but the highest council has ultimate power. Mistji laws and customs are numerous, and the line between them is often blurred. Rules are rigidly enforced, for mistji believe that only through the strictest discipline is the collective of their society maintained. Their magical nature binds them together, and they see all grief and joy as belonging to their race as a whole. This connection permeates the natural world, and as mistji age and develop their magical talents, their feeling of unity with the world increases.

Thus, no mistji make a decision without consideration of those around them. A mistji who drops a rock in the sand must contemplate how he redirects the wind, the shockwaves sent through the grains, and the tiny creatures disturbed by the impact. Mistji are taught to speak no word without need, as their voices are echoes of the power they wield, and even their thoughts can potentially create ripples in the pool of their society. A decision as significant as bearing children is never made without the consent of a local council, and the raising of a child is deemed too important to be left in the hands of an individual; children are raised and taught by the community, without special ties to their parents.

A mistji's education is steeped in arcane lore, and all mistji are taught meditative techniques, magical theories, and an understanding of the elements. Once a mistji's affinity for one element is determined and developed, the mistji is housed and taught with like children. But in addition to magic, mistji are extensively lectured on history, geography, and natural lore. Simple crafts are taught (though difficult labor is left to magic and the mi'thu), as well as basic medicinal skills. The rigorous education of mistji in communal environments makes certain that they bond with each other, and reinforces



Mistji Spells

The following spells are commonly learned and used by mistji. As with many mistji spells, both draw upon the natural world and the spiritual power of their creators.

Spirit Body

Transmutation
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)

The caster (who must be mistji) is transformed into a purer, more mystical form of him or herself. The new form draws upon the ancient natural and spiritual powers of mistji, and fills the caster with sensations of strength and energy. Outwardly, the caster becomes slightly taller and thinner, his or her skin becomes partly translucent, and he or she glows with a colored aura.

The transformation benefits the mistji in several ways. The mistji's type changes to fey (but subtypes remain unchanged), and the mistji gains damage reduction 5/cold iron. The mistji also gains a +1 enhancement bonus on Fortitude saves made to avoid nonlethal damage from hot or cold environments.

If the mistji's type is later changed by any other effect (such as a *polymorph* spell), *spirit body* ceases to function until the mistji becomes fey again.

Touch of Spring

Transmutation
Level: Drd 0, Rgr 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Seed planted
Duration: 1 round/level (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

By touching the ground where a seed has been planted, the caster causes the seed to grow at the rate of one month per round, up to a full year. The plant decays and crumbles into dust, along with anything grown or created from it, after 24 hours.

Material Component: A seed, from whatever plant the caster wishes to grow.

their belief in solidarity.

Adult mistji serve their communities in whatever capacity they are able. Educators, healers, and spellcasters command particular respect, while mistji who become craftsmen, scribes, or aides to council members or mi'thu are privately considered somewhat less impressive. While magic is a part of nearly all mistji tasks, gardeners and architects are often compelled to seek assistance from community spellcasters or magic items, while more privileged mistji often provide their own spells. Mistji religion is mainly subsumed by their philosophy of magic, and they acknowledge gods only as powerful, mystical forces in the natural world.

Mistji seldom travel far from their homes, finding comfort in others like themselves, and the collective striving for the same goals. They observe the world from afar with magic and mi'thu scouts, but keep their energy directed inward. Those who stray from their communities out of a need for individual accomplishment, or to achieve goals unendorsed by the councils, are viewed warily and marked as different, though their connection to their kin is never fully severed. Reintegration of a mistji who leaves and returns is an arduous process of rite and ritual, and the mistji can still never be considered a true member of the race by the councils. Wandering mistji are usually quietly polite and diplomatic with other races, knowing they cannot return home, but more traditional mistji can be cold and condescending to other peoples. Even those who genuinely wish well for other races often come across poorly.

Mi'thu

Barely one in six mistji are born as mi'thu. While most mistji are closely bound to the flow of magic, mi'thu are born without that affinity, though they lack many of the physical weaknesses plaguing their kin. Mistji society has adapted to this through segregation, and mi'thu are brought up separately from mistji. Mi'thu serve primarily as craftsmen, scouts, and (when necessary) enforcers and investigators in mistji communities. The self-contained nature of mistji society is kept in place only with the assistance of mi'thu, who watch and defend against the outside world while maintaining mistji laws.

Mi'thu resemble mistji, but are slightly taller and have less frail physiques. Though mi'thu do not inherit mistji's weakened bodies, they are still not as hardy as humans. Their clothing usually consists of loose tunics and breeches in dark earth tones.

Unlike mistji, who spend their youth studying books and practicing magic, mi'thu are educated in physical tasks such as crafts, combat, and wilderness travel. They are trained together in "life groups" of six to ten mi'thu each, and the members of life groups specialize in complementary skills. All mi'thu learn the basics of using magic items provided by mistji, and defense techniques for use against the magic-drinking ulnumaru.

Adult mi'thu usually stay within their life groups, and act as the mistji labor force. Mi'thu are also charged with investigating crimes, but this duty is largely symbolic–little wrongdoing occurs in mistji society, and that which does is often hidden to preserve pride, or overt enough to demand an immediate reaction from elders. Justice is handled by the councils, in which mi'thu do not take part. Most mi'thu accept this unquestioningly–they are taught that their place is not in society's leadership, and their lack of education in comparison to their kin reinforces this.

Mi'thu are more down to earth, personable, and outgoing than mistji. Mi'thu even sometimes develop long-lasting friendships with members of other races. While mistji place focus on the well-being of society, mi'thu are allowed a greater degree of individualism to give them more flexibility in their tasks, and because their lack of ability with magic keeps them from threatening large-scale disruptions. This creates obvious friction between the two races, and though nominally equals,

their different upbringings and abilities can cause mistrust on both sides. Despite this, and the complexities of their relationship, both mistji and mi'thu believe strongly in their need for each other, and are willing to put aside their differences for the common good.



Mi'thu Traits (Ex): These are in place of basic mistji traits.

- +2 Wisdom, -2 Constitution.
- Medium size.
- A mi'thu's base land speed is 30 feet.
- Weapon Proficiency: A mi'thu is automatically proficient with the aeshur and the usaiu.
- +1 racial bonus on saving throws against spells and spell-like effects.
- +2 racial bonus on Craft (mi'thu's choice) and Use Magic Device checks.
- +1 racial bonus on Listen checks.
- +2 racial bonus on attack rolls against ulnumaru. Mi'thu are trained in special combat techniques to deal with mistji's deadliest enemies.
- When using the aid another action, a mi'thu grants an ally a +3 bonus (instead of +2). If the ally is another mi'thu, the bonus increases to +4.
- Mi'thu who hit incorporeal creatures with melee attacks have the normal 50% chance of having all damage ignored reduced to 25%. Though they lack the magical nature of mistji, mi'thu can merge their physical and spiritual selves to some small degree, allowing them to touch incorporeal entities.
- Automatic Languages: Common and Mistji. Bonus Languages: Skarren, Sulwynarii, Sylvan, Undercommon, and Zeidian.
- Favored Class: Rogue. Mi'thu are trained from birth to be resourceful and adaptive.

Adventure Ideas

A criminal mi'thu who fled her home has found asylum with a human wizard. Her crime involved the theft of ancient mistji history scrolls, and she is trading them with the wizard in exchange for an education in magic. A group of mi'thu are seeking her out to arrest her, and the PCs have need of the histories themselves. They must negotiate with the mi'thu, the criminal, and the mistji village the scrolls belong to in order to

Mi'thu Weapons

All mi'thu are taught basic fighting skills with the following two weapons.

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Usaiu	8 gp	1d3	1d4	x2	40 ft.	2 lb.	Bludgeoning
Aeshur	12 gp	1d6	1d8	x3	–	6 lb.	Piercing and Slashing

Usaiu: An usaiu is a martial projectile weapon composed of a long piece of wood with a scoop on the top and a handle emerging from the side near the base. It is used by placing a stone (normally a sling bullet) in the scoop, and swinging the stick overhand while gripping the handle. A character's Strength modifier applies to damage rolls when using an usaiu, just as it does for thrown weapons. A character can use, but not load, an usaiu with one hand. Loading an usaiu is a free action that requires two hands.

A character can hurl ordinary stones with an usaiu, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller and the user take a -1 penalty on attack rolls.

An usaiu can also be used as an impromptu one-handed melee weapon that deals 1d4 points of bludgeoning damage (x2 crit). Since it is not designed for this use, all characters are treated as not proficient with it and thus suffer a -4 penalty on their attack rolls.

Aeshur: An aeshur is a two-handed martial weapon akin to a quarterstaff, but bearing a hooked blade on one end. A character using an aeshur gets a +2 bonus on opposed attack rolls made to disarm enemies (including the roll to avoid being disarmed if such an attempt fails).

A character can also use an aeshur to make trip attacks. If the character is tripped during his own trip attempt, he can drop the aeshur to avoid being tripped.

solve their problem.

On Avadnu

In the most distant of ages, when time was newly-formed and the gods were young, Temulea lay in a deep slumber and dreamed of the perfect being. He had grown weary of the towering godbeasts and simple scraps of life made by his children, and desired to look upon a people that would dance among the elements and weave the fabric of magic itself. They would be a shining symbol of Temulea's divine will, a race of ethereal beings born of power to serve as the keepers of Avadnu. Thus, when he awoke, Temulea gave life to the work of his dreams. And when he gazed upon the first mistji, their vibrant energy glittering across the planet like the facets of a jewel, it gave him joy that has never since been equaled.

The first mistji had no bodies. They were beings of mind and life, and they manifested as they wished. Some released their energy in terrible ways, while others brought quiet tranquility to the world. They laughed with the beasts around them, taking delight in all the gods' creations. As days stretched into millennia, many other races were born unto Avadnu, but they were mere shadows of the elegance and power of the mistji. They saw mistji as gods and great spirits of nature, masters of the elements and magic. But the mistji's age of power would not last forever.

The children of Temulea envied the mistji, for they could not match their father's work. Out of jealousy, they captured a great mistji and held it within an artifact called the Daegir. They would use its power for their own creations, twisting the captured soul to their own ends. When Temulea discovered his children's betrayal, he raged across the heavens, striking at them with his might. To preserve it, the gods cast the Daegir to Avadnu, and when it touched the world, its power ripped through the essence of magic. The once-ethereal mistji were condemned to bodies of flesh, as a storm of making and unmaking changed the patterns of the world.

The mistji sought each other in fear, looking for comfort in the bleak world of materiality. Many of the eldest perished in their first arc as mortals, yet as a people they grew and multiplied, their skills in magic still unparalleled, though their new bodies could barely contain their mystic energy. Despite their weakness, the mistji still bore the arrogant and free nature of bodiless spirits, and began to see the other cultures of Avadnu as unworthy of their wisdom. Soon, they withdrew into isolation and secrecy.

They remained that way for arcs, but with the coming of the xxyth, the mistji found they could no longer hide from their duty as Avadnu's keepers. They gathered en masse at their homeland of Koulan Tyr, where they combined their magics and conjured an immense storm of energy to eradicate the darkness crawling across the land. But in this, their ego proved their undoing: an immense explosion rocked their homeland as their magic was unleashed, leaving Koulan Tyr a wasteland of charred earth and broken bodies. Very few mistji survived the devastation, and from this, they would not recover.

In the arcs since, they have hidden themselves from the world, immersing themselves in self-discipline and staying out of the conflicts of others. Guilt for the destruction of Koulan Tyr provides them a reason for not involving themselves again, and Kaelandar's peoples seem content to leave the mistji to their scattered enclaves. The rise in the mi'thu birthrate is left to be studied by the wisest members of the councils, who refuse to draw conclusions or act rashly. And a few mistji have begun leaving their homes to take roles as teachers and mentors to the world, trying to find balance between arrogance and inaction.



Mistji, True



Medium Fey (Incorporeal)
Hit Dice: 20d6+60 (130 hp)
Initiative: +10 (Dex)
Speed: Fly 50 ft. (perfect)
AC: 32 (+10 Dex, +12 deflection)
Touch: 32 **Flat-Footed:** 22
Base Attack/Grapple: +10/—
Attack: —
Full Attack: —
Space/Reach: 5 ft./5 ft.
Special Attacks: Spells, spell-like abilities, weather control
Special Qualities: Damage reduction 15/cold iron, elemental conversion, incorporeal traits, materialize, SR 35
Saves: Fort +9, Ref +22, Will +21
Abilities: Str —, Dex 30, Con 16, Int 30, Wis 25, Cha 35
Skills: Appraise +33, Concentration +26, Craft (alchemy) +33, Decipher Script +33, Handle Animal +35, Knowledge (arcana) +33, Knowledge (history) +33, Knowledge (nature) +35, Knowledge (the planes) +33, Listen +30, Search +33, Sense Motive +30, Spellcraft +35, Spot +30, Survival +30, Use Magic Device +35
Feats: Combat Casting, Eschew Materials, Heighten Spell, Improved Counterspell, Iron Will, Maximize Spell, Widen Spell
Epic Feats: Automatic Quicken Spell[B]
Environment: Any land
Organization: Solitary
Challenge Rating: 20
Treasure: None
Alignment: Usually chaotic neutral
Advancement: By character class

True mistji are ancient beings as one with magic, ancestors of the race of mistji commonly known.

A true mistji has no physical body, but is composed of thousands of colored motes that glitter like jewels, shaped in a humanoid form. These motes also swirl around the mistji's feet, falling to earth and providing a path on which the mistji walks. Most mistji have only vague features, but they can add detail to their bodies as they wish. A true mistji who takes corporeal form gains the (often nude) body of a tall, thin humanoid with faintly silver or gold skin, straight white or blond hair, and blue, purple, gray, or green eyes. In either form, a mistji has a resonating voice, and a scent reminiscent of ocean, sulfur, minerals, clean air, or another source of elemental power.

True mistji dwell in wilderness apart from other sentient creatures, on lifeless buttes, beneath lakes, among clouds, and in lush forests. They may call a particular tree or rock home, or they may wander, and most mistji resettle at least a few times during their lives. They delight in their power, and many occupy themselves doing little but finding new ways to use their magic. A mistji may create a hurricane or a tsunami simply to enjoy its beauty, or spend years studying the patterns of falling snow. True mistji can be persistent or fickle, but they are almost universally self-centered. Their inherent might allows them to enjoy life without regard for other creatures' well-being, and they do not age, eat, or sleep. On those rare occasions when they desire to reproduce, they drain their magic to create a new mistji.

It is not impossible for a non-mistji to communicate with a true mistji, particularly if such a creature catches the mistji's fancy or displays great power. Even then, the mistji is likely to see the creature as a lesser form of life, and its needs and wants unimportant. It is an unusual mistji who thinks anything of the damage caused by his or her work, and an even rarer example who cares. True mistji socialize with one another only slightly more frequently; long-lasting friendships and affairs do occur, but two mistji who meet are as apt to ignore each other as introduce themselves.

Mistji speak Celestial.

Combat

True mistji are proud and confident opponents—usually with good cause, but they can underestimate foes and fight losing battles for too long. A typical true mistji tactic is to become unreachable and unseen (flying away and becoming invisible, incorporeally entering the ground and raising a *solid fog*, and so on), alter the weather to hamper enemies, then slam down offensive spells like *call lightning storm* and *cone of cold*.

Spells: A true mistji casts spells as a 15th-level sorcerer, and can also cast druid spells as arcane spells.

Typical Sorcerer Spells Known (6/9/9/9/9/8/8/6, save DC 22 + spell level): 0—*arcane mark*, *create water*, *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*; 1st—*endure elements*, *entangle*, *faerie fire*, *magic aura*, *shield*; 2nd—*fog cloud*, *mirror image*, *soften earth and stone*, *whispering wind*, *wood shape*; 3rd—*invisibility sphere*, *protection from energy*, *quench*, *tongues*; 4th—*fire shield*, *hallucinatory terrain*, *solid fog*, *stone shape*; 5th—*baleful polymorph*, *cone of cold*, *major creation*, *seeming*; 6th—*globe of invulnerability*, *greater dispel magic*, *spellstaff*; 7th—*fire storm*, *greater arcane sight*.

Spell-Like Abilities: At will—*call lightning storm* (DC 27), *commune with nature*, *meld into stone*, *plant growth*, *speak with animals*, *tree shape*, *whirlwind* (DC 30); 1/day—*verdigris* (DC 32). Caster level 20th. The save DCs are Charisma-based.

Weather Control (Su): A true mistji can *control weather* in a radius of anywhere from 10 feet to 1 mile. The mistji can change the weather as a standard action, but unlike in the normal version of the spell, the changes take only 1 round to manifest.

Elemental Conversion (Su): When a true mistji casts a spell or uses a spell-like ability that deals acid, cold, electricity, fire, or sonic damage, the mistji can change the type of damage inflicted to any of the other four as a free action. The spell's descriptor changes as appropriate, but no other aspects are altered.

Materialize (Su): Though normally incorporeal, a true mistji can assume a material, corporeal form (or return to an incorporeal form) as a standard action. A materialized mistji has a Strength score of 10; the mistji's abilities do not otherwise change.

Adventure Ideas

Millennia ago, a true mistji created a spell of great power. Generations of lesser mistji sorcerers learned the spell, and are now, one by one, feeling compelled to search for the true mistji's island paradise. The true mistji is summoning her "students" to collect what magic has appeared in the world since she last explored it, but no one summoned has returned from the island, and no one knows what the mistji's end goals may be.

On Avadnu

Despite all their collected lore, few mistji realize that not all members of their race were trapped in flesh when the Daegir fell. A tiny number of the ancient mistji—the true mistji—mysteriously survived. They may have been occupying another plane at the time, or been protected by incredible magic. Or maybe they were just lucky.

The true mistji paid little attention to the fate of the rest of their race, and those who eventually did notice what had happened looked at their fallen brethren with pity. The ancients are to mistji what mistji are to mi'thu, connected to magic and the Ulwynaarl in ways their lessers can never understand. The arcane power of true mistji manipulates life itself, by methods otherwise restricted to beings who access the Green River. The structure embraced by modern mistji appalls the ancients, who see no need to control their power for the sake of a greater good. Most live as they always have, away from other creatures, toying with the power to reshape nature.

As with any people so driven by whim, there are exceptions. One true mistji was changed by what she saw of her fallen people, and quietly aids them and other mortal races however she can. Another left Avadnu for distant planes, believing the world doomed and choosing to search for peace elsewhere. A mi'thu hiding in Ulekor claims he was exiled after discovering that a true mistji is a prisoner of the mistji supreme council. Whatever true mistji do, they do it in private, unknown to and forgotten by the rest of the world.



Mokara

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Large Animal
Hit Dice: 5d8+15 (37 hp)
Initiative: +1 (Dex)
Speed: 50 ft. (10 squares)
AC: 16 (-1 size, +1 Dex, +6 natural)
Touch: 10 **Flat-Footed:** 15
Base Attack/Grapple: +3/+11
Attack: Bite +6 melee (1d8+4)
Full Attack: Bite +6 melee (1d8+4) and 2 hooves +1 melee (1d6+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Trample 2d4+6
Special Qualities: Low-light vision
Saves: Fort +7, Ref +5, Will +2
Abilities: Str 19, Dex 13, Con 17, Int 2, Wis 12, Cha 6
Skills: Jump +6, Listen +5, Spot +6, Swim +5
Feats: Alertness, Run
Environment: Any forests, hills, marshes, and plains
Organization: Solitary or herd (6-10)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 6-8 HD (Large)
Level Adjustment: +1* (mount)

Mokara are muscular, six-legged beasts with horselike bodies and beaked heads, used as pack animals and mounts for mighty warriors.

A mokara stands over 6 feet high at the shoulder and stretches nearly 9 feet from head to tail. Several small bone crests rise behind a mokara's beak, protecting its insectoid eyes. Depending on its breed, a mokara's bristly fur ranges from brown and red to white and blue-gray. Despite their bulk, mokara can run at great speeds, and use the strength of their thick legs to leap over obstacles.

Hunting alone or in herds, mokara feed on small animals, both on land and in shallow lakes and streams. They are generally peaceful, but are exceedingly difficult to train due to their stubborn nature. Only the finest beastmasters have the skill needed to break mokara for riding, taking years to train even one.

Mokara have a life expectancy of about twenty years.

Combat

Most mokara use their beaks when hunting or defending themselves; only mokara trained for combat attack with their hooves. Frightened mokara often trample their enemies instinctively as they try to escape.

Trample (Ex): Reflex DC 16 half. The save DC is Strength-based.

Training a Mokara

A mokara requires training before it can bear a rider in combat.

Training a mokara requires six weeks of work and a DC 20 Handle Animal check. Riding a mokara requires a saddle. A mokara can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Mokara trained for combat are worth 500 gp apiece on the open market, while domesticated mokara are worth 200 gp each. Professional trainers charge 375 gp to rear or train a mokara.

*A paladin of sufficiently high level can take a mokara as a mount, but the character is treated as 1 level lower for the purposes of determining the mokara's characteristics and special abilities.

Carrying Capacity: A light load for a mokara is up to 348 pounds; a medium load, 349-699 pounds; and a heavy load, 700-1,050 pounds. A mokara can drag 5,250 pounds.

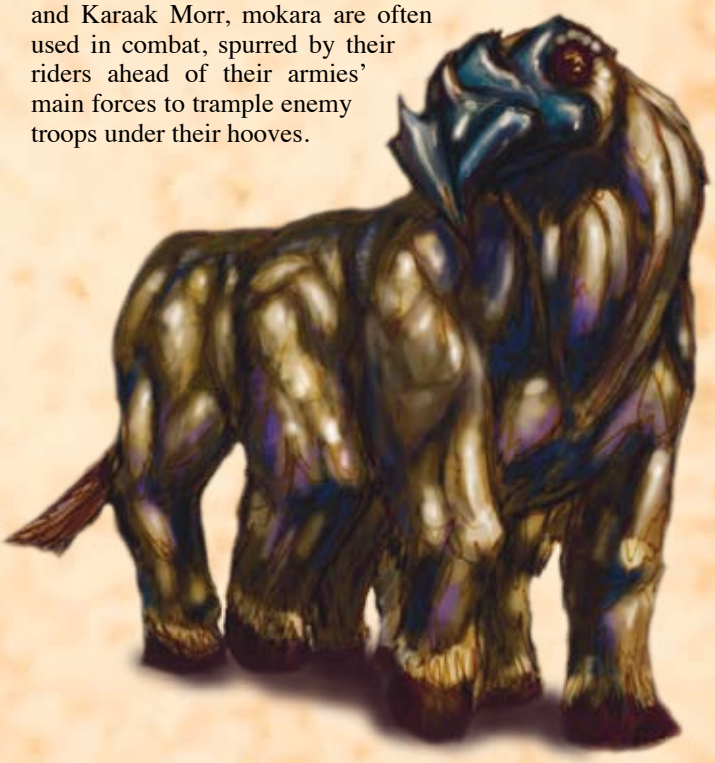
Adventure Ideas

Trained mokara make fine rewards, but may also be the explicit goal of a quest. Characters seeking to acquire trained mokara may need to perform any number of tasks for a trainer, both as payment, and to prove their worth.

A trained mokara can be more valuable than its rider. An elderly knight's heir may arrange to have the knight killed while out riding, without harming his mount. If the knight survives, a suspicious party may wish to investigate.

On Avadnu

First discovered roaming the frozen plains of Tel Varun by explorers in the sixth arc, mokara were brought back to the mainland of V'leren as gifts to Lord Muren of Karaak Morr. Though now rare in the wild, domesticated mokara can be found in nearly every land and are among the most powerful beasts man has tamed. Stronger than droth'yar and able to reach great speeds at full gallop, mokara are prized as the finest mounts on all of Avadnu. Kept in large stables by wealthier, more established cities such as Amon Fehr and Karaak Morr, mokara are often used in combat, spurred by their riders ahead of their armies' main forces to trample enemy troops under their hooves.



Morgathrell

Gargantuan Magical Beast (Aquatic)
Hit Dice: 24d10+216 (348 hp)
Initiative: -3 (Dex)
Speed: Swim 40 ft. (8 squares)
AC: 19 (-4 size, -3 Dex, +16 natural)
Touch: 3 **Flat-Footed:** 19
Base Attack/Grapple: +24/+48
Attack: Tentacle rake +32 melee (2d8+12)
Full Attack: 2 tentacle rakes +32 melee (2d8+12)
Space/Reach: 20 ft./20 ft. (200 ft. with tentacle)
Special Attacks: Capsize, improved grab, swallow whole
Special Qualities: Blindsight 300 ft.

Saves: Fort +22, Ref +11, Will +7
Abilities: Str 35, Dex 4, Con 26, Int 1, Wis 9, Cha 5
Skills: Hide +0*, Listen +6, Swim +25
Feats: Endurance, Toughness (8)
Environment: Any aquatic
Organization: Solitary
Challenge Rating: 14
Treasure: Triple standard
Alignment: Always neutral
Advancement: 25-41 HD (Gargantuan); 42-50 HD (Colossal)

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Morgathrells are massive sea creatures that anchor themselves to the ocean floor and prey on whales and ships.

A morgathrell resembles an enormous gray and black worm 20 feet in diameter, 60 feet long, and weighing over 30 tons. Two tentacles, hundreds of feet long and covered in bony spines emerge from a morgathrell's sides. A morgathrell's three-pronged mouth can stretch open to almost twice the width of its body, revealing enormous numbers of jagged white teeth.

A morgathrell spends most of its life asleep, half its body buried in the ocean floor, developing a covering of silt and plants. This natural camouflage allows a morgathrell to avoid frightening potential meals. When a moving target of sufficient size does approach a morgathrell, the creature rises up, whipping its tentacles through the water and trying to drag its prey to its mouth. Vast fortunes have been found within the bellies of morgathrells, the former cargos of devoured ships.

The resemblance of morgathrells to land-dwelling dagger worms has been noted by some scholars, who speculate that one creature may have evolved from the other.

Combat

Morgathrells focus on one opponent at a time, doing everything they can to devour their enemies and never realizing the possibility of defeat.

Capsize (Ex): A submerged morgathrell that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long and a 20% chance to capsize one over 60 feet long.

Improved Grab (Ex): To use this ability, a morgathrell must hit with a tentacle rake attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can transfer a grabbed opponent to its mouth on its next turn, swallowing the creature.

Swallow Whole (Ex): A morgathrell can transfer a grabbed Huge or smaller victim from a tentacle to its mouth as a move action, automatically swallowing the creature. Once inside, the opponent takes 4d8+12 points of bludgeoning damage per round from the morgathrell's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 40 points of damage to the gizzard (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan morgathrell's interior can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller opponents.



Blindsight (Ex): Morgathrells can sense all foes within 300 feet by water vibrations. Beyond that range, they are considered blinded. Morgathrells are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight.

Skills: *A morgathrell's accumulation of earth and sea life over its body grants it a +16 circumstance bonus on Hide checks underwater.

Adventure Ideas

A century ago, a ship manned by holy warriors carried an evil artifact into the ocean, seeking to be devoured by a morgathrell. The crew believed that with the artifact in the morgathrell's stomach, it could never be used again. Now another ship has left to find the artifact, hoping to slay the morgathrell and the (now-ghostly) warriors who protect it. The PCs must try to stop the new seekers.

On Avadnu

Every seafaring culture has tales of great beasts of the oceans–huge, ponderous things of tentacles and teeth, creatures powerful enough to break the bow of a ship and drag it into the depths. Morgathrells are the reality behind those stories, and live up to their reputation.

In every cycle before the onset of winter, the Dark Sea's waters are host to what some cultures call the "Sea of Snakes." During this time, dozens of morgathrells gather just off the shores of Anorum to mate, their tentacles cresting the ocean surface.

Myrcloud



Fine Plant (Swarm)
Hit Dice: 12d8 (54 hp)
Initiative: +1 (Dex)
Speed: Fly 40 ft. (perfect) (8 squares)
AC: 19 (+8 size, +1 Dex)
Touch: 19 **Flat-Footed:** 18
Base Attack/Grapple: +9/—
Attack: Swarm (3d6)
Full Attack: Swarm (3d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Embed spores, distraction
Special Qualities: Spell-like abilities, blindsight 60 ft., immune to weapon damage, plant traits, swarm traits
Saves: Fort +10, Ref +7, Will +9
Abilities: Str 1, Dex 12, Con 10, Int 13, Wis 17, Cha 11
Skills: Bluff +4, Intimidate +6, Knowledge (nature) +20, Move Silently +5, Search +7, Sense Motive +8, Survival +9
Feats: Ability Focus (embed spores), Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Knowledge [nature])
Environment: Temperate and warm land and underground
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral evil
Advancement: None

Myrclouds are floating masses of fungal spores, bringers of rot and decay.

From a distance, a myrcloud appears to be a bank of thick yellow fog. Only up close can the floating spores composing the "fog" be seen, indistinct particles clinging to each other in the air. Detailed examination reveals the spores to be tiny yellow spheres covered in spikes, easily crumbled apart under pressure. Myrclouds range from 20 to 100 feet in diameter, but their spore density decreases dramatically at heights above 10 feet.

Myrclouds are intelligent, but show few recognizable beliefs or emotions. They spend their time searching for places for their spores to grow–damp underbrush, rotting trees, and even living creatures they can infect–but it is unknown whether this is their method of feeding or reproducing, or if it springs from a desire to spread decay. Myrclouds usually follow the course of gentle winds, but some make permanent homes in moist environments such as swamps and caverns.

Myrclouds cannot speak on their own, but spellcasters able to communicate with plants report that they can respond when given the chance. Often difficult to comprehend, myrclouds show as little interest in most humanoid life as humanoids show plants, but they seem to have a sinister love for the beauty of rot and death.

Combat

Myrclouds rely on surprise to infect their enemies with spores. So long as a myrcloud can infect even one of a group of creatures, it can create dissent with *confusion* and heal damage it takes. If all of a myrcloud's opponents manage to keep from breathing its spores, it uses *soften earth and stone* to slow the creatures while it waits for a better opportunity. A myrcloud will fly away from highly-dangerous opponents, sometimes preparing ambushes to surprise them later. Though myrcloud spores cause normal damage by digging into the skin of enemies, myrclouds prefer not to rely on this attack.

Embed Spores (Ex): A creature sharing a space with a myrcloud must hold its breath or inhale the myrcloud's spores. If a creature begins holding its breath before entering the myrcloud's space (or before the myrcloud enters its space), it follows the rules for drowning and suffocation, inhaling spores immediately (but not falling unconscious) if it fails a Constitution check to hold its breath. A creature not already holding its breath can make a DC 18 Fortitude save when first entering a myrcloud's space to begin holding its breath; failure means that the creature inhales spores before it can react. The save DC is Constitution-based and includes the myrcloud's Ability Focus feat.

Inhaled spores die after 24 hours, or when the spore-bearer is affected by a *heal*, *neutralize poison*, or *remove disease* spell. A myrcloud can affect creatures within 60 feet who have inhaled its spores in a number of ways, using any of the following abilities as a free action, but only using one effect on a given creature at a time. The myrcloud can end any effect prematurely as a free action, so long as the affected creature is within 60 feet.

Madness: The creature is *confused* for 2d4 rounds, but is compelled to not attack the myrcloud, taking no action rather than doing so.

Molder: The spores multiply and attack the creature from within, inflicting 1d4 points of Constitution damage each round for 2d4 rounds.

Reproduce: The spores reproduce in the moisture of the creature's lungs before floating to join the main cloud. While the creature is within 30 feet of the myrcloud, the myrcloud is cured of 2 points of damage every turn.

Distraction (Ex): Any living creature that begins its turn with a myrcloud in its space must succeed on a DC 16 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Spell-Like Abilities: At will–*blight* (DC 15), *control plants* (fungi only) (DC 18), *diminish plants* (prune growth only), *rusting grasp* (no attack roll necessary) (DC 14), *soften earth and stone*, *speak with plants*. Caster level 10th. The save DCs are Charisma-based. These abilities can only target creatures, objects, and areas in squares shared by the myrcloud.

Blindsight (Ex): Myrclouds can sense all creatures within 60 feet by scent and vibration. Beyond that range, they are considered blinded. Myrclouds are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight.

Physiological Uses

A dispersed myrcloud's spores can be used to create a *face of rot* for 3/4 the normal base price. All other creation requirements remain the same.

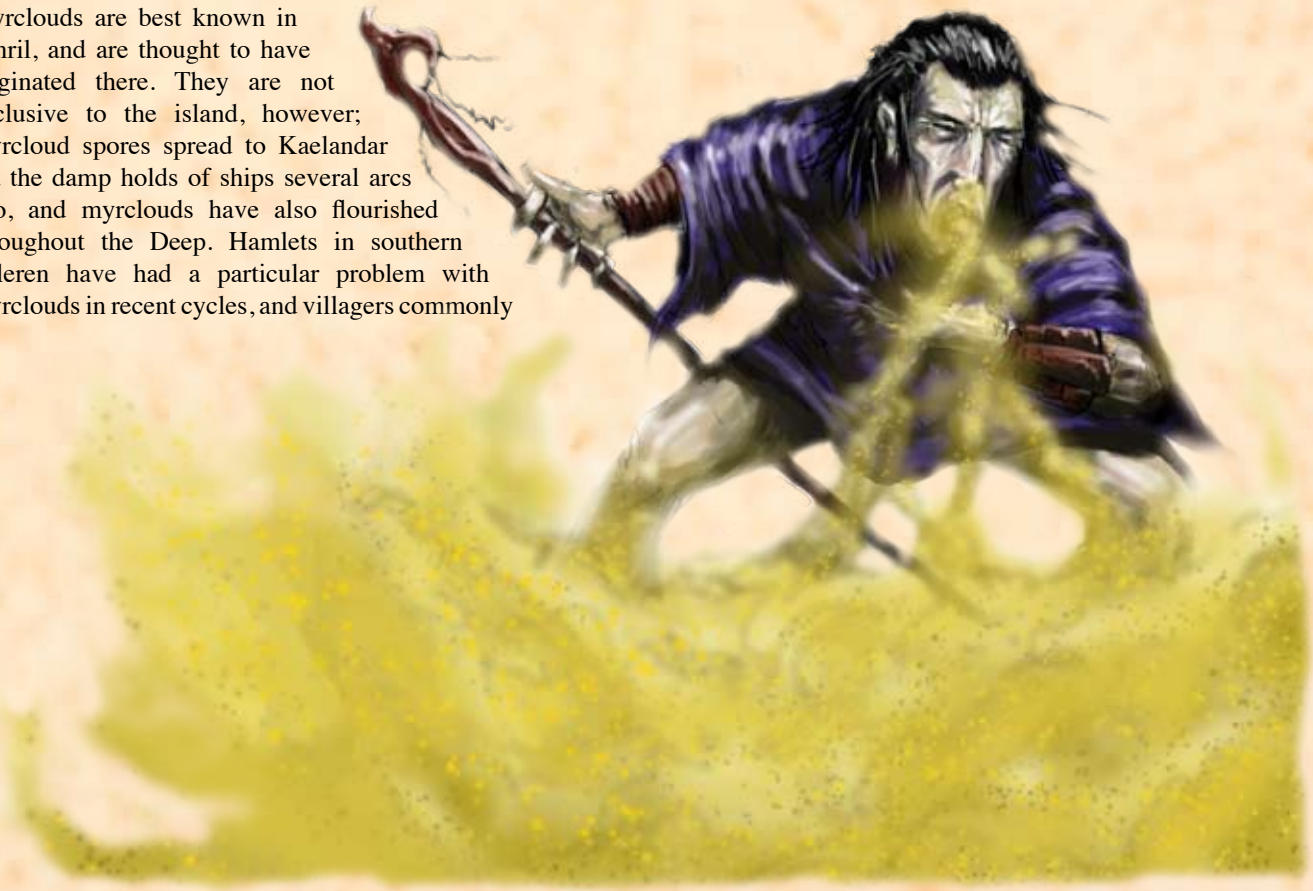
Adventure Ideas

A lost band of merchants recently spent the night in a rotting, abandoned farmhouse, not realizing it was filled with myrcloud spores. A ranger has been tracking down the merchants and torching their wares in an effort to stop the spores from spreading. The ranger might ask for the PCs' help, or a merchant might hire them for protection. The myrcloud that left the spores may have its own plan, using the merchants to transport its "children" to urban areas for it to blight.

Angered by intrusions into her forest, a green hag has allied herself with a myrcloud. The myrcloud has taught the hag how to use her ability to cause weakness to rot and destroy objects as well as creatures, and the green hag has offered to slay a band of sprites who have been causing the myrcloud problems. Together, they pose a dire threat to nearby communities.

On Avadnu

Myrclouds are best known in Tenril, and are thought to have originated there. They are not exclusive to the island, however; myrcloud spores spread to Kaelandar via the damp holds of ships several arcs ago, and myrclouds have also flourished throughout the Deep. Hamlets in southern V'leren have had a particular problem with myrclouds in recent cycles, and villagers commonly bolt their doors and light candles in their windows when a myrcloud floats through town. As the myrcloud passes, each household snuffs its candle, until the darkness proves that the myrcloud is gone.



Face of Rot

This wooden mask fits perfectly against any Small to Large creature's face, shifting to resemble its wearer and imitating its wearer's expressions. It has holes for eyes, but none for a mouth, and small mushrooms sprout across its surface. A *face of rot* is infused with the power of spirits of natural entropy, and once worn cannot be removed without the aid of a *remove curse* spell.

A creature wearing a *face of rot* can make a melee touch attack against a Huge or smaller object as a standard action. A successful attack deals 1d4 points of damage to the object, and ignores hardness. In addition, the object's hardness (if any) is permanently reduced by 1 point, as the object grows brittle and weak. Any object the creature holds in its hand (or another appendage) suffers the same effects after each minute the creature holds it. Attended and magic objects can make DC 16 Fortitude saves to negate the effects each time they would otherwise suffer damage.

Moderate transmutation; CL 7th; Craft Wondrous Item, *blight*, *rusting grasp*, *warp wood*; Price 35,000 gp; Weight 1 lb.

Narga

Medium Magical Beast
Hit Dice: 3d10+6 (22 hp)
Initiative: +3 (Dex)
Speed: 50 ft. (10 squares)
AC: 15 (+3 Dex, +2 natural)
Touch: 13 **Flat-Footed:** 12
Base Attack/Grapple: +3/+4
Attack: Gore +4 melee (1d6+1)
Full Attack: Gore +4 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Call stars, curse
Special Qualities: Spell-like abilities, cloud of deception, telepathy 100 ft., darkvision 60 ft., damage reduction 5/cold iron, low-light vision, resistance to cold 5, scent
Saves: Fort +5, Ref +6, Will +5
Abilities: Str 12, Dex 17, Con 14, Int 15, Wis 14, Cha 17
Skills: Bluff +4, Diplomacy +4, Hide +8, Knowledge (any two) +6, Knowledge (arcana) +16, Listen +5, Move Silently +4, Scent +10, Sense Motive +5, Spot +5, Survival +4
Feats: Alertness, Iron Will
Environment: Any forests, hills, marshes, and plains
Organization: Solitary
Challenge Rating: 5
Treasure: Standard
Alignment: Always neutral evil
Advancement: 4-8 HD (Medium); 9-12 HD (Large)

Nargas are mysterious creatures resembling deer, their souls twisted by a strange curse.

An average narga weighs between 300 and 400 pounds and stands roughly 6 feet tall. Heavy, dark blue hair covers its body, growing darker with age, and its four powerful legs allow it to run at great speeds. Its eyes are crimson, and at the top of its head is a single great horn, twisted and ending in many points. A narga has excellent hearing, an acute sense of smell, and carries an odor of violets.

Nargas are drawn to places of evil, and are commonly found near temple ruins, sinister forests, and natural sites revered by evil druids and fey. There, they graze on foliage, watch their surroundings, and wait for creatures to seek their aid. Nargas are renowned for their knowledge of dark secrets about sources of rare magic and power, and they readily offer hints and bits of lore to creatures in exchange for small favors; protection, stories about the world, and small gifts of minor magics are all frequent prices for narga wisdom. Their advice is always accurate, though often misleading, as they readily subvert the wording of requests. It is unknown whether nargas are compelled to make these bargains and twist them out of spite, or if they enjoy or feed on the chaos they cause.

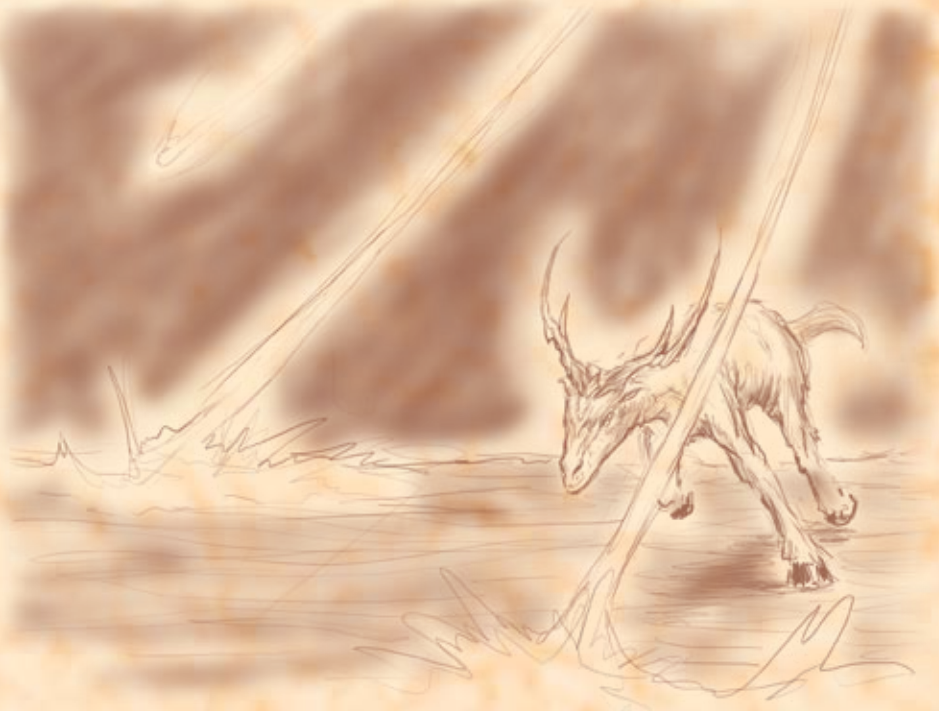
When a narga is slain, it gazes upon its killer, marking the creature's soul with a curse. At the time of the creature's death, its soul is reincarnated into the body of a fully-grown narga. The creature's memories of its previous life are vague and scattered, and it is gifted with much of the knowledge and many of the desires of the narga it killed.

Nargas communicate telepathically.

Combat

Nargas avoid combat whenever possible, using their clouds of deception to slip away from most aggressors. In situations where they are forced to fight, or against foes they see as particularly threatening, they call down stars to smash or weaken their opponents. Most of the time, they can finish off any survivors with their horns.

Call Stars (Su): A narga can call up to four shooting stars from the sky per night while outdoors. The narga can call any number of the stars at once, each targeting a different creature within 400 feet. The stars strike unerringly, dealing 2d6 points of damage to targeted creatures. In addition, the shower of sparks and fragments released on impact causes 3d6 points of



fire damage to creatures in a 5-foot spread. A targeted creature receives no save against either effect, but other creatures in the spread take only half damage from the fire on a successful DC 14 Reflex save. The save DC is Charisma-based.

Curse (Su): A creature that is directly responsible for the death of a narga falls under its curse. A feeling of dread and wrongness accompanies the narga's death, allowing the cursed creature to realize that it has been affected somehow. Casting *break enchantment* (DC 14) or *dispel evil* on the creature ends the curse, provided it is cast within a number of days after the narga's death equal to the caster's level. Otherwise, only a *miracle* or *wish* can free the creature. A creature that dies while under a narga's curse cannot be raised or resurrected.

Spell-Like Abilities: At will–*dancing lights*, *detect magic*, *faerie fire*, *ghost sound* (DC 13), *pass without trace*, *purify food and drink* (DC 13), *speak with animals*. Caster level 10th. The save DCs are Charisma-based.

Cloud of Deception (Su): A narga can cloud the minds of living creatures, making itself unnoticed. As a standard action, the narga can render itself invisible to up to four creatures within 60 feet for 2d4 rounds (Will DC 14 negates). Creatures who successfully save are immune to that narga's cloud of deception for 24 hours. The narga can use this ability any number of times per day, but cannot hide itself from more than four creatures at any one time. The narga can free a creature from the effect prematurely as a free action, so long as the narga can see the creature. Cloud of deception is a mind-affecting phantasm. The save DC is Charisma-based.

Telepathy (Su): A narga can communicate telepathically with any intelligent creature within 100 feet that has a language.

Skills: Due to their coloration, nargas have a +4 racial bonus on Hide checks. They have a +8 racial bonus on Knowledge (arcana) checks.

Adventure Ideas

A village is having its annual Winter's Night festival. During this week-long celebration, the villagers send a dozen young men to search for a nearby narga. The man who finds the narga is required to ask it what the village must do to survive the winter, then slay the beast–destined to replace it for the next year's festival. This year, however, a friend of the PCs reveals that he owes the narga a favor–and asks the PCs to protect it for him during the hunt.

On Avadnu

Most cultures have legends of the narga and its curse, though the tales are confused and contradictory. A common story tells of a young man who goes to a narga to learn how to cure his sick sister, and who is inevitably doomed–often murdered by his sister when the cure drives her mad, or responsible for the death of his village when the sickness spreads and he only retrieves enough of the cure for one person.

A variant of the narga legend warns of the dangers of threatening the creatures. This variant has become increasingly popular since the wars between Erilath and Kyree in the eighth arc. On the way to Erilath, an army from Kyree entered the Forest of Never-Ending Night, and decided to camp under its cover of darkness. With the help of his arcanists, Kyree's general Hastafan captured a wandering narga, and told the beast that if it didn't guide his army unseen to the gates of Kyree, he would raze the forest. The narga led Hastafan and his soldiers to the ancient city of Rastjinn, and escaped when its chance came.

The narga ran quickly from Rastjinn, knowing the city's true nature. Also known as the City of the Dead, Rastjinn had been the site of a great battle hundreds of cycles previous. There, sorcerers had raised the dead as vohrahn, many of which still reside in the city. The vohrahn didn't take kindly to the intruders, and the screams of Hastafan's soldiers reached the ears of the running narga as it made its way home.



Narlaskin

3

Medium Monstrous Humanoid
Hit Dice: 3d8+9 (22 hp)
Initiative: +2 (Dex)
Speed: 40 ft. (8 squares)
AC: 16 (+2 Dex, +4 natural)
Touch: 12 **Flat-Footed:** 14
Base Attack/Grapple: +3/+6
Attack: Claw +6 melee (1d6+3)
Full Attack: 2 claws +6 melee (1d6+3) and bite +1 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Trip, battle frenzy, frightful presence
Special Qualities: Fast healing 4, low-light vision, scent
Saves: Fort +4, Ref +5, Will +5
Abilities: Str 17, Dex 15, Con 17, Int 11, Wis 15, Cha 10
Skills: Autoheal +4, Jump +4, Listen +4, Move Silently +4, Scent +10, Spot +5, Survival +5
Feats: Mob Mentality, Track
Environment: Any forests, hills, mountains, and plains
Organization: Solitary, pair, pack (3-8 plus 1 2nd-level prowler), or tribe (17-30 plus 20% noncombatants plus 5 2nd-level prowlers, 3 4th-level striders, and 1 5th-level adept)
Challenge Rating: 3
Treasure: 1/10th coins; 50% goods; 50% items
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +4

The narlaskin are a race of wolflike humanoids whose society is built around the balance between man and beast.

Narlaskin stand between 6 and 7 feet tall, with females typically an inch or two shorter than males. They are extraordinarily muscular, and covered in thick fur with colors ranging from pale gray to rust-red and black. A narlaskin's colors are loosely associated with his region of origin, but enough interbreeding occurs that they are not a reliable marker. Narlaskin have heads with ears and muzzles resembling wolves', but their skulls are more square than those of most canines. Their fangs are sharp, and they have short, deadly claws. They wear little or no clothing when among their own kind (depending on local climate and tribal custom), but occasionally mark themselves with tattoos. Most narlaskin alternate between walking on two legs and running on their hands and feet, but either way are remarkably graceful. Their voices are low and gravelly, and difficult for most other races to tell apart. A narlaskin who reaches 60 years old is considered ancient, and narlaskin are considered adult at age 15.

Narlaskin speak their own language and Sylvan; those with Intelligence scores of 12 or above also speak Common.

Combat

Narlaskin are pack-oriented combatants, and while capable opponents, are often unused to fighting alone. A narlaskin pack, however, is always well-coordinated, and pack members are able to accommodate each other's needs with almost supernatural understanding. Narlaskin hold back if they see no need to kill an opponent, but readily go into a rage if lethal force is required.

Trip (Ex): A narlaskin that hits with a bite attack can attempt to trip an opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the narlaskin.

Battle Frenzy (Ex): Once per day, a narlaskin can work himself into a battle frenzy similar to a barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the narlaskin suffers no ill effects afterward. A narlaskin's frenzy does not stack with any benefits from a barbarian's rage ability.

Frightful Presence (Ex): Narlaskin can inspire terror in creatures with fewer HD than themselves within 30 feet immediately upon entering a battle frenzy. Their hackles raise, their eyes shine, and many begin foaming at the mouth. A potentially affected creature that succeeds on a DC 11 Will save becomes immune to that narlaskin's frightful presence for 24 hours. On a failure, creatures become shaken for 2d6 rounds. Narlaskin ignore the frightful presence of other narlaskin. The save DC is Charisma-based.

Narlaskin Society

Narlaskin live in small tribes based out of groves and shallow caves. Communication and exchanges of members between tribes is common, and the social structures of tribes resemble those of villages more than families. Long-established tribes may have their territories marked with animal bones, crude paintings, or patterns in dirt, but smaller and more recently-founded tribes often indicate their presence through nothing more than fire pits, trodden grass, and scarce and scattered possessions.

Tribes are led by between one and three elders each, who demand utter obedience when they directly exert authority, but ordinarily offer a great deal of freedom. Internal struggles and arguments are mediated by the elders, and justice for the guilty is swift and savage. Most judgments are fair, even if the punishments–usually exile, death, or shunning–seem extreme. Exiled narlaskin can often forge new lives in other tribes, but



shunned narlaskin have their names sent to all tribes nearby, keeping them from ever rejoining narlaskin society.

Narlaskin are tool-users, but only when necessary–for most situations, a quick mind and a sharp set of claws prove sufficient. Tribe members spend their days hunting small animals for food, gathering berries and nuts, and patrolling their land; narlaskin consider it their duty to protect living things in their territory from unnecessary harm, whether passing caravans or flocks of birds. This duty does not extend to beings who hurt others without cause–some tribes might allow a marauding band of evil creatures to pass through their territory to attack a human village, but almost none would allow such an attack to take place on their own soil. Neither undead, nor vanthiir (with whom the narlaskin have an ancient feud) receive the narlaskin's protection.

Narlaskin attitudes toward non-narlaskin vary dramatically between tribes and individuals. Some narlaskin believe that their race should have no involvement with other humanoids at all, aside from protecting those on their land. Others might bring rescued travelers to their camps, treating them as guests for weeks.

Though they have a little-used written language, narlaskin remember their history through epic stories and poems. The accuracy of these stories is questionable–a fact known and understood by narlaskin–but many are beautifully told.

Narlaskin as Characters

Narlaskin characters possess the following racial traits.

- +6 Strength, +4 Dexterity, +6 Constitution, +4 Wisdom.
- Medium size.
- A narlaskin's base land speed is 40 feet.
- Low-light vision.
- Racial Hit Dice: A narlaskin begins with three levels of monstrous humanoid, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3, and Will +3.
- Racial Skills: A narlaskin's monstrous humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Autoheal, Jump, Listen, Move Silently, Scent, Spot, and Survival.
- Racial Feats: A narlaskin's monstrous humanoid levels give it two feats.
- Weapon Proficiency: A narlaskin is automatically proficient with all simple weapons.
- +4 natural armor bonus.
- Special Attacks (see above): Trip, battle frenzy, and frightful presence.
- Special Qualities (see above): Fast healing 4 and scent.
- Automatic Languages: Narlaskin and Sylvan. Bonus Languages: Common, Giant, Ngakoi, Undercommon, and Zeidian.
- Favored Class: Ranger. Some narlaskin become adepts or druids, but most druids eventually leave their tribes to search for truth on their own. Rarely, a narlaskin travels to a human monastery to pursue wisdom and training there; these narlaskin often hope to become ascetic stalkers.
- Level adjustment +4.

Ascetic Stalker

Ascetic stalkers have mastered and come to peace with the schism between man and beast, between focus and rage. They present an outward calm, but are strengthened by an inner ferocity that allows them to achieve extraordinary feats. Through years of meditation and concentration, they find the nexus between intellect and instinct that guides them through life, allowing them to protect the natural world and all its creatures.

Most ascetic stalkers are narlaskin who refuse to accept a simple answer to the question of their basic nature. Questing for wisdom, they spend time in urban centers, in the deep wilderness, and among monks who teach them to look inside themselves. Once they have achieved peace, they usually become loners–though ascetic stalkers tend to be comfortable among all peoples in all environments, most creatures find them disconcerting. They spend their days defending life, wandering the world, teaching others, and fighting creatures of darkness.

A few ascetic stalkers are not narlaskin, but human multiclassed barbarian/monks. These rare specimens have usually received training from narlaskin ascetic stalkers, or from monks narlaskin have studied with.

Hit Die: d8.

Requirements

To qualify to become an ascetic stalker, a character must fulfill all the following criteria:

Skills: Concentration 8 ranks.

Feats: Track.

Special: Still mind class feature and rage or battle frenzy ability.

Class Skills

The ascetic stalker's class skills (and the key ability for each skill) are Autoheal (Con), Balance (Dex), Climb (Str), Concentration (Con), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Scent (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the ascetic stalker prestige class.

Weapon and Armor Proficiency: Ascetic stalkers gain no proficiency with any weapon or armor.

Monk Abilities: A character's ascetic stalker levels are considered monk levels for the purpose of determining her flurry of blows attack bonus, unarmed damage, AC bonus, and speed bonus.

The Ascetic Stalker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Monk abilities, inner rage (bonuses), trackless step
2nd	+1	+3	+3	+3	Season's walk, additional rage
3rd	+2	+3	+3	+3	Inner rage (speed), *speak with animals*
4th	+3	+4	+4	+4	Humble presence, additional rage
5th	+3	+4	+4	+4	Inner rage (ignore damage)

Inner Rage (Ex): At 1st level, whenever an ascetic stalker uses her rage or battle frenzy ability, she suppresses it and focuses it inward. Internally, she feels her fury, but she forces herself to act calmly and assuredly. She gains none of the usual benefits of rage or battle frenzy (and suffers none of the penalties), but receives a number of other abilities instead. She gains a +2 bonus on saving throws against mind-affecting effects, becomes immune to fear, and gains a +4 bonus to initiative.

At 3rd level, an ascetic stalker using her inner rage acts as if under the effects of a *haste* spell. The effect does not stack with *haste*.

At 5th level, an ascetic stalker can use her inner rage to keep her conscious and active even when her body has suffered fatal injuries. While raging, every round an ascetic stalker has 0 or fewer hit points, she can make a Concentration check (DC 10 + number of hit points below 0 the stalker is at) to continue acting normally. If she fails, she immediately suffers the normal effects of the damage. If she succeeds, she acts as if above 0 hit points until her next turn.

Trackless Step (Ex): Starting at 1st level, an ascetic stalker leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Season's Walk (Su): For 1 minute per day per ascetic stalker level, an ascetic stalker, while outdoors, can mimic the sounds of the natural world while moving. Instead of making the sound of footsteps, the ascetic stalker creates the sounds of wind, falling snow, rustling branches, chittering insects, and so on, as appropriate. This grants the stalker a +12 circumstance bonus on Move Silently checks.

Additional Rage (Ex): At 2nd level and 4th level, an ascetic stalker adds one to the number of times per day she can rage or enter a battle frenzy.

***Speak with Animals* (Sp):** An ascetic stalker can *speak with animals* a number of times per day equal to her Wisdom modifier, at a caster level equal to her ascetic stalker level.

Humble Presence (Su): Upon reaching 4th level, an ascetic stalker gains a new appreciation for the interconnectedness of life. As a standard action, a number of times per day equal to her Wisdom modifier, she can focus on her place in nature, revealing to creatures around her both her insignificance and her necessity. Any creature within 30 feet of the stalker must succeed on a Will save (DC 10 + stalker level + stalker's Charisma modifier) or refuse to knowingly harm the stalker for 5d6 rounds. If the stalker attempts to harm (directly or indirectly) any affected creature during this time, the effect is broken. A creature that succeeds on the Will save is immune to the stalker's humble presence for 24 hours. Humble presence is a mind-affecting ability.

Adventure Ideas

A tribe of narlaskin protects a strategically-vital forest where a human general wants to lure an army of orcs. The PCs are asked to go to the narlaskin and request permission for the general and his legion to enter the forest and fight. The narlaskin agree surprisingly quickly–they have already secretly allied themselves with the orcs, in the hope that the orcs will destroy human cities and end the encroach of civilization on protected narlaskin land. Only a few shunned narlaskin know the truth, but they are uncertain what they should do about it.

On Avadnu

As Eilethia watched Avadnu's civilizations spread across the world, she was saddened to see that despite their many cultural advances, corruption and intolerance had become commonplace in nearly all the humanoid races. Feeling that perhaps humanoid civilizations had grown too arrogant to welcome her graces, the moon goddess looked to the beasts of the world to offer her last great gift to Avadnu. She came before her consort, Karnn, and asked the beast god to select his most honorable creations. They were primal and ferocious creatures, but in their eyes Eilethia saw an inner wisdom.

Eilethia blessed the savage creatures with the ability to evolve, to learn, and to achieve a greater destiny for their kind. Karnn fused the moon goddess' gifts with an indomitable will and a fierce spirit. It was then, in the glow of the moonlight on Thalidor, that the first of the narlaskin rose on its haunches, stood as a man, and began to speak.

Narlaskin are thinly-spread throughout all of Avadnu, with tribes on nearly every continent. They maintain a close relationship with nature and most good-aligned races, but share a vicious hatred of the vanthiir. The narlaskin see the vanthiir as a cancer in the world, a living embodiment of depravity and corruption that must be cleansed. The vanthiir, in turn, see the narlaskin as nothing more than self-righteous savages. This has fueled a terrible rivalry that has spilled as much blood over the centuries as any battle between humanoids.



Naryd Grub

Medium Vermin
Hit Dice: 2d8 (9 hp)
Initiative: +2 (Dex)
Speed: 10 ft. (2 squares), fly 20 ft. (average)
AC: 12 (+2 Dex)
Touch: 12 **Flat-Footed:** 10
Base Attack/Grapple: +1/+0
Attack: Claws +0 melee (1d4-1)
Full Attack: Claws +0 melee (1d4-1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spit acid, toxic cloud
Special Qualities: Death throes, darkvision 60 ft., resistance to acid 15, vermin traits
Saves: Fort +3, Ref +2, Will +0
Abilities: Str 8, Dex 15, Con 10, Int —, Wis 10, Cha 4
Feats: Hover[B]
Environment: Any marshes
Organization: Brood (2-5)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Medium); 5 HD (Large)

2

Naryd grubs are large insects that float through swamps, buoyed by internal gases.

A naryd grub's body is 5 feet high, and bears two wide wings tipped with claws. Six blue-green eyes top its head, and its mouth is low and sunken. Its skin is smooth and translucent, and its milky-white innards are visible beneath the surface. Under its wings are two large green organs that swirl with corrosive gas. A naryd grub's underside is covered in small clawed feet which, while sharp, are relatively weak. Naryd grubs weigh under a pound, and use their wings only to change direction during flight. When unable to float, they scuttle about on their short legs.

Naryd grubs eat organic material they dissolve with their acid. They live in small nests in dead trees, and often eat vegetation until their surroundings are bare. Only a naryd grub that is frightened, startled, or has no other source of food will attack animals or humanoids.

Combat

Naryd grubs attack in small groups; a lone naryd grub in danger always attempts to reach the rest of its brood. A naryd grub's normal weapon is its acid, but it will use its toxic cloud if facing a particularly large or dangerous opponent.

Spit Acid (Ex): As a standard action once every 1d4 rounds, a naryd grub can spit a 10-foot line of acid that causes 1d4 points of acid damage to those it strikes (Reflex DC 11 half). The save DC is Constitution-based.

Toxic Cloud (Ex): Once per day as a standard action, a naryd grub can breathe a 15-foot-radius cloud of caustic gas. Any creature in the area takes 1d8 points of acid damage (Reflex DC 11 half) and must succeed on a DC 11 Fortitude save or take 1 point of Constitution damage from breathing the fumes. All creatures damaged by the fumes must also make a second save 1 minute later or take another 1d4 points of Constitution damage. Creatures resistant or immune to acid are immune to the Constitution damage. The cloud disperses after 1 round. The save DCs are Constitution-based.

Death Throes (Ex): When killed, a naryd grub erupts in a burst of acid and gas. All creatures within 5 feet take 4d4 points of acid damage (Reflex DC 11 negates). In addition, all creatures except other naryd grubs within 15 feet must make DC 11 Fortitude saves or be nauseated for 1d4 rounds. The save DCs are Constitution-based.

Adventure Ideas

To craft a shield resistant to acid, a wizard must have the shield's metal coated with the ichor of a dozen naryd grubs. She hires the PCs to enter a nearby marsh and track down a naryd grub nest.

On Avadnu

The former city of Venshram is now a sunken swamp, plagued by dozens of varieties of hideous creatures. Of all the species within those bogs, the naryd grub is the most widely feared. Though slow-moving and dim-witted, their presence has kept the land free of explorers and scavengers for many cycles.



Necromercer

9

Medium Outsider (Extraplanar)
Hit Dice: 7d8+14 (45 hp)
Initiative: +1 (Dex)
Speed: 30 ft. (6 squares)
AC: 19 (+1 Dex, +4 natural, +4 deflection)
Touch: 15 **Flat-Footed:** 18
Base Attack/Grapple: +7/+8
Attack: Touch +8 melee (energy drain) or dagger +8 melee (1d4+1)
Full Attack: Touch +8 melee (energy drain); or dagger +8/+3 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Energy drain, spell-like abilities
Special Qualities: Immunities, damage reduction 5/magic, darkvision 60 ft., fast healing 2, resistance to cold 15 and sonic 15, spell resistance 22
Saves: Fort +7, Ref +6, Will +6
Abilities: Str 12, Dex 13, Con 14, Int 15, Wis 13, Cha 16
Skills: Appraise +10, Bluff +9, Concentration +8, Craft or Knowledge (any three) +11, Craft (alchemy) +7, Diplomacy +18, Gather Information +11, Listen +5, Perfect Recall +9, Search +8, Sense Motive +9, Spellcraft +7, Spot +4
Feats: Combat Casting, Negotiator, Spell Focus (necromancy)
Environment: The Realm of the Dead
Organization: Solitary or cadre (3-7)
Challenge Rating: 9
Treasure: Double standard
Alignment: Usually neutral
Advancement: By character class

Necromercers are mysterious beings with unclear motives, sought by some and feared by others for their business of trade with the dead.

Necromercers look humanoid, standing just over 7 feet tall and dressed in billowy black robes and tall mitres. Beyond these constants, necromercers wear what they please; some drape themselves with enough glittering jewelry that they hunch over as they walk, while others don gloves or masks. A necromercer's skin is a smooth, reflective gray, and its face is thin and sunken, with small black eyes. The differences between necromercer genders–if they have gender–are unknown. Necromercers have soft and strangely resonant voices, and they walk and gesture with exaggerated motions.



Folk rituals describing how to summon necromercers number in the dozens, but only a few powerful wizards have shown any genuine ability to call upon necromercers at will. In reality, necromercers appear when they please–drifting into a metropolis or a tiny village, alone or as part of a group, where they set up camp for a few days. During that time, they wait for interested parties to come to them, and offer up their services.

Necromercers claim to be able to travel to the realm of the dead, and carry messages to and from dead spirits. These messages are kept in *whisper spheres*, and their content is sufficient proof for most people that necromercers can do what they say. Necromercers' prices are always just barely within the means of the average citizens of the towns they visit, and they willingly take objects and magic in trade. On rare occasion, a necromercer will make a different bargain, and agree to resurrect a creature. Only one price is accepted in return for this service: the death of the buyer, who must understand the situation and be in good health.

Why necromercers do any of this is unknown. Many learned wizards speculate that necromercers somehow feed off the desire of the living and the dead to interact, and that by giving each side hope of communicating with the other, they fan the flames of this desire. Though they are universally polite and courteous, necromercers are considered evil by many creatures. Even if these naysayers are wrong, the question of whether the necromercers have an end goal for when they amass enough power through feeding and trading is one few people care to speculate about.

Necromercers speak all known languages.

Combat

Necromercers tend not to initiate combat, but calmly and efficiently try to kill anyone who assaults them. A necromercer usually stays out of melee, using *Morden's sword* and *shadow walk* to occupy and escape opponents, while using *spectral hand* to deliver magical attacks such as *ghoul touch*. A necromercer whose life is endangered will usually *plane shift* out of battle, returning with allies (such as undead or other necromercers) to deal with its opponents later on.

Energy Drain (Su): Living creatures hit by a necromercer's touch attack gain two negative levels. The Fortitude save to remove a negative level has a DC of 16.

The save DC is Charisma-based. For each such negative level bestowed, the necromercer gains 5 temporary hit points.

Spell-Like Abilities: At will–*animate dead*, *astral projection*, *chill touch* (DC 15), *control undead* (DC 21), *death knell* (DC 16), *detect magic*, *detect undead*, *disrupt undead* (DC 14), *gentle repose*, *ghoul touch* (DC 16), *halt undead* (DC 17), *levitate*, *mage hand*, *nondetection*, *plane shift* (DC 20), *slay living* (DC 19), *speak with dead* (DC 17), *spectral hand*, *unseen servant*, *vampiric touch*, *whisper sphere*; 3/day–*Morden's sword*, *regenerate*, *shadow walk* (DC 19), *true seeing*; 1/week–*discern location* (DC 21), *soul bind* (DC 23); 1/year–*true resurrection*. Caster level 15th. The save DCs are Charisma-based, and include the necromercer's Spell Focus (necromancy) feat.

Immunities (Ex): Immune to death effects. Not subject to ability drain or energy drain.

Whisper Sphere

Transmutation
Level: Brd 4, Sor/Wiz 4
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: One creature; see text
Duration: See text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

By touching a gem to the subject's forehead, the caster allows the subject to place a message in the gem. By concentrating, the subject can imbue the gem with words, emotions, and images, but the eventual recipient does not automatically gain comprehension of the material; imbuing a *whisper sphere* with the description of a complicated procedure is no more useful than explaining the procedure verbally. The imbuing takes slightly less long than a verbal recitation of the gem's contents, with emotions and images presented to the recipient for the same amount of time as the subject focuses on them.

When the subject imbues the gem, it must choose who can activate the gem and receive the message. The recipient can be an individual, or anyone who matches a given description. The description can only specify physical traits, and not the recipient's place in the world. For example, "my descendants," or "any goblin" would be sufficient description, while "the king of my home country," or "a great hero" would not be.

Once imbued, the gem glows the same color as its facets, and is obviously magical. The gem remains this way until an appropriate recipient activates the gem by pressing it to its forehead, at which point the recipient hears, feels, and sees the message in its mind. When this is done, the gem goes dark, and loses all its power. The gem's contents cannot normally be retrieved by anyone except an intended recipient, though a character might be able to emulate an appropriate recipient with a Use Magic Device check (DC 35 if an individual has been specified).

Focus: A small gem worth at least 10 gp.

Adventure Ideas

The PCs must prevent the son of a villain they killed from completing a deal with a necromercer to resurrect his father. In revenge for having its deal interrupted, the necromercer kidnaps a friend of the PCs, and places the friend in the realm of the dead. But if the PCs go to rescue their friend, they are assisting the necromercer by creating a link between the living and the dead.

On Avadnu

During the Time of Order, Ingtaria rose to power as one of the mightiest of all nations. The ruling family had kept the peace for many generations and built a powerful army, ushering in an age of prosperity. But solace is a fleeting thing, and in the Time of Shadows, the king and queen of Ingtaria were assassinated in their bedchamber. Their eldest son, a sulwynarii prince named Karimarr, found them the next morning awash in blood on silk sheets.

The tragedy sent waves throughout all of Ingtaria. The people gathered en masse to honor their fallen monarchs, placing hundreds of flowers at the palace door. The family crest, a golden valikir on a field of crimson, hung low from the city walls in a solemn gesture. Emissaries were dispatched to discover the identity of the murderer, but it was a newly-arrived traveler who promised to uncover the truth. The people knew the strangely-garbed man as a necromercer, a trader with the dead. Such creatures were never to be trusted, so the commoners believed, but these were desperate times.

The robed figure called himself Nishút, and claimed he knew the assassin. The blood was calling out to him, he told the young prince, and a single name resonated like a peal of thunder across the planes. But Karimarr needed no further guidance, and his grief was not enough to overwhelm his caution. He thanked and dismissed the necromercer, and set out alone to find his parents' killer.



Nether Wisp

7

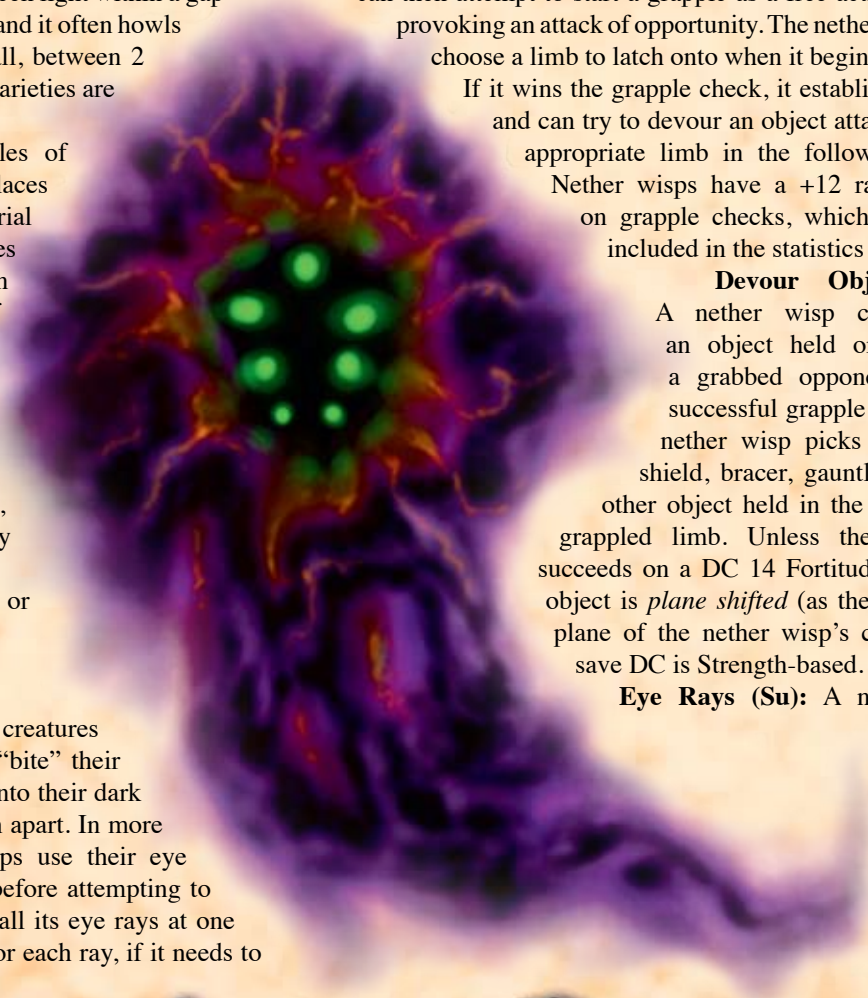
Small Outsider (Chaotic, Evil, Extraplanar, Voidspawn)
Hit Dice: 8d8 (36 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: Fly 40 ft. (perfect) (8 squares)
AC: 18 (+1 size, +2 Dex, +5 deflection)
Touch: 18 **Flat-Footed:** 16
Base Attack/Grapple: +8/+16
Attack: Bite +11 melee (1d8) or 3 eye rays +11 ranged touch
Full Attack: Bite +11 melee (1d8); or 3 eye rays +11 ranged touch
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, devour object, eye rays, spell-like abilities
Special Qualities: Voidspawn traits, damage reduction 5/good, darkvision 60 ft., resistance to acid 10, cold 10, electricity 10, and sonic 10
Saves: Fort +6, Ref +8, Will +6
Abilities: Str 10, Dex 15, Con 11, Int 12, Wis 10, Cha 18
Skills: Concentration +11, Escape Artist +13, Hide +17, Intimidate +15, Listen +11, Move Silently +13, Search +12, Spellcraft +12, Spot +11
Feats: Dodge, Improved Initiative, Weapon Finesse
Environment: The Void
Organization: Solitary or cluster (2-9)
Challenge Rating: 7
Treasure: None
Alignment: Always chaotic evil
Advancement: 9-12 HD (Small); 13-16 HD (Medium); 17 HD (Large)

Nether wisps are manifestations of chaotic energy bound to extraplanar sources, dedicated to wreaking havoc on mortal creatures.

A nether wisp appears as a circle of darkness, encircled and trailed by plumes of boiling, purple-black smoke which crackle with crimson energy. Within the circle, seven fiendish eyes gaze outward, pinpoints of green light within a gap in space. The wisp's odor is acrid, and it often howls airily. Most nether wisps are small, between 2 and 3 feet in diameter, but larger varieties are not uncommon.

Nether wisps gather at locales of loss and destruction. These places can include crypts and burial grounds, battlefields, and the sites of massacres or genocide. Drawn by the emotional resonance of these places, nether wisps arrive alone or in groups to prey on the sorrowful, the lost, and the abandoned. Nether wisps do not care about worldly good or evil; their interest is in devouring chaos, and sending it to their otherworldly homes.

Nether wisps do not speak or understand any known languages.



Combat

Nether wisps attack any living creatures they encounter. They attempt to "bite" their opponents' limbs, drawing them into their dark central bodies where they are torn apart. In more dangerous situations, nether wisps use their eye rays against multiple opponents before attempting to latch on. A nether wisp may fire all its eye rays at one opponent, using the same effect for each ray, if it needs to down that opponent quickly.

A nether wisp's natural weapons are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a nether wisp must hit a Medium or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. The nether wisp must choose a limb to latch onto when it begins a grapple. If it wins the grapple check, it establishes a hold and can try to devour an object attached to the appropriate limb in the following round. Nether wisps have a +12 racial bonus on grapple checks, which is already included in the statistics block.

Devour Object (Su): A nether wisp can devour an object held or worn by a grabbed opponent with a successful grapple check. The nether wisp picks a weapon, shield, bracer, gauntlet, ring, or other object held in the opponent's grappled limb. Unless the opponent succeeds on a DC 14 Fortitude save, the object is *plane shifted* (as the spell) to a plane of the nether wisp's choice. The save DC is Strength-based.

Eye Rays (Su): A nether wisp

can fire up to three magical rays from its eyes each round as a standard action. A grappling nether wisp can fire up to three rays as a free action, but can only target a creature it has grabbed. Each ray has a range of 30 feet, and can affect a struck creature (or object, in the case of a shriek ray) in one of the following ways (nether wisp's choice). All save DCs are Charisma-based.

Fear: The creature must succeed on a DC 18 Will save or become shaken. A nether wisp sometimes focuses multiple fear rays on a single creature in a round, trying to make it frightened or panicked (as normal, multiple fear effects are cumulative).

Pustules: The creature must succeed on a DC 18 Fortitude save or develop horrid pustules over its body. The pustules last for 1d4 rounds, during which time the creature acts as if *slowed*. At the end of this time, the pustules burst, inflicting 3d4 points of damage to the creature. A *remove disease* spell ends the effect early and prevents the damage from occurring. A creature that has been affected by a nether wisp's pustule ray cannot be affected again until the pustules burst or are cured. Creatures immune to magical disease are immune to the effect altogether.

Shriek: The creature or object takes 1d8 points of sonic damage.

Vaporous Transformation: The creature must succeed on a DC 18 Fortitude save or suffer 1d4 points of Strength drain as it begins boiling away into a thick gray smoke. A creature whose Strength is drained to 0 becomes permanently gaseous (as a *gaseous form* spell) until its Strength rises above 0 again.

Spell-Like Abilities: 3/day–*chaos hammer* (DC 18), *dimension door* (self only), *plane shift* (self only). Caster level 8th. The save DCs are Charisma-based.

Voidspawn: Spells cast within 30 feet gain the evil descriptor; slayer must succeed on a DC 18 Will save or gain the creature's aura for 24 hours.

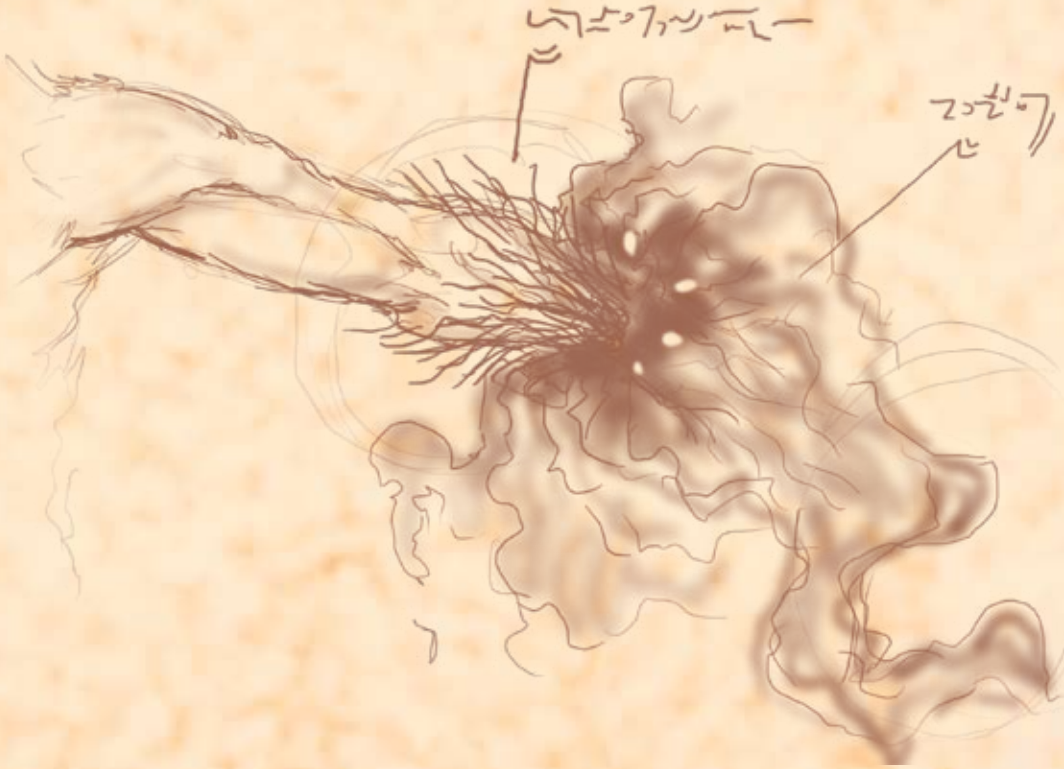
Adventure Ideas

An elderly priest wishes to consecrate a graveyard where nether wisps are known to dwell. His son asks the PCs to protect him, but the priest fears that violence will disrupt the consecration ritual. If he is to agree to receiving protection, the PCs must find a non-violent way of confronting the nether wisps.

On Avadnu

The Battle of the Korlath Plains is known as the bloodiest single conflict of the past four hundred cycles. Tens of thousands were slaughtered that day, and in the wake of such loss a great memorial was built to honor the dead and remind the world of the cost of war. The memorial was carved into the walls of the Twisting Ways, inscribed with the names of those who had lost their lives. From that day forward, anyone passing through the tunnels to Arrinok would walk what became known as the Path of Mourning.

Over the centuries, the tunnels have gradually eroded, and many names are now lost to time. Nether wisps are constantly drawn to the memorial, waiting in the shadows to lash out at those who come. It is said that the nether wisps study the tunnels intently, learning the names of the fallen and seeking out their descendants. Whether this has any truth, none can say, though the Path of Mourning remains a haunted place.



Ngakoi

1/2

Ngakoi, 1st-Level Warrior
Small Humanoid (Ngakoi)
Hit Dice: 1d8 (4 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
AC: 12 (+1 size, +1 padded armor)
Touch: 11 **Flat-Footed:** 12
Base Attack/Grapple: +1/-4
Attack: Handaxe +1 melee (1d4-1/x3) or sling +2 ranged (1d3-1)
Full Attack: Handaxe +1 melee (1d4-1/x3); or sling +2 ranged (1d3-1)
Space/Reach: 5 ft./5 ft.
Special Qualities: Ngakoi traits
Saves: Fort +2, Ref +0, Will +1
Abilities: Str 8, Dex 11, Con 10, Int 11, Wis 12, Cha 11
Skills: Climb +1, Jump +1, Listen +4, Survival +4
Feats: Track
Environment: Temperate and warm forests, hills, marshes, plains, and underground
Organization: Pair, band (3-14), or tribe (15-60 plus 100% noncombatants plus 1 3rd-level hunter per 20 adults, 5 5th-level adepts, and 3 7th-level elders)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +0

Ngakoi are a tribal people who live between the world's absolutes. Resourceful and adaptable, they look down on those who can accept only wilderness or civilization, life or death, or good or evil.

Ngakoi average 4 feet high and weigh between 50 and 70 pounds. Their bodies are thin and long-limbed, and their heads are slightly oversized when compared to humans'. They are naturally hairless, and their skin varies in tone from a dark, leathery gray to a chalky white. During puberty, ngakoi develop wide third eyes in their foreheads from which they can produce green or yellow glows at will, and often sew their other eyes shut to aid the development. This rite is a vital part of ngakoi life, and a sign of maturation. Ngakoi are considered adults at age fourteen, and usually live for about two decades afterward. Part of this is due to their lifestyle, and particularly lucky ngakoi can reach sixty years old without suffering greatly from age.

Ngakoi generally wear as little clothing as necessary for their environment, and keep to loose, earth-toned garb. Red, purple, and blue clothing is occasionally made by ngakoi, but these colors frequently have ritual significance which varies from tribe to tribe. Tattoos are common among ngakoi, and are usually abstract symbols of family, beliefs, names, or other items of personal significance.

Ngakoi have personalities similar to humans; they can be cheerful or dour, humorous or grim, and ambitious or laid back. Few ngakoi are interested in the physical trappings of wealth, but those interested in power pursue mystical paths, or ways to hold others under their control. Most are comfortable and unstressed in unfamiliar situations, ready to apply their knowledge and skills when they



spot an opportunity. They are not fearless, but accept matters for what they are, and refuse to let anxiety or inexperience harm them.

Ngakoi speak their own language. Most tribes have several members who also speak Common and Undercommon.

The above statistics are for an average 1st-level ngakoi warrior.

Combat

When forced to fight, ngakoi rely on ambushes, overwhelming numbers, and tricks such as magic and poison to defeat their foes. Ngakoi weapons usually double as tools, and few ngakoi are dedicated combatants.

Ngakoi Traits (Ex): Ngakoi possess the following racial traits.

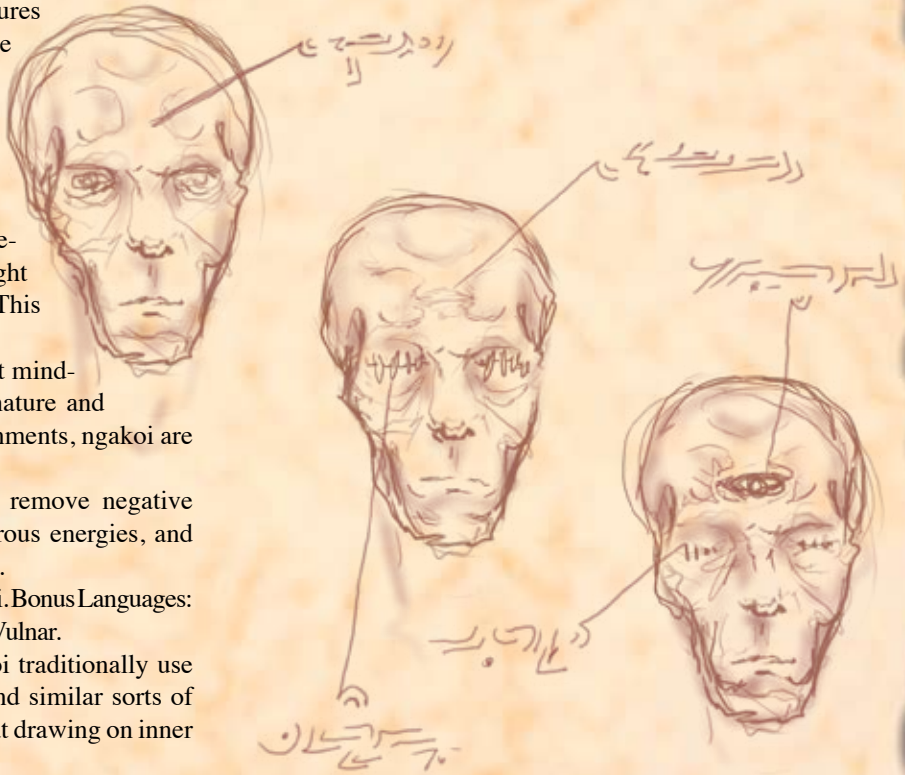
- +2 Wisdom, -2 Strength.
- Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- An ngakoi's base land speed is 20 feet.
- Low-light vision.
- +2 racial bonus on either Listen or Spot checks. Ngakoi whose eyes are sewn shut develop an increased sensitivity to sound, whereas those who see with three eyes are particularly perceptive.
- +2 racial bonus on Survival checks.
- Monstrous Empathy: Ngakoi are masters at coexisting with the creatures of their homelands, no matter how bizarre. This power works like the druid's wild empathy class feature, except it works on any animal, aberration, magical beast, ooze, plant, or vermin with an Intelligence score of 2 or lower (or with no Intelligence score) with a -4 penalty. An ngakoi with wild empathy reduces this penalty to -2. Creatures without Intelligence scores cannot have their attitudes improved beyond indifferent. Determine a monstrous empathy check result by rolling 1d20 and adding the ngakoi's Charisma modifier and one-half the ngakoi's level.
- An ngakoi can create or abolish a candle-strength (5 feet of shadowy illumination) light from his or her third eye as a move action. This is a supernatural ability.
- +2 racial bonus on saving throws against mind-affecting effects. Due to both their basic nature and their training in strange and difficult environments, ngakoi are hardened against mental control.
- +3 racial bonus on Fortitude saves to remove negative levels. Ngakoi are often exposed to dangerous energies, and have developed a natural resistance to them.
- Automatic Languages: Common and Ngakoi. Bonus Languages: Draconic, Giant, Sylvan, Undercommon, and Vulnar.
- Favored Class: Diviner or psion. Ngakoi traditionally use magic to divine threats, sources of food, and similar sorts of information. In addition, ngakoi are skilled at drawing on inner strength.

Ngakoi Society

Ngakoi live in small, semi-nomadic tribes, each with its own variations on common ngakoi customs and beliefs. Geographically disparate tribes are as distinct and foreign to each other as similarly-disparate human nations, though ngakoi tribes tend to share a similar lifestyle. Tribes are most often loosely governed by councils of three to seven elders (male and female), and crimes–limited mainly to forms of assault and betrayal of the tribe–are punished by exile or shunning (for periods ranging from days to decades), or, in cases where perpetrators are deemed highly dangerous, death.

An ngakoi tribe usually travels between at least a summer and a winter village, with some tribes changing location every season. Tribes use available materials such as mud, tree limbs, and stone to construct their homes, and return to their old villages whenever possible when they relocate. During winter, many tribes move into cliffside or underground caves, using them for shelter. Ngakoi utilize and understand the natural resources of their surroundings to an incredible extent, coexisting comfortably with strange and magical creatures as they forage for food and other necessities. They are regularly exposed to warped entities such as oozes and aberrations, but accept them as part of the wide array of threats and possibilities the land has to offer.

Ngakoi villages are always built within a week's travel to another race's population center, so that the ngakoi can trade food, minor magic spells and trinkets, and guidance through their lands for tools, information, and anything else they are not prepared to obtain on their own. Both sides tend to believe they come out ahead during these trades, which occur between one and three times each season and are often



Mystic Sight [Racial]

The ngakoi can see hidden magics through his or her third eye.

Prerequisites: Ngakoi, Wis 15+.

Benefit: For a number of rounds per day equal to the ngakoi's Wisdom modifier, the ngakoi can see as if under the effect of a *see invisibility* spell. The ngakoi must take a standard action to begin seeing in this manner, but can end the mystic sight as a free action. Each round during which an ngakoi sees with Mystic Sight counts against the total time the ngakoi can use it that day.

the only contact tribes have with other peoples. Ngakoi tribes living underground often carry out these trades with underground races.

Ngakoi religion is based on seeking paths between extremes. "Balance" is not a concept they believe in; they seek to embrace a unique existence, rather than taking part in everything in moderation. They neither live entirely apart from other races, nor among them. They travel freely above and below ground. They see themselves somewhere between spirit and flesh, eat both living plants and the dead meat of animals, and freely use magic for daily tasks. Good and evil do not interest them, and they deal as readily with celestials as fiends–so long as they do not assist the creatures' causes themselves, they remain untainted by absolutes.

The third eye possessed by each ngakoi is viewed as an important instrument in maintaining their beliefs, with its ability to see both mystic and material objects. In most tribes, only one in four ngakoi have the will and clarity to grow their third eyes without sewing their ordinary eyes shut, and many tribes engage in rituals meant to develop their eyes further. The rituals range from tranquil meditative practices to ecstatic dances, and often are integrated into other ceremonies (such as rites of passage and funerals). Particularly devoted ngakoi, and those who manage to grow their third eyes without sewing their others shut, have been known to gain incredible mental strength and power, and gain influence within their tribes.

Ngakoi tribes rarely meet, and ngakoi virtually never marry into tribes not their own. (Incidents of ngakoi leaving their tribes to marry humans have occurred.) Ngakoi who wish to depart their tribes are allowed to do so, and are usually welcomed back if they return. In the world beyond their tribes, some ngakoi find little of interest or meaning, but others seek power, magic, understanding of other cultures, or beliefs denied them at home.



Adventure Ideas

The PCs come upon a human village which has been unable to contact the ngakoi tribe they usually trade with. The ngakoi believe that the humans have been murdering ngakoi elders, and are traveling to their winter village where they will retrieve a powerful magic item to help them attack the humans. The elders were murdered, but by a shunned ngakoi mystic who has taken the shape of an elderly human villager. He has been collecting the elders' eyes in a belief they will add to his power, and he hopes to steal the ngakoi's magic weapon when they return.

On Avadnu

Each ngakoi tribe has a different story of creation, and none has ever been proven true. The tribes in central V'leren claim that they are descended from humans who sought to become spirits, while tribes in Kulloren say that they are spirits become men. Tribes in Tenril claim that ngakoi sprung from the earth in a moment when Avadnu's heart stopped. Whether any of the stories are accurate doesn't seem to matter to the ngakoi, and all historians from other races have determined is that ngakoi have lived since at least the coming of the xxyth.

Ngakoi at least tolerate all other races, but they get along best with humans. While they consider humans foolish for building cities and empires, and occasionally resent their expansions of territory, ngakoi interact with humans on a personal level surprisingly easily. Ngakoi consider skarren little better than beasts, respect–but rarely warm to–zeidians, and are avoided by sulwynarii and mistji, who view ngakoi as dabblers in the powers of the Void.

Some validity exists to this view; ngakoi tribes treat tainted plants and beasts no differently than they do Avadnu's natural flora and fauna, using them to their advantage where they can, avoiding them where they cannot. Magic using Void energies is a resource like any other, though a potentially dangerous one. Planting a soultrapper to bring rain, stealing eggs from a naryd grub nest, and summoning a qeh'thral to distract a myrcloud are all viewed as risky, but worthwhile activities. Ngakoi see the Void and Avadnu as two equally-natural extremes which they must walk between, and as ultimately the Void was born from the same source as Avadnu, they treat it as only another part of a dangerous world.

Despite this tension, ngakoi have few true enemies. Though their numbers are relatively few, they flourish as a people, constantly adapting to the world's vicissitudes and following the fringes of human civilization wherever it goes.

Nightbeast

Large Magical Beast
Hit Dice: 5d10+15 (42 hp)
Initiative: +1 (Dex)
Speed: 40 ft. (8 squares)
AC: 16 (-1 size, +1 Dex, +6 natural)
Touch: 10 **Flat-Footed:** 15
Base Attack/Grapple: +5/+13
Attack: Claw +8 melee (1d6+4)
Full Attack: 2 claws +8 melee (1d6+4) and bite +3 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Lunge, terrifying gaze
Special Qualities: Partial invisibility, light blindness, insatiable hunger, darkvision 60 ft., low-light vision, scent
Saves: Fort +7, Ref +5, Will +2
Abilities: Str 19, Dex 13, Con 17, Int 7, Wis 13, Cha 13
Skills: Climb +5, Hide +9, Jump +5, Listen +4, Move Silently +13, Scent +9, Spot +4
Feats: Alertness, Stealthy
Environment: Any forests
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always chaotic evil
Advancement: 6-9 HD (Huge)

6

Nightbeasts are predators that stalk forests, invisible except under the light of the moon.

Nightbeasts mix simian and feline traits; though they stoop as they walk and their limbs are long, their skulls and claws resemble a great cat's. Their fur is thick, colored a deep blue and spotted with black, and their eyes shine a brilliant yellow. Most nightbeasts stand around 8 feet tall, and can leap to impressive heights. A nightbeast can normally only be seen in moonlight, and even then they appear partially transparent.

Nightbeasts make their nests from toppled trees, thick mud, and gathered leaves. The decaying bodies of their prey are often left scattered around the periphery, but the center, where a nightbeast sleeps during the day, is kept relatively clean. Several hours after sunset, nightbeasts emerge from their nests to begin the evening's hunt. Often, a nightbeast will follow an animal or man for hours before attacking; the pleasure they receive from stalking and terrifying prey is greater than their enjoyment of the actual kill. Despite their moderate intelligence, hunting appears to be nightbeasts' primary interest.

Nightbeasts speak no known languages, but appear to understand Common.

Combat

Though patient stalkers, nightbeasts are furious combatants once battle is joined. Most victims of nightbeasts are taken by surprise, but a nightbeast that finds its opponents prepared will fight intelligently, using its terrifying gaze to keep some enemies at bay, while attacking those who resist one at a time.

Lunge (Ex): A nightbeast that hits with both claw attacks automatically hits with its bite attack.

Terrifying Gaze (Su): Paralyzed with fear for 1d4 rounds, 30 feet, Will DC 13 negates. The save DC is Charisma-based. A nightbeast's gaze has no effect unless the nightbeast can be seen (due to moonlight or a *true seeing* spell).

Partial Invisibility (Su): A nightbeast is naturally invisible except when lit by moonlight. Except during a full moon, a nightbeast illuminated by moonlight still has concealment (20% miss chance) due to being partially transparent. Under a full moon, a nightbeast is completely visible. A *see invisibility* spell does not reveal an invisible nightbeast, but *true seeing* does. A dead nightbeast retains these traits.

This ability is constant, allowing the nightbeast to remain invisible or concealed even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds nightbeasts for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Insatiable Hunger (Ex): Whenever a nightbeast kills a creature, it immediately succumbs to an all-consuming desire to feast upon the body, often tearing the corpse to pieces as it eats. A nightbeast eats for 1d4 full rounds after making a kill,



and will only take other actions if its meal is interrupted.

Skills: Nightbeasts have a +8 racial bonus on Hide and Move Silently checks.

Physiological Uses

A nightbeast's blood can be prepared to create a serum that, when imbibed, grants the effects of *greater invisibility* (caster level 10th) to the imbiber. Unlike with the standard usage of the spell, the effect has a duration of 10 minutes. The serum has a value of 2,500 gp, and a Craft (alchemy) DC of 20. For purposes of determining creation time and raw materials cost, however, the serum costs only 125 gp.

Adventure Ideas

As proxies for a man forced to participate in a ritual, the party is sent into a forest where a nightbeast is known to live. They have one full day, starting at dawn, to find the nightbeast's lair, take an item belonging to one of its victims, and leave the forest again–without harming the nightbeast, which is regarded as terrible, but sacred.

A grisly murder has left a community in disarray. Several witnesses describe a man's death and dismemberment by invisible forces, and the PCs have been hired to investigate the case. A powerful wizard nearby may have some answers, as he is known to keep invisible stalkers. But fur and claw marks found at the scene point to a rampaging nightbeast, escaped from the wizard's captivity during his experiments upon it.

On Avadnu

Created by Karnn at the dawn of the world, the nightbeasts were nearly unstoppable. Invisible as they were, they ravaged the land and preyed upon the humanoid races. Morindalien, the god of vigilance, watched the slaughter and grieved. To give mortals a chance to fight the beasts, he made them visible under his light–the light of the moon.

Most peoples of Avadnu share legends of the nightbeast. Among the skarren, the nightbeast is called barvocca, which translates roughly to "ghost of the night." To the zeidians, the nightbeast is known as ar-khuul, and zeidians seek to destroy or drive them back wherever the creatures are found.



Nightmare Collector

Huge Construct
Hit Dice: 21d10+40 (155 hp)
Initiative: +1 (Dex)
Speed: 40 ft. (can't run) (8 squares)
AC: 27 (-2 size, +1 Dex, +18 natural)
Touch: 9 **Flat-Footed:** 26
Base Attack/Grapple: +15/+33
Attack: Claw +23 melee (2d6+10)
Full Attack: 2 claws +23 melee (2d6+10)
Space/Reach: 15 ft./15 ft.
Special Attacks: Animate objects, dark duplicate, weird, death throes
Special Qualities: Courage vulnerability, dimension door, nightmare siphon, construct traits, damage reduction 15/adamantine, darkvision 60 ft., low-light vision, resistance to cold 30, electricity 30, and fire 30
Saves: Fort +7, Ref +8, Will +7
Abilities: Str 31, Dex 12, Con —, Int —, Wis 11, Cha 12
Environment: Any
Organization: Solitary
Challenge Rating: 16
Treasure: None
Alignment: Always neutral
Advancement: 22-31 HD (Huge); 32-40 HD (Gargantuan)

16

Originally built to siphon away nightmares and grant serene rest, nightmare collectors are constructs that gained power and life from sleepers' fears.

Nightmare collectors are huge, polished stone statues. Their designs vary, but most have several thick legs ending in sharp points and attaching to a hollow cylinder of a body. Both legs and body are often etched or paneled with strange designs or meaningless characters, and stone heads of humanoids, beasts, or monsters line the cylinder's side or hang from its lower edge. Above the cylinder boil over colored fumes that form images from the collector's stored nightmares. Most nightmare collectors easily fill square rooms 20 feet wide and 20 feet high, and many stand in chambers designed to house them, filled with ornate arches and pools.

The first nightmare collectors were built in densely-populated communities. Their magical endowments and horrific designs attracted the nightmares of dreamers, trapping the nightmares inside them and ensuring peaceful sleep for anyone nearby. But the nightmares never disappeared, and the devices became saturated in them. Combined with the devices' magic, the collected thoughts gave the constructs a semblance of life. Since then, evil spellcasters have created animate nightmare collectors knowingly, to suit their own designs.

Nightmare collectors are mindless; the nightmares inside them urge them to destroy living creatures, and their magic attracts them to dreamers, but they have no real sentience. Left alone, most settle on the outskirts of cities, absorbing nightmares and killing those who find them. More problematic is when a nightmare collector falls into the hands of a creature powerful enough to control it–some beings can feed on or learn from the captured nightmares, while others relish a collector's sheer destructive force.

Combat

Nightmare collectors, despite their violence, are poor tacticians. They readily use their supernatural abilities, but not always efficiently; while nightmare collectors know to use their weird cones on groups rather than individuals, differentiating between spellcasters and melee combatants is more than they can handle. Therefore, most nightmare collectors cycle through their abilities, occasionally striking with their claws at combatants who resist their magic, and using dimension door to chase fleeing opponents. Nightmare collectors never retreat.

A nightmare collector's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Animate Objects (Su): Three times per day as the spell (caster level 10th), but animated objects return to normal if the nightmare collector is destroyed.

Dark Duplicate (Su): A nightmare collector can create a duplicate of any living creature with fewer than 30 HD within 60 feet. Only one duplicate can be created per creature per day, and creatures that do not sleep (including elves) cannot be duplicated. A duplicate forms anywhere within 60 feet that the collector chooses, and ceases to exist after 2d4 rounds, or if the collector is destroyed.

Treat a duplicate as if it were conjured by a *shades* spell, including granting DC 21 Will saves to disbelieve. The save DC is Charisma-based. Duplicates have all the levels, abilities, equipment, and spells of the original creatures, but attacks, spells, and magical equipment used against creatures who recognize the duplicates as illusory cause four-fifths normal damage or (if an effect does not cause damage in hit points) are only 80% likely to work. Creatures gain a +2 bonus on their saves to disbelieve for every 24 hours they have gone without sleep before encountering the nightmare collector. Creatures that do not sleep automatically recognize the duplicates as illusory.

Duplicates resemble their original counterparts, but are obviously fakes. Many have glowing eyes, fangs, or other sinister features. They can speak, and have all the knowledge of their counterparts, but are obsessed with destroying all living creatures around them.

Weird (Su): A nightmare collector can affect all creatures in a 30-foot cone as with a *weird* spell (caster level 20th; save DC 21). The save DC is Charisma-based. Creatures gain a +2 bonus on their saves for every 24 hours they have gone without sleep before encountering the nightmare collector. Creatures that do not sleep are immune to the effect.

Death Throes (Su): When destroyed, a nightmare collector releases its energy in a wave. Any creature within a 90-foot spread must succeed on a DC 21 Will save or be affected as by a *sleep* spell with no HD limit, with a duration of 1d4 hours.

The save DC is Charisma-based.

Courage Vulnerability (Ex): A creature that is the recipient of any morale bonus applies the morale bonus on damage rolls against nightmare collectors and dark duplicates. Creatures immune to fear gain a +6 morale bonus on damage rolls against nightmare collectors and dark duplicates. As always, multiple morale bonuses do not stack.

Dimension Door (Su): As the spell (caster level 10th), but a nightmare collector can only use this ability when unseen by living creatures.

Nightmare Siphon (Su): Any creature that rests within 1,000 feet of a nightmare collector sleeps peacefully, without disturbing dreams of any sort, and is immune to the spell *nightmare*. For every creature within range that sleeps 8 hours or more, the nightmare collector is cured of 1 point of damage.

Adventure Ideas

The nightmares of a madman hold secrets the PCs must learn, but the madman has disappeared. A night hag comes to the PCs, and tells them that the madman once traveled through a town where locals claim no one ever has nightmares. The hag believes that a nightmare collector is near the town, and suggests that if the PCs can find and destroy it, she can enter the freed nightmares and learn what the PCs need. The offer seems genuine, but the night hag refuses to say what *she* wants from the collected dreams.

On Avadnu

In the 475th cycle of the sixth arc, the sulwynarii oneiromancer Elyoni constructed the first nightmare collector near Runsjara. Unable to dream himself, Elyoni believed that if others were freed from nightmares, they could attain the same peace sulwynarii had. The experiment was a disaster; Elyoni's nightmare collector came to life, and only with the aid of a circle of paladins did he keep Runsjara from being destroyed. Other spellcasters eventually learned the secrets of the nightmare collector's construction, and a half-dozen collectors are now said to be in V'leren alone. One is rumored to be underneath Morgathog, where it brings peace to the mad city's residents–and guards the libraries of Morgathog's lords.



Oozecrawler

Large Ooze
Hit Dice: 7d10+28 (66 hp)
Initiative: +1 (Dex)
Speed: 30 ft. (6 squares), climb 20 ft.
AC: 10 (-1 size, +1 Dex)
Touch: 10 **Flat-Footed:** 9
Base Attack/Grapple: +5/+14
Attack: Bite +9 melee (1d8+7 plus poison) or web +5 ranged touch
Full Attack: Bite +9 melee (1d8+7 plus poison); or web +5 ranged touch
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison, jelly, web
Special Qualities: Absorb, alternate form, blindsight 60 ft., ooze traits, resistance to acid 20 and fire 20
Saves: Fort +6, Ref +3, Will -3
Abilities: Str 20, Dex 12, Con 19, Int —, Wis 1, Cha 1
Skills: Climb +13
Environment: Underground
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 8-9 HD (Large); 10-18 HD (Huge)

6

Oozecrawlers are gelatinous arachnids that dissolve and consume organic matter.

Made of nearly-transparent rubbery green goo, an oozecrawler resembles an 8-foot-long spider. It has no recognizable organs, though a dark nucleus floats at its center. An oozecrawler can melt into a puddle or climb walls, and it walks slowly and deliberately.

Oozecrawlers survive by feeding on oozes, and are able to reduce even ordinary creatures to puddles of jelly with their poison. Their preferred prey is the ochre jelly, but they can digest almost any sufficiently liquid and amorphous creature. They make their homes in holes, wells, and dark caverns, pooling in gaps where they rest between meals. They can live for several weeks without sustenance, but prolonged hunger causes their bodies to dry out and crack.

Combat

Oozecrawlers randomly wander large areas to hunt, searching for living creatures. They begin combat by casting their webs, then trying to bite their opponents. Oozecrawlers absorb ochre jellies they find as quickly as possible, even at risk to themselves. An oozecrawler that is badly injured and cannot heal will dissolve into a pool, trying to prevent further harm.

Poison (Ex): Injury, Fortitude DC 17, initial damage 1d6 Constitution, secondary damage 2d6 Constitution. The save DC is Constitution-based.

Jelly (Ex): A creature whose Constitution is reduced to 0 by an oozecrawler's poison immediately dissolves, becoming a mindless ochre jelly (with all statistics and abilities replaced by an ochre jelly's). A *greater restoration* spell can return a creature so transformed to normal.

Web (Ex): An oozecrawler can throw a web eight times per day as a standard action. This is similar to an attack with a net but has a range of 30 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 17 Escape Artist check or burst the web with a DC 21 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 15 hit points, hardness 0, and though the webs are flammable, they are immune to fire damage. Creatures caught in a burning oozecrawler web take 2d4 points of fire damage from the flames.



Absorb (Ex): An oozecrawler that makes a successful grapple check against a grabbed ochre jelly sucks the jelly into its body. The jelly floats passively inside the oozecrawler, surrounding the oozecrawler's nucleus. Once per round as a free action, the oozecrawler can inflict 4 points of damage to the jelly and cure itself of a like amount. If the oozecrawler is destroyed, the ochre jelly is freed. An oozecrawler can only hold one jelly at a time.

Alternate Form (Ex): As a standard action, an oozecrawler can dissolve into a 5-foot-radius pool of jelly, or return to its spider form. When in its pool form, the oozecrawler cannot attack or cast webs, but it is also immune to damage from weapons. It takes a successful DC 15 Spot or Knowledge (dungeoneering) check to recognize an oozecrawler in pool form as anything more than a pool of murky water.

Blindsight (Ex): An oozecrawler's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet. Beyond that range, they are considered blinded. Oozecrawlers are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight.

Adventure Ideas

The adventuring companion of a soldier who ventured into the ruins of an ancient city reports that the soldier was dissolved by an oozecrawler. He asks the PCs to accompany him back to the ruins, hoping that the jellied soldier escaped from the oozecrawler and can still be restored.

On Avadnu

Oozecrawlers exist throughout Avadnu, deadly and grotesque, but invaluable for keeping the population of oozes in check. So long as they stay on the outskirts of civilization, they serve to save more lives than they end. Many scholars are fascinated by oozecrawlers and have categorized several different species. Oozecrawlers found in Kaelandar tend to be comparatively small and vicious, while those found in the Selleth Reaches can grow to gigantic proportions, occasionally developing a dietary preference for gray oozes.

Ossecap

8

Huge Magical Beast
Hit Dice: 12d10+72 (138 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
AC: 19 (-2 size, +11 natural)
Touch: 8 **Flat-Footed:** 19
Base Attack/Grapple: +12/+29
Attack: Bite +19 melee (2d6+9)
Full Attack: Bite +19 melee (2d6+9) and 2 claws +14 melee (2d4+4)
Space/Reach: 15 ft./10 ft.
Special Attacks: Roar, trample 2d8+13
Special Qualities: Immunities, darkvision 60 ft., low-light vision
Saves: Fort +16, Ref +8, Will +5
Abilities: Str 29, Dex 10, Con 22, Int 1, Wis 9, Cha 5
Skills: Listen +7, Spot +3, Survival +2
Feats: Endurance, Great Fortitude, Iron Will, Power Attack, Run
Environment: Underground
Organization: Solitary or pair
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 13-18 HD (Huge)

Ossecaps are massive beasts that live deep underground and terrorize all creatures they encounter.

Ossecaps are quadrupeds, averaging 18 feet high, 25 feet long, and weighing over 5 tons. Their leathery scales range from deep crimson to dusty brown, and along their backs grow series of green horns, each over 3 feet long. These horns continue along their short tails. Ossecaps' small yellow eyes are set above wide maws full of long teeth. Their skulls are armored with layers of thick bone, affording the beasts protection from magical enchantments in ways not fully understood.

Ossecaps prey on almost anything smaller than themselves, though their limited senses of sight and smell make them poor trackers. They rely on chance encounters with prey, but occasionally guard sources of vegetation or water to better their odds. Otherwise, they wander through the deep places of the world, keeping territories that cover miles of tunnels and caves.

Ossecaps never sleep or tire, remaining awake and aware at all times. This has led warlords and spellcasters to seek out ossecaps for use as guardians of keeps and towers, but while many have tried to harness ossecaps to their own ends, none has ever been successful–often ending up devoured instead.

Combat

While not very intelligent, ossecaps attack all creatures larger than Tiny and smaller than themselves on sight, devouring them or crushing them beneath their bulk. Ossecaps often begin combat by roaring, then charging ahead, swinging their tails and stomping their feet.

Roar (Ex): As a move action (or as a free action when combined with a regular move) an ossecap can let out a tremendous roar. All creatures who hear the roar (except other ossecaps) within a 50-foot spread must succeed on DC 22 Fortitude saves or be deafened for 2d4 rounds. A creature that fails its Fortitude save must succeed on a DC 13 Will save or also be shaken for the same amount of time. The deafening save DC is Constitution-based; the fear save DC is Charisma-based.

Trample (Ex): Reflex DC 25 half. The save DC is Strength-based.

Immunities (Ex): Ossecaps are immune to sleep effects and mind-affecting effects.



Physiological Uses

The inside of a properly-cleaned ossecap skull offers a space about 5 feet in diameter and 8 feet high. Creatures inside the skull have a +6 resistance bonus on saving throws against mind-affecting effects originating from sources outside the skull. However, creatures outside the skull have the same bonus against mind-affecting effects originating from sources inside the skull. A cleaned ossecap skull weighs about 400 pounds.

Adventure Ideas

A drow emissary asks the PCs' assistance in capturing a mated pair of ossecaps. The emissary explains that her city, long threatened by deranged xiir telepaths, wants to send the ossecaps into territory near the xiir. The ossecaps' thick skulls will render them immune to many of the xiir's abilities, and serve to blockade the xiir's circle. The emissary offers to pay the party handsomely, and promises that having the xiir isolated will aid surface-dwellers as well.

On Avadnu

In the caverns around the Dominicon, there are few creatures (save for Tzorda itself) with a greater penchant for destruction than a rampaging ossecap. Eighty cycles before the Purging of the vylar, a large population of ossecaps made life in the Dominicon's lower tunnels a deadly gamble. Something had to be done before the lumbering beasts made their way into more populated areas. Entire chambers were collapsed, herding the creatures deeper and deeper into the world until at last, only one passage remained. And so it was that the narrow bridge spanning the Well of the Ancients was sundered, forever closing off the lower tunnels.

Painted Sentry

Small Construct
Hit Dice: 1d10+10 (15 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
AC: 13 (+1 size, +2 natural)
Touch: 11 **Flat-Footed:** 13
Base Attack/Grapple: +0/–3
Attack: Small stone spear +1 melee (1d6+1/x3) or Small stone spear +0 ranged (1d6+1/x3)
Full Attack: Small stone spear +1 melee (1d6+1/x3); or Small stone spear +0 ranged (1d6+1/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Elemental incarnation
Special Qualities: Construct traits, low-light vision, vulnerability to acid, cold, electricity, fire, and sonic
Saves: Fort +0, Ref +0, Will +0
Abilities: Str 12, Dex 10, Con —, Int —, Wis 10, Cha 5
Environment: Underground
Organization: Solitary, squad (2–8), or legion (9–40)
Challenge Rating: 1
Treasure: Standard
Alignment: Always neutral
Advancement: 2–12 HD (Small)

Painted sentries are large stone figurines covered in chipped, peeling paint. They litter the holy sites of tribal humanoids, coming to life to protect their territory.

A typical sentry stands about 4 feet high and is roughly carved from a single piece of rock. Its face, hands, and other features are smooth from exposure to weather, but a layer of paint still covers patches of the figurine. It is outfitted like a miniature tribal warrior, carrying a spear and dressed in armor. When a sentry awakens, it moves stiffly at first as it adjusts to consciousness. Once fully aware, it is swift and powerful.

The binding force behind a sentry is not its body, but its paint—a magical pigment that seals elemental energies inside the construct's body. By destroying only the stone figurine, a person may accidentally release the animating elemental instead of banishing the spirit altogether.

Painted sentries never speak.

Combat

Painted sentries are intent upon their mission: to guard whatever it is they've been crafted to guard. They do not disturb creatures who keep their distance, nor do they pursue fleeing adversaries.

Elemental Incarnation (Ex): If a painted sentry is reduced to 0 or fewer hit points by an attack that does not destroy its layer of paint—specifically, if it is destroyed by an attack that does not deal energy damage—then it can make a DC 15 Will save to preserve its spirit. If the save succeeds, a Small elemental emerges from the broken stone body.

Roll 1d4 to determine the elemental's type: 1 for an air elemental, 2 for an earth elemental, 3 for a fire elemental, and 4 for a water elemental. The elemental only survives for 1d4 rounds before disappearing.

Construction

A painted sentry is chiseled from stone and painted with an elemental mixture made from water, sand, and ash, along with more esoteric ingredients (the element of air is applied when the paint dries on the sentry's body). The materials cost 50 gp. The spellcaster may assemble the body or hire someone else to do the job. Creating the body requires a DC 12 Craft (sculpting) check or a DC 12 Craft (stonemasonry) check.

After the body is sculpted, it is animated through an extended magical ritual that requires a specially prepared summoning site, similar to a shamanic lodge or a druid circle and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and ritual can be performed together.

The costs to create listed below include the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the painted sentry. A painted sentry with more than 1 Hit Die can be created, but each additional Hit Die adds 2,000 gp to the cost to create.

CL 5th; Craft Construct, *summon nature's ally II* or *summon monster III*, caster must be at least 4th level; Price 2,050; Cost 1,050 gp + 80 XP.

Adventure Ideas

Painted sentries have long guarded an important site near a small village, but they've always admitted the locals without attacking—at least until recently. But something is stirring up the elemental spirits inside the sentries, and PCs must learn the nature of the problem and seek the source of the mystical paint used to bind them long ago—or else allow the elementals to escape and ravage the area.

On Avadnu

Most natives of the Broken Isles have seen painted sentries from afar, guarding the entrances to tombs or ruined villages. A common misconception is that sentries are the work of the ancient One Tribe, but most guarded sites postdate the One Tribe by centuries. Even today, a few shamans know the secrets of creating new sentries.

Phylaern



Large Outsider (Good, Native)
Hit Dice: 9d8+27 (67 hp)
Initiative: +4 (Dex)
Speed: Fly 50 ft. (good) (10 squares)
AC: 18 (-1 size, +4 Dex, +5 natural)
Touch: 13 **Flat-Footed:** 14
Base Attack/Grapple: +9/+14
Attack: Bite +12 melee (1d8+1)
Full Attack: Bite +12 melee (1d8+1)
Space/Reach: 10 ft./5 ft.
Special Attacks: Spells, spell-like abilities, true seeing
Special Qualities: Telepathy, damage reduction 15/magic, darkvision 60 ft., fast healing 3, spell resistance 28
Saves: Fort +9, Ref +10, Will +9
Abilities: Str 13, Dex 18, Con 16, Int 18, Wis 17, Cha 21
Skills: Concentration +13, Diplomacy +19, Focus Essential Energy +17, Handle Animal +13, Heal +15, Knowledge (any two) +16, Listen +13, Move Silently +12, Perfect Recall +16, Sense Motive +15, Spellcraft +14, Spot +13, Survival +7
Feats: Channel Essential Energy (good), Combat Casting, Improve Spell-Like Abilities (Maximize), Weapon Finesse
Environment: Any
Organization: Solitary
Challenge Rating: 12
Treasure: None
Alignment: Always neutral good
Advancement: 10-16 HD (Large); 17-31 HD (Huge)

Phylaern are ancient magical creatures who observe and cherish the world around them.

A phylaern resembles both a bird and a fish, and silently pushes through the air as if moving through water. On its back and the top of its wings, its skin is thin and reflective, shining with dazzling patterns. A phylaern's underside and the end of its tail are covered in feathers. Both the skin and feathers are colored with patterns of violet, blue, yellow, and black. Most phylaern have wingspans of nearly 30 feet, and their eyes are small and dark. Phylaern have a barely-noticeable odor of freshly-bloomed flowers. Though their beaks are sharp, phylaern do not ingest food or water, sustaining themselves on ambient magical energies.

Phylaern are solitary creatures, making their nests within forgotten temples, atop mountains, and wherever else they can remember the past and observe the progress of the world. Occasionally, phylaern gather at the site of a great tragedy, paying homage to the dead. Ageless and watchful, phylaern have seen whole races come into being, and they feel connected to all living things.

There are few languages that are unknown to phylaern, but they prefer to communicate through the use of telepathy.

Combat

As pacifists, phylaern rarely fight, even when threatened themselves. They try to use their spell-like abilities to avoid the need for battle, but when faced with violent creatures of darkness (such as undead or evil outsiders), they fly out of reach and attack with magic. Phylaern abhor unnatural death, and will only kill an opponent under the most drastic of circumstances.

A phylaern's natural weapons are treated as good-aligned for the purpose of overcoming damage reduction.

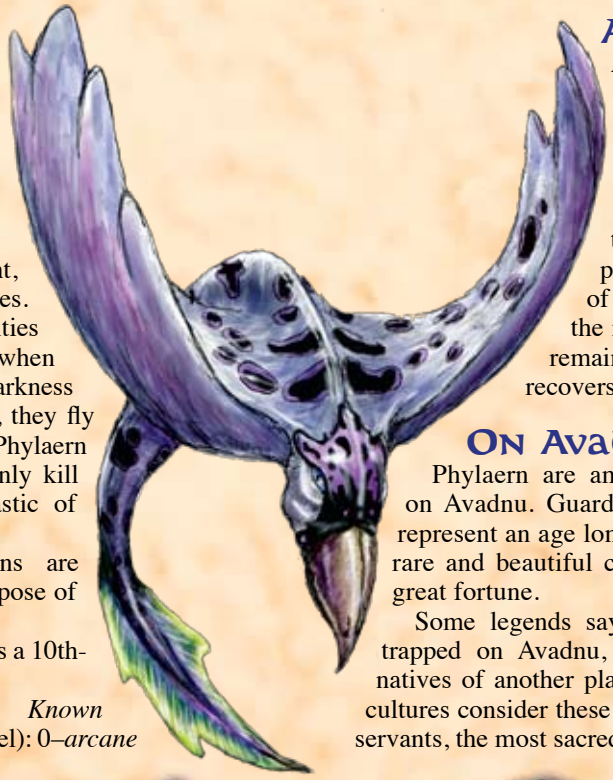
Spells: A phylaern casts spells as a 10th-level sorcerer.

Typical Sorcerer Spells Known (6/8/7/7/6/4, save DC 15 + spell level): 0–*arcane mark*, *dancing lights*, *daze*, *light*, *mage hand*, *mending*, *open/close*, *read magic*, *resistance*; 1st–*color spray*, *endure elements*, *expeditious retreat*, *magic missile*, *shield*; 2nd–*blur*, *detect thoughts*, *fog cloud*, *gust of wind*; 3rd–*deep slumber*, *dispel magic*, *protection from energy*; 4th–*ice storm*, *remove curse*; 5th–*dream*.

Spell-Like Abilities: At will–*bless*, *break enchantment*, *create food and water*, *cure serious wounds*, *detect magic*, *hypnotic pattern* (DC 17), *light*, *magic circle against evil*, *shield other*; 3/day–*heal*, *holy smite* (DC 19), *mass cure light wounds*; 1/day–*greater restoration*, *hallow*, *holy aura* (DC 23), *mass heal*, *prismatic spray* (DC 22), *repulsion* (DC 21); 1/year–*forbiddance* (DC 21). Caster level 15th. The save DCs are Charisma-based.

True Seeing (Su): Phylaern continuously use true seeing, as the spell (caster level 15th).

Telepathy (Su): A phylaern can communicate telepathically with any creature it can see that has a language.



Adventure Ideas

After witnessing an event of terrible destruction and sadness, a phylaern has sunk into a state of nearly-comatose depression. An elderly priest who has visited the phylaern before asks the PCs to search for an item from the phylaern's ancient past to remind it of who it was, and another item from the modern era to show it that beauty remains in the world. If the phylaern recovers, it may prove quite grateful.

On Avadnu

Phylaern are among the oldest living creatures on Avadnu. Guardians and watchers, the phylaern represent an age long gone. The sight of one of these rare and beautiful creatures is said to be a mark of great fortune.

Some legends say the phylaern are ancient gods trapped on Avadnu, while others delineate them as natives of another plane, formed of pure magic. Many cultures consider these peaceful creatures to be the gods' servants, the most sacred of all living beings.

Plague Bringer

Medium Monstrous Humanoid
Hit Dice: 6d8+9 (36 hp)
Initiative: -1 (Dex)
Speed: 30 ft. (6 squares)
AC: 15 (-1 Dex, +6 natural)
Touch: 9 **Flat-Footed:** 15
Base Attack/Grapple: +6/+8
Attack: Claw +8 melee (1d6+2 plus disease) or spit +6 ranged touch (disease)
Full Attack: 2 claws +8 melee (1d6+2 plus disease); or spit +6 ranged touch (disease)
Space/Reach: 5 ft./5 ft.

Special Attacks: Disease, disease aura, spit
Special Qualities: Regeneration 2, darkvision 60 ft., immunity to disease
Saves: Fort +5, Ref +4, Will +4
Abilities: Str 14, Dex 9, Con 12, Int 4, Wis 9, Cha 11
Skills: Autoheal +4, Listen +2, Spot +2
Feats: Great Fortitude, Toughness, Weapon Focus (spit)
Environment: Temperate and warm marshes
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral evil
Advancement: 7-8 HD (Medium)

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Plague bringers are obese, oily-skinned carriers of plague and disease.

Only nominally humanoid, plague bringers stand 5 feet tall and weigh roughly 400 pounds. Their skin is clammy, sickly green, and speckled with black. Their eyes are large and oval, and their mouths drip with dark saliva. Porous spines rise from their hunched backs, releasing diseased spores into the air as they lumber along, and their limbs end in crimson claws. Plague bringers are constantly surrounded by a cloud of buzzing flies and other vermin, and exude a stench similar to swamp gas.

Plague bringers spread disease to everything in their paths. They are carnivores, and willingly consume any animals they find in their marshy habitats. They make their homes in pools of deep mud, and seem to have no families; it is unknown how, if at all, plague bringers reproduce. They prefer to move about at night–the heat of the sun dries out their skin, and their eyes have trouble adapting to bright light.

Plague bringers speak a language resembling the sounds of swirling sludge, incomprehensible to nearly all other creatures.

Combat

Plague bringers spit at opponents from afar, only entering melee when necessary. They rarely flee, even from enemies who can bypass their ability to regenerate.

Disease (Su): Supernatural disease–claw, Fortitude DC 18, incubation period 1 round, damage 3d4 Strength and 3d4 Constitution. The save DC is Constitution-based and includes a +4 racial bonus. The disease "plague bringer's curse" requires a save to fight off the disease and avoid damage once per hour, instead of once per day.

Disease Aura (Ex): The air around a plague bringer swims with disease. Every round a creature breathes the air within 30 feet of a plague bringer, that creature has a 50% chance of contracting cackle fever (Fortitude DC 16), a 20% chance of contracting mindfire (Fortitude DC 12), and a 10% chance of contracting blinding sickness (Fortitude DC 16). Determine whether or not the creature contracts each disease with a separate roll, then make the Fortitude saves to resist infection. A creature already infected with one or more of these diseases still risks infection from the others, and a creature that successfully resists infection one round can still be infected during the next.

A plague bringer's aura lingers 1d4 days after the plague bringer dies.

Spit (Ex): A plague bringer can spit a glob of black saliva up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must save against infection by plague bringer's curse, as above.

Regeneration (Ex): Fire and acid deal normal damage to a plague bringer. In addition, a *remove disease* spell inflicts 3d4 points of normal damage to a plague bringer, and a weapon smeared with an application of *Keogn's ointment* deals normal damage as well (the ointment wears off after one encounter).

If a plague bringer loses a limb or body part, the lost portion regrows in 3d6 minutes. The plague bringer can reattach the severed member instantly by holding it to the stump.



Plague Bringer, Plague Apotheosis

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Plague Apotheosis, 5th-Level Cleric / 5th-Level Blackguard
Medium Monstrous Humanoid
Hit Dice: 6d8+12 plus 5d8+10 plus 5d10+10 (112 hp)
Initiative: -2 (Dex)
Speed: 20 ft. in hide armor (4 squares); base speed 30 ft.
AC: 19 (-2 Dex, +7 natural, +4 *+1 slick hide armor*)
Touch: 8 **Flat-Footed:** 19
Base Attack/Grapple: +14/+17
Attack: Claw +17 melee (1d6+3 plus disease) or *+1 vicious flail* +18 melee (1d8+4 plus 2d6) or spit +12 ranged touch (disease)
Full Attack: 2 claws +17 melee (1d6+3 plus disease); or *+1 vicious flail* +18/+13/+8 melee (1d8+4 plus 2d6); or spit +12 ranged touch (disease)
Space/Reach: 5 ft./5 ft.
Special Attacks: Disease, disease aura, rebuke undead 4/day, smite good 2/day, sneak attack +1d6, spells, spit
Special Qualities: Aura of despair, aura of evil, dark blessing, *detect good*, poison use, regeneration 2, darkvision 60 ft., immunity to disease
Saves: Fort +13, Ref +6, Will +13
Abilities: Str 17, Dex 6, Con 14, Int 8, Wis 14, Cha 12
Skills: Autoheal +3, Concentration +6, Escape Artist +1, Heal +3, Hide +2, Knowledge (religion) +1
Feats: Ability Focus (disease), Cleave, Combat Casting, Improved Natural Armor, Improved Sunder, Power Attack
Environment: Temperate and warm marshes
Organization: Solitary
Challenge Rating: 14
Treasure: Standard
Alignment: Always neutral evil
Advancement: By character class

Plague Apotheosis

What makes a plague bringer more intelligent than its peers, or what drives it to learn about the world and tap into divine powers of filth and disease is unknown. But those plague bringers who do strive to become more powerful are an anathema to all life. Some carry out the wishes of more powerful beings, while others scheme and plot to bring about massive destruction, or simply wander in their search for victims.

Combat

A plague apotheosis usually spits as often as feasible before entering melee. Damage from opponents and its own vicious weapon are a minor inconvenience, so long as it can regenerate. At the first sign of fire, however, an apotheosis casts *resist energy* and readies its *rod of flame extinguishing*.

Disease (Su): Plague bringer's curse–Fortitude DC 21. This includes the plague apotheosis's Ability Focus feat.

Rebuke Undead (Su): A plague apotheosis commands and rebukes undead as an 8th-level cleric.

Smite Good (Su): Twice per day, the plague apotheosis may attempt to smite good with one normal melee attack. It adds its Charisma bonus (+1) to its attack roll and deals 5 extra points of damage (1 per blackguard level). If it accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Aura of Despair (Su): Enemies within 10 feet of the plague apotheosis take a -2 penalty on all saving throws.

Aura of Evil (Ex): The plague apotheosis's aura of evil (see the *detect evil* spell) is equal to that of a 10th-level cleric.

Dark Blessing (Su): The plague apotheosis applies its Charisma bonus as a bonus on all saving throws. (This bonus is included in the statistics block.)

***Detect Good* (Sp):** The plague apotheosis can *detect good* at will.

Poison Use: The plague apotheosis is skilled in the use of poison and never risks accidentally poisoning itself when applying poison to a weapon.

Typical Cleric Spells Prepared (5/5/4/2, save DC 12 + spell level): 0–*create water*, *detect magic*, *guidance*, *read magic*, *resistance*; 1st–*bane*, *curse water*, *doom*, *entropic shield*, *protection from good**; 2nd–*bear's endurance*, *death knell**, *resist energy*, *silence*; 3rd–*animate dead**, *blindness/deafness*.

*Domain spell. Domains: Death and Evil.

Typical Blackguard Spells Prepared (2/2, save DC 12 + spell level): 1st–*cause fear*, *corrupt weapon*; 2nd–*cure moderate wounds*, *eagle's splendor*.

Possessions: +1 slick hide armor, *rod of flame extinguishing*, *+1 vicious flail*. These items are included in the statistics block; other plague apotheoses may possess different items.

Adventure Ideas

A culture of great healers disappeared long ago when their city was sealed off. The healers had accidentally created a plague bringer, and trapped themselves with it to prevent it from infecting the outside world. The PCs are told that the lost city contains the knowledge they need to heal a friend, but they are not told why it was sealed. Within, they find the last of a sick and warped people, struggling to survive the thousands of diseases in their air. The PCs must determine how to prevent the diseases from spreading, how to keep the plague bringer from escaping, and whether to help the city's residents or seal them away again.

On Avadnu

In the winter of the 653rd cycle of the eighth arc, the dark lords of Morgathog gathered to create a plague to end all plagues. No longer satisfied with orchestrating their evil from the northern wastes of Olgoth, they wished to spread doom throughout V'leren in retaliation for their exile. The lords' emissaries went into distant lands to collect the deadliest spores and toxins they could find, returning them to Morgathog for study. After weeks of spellcasting, the dark lords sent forth from Olgoth a pestilent, horrible creature, a twisted monstrosity of disease and filth.

The first plague bringer trudged across V'leren, infecting crops and killing livestock by its presence alone. In a few months' time, all the lands of V'leren were feeling the sting of the spreading plague. Old rivalries were reborn as cities fought for what food remained, and the Great Famine began. The plague bringer disappeared, and its like was unseen until many cycles later, when others were spotted in V'leren's remote swamps. Thus far, no one has sought to discover their origin, out of fear of bringing plague to civilization again.

Planar Grimalkin

Medium Outsider (Extraplanar)
Hit Dice: 5d8+15 (37 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 40 ft. (8 squares)
AC: 20 (+4 Dex, +6 natural)
Touch: 14 **Flat-Footed:** 16
Base Attack/Grapple: +5/+9
Attack: Bite +9 melee (1d8+4)
Full Attack: Bite +9 melee (1d8+4) and 2 claws +4 melee (1d6+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, pounce, improved grab, rake 1d6+2
Special Qualities: Gaseous form, fast healing, plane shift, uncanny dodge, darkvision 60 ft., scent
Saves: Fort +7, Ref +8, Will +6
Abilities: Str 18, Dex 19, Con 16, Int 3, Wis 14, Cha 5
Skills: Balance +14, Climb +5, Hide +12, Jump +5, Listen +7, Move Silently +12, Scent +12*, Spot +7
Feats: Alertness, Improved Initiative, Track[B]
Environment: Astral Plane
Organization: Pack (3-6)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 6-7 HD (Medium); 8 HD (Large)

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Planar grimalkin are large armored felines that prowl the planes to hunt.

Averaging 4 to 5 feet high at the shoulder and weighing roughly 300 pounds, planar grimalkin can bring down most creatures with their strength and speed alone. Every inch of their bodies is covered with metallic blue cord, patterned with orange down their backs and across the tops of their legs. Even their glowing eyes are protected, yellow light barely escaping through tiny gaps in their armor. Grimalkin's legs end in retractable black claws over 3 inches long, and unlike most felines, grimalkin have no tails.

Grimalkin travel between planes, shifting from one reality to another to hunt for prey, usually spending several days on each plane they travel to. They live in small, well-coordinated packs without clear hierarchies, and are loyal to and protective of one another. They make no lairs, and rest in rocky areas while pack members take turns keeping watch. Sleeping grimalkin are rarely seen, however; they can stay alert for days on end, and awaken from rest at any hint of a threat.

Planar grimalkin are voracious eaters, and prefer to hunt individual large creatures or groups of smaller creatures. They are particularly attracted to creatures with a planar "scent" different than the plane they are on. Most often, this applies to creatures away from their home planes, but planar grimalkin can also notice the lingering scents of planes where creatures have recently visited. This behavior may be an instinctive attempt on the part of grimalkin to reduce the number of plane-traveling competitors, or grimalkin may need to maintain their own powers by devouring planar energies.

Combat

Planar grimalkin are careful stalkers, attempting to surround their prey unseen before leaping to attack. During combat, they usually divide themselves evenly among opponents, but gang up on individual creatures who prove particularly dangerous. A single badly-wounded grimalkin usually takes gaseous form, but if a fight is going badly for a pack as a whole, the grimalkin often use their breath weapons and plane shift away, sometimes returning, once healed, to track their opponents by scent.

Breath Weapon (Su): 10-foot cone of multicolored gas and dust, once per day, Reflex DC 15 negates. The save DC is Constitution-based. Creatures affected by the gas have their skin and clothing glitter faintly for 1d10 hours. At the end of each hour, there is a 5% chance (cumulative) that the planar "dust" attracts one or more outsiders. Treat the outsiders as summoned by a *summon monster IV* spell (caster level 10th). The outsiders are most often neutral, and seek to consume the glittering creature. (Good and evil outsiders usually ignore the "scent" of the dust.) Already-glittering creatures are unaffected by further uses of a grimalkin's breath weapon.

A *remove curse* spell destroys the attracting dust, and a *prestidigitation* spell, when used to clean, can remove the dust covering 1 cubic foot of a creature each round. Water has no effect on the dust.

Pounce (Ex): If a planar grimalkin charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a planar grimalkin must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +4 melee, damage 1d6+2.

Gaseous Form (Su): As a standard action, a planar grimalkin can dissolve into green smoke, assuming *gaseous form* (caster level 5th), but with a fly speed of 30 feet (perfect). The planar grimalkin cannot end the effect prematurely, but must wait for the 10-minute duration to expire before returning to its normal form.

Fast Healing (Ex): While in gaseous form, a planar grimalkin gains fast healing 1.

Plane Shift (Su): A planar grimalkin can *plane shift*, as the spell, as a standard action. It cannot take other creatures with it, but planar grimalkin in the same pack who shift within 1 minute of each other all arrive at the same destination (though still 5d% miles from the destination originally intended).

Uncanny Dodge (Ex): A planar grimalkin retains its Dexterity bonus to AC even if caught flat-footed or struck by an invisible attacker.

Skills: Planar grimalkin have a +4 racial bonus on Balance checks. *Planar grimalkin have a +12 circumstance bonus on Scent checks when tracking creatures affected by their breath weapons.

Physiological Uses

The dust a planar grimalkin breathes can be extracted from a dead grimalkin on a DC 15 Survival or Knowledge (the planes) check. Failing by 5 or more means that the dust is dissipated and irretrievable, and failing by 10 or more means the extracting creature is affected as if by the grimalkin's breath weapon (no save). Once the dust is extracted, it must be concentrated and preserved to be useful. A concentrated dose of dust has a Craft (alchemy) DC of 20, and is worth 500 gp. For purposes of determining creation time and raw materials cost, however, the dust costs only 100 gp. A character with 5 or more ranks in Knowledge (the planes) has a +2 bonus on Craft (alchemy) checks to concentrate the dust.

The dust can be stored in a small pouch or vial and used as a splash weapon with negligible weight and a range increment of 10 feet. Any creature within a 5-foot radius of the pouch or vial when it strikes its target must succeed on a DC 15 Reflex save or suffer the normal effects of a grimalkin's breath weapon. Alternatively, the dust can be thoroughly spread over a set of clothing or added to a serving of food. A victim who wears the clothes or eats the food, or otherwise comes into contact with a full application of dust, is affected by the dust normally but does not receive a saving throw.

Adventure Ideas

A pack of planar grimalkin has been spotted in a deserted valley. Rumors are spreading that the grimalkin must be preying on creatures affected by a planar portal in the area, and several factions are rushing to the valley, hoping to find and claim the portal for their own. The PCs may wish to investigate independently, or may be hired as escorts by a group which has plans of its own.

On Avadnu

Natives of the higher planes, planar grimalkin often cross the Plane of Doors while on their way to seek prey on Avadnu. In earlier times, they were highly sought-after by sulwynarii arcanists in Inil Halifal. In the ancient city's pristine towers, grimalkin were studied so that the sulwynarii could better learn about the planes and planar travel. In fact, Phalinost's *Treatise of the Cosmos* owes its writing to those studies. For many cycles following, the grimalkin were forgotten, and seemed to have disappeared until the Time of Shadows. Recently, they have been a growing threat in Arrinok and other areas of Kulloren.



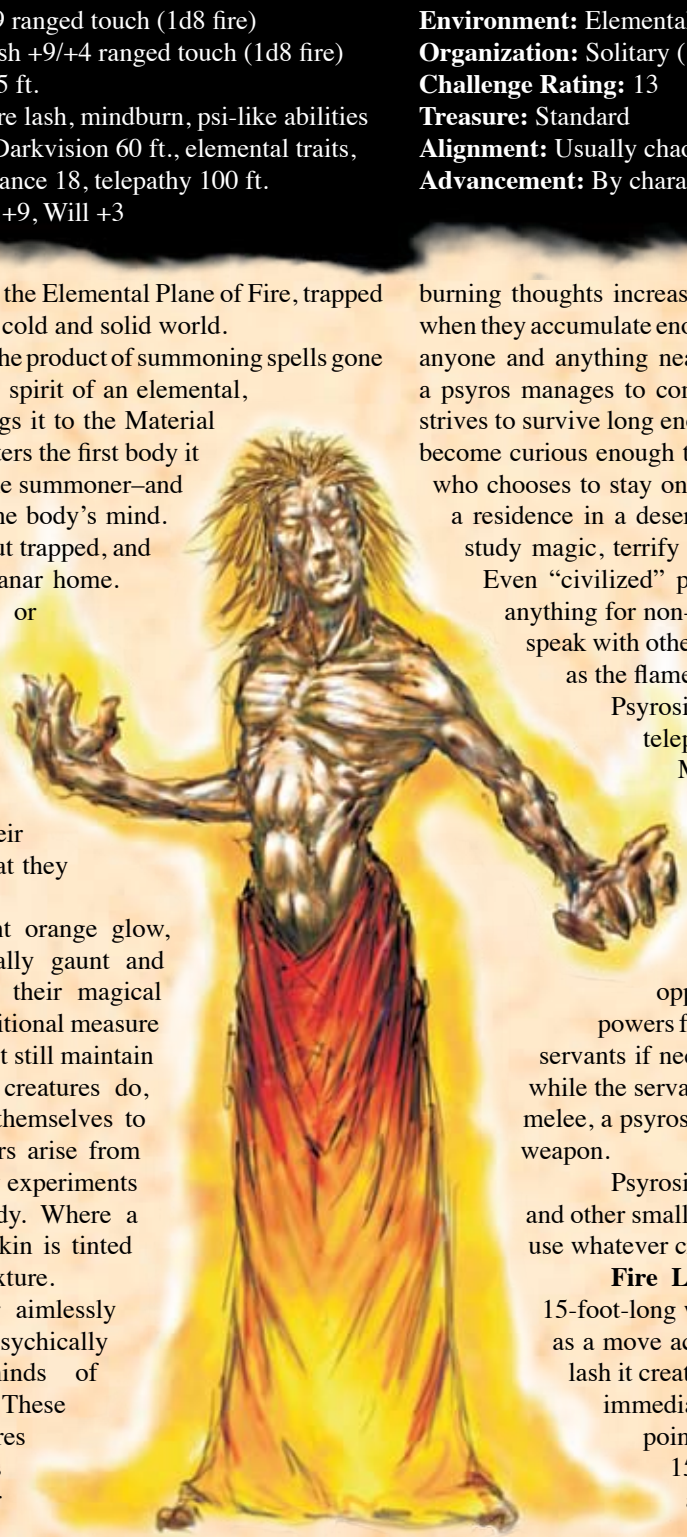
Psyros

Medium Elemental (Extraplanar, Fire, Psionic)
Hit Dice: 10d8+20 (65 hp)
Initiative: +2 (Dex)
Speed: 30 ft. (6 squares)
AC: 16 (+2 Dex, +4 natural)
Touch: 12 **Flat-Footed:** 14
Base Attack/Grapple: +7/+10
Attack: Fire lash +9 ranged touch (1d8 fire)
Full Attack: Fire lash +9/+4 ranged touch (1d8 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Fire lash, mindburn, psi-like abilities
Special Qualities: Darkvision 60 ft., elemental traits, servants, spell resistance 18, telepathy 100 ft.
Saves: Fort +5, Ref +9, Will +3
Abilities: Str 16, Dex 14, Con 15, Int 17, Wis 10, Cha 15
Skills: Concentration +8, Focus Essential Energy +15, Knowledge (any two) +14, Listen +6, Psicraft +15, Spot +6
Feats: Channel Essential Energy (fire), Combat Manifestation, Greater Psionic Endowment, Psionic Endowment
Environment: Elemental Plane of Fire
Organization: Solitary (1) plus 4–20 servants
Challenge Rating: 13
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: By character class

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Psyrosi are creatures from the Elemental Plane of Fire, trapped within mortal bodies on a cold and solid world.

Psyrosi are most often the product of summoning spells gone wrong. A spell claims the spirit of an elemental, but not the body, and drags it to the Material Plane. There, the spirit enters the first body it can find–usually that of the summoner–and psychically burns away the body's mind. The psyros is now safe, but trapped, and unable to return to its planar home. Many psyrosi go mad or destroy themselves, unable to endure the cold and unchanging nature of their new environment. The vicissitudes of flame are lost to them, and their bodies are hurt by the heat they once loved.



Surrounded by a faint orange glow, a psyros's body is usually gaunt and scarred by fire. Though their magical nature brings them an additional measure of protection, psyrosi must still maintain their forms as ordinary creatures do, and few ever accustom themselves to eating regularly. The scars arise from a psyros's inevitable early experiments with fire in its new body. Where a psyros is unscarred, its skin is tinted bronze, with a leathery texture.

Psyrosi often wander aimlessly after their creation, psychically burning away the minds of those in their vicinity. These "mindburned" creatures come under their psyros's complete control, and their burning thoughts increase the psyros's power. Most psyrosi, when they accumulate enough servants, engulf themselves–and anyone and anything nearby–in flames. Sometimes, though, a psyros manages to comprehend its new environment, and strives to survive long enough to find a way home. Some even become curious enough to explore their new world. A psyros who chooses to stay on the Material Plane may make itself a residence in a desert or in burned-out ruins, leaving to study magic, terrify mortals, or watch forests catch fire. Even "civilized" psyrosi are still dangerous–few care anything for non-elemental life, and though they may speak with other creatures, they are as unpredictable as the flames they once were.

Psyrosi speak Ignan, and can communicate telepathically. Those who remain on the Material Plane by choice usually learn Common as well.

Combat

Psyrosi gather all their mindburned servants together when attacked, and send them against their opponents while using their augmented powers from safety. Psyrosi will sacrifice their servants if necessary, but prefer to avoid doing so while the servants are still useful. When engaged in melee, a psyros uses its fire lash ability to provide a weapon.

Psyrosi often use hordes of dire rats, dogs, and other small animals as servants, but they readily use whatever creatures are available.

Fire Lash (Su): A psyros can fashion a 15-foot-long whip of fire from unstable ectoplasm as a move action. It takes no damage from a fire lash it creates, and if it releases its hold, the lash immediately dissipates. The lash deals 1d8 points of fire damage to a target within 15 feet on a successful ranged touch attack. The whip remains in existence

as long as the psyros holds it.

Mindburn (Su): A psyros can contact up to three creatures within 30 feet telepathically as a standard action, psychically igniting their minds. An affected creature's thoughts become wild and confused, taking on the chaotic aspects of flame. A target of the psyros's mindburn ability must succeed on a DC 17 Will save or immediately suffer 1d4 points of Intelligence damage and 1d4 points of Charisma damage. If it fails the save, the creature must also make another Will save every subsequent round until it succeeds. Failure means the creature suffers another 1d4 points of Intelligence damage and 1d4 points of Charisma damage. Success means that the creature re-orders and calms its thoughts sufficiently to end the burning. A creature who takes a full-round action to do nothing but focus on calming its thoughts can make an additional save with a +4 bonus, and a DC 21 *break enchantment* spell automatically ends the burning.

Creatures who meet the requirements of the mindburned template and who have their Intelligence and Charisma scores reduced to 0 gain the mindburned template and become the psyros's servants. All other creatures who have their Intelligence and Charisma scores reduced to 0 fall comatose.

A psyros's mindburn ability has no effect on a creature whose mind is already alight. Mindburn is a mind-affecting compulsion effect. The save DC is Charisma-based.

Psi-Like Abilities: The power of a psyros's psionic abilities increases with the number of mindburned servants it has within 60 feet, as it uses the burning thoughts of its victims as fuel. For every mindburned servant present, the psyros's manifester level increases by 1 (augmenting applicable powers as appropriate).

At will—*control flames**, *energy ray** (fire), *weapon of energy* (fire); 3/day—*energy bolt** (fire), *energy burst** (fire), *energy wall* (fire, DC 15), *specified energy adaptation** (fire); 1/day—*energy wave** (fire), *fiery discorporation**. Manifester level 1st. The save DCs are Charisma-based.

*Power can be augmented.

Servants (Su): A psyros constantly senses and controls its mindburned servants within 300 feet as if using a *dominate animal* spell, but the servants obey even suicidal commands. Using spells or manufactured weapons is beyond the capabilities of the psyros's servants, but they can use inherent spell-like or supernatural abilities if directed by the psyros. The psyros can also use any of its psi-like abilities through a mindburned servant who is within 300 feet, as if channeling a power through a psicrystal. This requires no action from the mindburned servant.

Telepathy (Su): A psyros can communicate telepathically with any creature within 100 feet that has a language.

Fire Subtype: Psyrosi have the fire subtype, but due to their non-elemental bodies do not have immunity to fire, and are not vulnerable to cold.

The Mindburned

A creature who has had its mind completely consumed by a psyros's psychic flames becomes mindburned. With its mind replaced by flickering chaos, all it can do without direction is crawl about at random, not even attempting to feed or protect itself. A mindburned creature who strays more than 300 feet from its psyros collapses and dies in 1d4 hours, robbed of the psyros's psychic heat. Even if it comes back within range, its fire has already been severed from the psyros's, and cannot rejoin its master's. All mindburned creatures die 1d4 days after their transformation, as their mental fires go cold.

A creature who becomes mindburned can only be returned to its previous state by a *miracle* or *wish* spell. Should this occur, the creature's Intelligence and Charisma scores are drained to 0. *Restoration* and similar spells restore these scores normally. A dead mindburned creature who is brought back to life suffers the same ability score effects as if it were restored by a *miracle* or *wish* when alive.

Creating a Mindburned Creature

"Mindburned" is an acquired template that can be added to any aberration, animal, dragon, giant, humanoid, magical beast, or monstrous humanoid (referred to hereafter as the "base creature") of Tiny or larger size. The creature uses all the base creature's statistics and abilities except as noted here.

Size and Type: Animals with this template become magical beasts, but otherwise the creature type is unchanged. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes. Size is unchanged.

Special Attacks: The mindburned creature retains all the special attacks of the base creature and gains the following.

Psi-Like Abilities: At will—*claw of energy* (fire), *control flames* (increase/decrease size two steps*), *specified energy adaptation* (fire). Manifester level 5th.

*Includes augmentation for the mindburned's manifester level.

Abilities: A mindburned creature has no Intelligence score, and a Charisma score of 1. Otherwise same as the base creature.

Challenge Rating: Same as the base creature.

Alignment: Always chaotic neutral.

Adventure Ideas

A psyros who has grown fond of the Material Plane has made a deal with a demon. The demon intends to open a portal to the Elemental Plane of Fire and bring the psyros's former citadel through to the Material Plane. The psyros wants to regain its home, and will lend the citadel's soldiers to the demon. The PCs might be able to negotiate with the psyros, or they might need to fight both it and the demon.

On Avadnu

Psyrosi are believed to have been born from the spilled blood of Sha-ul herself, spawned before the cycle of ages began. If such is the case, they could be among the first living beings to inhabit Avadnu. When forced to join with mortal bodies, they move throughout the world, igniting the thoughts of those they cross. Their motives unknown, they are an enigma, seemingly content to watch the entire world burn away under a blanket of roaring flames.

Qeh'thral

Medium Outsider (Chaotic, Evil, Extraplanar, Voidspawn)
Hit Dice: 3d8+3 (16 hp)
Initiative: +1 (Dex)
Speed: 30 ft. (6 squares)
AC: 15 (+1 Dex, +4 natural)
Touch: 11 **Flat-Footed:** 14
Base Attack/Grapple: +3/+4
Attack: Slam +4 melee (1d4+1)
Full Attack: 2 slams +4 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Feed, wail
Special Qualities: Voidspawn traits, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 3
Saves: Fort +6, Ref +4, Will +4
Abilities: Str 13, Dex 12, Con 13, Int 10, Wis 9, Cha 11
Skills: Climb +7, Hide +7, Intimidate +6, Jump +7, Listen +5, Move Silently +7, Search +6, Spot +5
Feats: Great Fortitude, Iron Will
Environment: The Void
Organization: Band (3-30)
Challenge Rating: 3
Treasure: None
Alignment: Always chaotic evil
Advancement: 4-5 HD (Medium); 6-8 HD (Large); 9 HD (Huge)

Qeh'thral are corrupt outsiders, forever in search of ways to escape to the Material Plane and feast on mortal beings.

Qeh'thral are physically diverse and only vaguely humanoid. They have a monstrous appearance, their forms resembling twisted and mutilated humans, with features horrid and gruesome. They stand between 4 and 7 feet tall, and weigh anywhere from 100 to 500 pounds. Some qeh'thral have withered bodies and bony limbs, and others are bloated and corpulent. Many qeh'thral appear horribly disfigured, and are contorted, scarred, or otherwise marked. No two qeh'thral are exactly alike, but their traits are universally repulsive.

Qeh'thral's existence is based around physical strength, and bands of qeh'thral are often directed by powerful representatives of the race. A qeh'thral's power comes from the flesh it eats, and weak qeh'thral often have their slain prey stolen by more powerful qeh'thral. Qeh'thral bands wander the wastes of their native plane, battling each other and everything in their paths, all the while intent on finding ways to leave their forsaken home. Due to their eagerness to escape, they are often summoned to do the bidding of evil spellcasters, but they frequently turn on their dark masters.

Qeh'thral speak Abyssal, but only rarely. They are more concerned with battle, and with finding fresh meals.

Combat

Qeh'thral waste no words on mortals and attack them on sight. They are not particularly wise or cunning combatants, and usually throw themselves at their enemies with reckless abandon. If directed by a powerful outsider or spellcaster, qeh'thral can become efficient and deadly adversaries, but their fierce independence makes this a rare occurrence.

A qeh'thral's natural weapons are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Feed (Su): A living, corporeal creature, when slain, can provide energy for a qeh'thral. While within 5 feet of a corpse, a qeh'thral can feed on the remaining life force within as a full-round action at any time within 1 minute of the creature's death. Qeh'thral often battle each other over corpses of the fallen, and cannibalize other qeh'thral who have gained power. For every 5 HD or levels' worth of creatures a qeh'thral consumes, roll once on the following chart to determine the benefit it gains. Reroll duplicate results except where otherwise noted. All benefits are extraordinary abilities.

d%	Benefit
01-15	None
16-25	Claws
26-37	Great Strength
38-49	Poisonous Bite
50-61	Quickened
62-73	Regeneration
74-85	Resistance
86-94	Size
95-00	Roll Twice

Claws: Long claws sprout from the qeh'thral's fingers. Replace the qeh'thral's slam attacks with two claw attacks that do 1d8 points of damage each.

Great Strength: The qeh'thral's muscles swell, giving it +4 Strength and the Power Attack feat.

Poisonous Bite: The qeh'thral gains a secondary bite attack that does 1d3 points of damage. The bite is poisonous, with a Fortitude save DC of 12. Initial damage is 1 point of Strength drain; secondary damage is 2d6 points of Strength damage. The save DC is Constitution-based.

Quickened: The qeh'thral becomes incredibly fast, and acts as if under the influence of a *haste* spell.

Regeneration: The qeh'thral's fast healing is replaced with regeneration 3. The qeh'thral takes normal damage from acid and fire.

Resistance: The qeh'thral gains spell resistance equal to its HD + 10.

Size: The qeh'thral gains 1d4 HD, advancing in size as appropriate, up to its normal maximum of 9 HD. This benefit can be gained multiple times.

Wail (Su): If at least eight qeh'thral are within 50 feet of each

other, each can take a full-round action during a round to let out a loud cry. When the last participant finishes, any non-qeh'thral within 100 feet of any participating qeh'thral must succeed on a Will save (DC 11 + 1 per contributing qeh'thral over eight) or be *confused* for 1d4 rounds. If the number of participating qeh'thral falls below eight (due to death or movement) before the effect occurs, the wail is negated. A qeh'thral's wail is a sonic, mind-affecting compulsion. The save DC is Charisma-based.

Voidspawn: Spells cast within 30 feet gain the evil descriptor; slayer must succeed on a DC 11 Will save or gain the creature's aura for 24 hours.

Adventure Ideas

Hundreds of qeh'thral have flooded a valley through a magic portal, and are creeping toward a nearby city. The qeh'thral are too numerous to fight, and an elven diplomat suggests that the best hope of defeating them is to somehow convince the leaders of the qeh'thral bands to send their followers back. The PCs are asked to go talk with the qeh'thral, but are given conflicting orders from different authorities: a military commander asks them to try to trick the qeh'thral leaders, while the city's lord wants to promise sacrifices to the leaders if they send their bands away.

On Avadnu

Qeh'thral are natives of the Void, the veiling shadow that bears so many unholy terrors. Their first recorded appearance was during the cycles before the coming of the xxyth, when they emerged from the barrows of Thuul in the Gulthen Expanse. At first, the qeh'thral were believed to be the walking dead, but within their tortured forms stirred a deeper evil than that of necromancy. Many villages along the Expanse fell victim to the qeh'thral, while others were abandoned before the coming tide of darkness. The qeh'thral were eventually defeated and scattered to the ends of the world, but sightings of them persist to this day.



Ranzeptera

Fine Vermin (Swarm)
Hit Dice: 4d8 (18 hp)
Initiative: +3 (Dex)
Speed: 5 ft. (1 square), fly 30 ft. (perfect)
AC: 21 (+8 size, +3 Dex)
Touch: 21 **Flat-Footed:** 18
Base Attack/Grapple: +3/—
Attack: Swarm (1d6 plus disease)
Full Attack: Swarm (1d6 plus disease)
Space/Reach: 10 ft./0 ft.
Special Attacks: Disease, distraction
Special Qualities: Pyrophobia, sting death, darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits
Saves: Fort +4, Ref +4, Will +1
Abilities: Str 1, Dex 17, Con 10, Int —, Wis 11, Cha 4
Environment: Temperate and warm forests, hills, and underground
Organization: Solitary or hive (3-4)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: —

2

Ranzepteras are hairy insects that attack in swarms and inject their victims with a blood-burning toxin.

Less than 2 inches long, individual male ranzepteras appear harmless. Bristly green hair covers their bodies, and two pairs of translucent wings carry them through the air with great agility and speed. They clutch their six thin legs to their bodies as they fly, their multifaceted red eyes ever watchful for signs of danger. At the bases of their abdomens are short, thick stingers that deliver doses of toxin to struck creatures, causing a boiling fever that can result in madness and death. Male ranzepteras die immediately after stinging.

Female ranzepteras are rare and carry no stingers. More than three times the size of a male, most of a female's body is comprised of a long, membranous egg sac capable of laying over one hundred eggs each day. All ranzepteras have bone-white mandibles they use to chew through foliage and peel back tree bark in search of food. While primarily eaters of flora, ranzepteras also hunt small grubs and worms when desperate. Ranzepteras swarm in dark green clouds, accompanied by the low humming of their wings.

Ranzepteras thrive in huge spherical colonies built in the hollows of trees and the walls of caves. Large, rust-colored shells serve as the outer walls of these hives, made from the dried saliva of male ranzepteras. Inside, vast networks of brittle passageways and egg chambers fill a colony. An average ranzeptera hive is 3 to 5 feet in diameter and houses 20,000 ranzepteras, all guarding a single queen and thousands of unhatched eggs. The air around ranzeptera hives is thick with ranzepteras leaving or returning to their homes.



Combat

Though normally harmless while foraging, ranzepteras are fiercely protective of their hives. A Small or larger creature who comes within 20 feet of a ranzeptera hive is likely to be attacked by a swarm of ranzepteras. Ranzepteras protecting their homes will fight to the death, but do not pursue fleeing opponents.

Disease (Ex): Burning fever–swarm attack, Fortitude DC 12, incubation period 1 hour, damage 1d3 Constitution and 1d3 Wisdom. Symptoms include high fever, flushed skin, burning sensations, minor hallucinations, and visual impairment. The save DC is Constitution-based.

Distraction (Ex): Any living creature that begins its turn with a ranzeptera swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Pyrophobia (Ex): A ranzeptera swarm that comes within 20 feet of an open flame from a torch or larger source becomes frightened until it leaves the area of effect.

Sting Death (Ex): A ranzeptera swarm that deals damage with its swarm attack loses 1 hit point per creature harmed as the stinging ranzepteras die.

Adventure Ideas

Someone has been hiding dormant ranzeptera hives around a nobleman's manor. Whenever torches are lit around the manor, the ranzepteras awaken and panic, attacking residents and visitors. The culprits are a woodsman who learned how to force the hives into dormancy, and a wealthy merchant who supplies the necessary chemicals for the procedure. Both have vendettas against the nobleman, and hope to ruin him.

On Avadnu

On the island of Estiad in the Sea of Black Ice, the agraukith use ranzepteras to pollinate their lands and serve as a first strike weapon to drive away their foes. Kept in massive tunnel hives along the island's eastern rim, the ranzepteras have kept Estiad's shores free of intruders for over sixty cycles, allowing the agraukith to maintain their isolation from the rest of the world. The agraukith care for the ranzepteras as if they were their own offspring, and occasionally share the tunnel hives with them, guarding them with their lives.

Rotwood

25

Huge Plant
Hit Dice: 33d8+251 (399 hp)
Initiative: +13 (+5 Dex, +8 Superior Initiative)
Speed: 40 ft. (8 squares)
AC: 38 (–2 size, +5 Dex, +25 natural)
Touch: 13 **Flat-Footed:** 33
Base Attack/Grapple: +24/+46
Attack: Claw +36 melee (4d8+14)
Full Attack: 2 claws +36 melee (4d8+14 plus disease) and 2 slams +34 melee (3d6+7)
Space/Reach: 15 ft./10 ft.
Special Attacks: Disease, possession, withering aura
Special Qualities: Animate, infect, low-light vision, plant traits, vulnerability to fire
Saves: Fort +27, Ref +16, Will +17
Abilities: Str 38, Dex 20, Con 25, Int 24, Wis 19, Cha 17
Skills: Jump +50, Knowledge (nature) +45, Intimidate +39, Listen +40, Search +43, Sense Motive +40, Spot +40, Survival +40, Swim +50
Feats: Cleave, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Multiattack, Power Attack
Epic Feats: Dire Charge, Epic Toughness, Legendary Leaper, Superior Initiative
Environment: Temperate forests
Organization: Solitary
Challenge Rating: 25
Treasure: None
Alignment: Always neutral evil
Advancement: 34–40 HD (Huge); 41–52 HD (Gargantuan); 53–70 HD (Colossal)

Rotwood is a magical disease that feeds on plants, warping them into destructive forms before infecting new host bodies.

When an instance of rotwood animates a body from a mass of vegetation, bark flies apart, vines slither, blades of grass writhe, and leaves burrow until a creature reminiscent of a wingless mantis is formed. Its front legs end in blades of bark, while the others end in heavy stumps. Streams of sap run down its face and over its neck, and a mossy carapace covers its back. Its smell is awful, like diseased wood, pus, and soil all mixed together. A rotwood body moves swiftly, but awkwardly, and constantly loses clumps of soil from its underbelly.

Rotwood strikes at the essence of vegetative life force, supernaturally spreading until it finds a large enough mass to animate. Rotwood may linger in a plant or object for centuries, waiting for more vegetation to grow or for a chance to stow away in the possessions of a traveler. It can only be permanently destroyed through quarantine; all plant matter around the rotwood must be destroyed before destroying the rotwood itself. However, rotwood is crafty, adept at transferring its essence to unexpected places.

Although able to communicate, rotwood rarely does so. Its only desires are to feed and spread, and communication rarely benefits it. There have been instances when druids questioned imprisoned rotwood bodies, with variable success. When asked about their nature, rotwoods emphasize one thing: they consider themselves a single entity, split into many strains.

Rotwoods speak Sylvan.

Combat

A rotwood's attack is straightforward, usually limited to a physical assault. Against most opponents, a rotwood animates new bodies over and over until it wins the battle, but when facing foes who are aware of its vulnerabilities, a rotwood searches for an object to infect and hide inside.

Disease (Su): Skinbark—claw, Fortitude DC 33, incubation period 1 minute, drain 1d6 Dexterity. For every 2 points of Dexterity drain taken, the victim gains a +1 enhancement bonus to its natural armor bonus as its skin transforms into wood. The bonus is lost once the disease is cured. The save DC is Constitution-based.

Possession (Su): A rotwood can abandon its body to possess a plant creature or a creature suffering from skinbark within 100 feet (Will DC 29 negates). The effect is similar to a *magic jar* spell, but no receptacle is involved and the rotwood can use its new body's extraordinary, supernatural, and spell-like abilities (if any). The rotwood retains access to its possession, withering aura, animate, and infect abilities. The save DC is Charisma-based.

Withering Aura (Su): Every round, each plant or plant creature within 30 feet of a rotwood suffers the effects of a *blight* spell (caster level 20th). The Fortitude save DC is 29, and is Charisma-based. A rotwood can create or suppress its aura as a free action.

Animate (Su): As a standard action, a rotwood can create a body for itself from any Medium or larger mass of vegetation within 100 feet. Doing so causes 1 point of Charisma damage to the rotwood. The rotwood's abilities do not change, but all hit point damage is cured.

If the rotwood already has an animated body when it chooses to animate a new one, the effect is similar to that of teleportation (the rotwood's old body collapses and falls apart as the new one forms). A rotwood body that is destroyed or abandoned becomes dead and inert, and cannot be animated again. An abandoned possessed body is left unharmed.

Infect (Su): As a standard action, or automatically when an animated or possessed body is reduced to 0 or fewer hit points, a rotwood can transfer its essence into an inanimate plant (or object made of plant matter) within 100 feet. The plant or object may be of any size, and does not need to be fully composed of plant matter—a wooden spear, bark clothing, or a book are all possible targets for infection. An attended or magic item can make a DC 29 Will save to resist. The save DC is Charisma-

based. If the rotwood fails to infect an object when reduced to 0 or fewer hit points, the rotwood is completely destroyed.

While infecting an object, a rotwood cannot move, and uses the object's physical attributes (such as hit points and hardness) instead of the rotwood's normal values. The rotwood's base saving throw bonuses are unchanged, but it does not have a Strength, Dexterity, or Constitution score. It can still use its possession, animate, and infect abilities normally. If infecting a magic item, the rotwood can activate that item's abilities as if it were an intelligent item. (Intelligent items have their egos suppressed while a rotwood is present.)

Destroying an infected object kills the rotwood.

Adventure Ideas

A rotwood is infecting an elven forest. In response, a god intends to burn the entire forest to the ground, killing both the rotwood and the elven population. The PCs are given one week to find an alternative solution, but are forbidden to leave the forest once they enter. Their only lead is a gnoll rogue, who claims to know where the rotwood came from.

On Avadnu

Legends of rotwood are taught to every generation of druids, describing the doom the disease will bring should it ever resurface. Among some druids, the return of rotwood is believed to be an omen of armageddon, a sign that the Green River—like all things—will die.

Sulwynarii have studied the nature of rotwood, and it was the sulwynarii who eliminated or imprisoned all known instances of the disease. Despite this, little is known about where rotwood comes from. It somehow infects and dries the Green River itself, an act that should be impossible for a creature born of Avadnu. But there is nothing about rotwood that indicates an extraplanar birthplace. The notion that rotwood is a predecessor to a new form of life—a harbinger designed to create a clean slate, or an evolutionary precursor—crops up periodically, but attempts to confirm it with imprisoned rotwoods have gone poorly.



Saihar



Medium Outsider (Chaotic, Evil, Extraplanar, Voidspawn)
Hit Dice: 4d8+7 (25 hp)
Initiative: +2 (Dex)
Speed: 20 ft. (4 squares)
AC: 15 (+2 Dex, +3 natural)
Touch: 12 **Flat-Footed:** 13
Base Attack/Grapple: +4/+5
Attack: Slam +5 melee (1d6+1) or non-light +6 ranged touch
Full Attack: 2 slams +5 melee (1d6+1); or non-light +6 ranged touch
Space/Reach: 5 ft./5 ft.
Special Attacks: Non-light, *summon qeh'thral*
Special Qualities: Darkvision invisibility, vulnerability to light, voidspawn traits, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 1
Saves: Fort +5, Ref +6, Will +4
Abilities: Str 12, Dex 14, Con 13, Int 7, Wis 10, Cha 9
Skills: Climb +6, Diplomacy +4, Escape Artist +9, Hide +4, Intimidate +2, Listen +6, Move Silently +7, Sense Motive +2, Spot +7
Feats: Combat Reflexes, Toughness
Environment: The Void
Organization: Solitary, trio, or swarm (7-25)
Challenge Rating: 4
Treasure: None
Alignment: Always chaotic evil
Advancement: 5-6 HD (Medium)

Saihars are mockeries of natural life, servants to more powerful creatures of darkness.

A saihar is shaped almost like a humanoid, made of barely-solid mounds of purple muscle. Occasionally, it grows an extra limb, or unravels a body part into dozens of wriggling strands. Its head sags as if pulled down by its large mouth, and between its eyes and over its neck runs a series of tough studs. A saihar constantly emits a series of wet, slithering sounds, as its "organs" rearrange themselves. Its smell is sickly sweet, like that of rotting fruit.

Saihars are the creation of powerful evil outsiders, modeled loosely after humans. They act as slaves, soldiers, heralds, and ambassadors, performing whatever menial tasks their masters require. Though intelligent, they become confused and destructive without orders to guide them. They are occasionally used to carry messages or gifts to mortals, and are considered appropriate for such work due to their near-humanoid forms.

Saihars speak Abyssal.

Combat

Saihars try to hide behind summoned qeh'thral or other creatures, taking the time necessary to create powerful spheres of non-light (sinister extraplanar energy absorbed by saihars) to hurl from safety.

A saihar's natural weapons are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Non-Light (Su): A saihar can create a sphere of "non-light" as a standard action. The sphere lasts for as long as the saihar holds it, and can be thrown by the saihar as a standard action at a non-voidspawn target within 40 feet. If the saihar succeeds at a ranged touch attack, it affects the creature in one of several ways. If the sphere misses, it harmlessly dissipates.

A saihar can create different colors of non-light. While it cannot hold more than one sphere at a time, it can "layer" spheres by forming new colors in a sphere it has already made. Adding a color to a sphere takes a standard action. A multi-colored sphere inflicts the effects of each of its component colors, but a color cannot be used twice in a given sphere.

The effects are as follows.

Blue (Fire): The creature suffers 2d4 points of fire damage.

Green (Cold): The creature suffers 2d4 points of cold damage.

Purple (Nauseate): The creature is nauseated for 1d4 rounds.

Red (Enfeeble): The creature suffers a -1d8 enhancement penalty to Strength for 2d4 rounds. The target's Strength score cannot drop below 1.

Yellow (Blind): The creature is blinded for 1d3 rounds.

***Summon Qeh'thral* (Sp):** Once per day a saihar can attempt to summon 1d3 qeh'thral with a 50% chance of success. This ability is the equivalent of a 4th-level spell.

Darkvision Invisibility (Ex): Though visible in normal light and with low-light vision, saihars cannot be seen with darkvision. Against creatures viewing their surroundings with darkvision, saihars are treated as totally concealed.

Vulnerability to Light (Ex): Saihars suffer a -2 racial penalty on saving throws against all light spells and effects, take half again as much (+50%) damage as normal from such effects (regardless of whether a saving throw is allowed, or if the save is a success or failure), and take double damage from brilliant energy weapons.

Voidspawn: Spells cast within 30 feet gain the evil descriptor; slayer must succeed on a DC 11 Will save or gain the creature's aura for 24 hours.

Adventure Ideas

The PCs learn that an important political figure has been seen meeting with a saihar. When confronted, the politician denies it, but his wife secretly informs the PCs that he is only one of a number of individuals who have been meeting with saihars. But no deals with the saihars have actually been completed; the entire situation has been orchestrated by a roper, who has convinced powerful persons to try to gain saihar allies to keep pace with their enemies. The roper wishes to capture saihars for its own purposes, but wants to avoid summoning them itself to avoid repercussions from their master.

Seeking to increase its influence over the world, a rakshasa has called upon a group of saihars to do its bidding. The saihars are sent out to recruit minions from areas the rakshasa wishes

Unlight

Transmutation [Evil, Light]
Level: Sor/Wiz 2
Components: V, M
Casting Time: 1 standard action
Range: Touch; see text
Target: Light source no brighter than a torch touched
Duration: 1 round/level
Saving Throw: Will negates (object); see text
Spell Resistance: Yes (object); see text

By touching a source of light, the caster briefly transforms its illumination into otherworldly non-light of a color of the caster's choice. Any creature (including the caster) who enters an area brightly illuminated by the non-light, or who is in the area when the light is changed must make a Fortitude save. Success (or resisting with spell resistance) means that the creature is immune to the effects of the non-light until it leaves and re-enters the area of bright light, while failure means that the creature succumbs to the non-light's effects (but cannot be affected a second time unless it leaves and re-enters the area).

The different colors of non-light, and their effects, are as follows.

Purple: The creature is nauseated for 1d3 rounds.

Red: The creature suffers a -1d6 enhancement penalty to Strength for 1d6 rounds. The creature's Strength score cannot drop below 1.

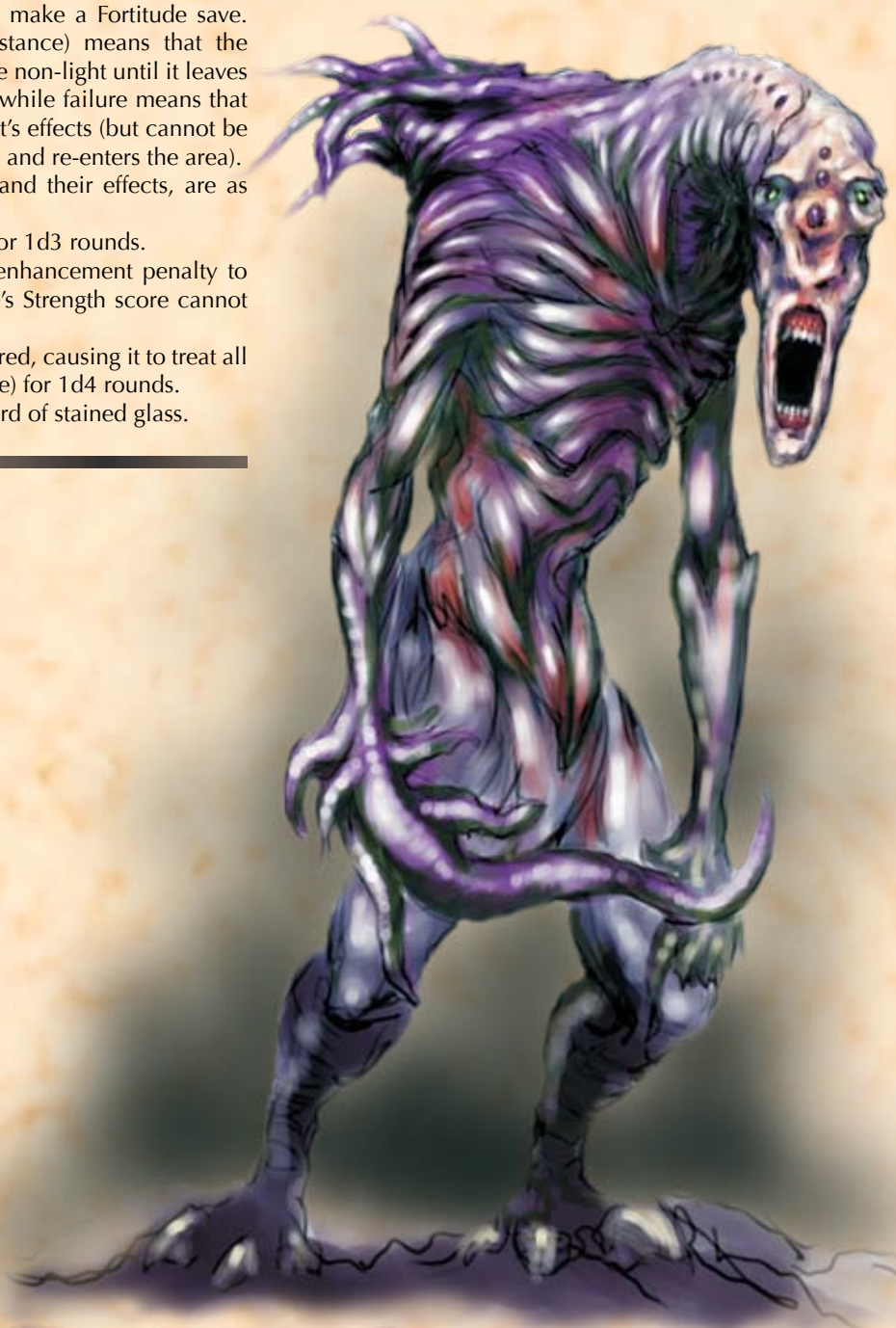
Yellow: The creature's vision is blurred, causing it to treat all targets as concealed (20% miss chance) for 1d4 rounds.

Material Component: A jagged shard of stained glass.

to control. The PCs must stop not only the saihars and their master, but also follow the web of creatures they have allied themselves with.

On Avadnu

Most common wandering aimlessly across the landscape of the Void, saihars were originally experiments created by coran'tul. They quickly increased in number, and were adopted as slaves by many powerful voidspawn. They are occasionally traded between voidspawn, and used as gifts to mortals. Saihars on Avadnu are mostly surviving slaves who were given as gifts to now-dead lords and arcanists. They are drawn to dark places, and occasionally captured and used as guardians by evil creatures and spellcasters.



Scion of Krüg

Scions of Krüg are creatures infused with the fiery blood of a war god.

Scions are massive and perfect physical specimens of the creatures they are derived from, with skin colored anywhere from faded crimson to blood red. They have no hair, and their hides are rough and nearly impenetrable. Scions' eyes are yellow with vertical black pupils, and they glow with an intensity commensurate with their fury. All scions bear bone crests that run back from their foreheads to their necks.

Scions gain their power by drinking the blood of a god invested in destruction, strength, or war. They seem to lack any divine mandate, instead abandoning their previous lives and simply reveling in a lust for combat and slaughter. Scions usually live in rural or wilderness areas, hunting or awaiting hunters. They are most often encountered alone, but they occasionally draw followers and lead packs of "bonded" creatures of their original species.

Creating a Scion of Krug

"Scion of Krüg" is an acquired template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, or monstrous humanoid (referred to hereafter as the base creature). A scion of Krüg uses all of the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to magical beast, and the creature gains the augmented subtype. The creature also increases in size by one category. Adjust its Strength, Dexterity, Constitution, natural armor bonus, and damage values as normal for a size increase, and apply all new modifiers for size.

Hit Dice: A scion of Krüg always has maximum hit points.

Armor Class: Natural armor improves by +15 (this stacks with any natural armor bonus the base creature has).

Special Attacks: A scion of Krüg retains all the special attacks of the base creature and also gains the following.

Cowing Glare (Su): A scion can cow a creature of the base creature's species within 30 feet with its glare. A creature targeted by the glare must succeed on a Will save (DC 10 + 1/2 scion's HD + scion's Charisma modifier) or be cowed. Cowed creatures act as if *charmed*, but the scion must succeed on an Intimidate check instead of a Charisma check to give questionable orders. Cowing glare is a mind-affecting fear effect that can be defended against like a gaze attack.

Draining Wound (Su): Damage from a scion's natural attacks causes bleeding wounds. An injured creature loses 5 additional hit points each round, and multiple wounds from the scion result in cumulative bleeding. A wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a Heal check (DC 10 + 1/2 scion's HD + scion's Constitution modifier), a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* or *heal* spell on a wounded creature must succeed on a caster level check (same DC as the Heal check), or the spell has no effect on the injured creature. A successful Heal check automatically stops the continuing hit point loss.

When a creature suffers continuing damage from a bleeding wound while within 30 feet of the scion, the scion heals a like amount of damage. Any excess healing becomes temporary hit points, which last for 1 hour.

Fury of Krüg (Su): For every opponent past the first that threatens the scion's space, the scion gains a +2 insight bonus on its attack and damage rolls (to a maximum of +20).

War Cry (Su): Three times per day, a scion of Krüg can unleash a horrid scream. Each creature within 100 feet must succeed on a Fortitude save (DC 10 + 1/2 scion's HD + scion's Constitution modifier) or suffer 10d8 points of sonic damage. Those who fail their saves are also stunned for 1d3 rounds, and creatures with fewer HD than the scion are also shaken for 2d4 rounds.

Special Qualities: A scion of Krüg retains all the special qualities of the base creature and also gains the following. If the base creature already possesses one or more of these qualities, use whichever are better.

Blood Fog (Su): A scion reduced to 0 or fewer hit points does not immediately fall unconscious or die. Instead, it dissolves into a bloody fog. The scion can take no actions in this form, and it dissipates completely and dies if it spends 1 full round with fewer than 0 hit points. If the scion regains hit points from its draining wound ability, however, it reforms after regaining all hit points or after it spends 1 full round without further healing (whichever comes first). A scion is immune to all damage, spells, and effects in fog form; the only exception is effects which specifically target water-based creatures (such as *control water* and *horrid wilting*).

- Damage reduction 5/epic (if HD 15 or less) or 10/epic (if HD 16 or more). A scion's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction.
- Darkvision 120 ft.
- Immunity to fear.
- Resistance to cold 20 and fire 20.
- Spell resistance equal to the scion's HD +15 (maximum 40).

Abilities: Increase from the base creature as follows: Str +10, Con +10, Cha +4.

Feats: Scions of Krüg gain Cleave, Improved Bull Rush, Improved Initiative, and Power Attack as bonus feats, assuming the base creature meets the prerequisites and doesn't already have these feats.

Organization: Solitary or pack (1 plus 1–5 bonded).

Challenge Rating: Up to 10 HD, as base creature +11; 11 HD to 15 HD, as base creature +7; 16 HD and above, as base creature +3.

Alignment: Always chaotic (any).

Crimson Mokara

Crimson mokara are destructive and terrible creatures, far more violent than their relatively gentle kin. A crimson mokara typically stakes out a large domain which it rarely leaves, and hunts and battles other magical beasts—no matter how beneficial or peaceful.

On certain dreadful occasions, an evil warrior or arcanist manages to tame a crimson mokara. Such an individual may ride the mokara in battle, or send it to ravage a foe's lands.

Crimson Mokara

Huge Magical Beast (Augmented Animal)
Hit Dice: 8d8+80 (144 hp)
Initiative: +4 (Improved Initiative)
Speed: 50 ft. (10 squares)
AC: 32 (–2 size, +24 natural)
Touch: 8 **Flat-Footed:** 32
Base Attack/Grapple: +6/+27
Attack: Bite +17 melee (2d6+13)
Full Attack: Bite +17 melee (2d6+13) and 2 hooves +15 melee (2d6+6)
Space/Reach: 15 ft./10 ft.
Special Attacks: Cowing glare, draining wound, fury of Krüg, trample 2d6+19, war cry
Special Qualities: Blood fog, damage reduction 5/epic, darkvision 120 ft., immunity to fear, low-light vision, resistance to cold 20 and fire 20, SR 23
Saves: Fort +16, Ref +6, Will +5
Abilities: Str 37, Dex 11, Con 31, Int 2, Wis 12, Cha 10
Skills: Jump +15, Listen +5, Spot +5, Swim +14
Feats: Cleave, Improved Bull Rush, Improved Initiative, Improved Natural Attack (hoof), Iron Will, Multiattack, Power Attack
Environment: Temperate hills
Organization: Solitary or pack (1 plus 1–5 mokara)
Challenge Rating: 15
Treasure: None
Alignment: Always chaotic neutral
Advancement: None

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Combat

Unlike domesticated mokara, crimson mokara eagerly use their hooves in battle, stomping and trampling. They try to deliver as many wounds as possible early in a battle, then let out a war cry when victory is near.

A crimson mokara's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction.

Cowing Glare (Su): A crimson mokara can cow ordinary mokara within 30 feet with its glare. A creature affected by the glare must succeed on a DC 14 Will save or be cowed. Cowed creatures act as if *charmed*, but the crimson mokara must succeed on an Intimidate check instead of a Charisma check to give questionable orders. Cowing glare is a mind-affecting fear effect that can be defended against like a gaze attack.

Draining Wound (Su): Damage from a crimson mokara's natural attacks causes bleeding wounds. An injured creature loses 5 additional hit points each round, and multiple wounds from the crimson mokara result in cumulative bleeding. A wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 24 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* or *heal* spell on a wounded creature must succeed on a DC 24 caster level check, or the spell has no effect on the injured creature. A successful Heal check automatically stops the continuing hit point loss.

When a creature suffers continuing damage from a bleeding wound while within 30 feet of the crimson mokara, the crimson mokara heals a like amount of damage. Any excess healing becomes temporary hit points, which last for 1 hour.

Fury of Krüg (Su): For every opponent past the first that threatens the mokara's space, the mokara gains a +2 insight bonus on its attack and damage rolls (to a maximum of +20).

Trample (Ex): Reflex DC 27 half. The save DC is Strength-based.

War Cry (Su): Three times per day, a crimson mokara can unleash a horrid scream. Each creature within 100 feet must succeed on a DC 24 Fortitude save or suffer 10d8 points of sonic damage. Those who fail their saves are also stunned for 1d3 rounds, and creatures with fewer than 8 HD are also shaken for 2d4 rounds.

Blood Fog (Su): A crimson mokara reduced to 0 or fewer hit points does not immediately fall unconscious or die. Instead, it dissolves into a bloody fog. The crimson mokara can take no actions in this form, and it dissipates completely and dies if it spends 1 full round with fewer than 0 hit points. If the crimson mokara regains hit points from its draining wound ability, however, it reforms after regaining all hit points or after it spends 1 full round without further healing (whichever comes first). A crimson mokara is immune to all damage, spells, and effects in fog form; the only exception is effects which specifically target water-based creatures (such as *control water* and *horrid wilting*).

On Avadnu

Ancient scrolls describe a great battle in the heavens between the Grand Architect Temulea and Krüg, Father of Battles. The two gods fought for many days, but not even Krüg could defeat his father's might. When Temulea struck the final blow, the blood of Krüg rained red upon Avadnu. But while skarren sprang forth from raindrops throughout the world, in certain places streams and pools were contaminated with Krüg's essence.

Creatures that drank from those tainted waters were transformed, as Krüg's blood mixed with their own. The scions of Krüg reigned over their brethren and passed their powers on to their offspring, hidden in secluded valleys and atop mountains. Although the rare creatures are mostly confined to the wilderness of Kulloren, local folklore tells of a fiery red haklaa that inhabits the Humarin Mountains.

The journal of the renowned Phadriran explorer Kemvron Ol'khet references a lone, stagnant pool containing Krüg's essence which no one has yet drunk from. According to the journal, the pool rests somewhere on an island off Arrinok's east coast. Many would-be scions have searched for this place, to no avail.

Source

The mokara originally appeared in *Denizens of Avadnu*.

Servant of the Black Wind

1

Small Magical Beast
Hit Dice: 1d10 (6 hp)
Initiative: +1 (Dex)
Speed: Fly 20 ft. (good) (4 squares)
AC: 14 (+1 size, +1 Dex, +2 natural)
Touch: 12 **Flat-Footed:** 13
Base Attack/Grapple: +1/–3
Attack: Slam +2 melee (1d3)
Full Attack: Slam +2 melee (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Freezing gust, knockdown
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., immunity to cold, fire, and poison, low-light vision, spell resistance 11, split
Saves: Fort +2, Ref +5, Will +1
Abilities: Str 10, Dex 13, Con 11, Int 10, Wis 12, Cha 11
Skills: Hide +8, Spot +6
Feats: Lightning Reflexes
Environment: Any
Organization: Solitary, swarm (2–12), or hurricane (15–60)
Challenge Rating: 1
Treasure: None
Alignment: Always chaotic evil
Advancement: 2–4 HD (Small); 5–6 HD (Medium); 7–11 HD (Large); 12 HD (Huge)

Servants of the Black Wind are beings of pure malice that ride the storm, bringing chaos and fear wherever they go.

Forming out of the air itself, a servant manifests as a black cloud of freezing sleet and whipping wind. Two dark purple eyes roil around in the cloud as it flits about chaotically, howling with a noise out of proportion to its size.

Servants of the Black Wind are best known for appearing in conjunction with supernatural weather phenomena—in particular, the Black Wind itself, a fire-dousing chill from which the servants gain their name. The servants seem to be attracted to fire, and have the ability to appear anywhere within the radius of a Black Wind at which flame is summoned.

Servants delight in swarming opponents, knocking them down and slowly draining their life with a flurry of freezing chills. There seems to be no end to these creatures while the Black Wind blows, and more and more arrive in an affected area with each passing day.

Combat

Servants of the Black Wind prefer swarm tactics in combat, knocking down enemies and sweeping through groups causing maximum damage with their freezing gusts of wind and sleet. They delight in causing chaos and death and presumably are the malevolent will of the Black Wind given physical form.

Freezing Gust (Ex): A servant of the Black Wind can make its body a freezing weapon by zipping around the battlefield. Any time a servant of the Black Wind moves more than 20 feet on its turn, all creatures that were within 5 feet of the servant at any point during its movement suffer 1d3 points of cold damage.

Knockdown (Ex): If a servant of the Black Wind charges an opponent, it can make a trip attack against that opponent without provoking an attack of opportunity. The servant of the Black Wind gains a +8 racial bonus on its Strength check, making its total bonus +4. When servants of the Black Wind attack in unison, one will usually attempt a knockdown while the others take advantage of the now-prone enemy with slam attacks.

Split (Ex): The first time a servant of the Black Wind takes damage in a 24-hour period, there is a 50% chance that it splits into two full-strength servants of the Black Wind rather than suffering damage.

Adventure Ideas

The arrival of the Black Wind in a region is an unnatural disaster of epic proportions. The Black Wind douses nearly all fire, making cooking, warmth, and light into lost luxuries. The Black Wind's servants are yet another symptom of a terrifying disease, and will stand in the way of anyone trying to undo the cursed weather—most often done by finding a high place to ignite a magical fire that can drive the wind away.

On Avadnu

In the Broken Isles, the Black Wind is viewed as not only a curse in itself, but also an omen of far worse disasters to come. Those who survive the Black Wind must prepare themselves for profound changes and begin stockpiling supplies, weapons, and magic; otherwise, doom is considered inevitable.



Shadow Puppet

Deep within evil temples on moonless nights, gruesome rituals take place in the inky blackness, where priests of dark gods bring slaves into their service. Obsidian altars are prepared with the blood of the unfaithful and former followers who displeased the gods or their priests. The priests then tie down their sacrifices and light fires under incense bowls at the altars' corners. A thick, viscous liquid called nightsblood is then poured over each victim. At this point, the surrounding priests chant horrid prayers and the nightsblood begins to churn and bubble. It takes on a life of its own, crawling over a victim's skin until it finally seeps into the victim's nose, ears, and mouth. The molasseslike substance then pools throughout the victim's insides, collecting in large quantities in the victim's lungs and sinus cavities. After an experience that feels like drowning, the victim is suddenly overcome by a feeling of peace. The high priest waits until the convulsions stop and then walks toward the victim, who sees the face of his new master. Thusly is a shadow puppet born.

The shadow puppet gains incredible power and durability at the expense of its will, which is subsumed by the will of the priest that created it. It is still capable of independent thought and action, but it always seeks to fulfill the commands of its creator above all. The puppet exhibits several physical changes that are noticeable by observers. First, its skin pales to a milky complexion. The puppet's irises lose their color, leaving nothing but the pupils. The excess nightsblood pooling in its body also causes wispy shadows to escape its mouth and eyes, looking much like smoke leaking from the creature's head as it speaks or moves. This effect is normally subtle enough to be difficult to notice, but the amount of shadow leaking from the creature increases as it becomes more agitated. Because of the relative normalcy of a shadow puppet's appearance, it can often go unnoticed around others for quite some time, infiltrating a town or monastery to get at its prey.

Evil priests most often create these beings to prey upon the defenders of light and goodness, primarily paladins and clerics. In combat, they target anyone with a glowing weapon or spellcasters that use spells with the light descriptor, using their infuse attack whenever possible.

Creating a Shadow Puppet

"Shadow puppet" is an acquired template that can be added to any corporeal aberration, dragon, giant, humanoid, magical beast, or monstrous humanoid. The creature (referred to hereafter as the "base creature") must have Intelligence and Wisdom scores of at least 8. The shadow puppet uses all the base creature's statistics and special abilities except as noted here.

AC: Natural armor improves by +2.

Attack: A shadow puppet has a slam attack as its primary natural weapon, and retains any natural weapons possessed by the base creature (these are relegated to secondary weapons). If the base creature can use weapons, the shadow puppet retains this ability. A shadow puppet fighting without weapons uses a slam attack when making an attack action.

Full Attack: A shadow puppet fighting without weapons uses a slam attack when making a full attack. If the base creature possesses additional natural weapons, the shadow puppet uses them as natural secondary attacks. If armed with a one-handed weapon, it usually uses the weapon as its primary attack and its slam as a natural secondary attack.

Damage: Shadow puppets have slam attacks. If the base creature does not have this attack form, use the appropriate damage value in the table below. Otherwise, use the value below or the base creature's damage value, whichever is greater.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-Size	1d6
Large	1d8
Huge	2d6
Gargantuan	3d6
Colossal	4d6

Special Attacks: A shadow puppet retains all the special attacks of the base creature and also gains those listed below.

Infusion (Su): A shadow puppet who makes a successful grapple check against a grabbed opponent begins infusing its target with nightsblood and inflicts 1d4 points of Constitution drain. The nightsblood is forced into the target through its mouth or through an open wound that the shadow puppet latches onto.

For each point of drain inflicted, the shadow puppet takes one point of Constitution damage as it transfers nightsblood. If the shadow puppet is reduced to Constitution 0 before its victim, it falls to the ground in convulsions and slowly melts away into shadow, dead.

Special Qualities: A shadow puppet retains all the special qualities of the base creature and also gains those listed below.

Will of the Master (Su): The shadow puppet acts as though under a constant *suggestion* spell when relating to its master, but will obey any command of any length and complexity, and the effect does not end when the request is completed. Rather, the shadow puppet will seek out its master to receive new orders.

Damage Reduction (Su): A shadow puppet's body is infused with shadow, causing blows of all kinds to cause no pain. The shadow puppet gains damage reduction 5/magic, unless the base creature already has a higher value. The shadow puppet's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Darkvision (Ex): With a range of 60 feet.

Light Sensitivity (Ex): Shadow puppets are dazzled in bright sunlight or within the radius of a *daylight* spell. They prefer to work in shadows and darkness, but do not hesitate to be active during the day if it is vital to their missions. They wear hooded cloaks and similar apparel whenever possible.

Memory (Ex): A creature infused with nightsblood is not completely lost. It can be restored to its former self by repeated exposure to a powerful physical reminder of its past.

The nostalgic item cannot merely be in the shadow puppet's presence, but must be presented in a meaningful way in conjunction with verbal reminders about the puppet's past (at least a standard action). On the 2nd round of such a recitation, the shadow puppet ceases any activity (including combat) and focuses its attention on the speaker. After 5 rounds, the nightsblood, sensing a breach in its link to the puppet, attempts to regain control, forcing a DC 12 Will save. If the puppet succeeds at the save, it breaks the link and falls to the ground, retching and spewing nightsblood from its body and losing the shadow puppet template. If the save fails, the puppet immediately attacks the speaker, attempting to use its infuse ability. If it is somehow restrained or if it fails to stop the speaker, the process may be started over again.

Ordinary Appearance (Ex): Under normal circumstances, it takes a DC 20 Spot check to recognize a shadow puppet as strange, by differentiating the shadows spilling from it from normal shadows caused by ambient light, or by noting its unusual eyes.

Abilities: Change from the base creature as follows: Str +4, Con +6, Wis -4, Cha +2.

Skills: Shadow puppets have a +4 racial bonus on Bluff and Sense Motive checks. Otherwise, same as the base creature.

Feats: Same as the base creature, but gains Improved Grapple (even without meeting the prerequisites) and Toughness.

Organization: Solitary, pair, or gang (2-5).

Challenge Rating: Same as the base creature +1.

Alignment: Always neutral evil.

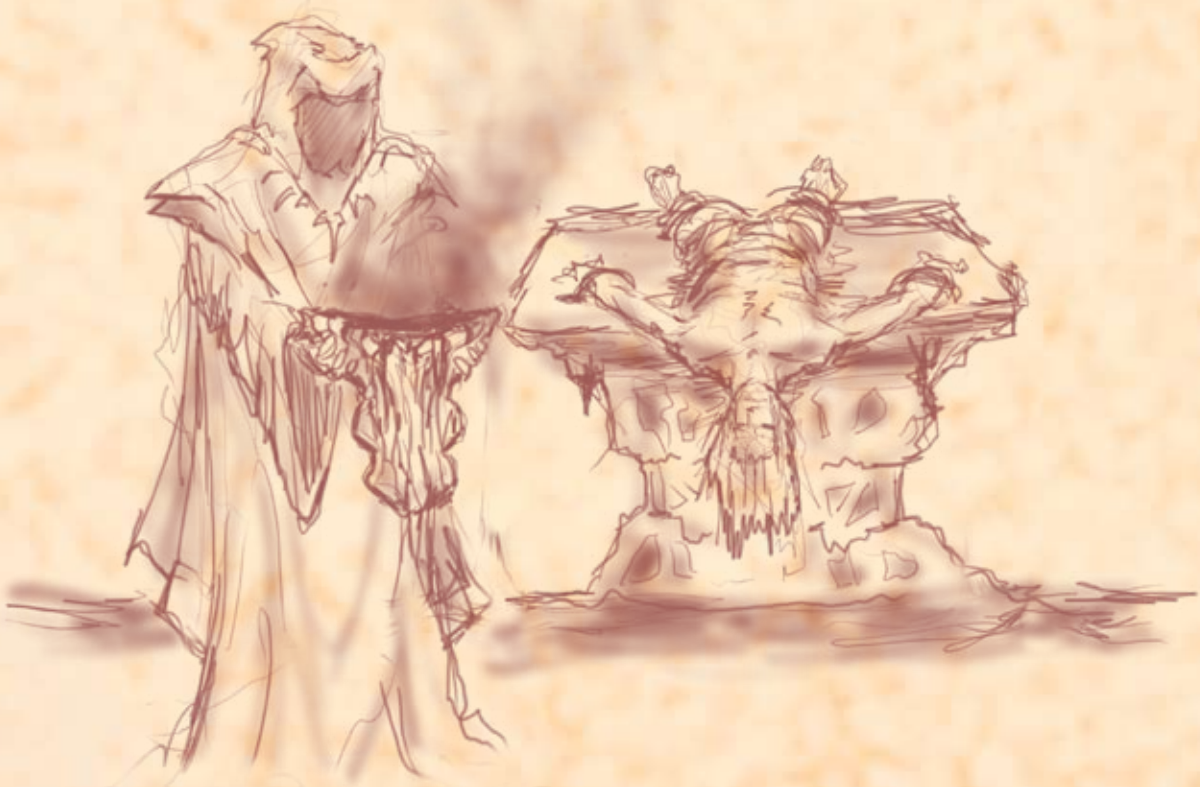
Level Adjustment: Same as the base creature +2.

On Avadnu

Shortly after the coming of the xxyth, a young priestess of Cylethil became obsessed with her patron. She was convinced of the notion that Cylethil, rather than helping bring knowledge to the world, was hiding all she learned in the cloak of darkness. And while the priestess adored her patron, she grew frustrated and angry when she was taught no secrets by Cylethil, and her love was not returned.

At last, frustrated and bitter, the priestess sought to force Cylethil to notice her and grant her the secrets she wanted. She bargained with a blackwater slough to acquire a single chipped claw from a dead xxyth, and purchased a set of wings built by an arageld. On a moonless night, she flew upward, and at last reached a height where she could prick the sky with the claw. Cylethil's blood spilled out, blotting away nearby stars and granting the priestess great power.

For two decades, the priestess reigned as a divine entity from that empty blotch in the sky. Though never a true goddess, and eventually slain, she amassed hundreds of followers during her short time above. Her cults lived to unearth all the world's secrets, both beautiful and profane, and shadow puppets–made with *her* blood mixed with Cylethil's, mainly from zeidians and Cylethil's followers–served them loyally. Even after the priestess's death, her cults lived on, and used the blood that still churned through their slaves to continue their work. Hidden and forgotten by most of the world, they exist to this day, still worshiping their forgotten master and gathering what drops of her blood they can find.



Shipwreck Ooze

Large Ooze (Aquatic)
Hit Dice: 4d10+8 (30 hp)
Initiative: -5 (Dex)
Speed: Swim 15 ft. (3 squares)
AC: 4 (-1 size, -5 Dex)
Touch: 4 **Flat-Footed:** 4
Base Attack/Grapple: +3/+11
Attack: Slam +6 melee (1d8+6 plus 1d6 acid)
Full Attack: Slam +6 melee (1d8+6 plus 1d6 acid)
Space/Reach: 10 ft./10 ft.
Special Attacks: Engulf, constrict 1d8+6 and 1d6 acid, acid
Special Qualities: Camouflage, dehydration, blindsight 80 ft., ooze traits
Saves: Fort +3, Ref -4, Will -4
Abilities: Str 19, Dex 1, Con 15, Int —, Wis 1, Cha 1
Skills: Swim +12
Environment: Aquatic
Organization: Solitary or school (2-7)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 5-11 HD (Huge); 12-15 HD (Gargantuan)

5

Shipwreck oozes lie in wait underwater, using their natural camouflage to surprise the unwary.

Named for where they were first discovered–inside the bows of sunken ships–shipwreck oozes are amorphous masses of sticky, acidic jelly. A shipwreck ooze's translucent, glistening body resembles a large air pocket, often resting on the sea surface or rising from the depths. Nearly weightless, shipwreck oozes drift silently through water as they seek to find and envelop prey. They feed on any organic material they come in contact with, and can even dissolve steel.

Shipwreck oozes cannot survive exposure to air. They rely on water to keep their membranes moist, and on land, a shipwreck ooze quickly withers and dies. As its "skin" cracks, an ooze's fluid core spills out through thousands of tiny ruptures, creating a high-pitched whine like that of a shrieking child.

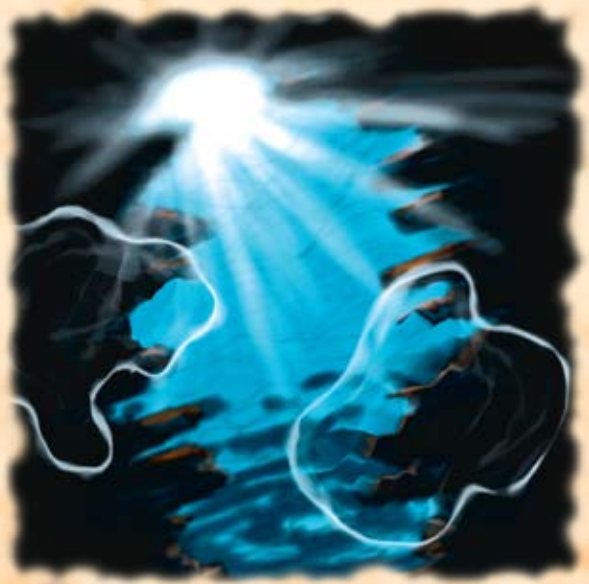
Combat

Shipwreck oozes, when not floating near the surface of a body of water, cling to the ceilings of underwater caves and shipwrecks. When creatures pass below, they descend and engulf their prey.

Engulf (Ex): A shipwreck ooze can mow down Large or smaller creatures as a standard action. The ooze merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 16 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the ooze moves forward. Engulfed creatures are subject to the ooze's acid, and are considered grappled and trapped within its body. The save DC is Strength-based

Constrict (Ex): A shipwreck ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Acid (Ex): A shipwreck ooze is composed of acid that dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 14 Reflex save. A metal or wooden weapon that strikes a shipwreck ooze also dissolves immediately unless it succeeds on a DC 14 Reflex save. The save DCs are Constitution-based.



At the end of every full round a creature spends grappling with a shipwreck ooze, the creature suffers 14 points of acid damage. The ooze's acidic touch also deals 14 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Camouflage (Ex): When a shipwreck ooze is motionless and immersed in water, a creature must make a DC 14 Spot check to recognize it for what it is.

Dehydration (Ex): A shipwreck ooze that is removed from water takes 4d10 points of damage every round until it is submerged again.

Blindsight (Ex): A shipwreck ooze's entire body is a primitive sensory organ that can ascertain prey by water vibrations within 80 feet. Beyond that range, they are considered blinded. Shipwreck oozes are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight.

Adventure Ideas

A chef needs a shipwreck ooze's jelly as part of a ceremonial feast to honor a diplomat. Unfortunately for the PCs asked to retrieve the ooze from an ancient shipwreck, the ooze must be kept alive until the meal is ready to be prepared.

On Avadnu

In the 322nd cycle of the second arc, the massive ship "Stormhammer" departed the shores of Phadrir. It was the largest sailing vessel ever constructed, and carried explorers toward the distant shores of Tel Varun. Stormhammer sailed through Torvannon, but tragedy struck as the crew watched the island of Anorum crest the horizon. Legends say the sea roared to life as tentacles rose from the depths, shattering the ship's bow and capsizing the vessel. Six hundred men died, and Stormhammer sunk to the bottom of the sea.

Nearly thirty cycles later, an expedition was sent to recover the wreckage. More than three dozen men from Devensur searched, spending two months at sea. It was late into the second month that Stormhammer's bow was found, along with–lurking in the upper corners of the splintered shell–a cluster of shipwreck oozes. The explorers lost more than half their number before they realized what was happening.

Skarren



Skarren, 1st-Level Warrior
Medium Humanoid (Skarren)
Hit Dice: 1d8 (4 hp)
Initiative: +0
Speed: 20 ft. in hide armor (4 squares); base speed 30 ft.
AC: 13 (+3 hide)
Touch: 10 **Flat-Footed:** 13
Base Attack/Grapple: +1/+2
Attack: Thar-chak +2 melee (1d10+1/x3) or head-butt +2 melee (1d4+1) or kurch-at +1 ranged (1d6+1)
Full Attack: Thar-chak +2 melee (1d10+1/x3) and head-butt -3 melee (1d4); or kurch-at +1 ranged (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Qualities: Skarren traits
Saves: Fort +2, Ref +0, Will +0
Abilities: Str 13, Dex 10, Con 11, Int 8, Wis 11, Cha 8
Skills: Listen +1, Spot +1
Feats: Head-butt
Environment: Any
Organization: Company (2-4), raiding party (11-20 plus 2 3rd-level barbarians and 1 leader of 3rd-6th level), or kulvrak (20-30 plus 50% noncombatants plus 1 3rd-level barbarian per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +0

Skarren are a nomadic race of warriors, dedicated to the ways of nature and to honing their skills at combat.

Skarren have leathery, rust-colored skin, and bear bone crests running from their foreheads to the bases of their skulls. They are hairless and muscular, typically standing between 6 and 7 feet tall. Males tend to be bulkier than females, weighing around 250 to 350 pounds, whereas females usually weigh 200 to 300 pounds. Skarren prefer to eat meat, but can survive–and often do, when in inhospitable climates and lands–on fruits and edible plants, insects, and grubs. Skarren are considered adults at age fourteen, and live to about fifty.

The life of a skarren is devoted to surviving, mating, and killing. As creatures of instinct, skarren rarely dwell on the future or the past, caring only about their immediate situations. Skarren tribes, or kulvraks, normally migrate according to weather patterns, but have been known to travel great distances to join battles (regardless of their cause). War, according to the skarren, is the greatest test of nature's gifts, and the only true proof of one's attunement to the world. Kulvraks travel through the wilderness, shunning roads as a blight upon nature, and only approach cities or towns to attack.

The skarren language is made up of quick, hard syllables, and has no direct written counterpart; skarren use a crude set of symbols to represent elements of nature, but these are used only for decoration and the recording of names. A great deal of skarren communication is done through growls and body language–a tensed skarren is warning against danger, glazed eyes indicate rage, and raised arms show acceptance. All skarren speak Skarren; those with Intelligences scores of 10 or above also speak Common.

The above statistics are for an average 1st-level skarren warrior.

Combat

Skarren are straightforward and savage combatants, keeping to simple tactics such as ambushes and flanking maneuvers. Skarren rarely withdraw from battle, considering deaths on either side to be part of the natural order–proof of the losers' unfitness for survival.

Skarren Traits (Ex): Skarren possess the following racial traits.

- +2 Strength, -2 Intelligence, -2 Charisma.
- Medium size.
- A skarren's base land speed is 30 feet.
- Weapon Familiarity: Skarren treat thar-chaks as martial weapons rather than exotic weapons.
- Enhanced Healing: Skarren are extraordinarily fit, and recover 2 hit points per character level per night of rest. If they undergo complete bed rest, they recover three times their character level in hit points. Temporary ability damage returns at the rate of 2 points per night of rest. Complete bed rest restores 3 points per day.
- Immune to natural diseases.
- +3 racial bonus on saving throws against poison.
- Illiteracy: Skarren do not automatically know how to read and write. A skarren may buy 1 rank in Speak Languages to gain the ability to read and write all languages he or she is able to speak. A skarren who gains a level as a wizard automatically gains literacy.
- Automatic Languages: Common and Skarren. Bonus Languages: Giant, Ngakoi, Undercommon, and Zeidian.
- Favored Class: Barbarian. Nearly all skarren leaders are barbarians. Spellcasters are very rare among skarren.

Skarren Society

Skarren believe that they have a right and duty to do battle with all of the peoples of the world, including themselves. Humans are considered suitable for quick practice and slaughter, while sulwynarii and zeidians are seen as worthy opponents who must be respectfully warred with. Skarren see mistji as a sad, lost race, who understand the flow of nature without being able to participate in the joys of physical combat. These attitudes prevent

Head-butt [Racial]

The skarren can use his bone crest as a weapon, driving it into the bodies of his opponents.

Prerequisites: Skarren or skareth, base attack bonus +1 or higher.

Benefit: The ability to head-butt qualifies as a natural weapon that inflicts 1d4 points of bludgeoning damage. A skarren can head-butt once as an attack action at his base attack bonus, or head-butt as a secondary attack during a full attack at a -5 penalty to his BAB.



skarren from ever gaining allies; many races go to great lengths to avoid skarren contact, but when confrontation is inevitable, zeidian diplomats are often sent to meet with skarren kulvraks. A diplomat who comes to the skarren is required to fight in a ritual duel, to prove his worth and wisdom.

Skarren are notorious as slavers. After a battle or raid, skarren often capture surviving women, children, and the incapacitated. These slaves travel with the kulvrak, performing basic duties around camp and being questioned as to local weather, geography, flora, fauna, and society. Slaves are treated decently, and are often set free within months of being captured, usually once the skarren have learned all they can or are preparing to move to a new region. Spellcasters are kept far longer–skarren delight in prophecy and glimpses into the spirit world, but have little access to these gifts themselves.

Lacking any written history, and maintaining few oral traditions, skarren's past must be traced through their names. Skarren take the names of fallen enemies as their own, reciting them before formal duels as proof of achievement.

Skarren who travel alone have usually obtained the permission of their kulvraks. It is understood that such skarren will carry the ways of their people into the world, and one day return to a skarren tribe. These loners often seek a more personal understanding of the elements, or seek to test themselves in combat without the assistance of a kulvrak. Few skarren are ever banished; traitors and misfits are killed. Those who run away are left to nature's vengeance.

Adventure Ideas

PCs who wish to divert a kulvrak approaching a city have a number of options, from trying to prove themselves worthy to negotiate with the skarren to trying to ally other races against them. There may also be situations where the opposite goal is appropriate–a skarren tribe could be a valuable asset in a battle, but convincing kulvrak leaders to join one side could be difficult.

On Avadnu

After the fall of the Daegir, Krüg, Father of Battles, was the only god to face Temulea in open combat. Their battle is said to have shaken the heavens and loosed the stars from their seats. Krüg was vanquished, but his divine life force could not be wholly extinguished–his blood fell from the sky like rain, and where it touched Avadnu, a new people sprang forth. Thus, the skarren were born.

Skarren acknowledge the existence of the gods, but do not see them as objects of worship. Instead, they see the gods as worthy opponents waiting to be battled in the Taakran–the great tournament of the afterlife. When a skarren is defeated in this tournament, it is believed that he is reincarnated on Avadnu to train further. Skarren revere, but do not worship, the elements, seeing them as the only forces that they must obey. They use the elements to guide them in their lives and their battles, trying to emulate their patterns and motions.

Skarren war tribes wander the face of Avadnu, seeking battle and death, the two things they relish most. More a force of nature than an organized people, their actions are difficult to predict. They are feared as a violent storm, ever in the distance and in danger of turning toward civilization.

Skarren Weapons

Skarren use a number of unique weapons, made from natural elements such as wood, bone, and stone. Several are outlined below.

Ak'vril: Ak'vril are light, broad-bladed stabbing weapons nearer to short swords than daggers in length. A character who gains proficiency with an ak'vril as an exotic weapon can also throw it with a range increment of 10 feet.

Kurch-at: A kurch-at resembles a two-bladed short sword, but they are one-handed weapons primarily used by skarren females. Kurch-ats can also be thrown.

Silithan: A silithan is an armguard that is strapped to the forearm, and has two 12-inch-long blades extending over the fist. A silithan has all the qualities of a buckler, including allowing the wearer to wield a weapon in the hand bearing the silithan (as well as a buckler's armor check penalty and arcane spell failure rate). The silithan can also be used as a light weapon to attack if the wearer is wielding no weapon in that hand, but the silithan's AC bonus is lost until the character's next turn. A character wielding a silithan gains a +4 bonus on opposed attack rolls to avoid being disarmed of the weapon. A silithan's masterwork quality or enhancement bonus does not affect its armor bonus.

Sinvrak: Sinvraks are one-handed, top-heavy chopping swords that are often used by skarren in pairs.

Thar-chak: For skarren, a thar-chak is more than just a weapon–it is an embodiment of their way of life. A thar-chak is a 6-foot-long pole with pick axe heads facing opposite directions at the ends. It is a two-handed double weapon, and either the blade (which normally deals 1d10 points of slashing damage) or the pick (which normally deals 1d6 points of piercing damage) can be used as the primary weapon head. All normal rules for double weapons apply when wielding a thar-chak.

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Martial Weapons							
Ak'vril	5 gp	1d3	1d4	x4	10 ft.*	2 lb.	Piercing
Kurch-at	6 gp	1d4	1d6	x2	10 ft.	6 lb.	Slashing
Sinvrak	10 gp	1d6	1d8	x3	–	8 lb.	Slashing
Exotic Weapons							
Silithan	19 gp	1d3	1d4	x3	–	5 lb.	Piercing and Slashing
Thar-chak	90 gp	1d8/1d4	1d10/1d6	x3	–	25 lb.	Piercing and Slashing

Solar Creatures

Solar creatures are blessed by gods of sun and light, granted powers of life and heat. Some are true servants of the gods, living in distant planes and constantly bathing in their masters' glow, while others are formed from the flames of their creators, sent to the Material Plane to assist those who call for aid against creatures of darkness.

Solar creatures constantly glow a soft orange, and their eyes are filled with flames. They gently warm their surroundings as they move.

Creating a Solar Creature

"Solar" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin of nonevil alignment (referred to hereafter as the "base creature"). A solar creature uses all the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points. Size is unchanged. Solar creatures are normally native outsiders.

Special Attacks: A solar creature retains all the special attacks of the base creature and also gains the following.

Solar Body (Su): For a number of rounds per day equal to its HD, a solar creature can shed light in a 30-foot radius as a *daylight* spell. The solar creature can begin or cease using this ability as a free action, but each round during which the solar creature uses its solar body adds 1 round to the total used that day.

Fiery Blow (Su): Once per day while using its solar body, the solar creature can make a normal melee attack to deal additional fire damage equal to its HD total (maximum of 20) against a foe.

Special Qualities: A solar creature retains all the special qualities of the base creature and also gains the following. If the base creature already has one or more of these special qualities, use the better value.

Damage Reduction (Su): See the table below. The natural weapons of a solar creature with 9 or more HD are treated as magic weapons for the purpose of overcoming damage reduction.

Hit Dice	Damage Reduction
1-4	–
5-8	5/cold iron or magic
9-12	5/cold iron and magic
13+	10/cold iron and magic

Resistance to Fire (Ex): A solar creature has resistance to fire equal to four times its HD.

Spell Resistance (Ex): Equal to the creature's HD + 5 (maximum 25).

Abilities: Same as the base creature, but Intelligence is at least 3.

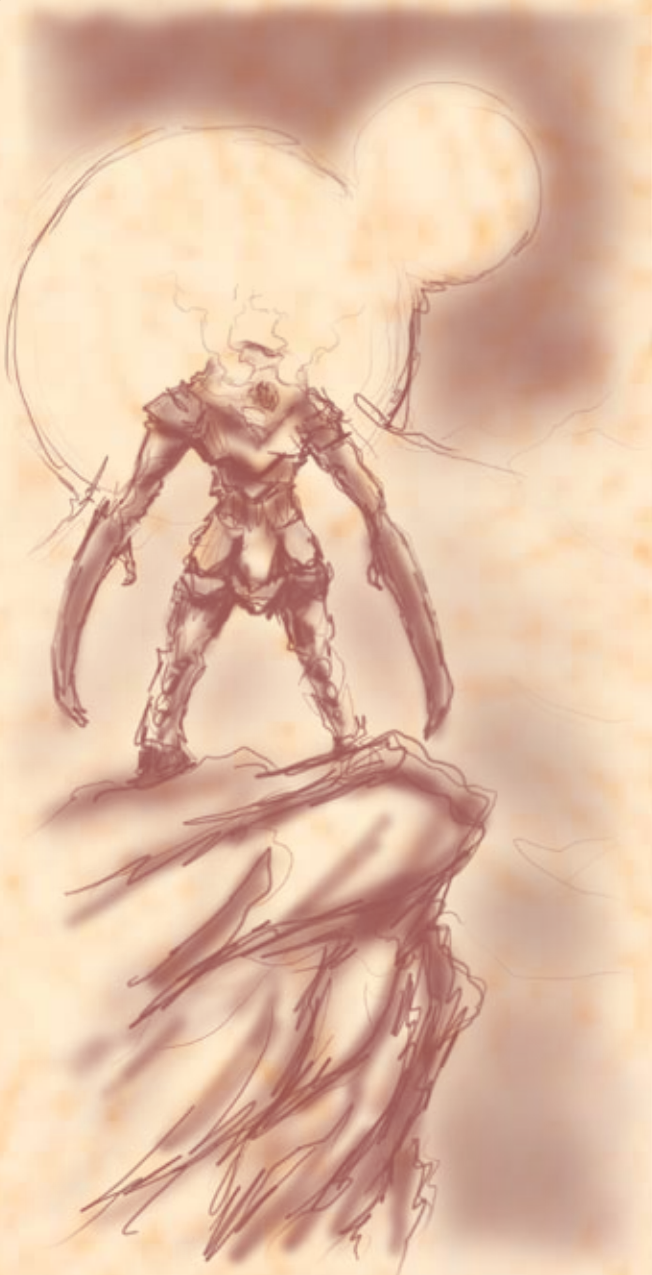
Challenge Rating: HD 4 or less, as base creature; HD 5 to 8, as base creature +1; HD 9 or more, as base creature +2.

Alignment: Always good (any).

Level Adjustment: Same as the base creature +3.

On Avadnu

The creations of Arshan and Shanarr, solar creatures are sent to Avadnu in response to calls from spellcasters. Arshan and Shanarr offer their aid in the belief that living creatures, dependent on the suns for nourishment and strength and sight, should also be able to seek protection from them. However, they appreciate the occasional offering of molten gold in return for their assistance.



Soulless One



Medium Undead (Incorporeal)
Hit Dice: 12d12 (78 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares), fly 50 ft. (perfect)
AC: 17 (+1 Dex, +6 deflection)
Touch: 17 **Flat-Footed:** 16
Base Attack/Grapple: +6/—
Attack: Incorporeal touch +8 melee (2d6 cold plus hypothermia)
Full Attack: Incorporeal touch +8 melee (2d6 cold plus hypothermia)
Space/Reach: 5 ft./5 ft.
Special Attacks: Hypothermia, death gaze
Special Qualities: Frigid aura, unholy aura, unhallowed presence, darkvision 60 ft., immunity to cold, incorporeal traits, undead traits, +4 turn resistance
Saves: Fort +8, Ref +11, Will +16
Abilities: Str —, Dex 12, Con —, Int 17, Wis 14, Cha 15
Skills: Bluff +15, Hide +14, Intimidate +18, Listen +15, Perfect Recall +16, Search +16, Sense Motive +15, Spot +15
Feats: Fearful Advantage, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (incorporeal touch)
Environment: Any
Organization: Solitary
Challenge Rating: 13
Treasure: None
Alignment: Always chaotic evil
Advancement: 13-18 HD (Medium)

Soulless ones are powerful undead spirits driven by lament and hatred of the living.

Soulless ones have forms like writhing shadows cloaked in tattered scarlet shrouds. Their dark faces have indistinguishable features, and their eyes occasionally flash with light. Soulless ones are surrounded by bitterly-chilling auras, but generate no frost or other visual manifestations of cold. They move slowly and gracefully, passing confidently through objects and touching their fingertips to their enemies.

Soulless ones are the product of unbearable lament, the spirits of stillborn children who were taken by darkness. These spirits are raised by evil entities, learning to hate the living and grant strength to undead. They search for other spirits to capture, and protect the interests of the dead. Some act as elite agents of the beings who raised them, sent to slay hunters of undead, retrieve artifacts of evil power, or otherwise fulfill dangerous tasks.

Soulless ones speak no languages.

Combat

A soulless one rarely needs to enter melee, slaying opponents with its gaze before they have a chance to engage it. When forced into a genuine fight, a soulless one relies on its auras to weaken or kill its foes, but can only rarely inflict serious damage with its touch attack. Therefore, a soulless one who fights powerful opponents will usually retreat and gather undead allies before fighting again.

Hypothermia (Ex): A creature who takes cold damage from a soulless one's touch attack must succeed on a DC 18 Fortitude save or suffer the effects of hypothermia. Treat the creature as fatigued. The penalties end when the creature is healed of all cold damage caused by the soulless one (including damage from its frigid aura, and damage taken after the creature succumbs to hypothermia). The save DC is Charisma-based.

Death Gaze (Su): Death, 30 feet, Fortitude DC 18 negates. The save DC is Charisma-based.

Frigid Aura (Ex): A soulless one constantly radiates a field of extreme cold in a 25-foot radius. Each round a creature is within this area, it must succeed on a DC 18 Fortitude save or suffer 1d6 points of cold damage. The save DC is Charisma-based.

Voice of the Grave

Necromancy
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels) or unlimited; see text
Target: One incorporeal undead
Duration: 1 min./level
Saving Throw: Will negates; see text
Spell Resistance: Yes

The spellcaster attempts to trap an incorporeal undead within his or her own body. If the spellcaster knows the undead creature's birth name, the spell has unlimited range and the undead suffers a -2 penalty on its saving throws. Otherwise, the spellcaster must be able to see the creature, and the spell is countered if the undead is protected by *protection from evil* or a similar effect.

Once inside the spellcaster, the undead gains control of the body. The undead keeps its Intelligence, Wisdom, Charisma, Hit Dice, class, base attack bonus, base save bonuses, alignment, spells, skills, feats, and spell resistance. The body retains its type, subtypes, Strength, Dexterity, Constitution, hit points, natural abilities, extraordinary abilities, supernatural abilities, and automatic abilities. The undead cannot leave the body voluntarily, but can otherwise act freely in its new body. When the spell's duration ends, the undead reappears wherever it was when the spell was cast. If the body dies while the spell is active, both the undead and caster are slain.

Voice of the grave can be combined with *magic circle against evil* and similar spells as if it were a calling spell. Doing so extends *voice of the grave's* duration so long as the undead does not break free of the circle.

A number of times per day equal to his or her Charisma bonus (minimum 1), the caster can try to take control of the undead in the caster's body. The undead must make another Will save or act as the caster desires for 1 round. As this is the only action the caster can take while possessed, treat it as a perpetually readied action that can respond to anything the undead attempts.

Unholy Aura (Su): Evil creatures within a 25-foot radius of a soulless one (including the soulless one itself) are protected by the effects of an *unholy aura* spell (caster level 15th). The deflection and resistance bonuses from the aura are calculated into the soulless one's statistics. The *unholy aura* can be dispelled, but the soulless one can create it again on its next turn as a free action.

Unhallowed Presence (Su): A soulless one exudes an unholy effect similar to that of an *unhallow* spell. Within 25 feet of the soulless one, all turning checks to turn undead suffer a -4 profane penalty and turning checks to rebuke undead gain a +4 profane bonus. This is in addition to the soulless one's turn resistance.

Adventure Ideas

A prophecy the PCs retrieve for a priest states that the only son of a king will be the one to retrieve the magic item that can save the kingdom from its current troubles. But the priest reveals that the king's only son was stillborn, and is believed to be a soulless one. The PCs must find the evil undead son, and try to find a way to convince him to fulfill the prophecy.

A young woman once carried the child of a purportedly-celibate priest. Angry that his sin might be exposed to his superiors, the priest attacked and nearly killed the young woman. Days later, she gave premature birth to a stillborn child, who has recently been slaying the residents of the priest's temple as a soulless one. The PCs must find its lost mother and its bitter father, learning the undead spirit's history in order to help end its attacks.

On Avadnu

In one of the last cycles of the seventh arc, a young woman from Falas claimed to have been ravaged by a demon. A child would be born, she'd been told, and that child would bring about the damnation of the world. The woman fell into a nightmare of delusion and self-destruction, wishing to end her life rather than inflict such a terror upon Avadnu. She carried the child within her womb for six weeks, until a skarren raid cut through Falas. Skarren warriors fell upon the village in waves, and the young woman was slain by a skarren thar-chak. The skarren slaughtered every resident of the village, never knowing the horror they destroyed. Though the child was never born, it was transformed and rose as the world's first soulless one. In time, the soulless one reached out to other stillborn spirits, and began raising them as its servants.



Soultrapper



Diminutive Plant
Hit Dice: 2d8 (9 hp)
Initiative: -5 (Dex)
Speed: 0 ft.
AC: 9 (+4 size, -5 Dex)
Touch: 9 **Flat-Footed:** 9
Base Attack/Grapple: +1/—
Attack: —
Full Attack: —
Space/Reach: 1 ft./0 ft.
Special Attacks: Attraction, spell-like abilities, soul steal
Special Qualities: Blindsight 50 ft., plant traits
Saves: Fort +3, Ref —, Will +2
Abilities: Str —, Dex —, Con 10, Int 1, Wis 14, Cha 16
Skills: Survival +7
Feats: Ability Focus (attraction)
Environment: Temperate and warm land
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Tiny); 5 HD (Small)

Soultrappers are rare flowers which steal the souls of unwary beings, transforming them into seed-bearers in order to reproduce.

Bearing a faint resemblance to sunflowers, with black centers and large orange petals, a soultrapper blossom blooms at the center of a spread of finger-thin vines. The vines rise from the ground, clinging to any surfaces present and anchoring the blossom to a rock or tree trunk. Soultrappers prefer slightly humid and moist areas, but are able to adapt to virtually any environment by using their magical abilities to alter their surroundings.

Soultrappers power their magic with their petals, each one holding the captured soul of a being who touched the soultrapper. Not normally violent, soultrappers allow most animals and uninterested creatures to pass by without confrontation. Only if a soultrapper is running low on petals, or if it perceives a creature to be a potentially useful seed-bearer (based on the creature's apparent strength and endurance) does it try to lure in prey.

Despite their dangerous nature, soultrappers are occasionally found at the center of farming communities, due to their beneficial effect on the environment. This risky tactic occasionally leads to worship of the flower, where individuals are offered as sacrifices to the plant. Some druids revile soultrappers, but others believe soultrappers epitomize the cycle of life. These druids, when they find themselves too old or ill to carry on, often give themselves to soultrappers, offering their bodies and souls to nature.

Combat

Soultrappers target violent creatures with their attraction ability first, and immediately shift to using their spell-like abilities if the attraction fails. A typical soultrapper strategy against attraction-resistant creatures is to keep them from approaching with abilities such as *entangle* and *soften earth and stone*, then use *insect plague* to create a living barrier. A soultrapper that feels threatened, but that is not in immediate danger, will use *control weather* to summon a storm, to enhance *call lightning* later on.

Some soultrappers grow behind tree branches or between rocks, giving them concealment or a cover bonus to AC.

Attraction (Su): Soultrappers can attract intelligent creatures within 30 feet as if using a *sympathy* spell (Will DC 16 negates). The soultrapper is limited to attracting one type of creature at a time (as with *sympathy*), but can change the type of creature as a move action. The soultrapper can turn its attraction ability on or off as a free action. The save DC is Charisma-based and includes the soultrapper's Ability Focus feat.

Spell-Like Abilities: At the start of any encounter, a given soultrapper is assumed to have 1d4+1 petals. Each petal provides enough fuel for the soultrapper to use one or more of its spell-like abilities a total of 5 times, after which the petal wilts and falls off (oldest petals first). The soultrapper's spell-like abilities are as follows: *call lightning* (DC 16), *control weather*, *entangle* (DC 14), *insect plague*, *obscuring mist*, *plant growth*, *soften earth and stone*. Caster level 10th. The save DCs are Charisma-based.

Soul Steal (Su): At the soultrapper's option, any living creature with Intelligence and Charisma scores of 3 or higher touching the soultrapper's blossom has its soul drawn into the flower (no save allowed). The soultrapper grows another petal, and the creature becomes a seed-bearer.

Seed-bearers are nearly-mindless servants of the soultrapper. A seed-bearer's body remains unchanged, except for a tiny soultrapper seed which forms midway down its throat. The seed-bearer, upon losing its soul, begins marching in a random direction, continuing without food or rest until it either collapses from exhaustion or reaches an impassable barrier. There, it spits out the soultrapper seed, and dies unless assisted. The seed, if it takes to the soil, grows into a young soultrapper within six to eight months.

A seed-bearer will struggle if restrained, but not fight, use any special abilities it may have, or speak. A seed-bearer can be restored to normal by placing the petal containing its soul under its tongue, at which point its soul is restored to its body and the seed inside it dies. Using the wrong petal has no effect.

Viewing a petal with a *detect magic* or similar spell reveals a faint image of the creature whose soul is captured within. Petals removed from a soultrapper's flower or attached to a dead soultrapper last for 1d4 weeks before crumbling into dust. Soul steal is a necromantic effect.

Blindsight (Ex): Soultrappers can ascertain through scent and vibration all creatures within 50 feet as a sighted creature would. Beyond that range, they are considered

blinded. Soultrappers are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight.

Physiological Uses

Soultrappers are valuable for use in a variety of dark magics, and can fetch up to 2,000 gp for these purposes–if a buyer can be found, and if the plant is in good condition. More common is soultrappers' use in poisons and for spell augmentation. For purposes of determining creation time and raw materials cost, a dose of ungol dust created with soultrapper sap costs only 100 gp. Ungol dust created in this manner has a Craft (alchemy) DC of 20. A character with 5 or more ranks in Knowledge (nature) has a +2 bonus on the Craft (alchemy) check. A soultrapper petal can be used to maximize (as the metamagic feat) any necromancy spell when used as a material component. (The petal is consumed in the casting.)

Adventure Ideas

The PCs are approached by an ancient druid looking for an escort through a dangerous jungle, but who says only that he's seeking a rare plant. His real goal is to reach a soultrapper, and offer himself to it, but the PCs may have different ideas when they learn what he wants.

A visionary wishes to transform a desert into a lush paradise by planting soultrappers to bring rain and growth. The PCs must stop him, and try to return the souls of the wandering seed-bearers who have not yet planted their burdens.

A sorcerer has performed a ritual to transform herself into a lich while using a soultrapper as her phylactery. She has used the soultrapper's power to steal several important persons' souls, and is holding them hostage–threatening to obliterate the souls the moment she is attacked. The PCs must find a way to deny her her power, and rescue the souls of her captives.

On Avadnu

The jungles of Tenril are home to many strange creatures, not the least of which is the soultrapper. Tenril's human tribes live at peace with nature, sleeping under the stars and hunting and foraging for their food. They have great respect (and a certain amount of fear) for most creatures of the earth, and view the soultrapper with particular reverence.

On the eve of every summer solstice, all the tribes of Tenril gather at the Shulakan Grove, deep within the Yalursha Basin. There, the tribal elders select seven tribe members at random to be sacrificed to the enormous soultrappers at the basin's heart. The chosen tribe members do this willingly, believing that they will attain a state of eternal tranquility through the plants' spiritual connection to the world. Foreigners dismiss this as madness, but given the tribes' ability to survive in such a dangerous environment, their myths and traditions should never be taken lightly.



Spirit Pup

2

Small Outsider (Extraplanar)
Hit Dice: 2d8+4 (13 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 40 ft. (8 squares)
AC: 16 (+1 size, +2 Dex, +3 natural)
Touch: 13 **Flat-Footed:** 14
Base Attack/Grapple: +2/+0
Attack: Bite +5 melee (1d4+3)
Full Attack: Bite +5 melee (1d4+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Jinx
Special Qualities: Ethereal jaunt, darkvision 60 ft., scent
Saves: Fort +5, Ref +5, Will +5
Abilities: Str 15, Dex 14, Con 15, Int 5, Wis 14, Cha 8
Skills: Hide +7, Jump +6, Listen +7, Move Silently +7, Scent +14, Sense Supernatural +7, Spot +5, Survival +4
Feats: Improved Initiative
Environment: Ethereal Plane
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Usually neutral
Advancement: 3-4 HD (Small); 5 HD (Medium)
Level Adjustment: +2 (cohort)

Small house spirits with canine features, spirit pups guard and defend those who treat them well.

A spirit pup stands just under 2 feet high on a single pair of slender legs. Its body is about 2 feet long from head to tail, and is covered in shaggy green fur striped with yellow. Its large ears are always slightly perked, its eyes are a pupil-less deep blue, and crooked teeth frame its mouth. A tuft of blue hair hangs from its chin, and its ridged and bony tail is the same color as its stripes. A spirit pup rarely makes noise, but wails and howls loudly when injured or raising an alarm.

Equally present–and equally rare–in urban and rural areas, spirit pups adopt houses and other buildings as their own. Hiding in the Ethereal Plane, they watch for danger, alerting their buildings' residents to trouble and attacking burglars and violent guests. Most residents of buildings with spirit pups see little evidence of the creatures; typical signs of a spirit pup's presence include mysteriously toppled furniture, mud and dirt tracks indoors, and the sounds of distant scratching late at night. Building owners who leave out scraps of meat or bowls of goat's milk on a daily or weekly basis can maintain good relations with their spirit pups for years, while spirit pups who feel unappreciated quickly move to other buildings.

Most spirit pups are relatively good-natured, but more malicious spirit pups sometimes find homes in thieves' guilds and wicked spellcasters' homes. These spirit pups guard their buildings as others do, but often destroy valuable objects or bite sleeping residents before leaving, if not properly cared for.

Spirit pups know no languages, but can communicate effectively through howls and pantomime when trying to alert other creatures.



Combat

Spirit pups only enter melee when it is absolutely necessary for defending their buildings and those buildings' residents; they prefer to draw other creatures' attention to sources of trouble, and avoid fighting themselves. In situations where a spirit pup is unhurried, it may jinx an enemy from the Ethereal Plane, and wait for the ideal moment to activate the jinx. Other spirit pups appear and disappear out of reach of their enemies, trying to frighten them.

Jinx (Su): Once per day, a spirit pup can place a minor curse on a living creature by staring at it as a standard action. For the rest of the day, the spirit pup has the option of forcing a single attack roll, skill check, or saving throw by the creature to result in a natural 1 if the creature fails a DC 15 Concentration check. Alternatively, the spirit pup can force a creature casting a spell to make a Concentration check (DC 15 + spell level) or lose the spell. The check DC is Charisma-based and includes a +5 racial bonus. Jinxing a roll or a spell by a cursed creature takes no action on the part of the spirit pup, but the spirit pup must be able to see the creature, and it must choose to use the jinx before the roll is made or the spell is cast.

The jinx takes the form of an unlucky turn of events–the creature trips on a twig, gets distracted by a passing bird, gets caught in its own clothing, or suffers another troublesome occurrence.

Ethereal Jaunt (Su): A spirit pup can shift from the Ethereal to the Material Plane as part of a regular move, and shift back again as a standard action. It can exist on the Material Plane for a total of 10 minutes each day before returning to the Ethereal Plane, divided into any number of jaunts. This ability is otherwise identical to the *ethereal jaunt* spell (caster level 15th).

Skills: Spirit pups have a +4 racial bonus on Sense Supernatural checks.

Adventure Ideas

A spirit pup has been acting strangely in an inn where the PCs stay, howling at night and destroying patrons' possessions. The innkeepers have been trying to keep the spirit pup's existence a secret, to avoid further upsetting customers. The PCs uncover the real problem–the spirit pup has been trying to drive off a dangerous spirit in the Ethereal Plane.

On Avadnu

Spirit pups are mainly found in western Kulloren, where building owners regularly attempt to attract or keep them by leaving out small gifts. Every cycle, during the summer solstice, ceremonies are held to honor spirit pups and other household spirits. Small candles wrapped in prayer cloths are hidden under rocks and floorboards, and sugary treats are hung over doorways with string.

Spirit Swarm

Air Swarm
Diminutive Elemental (Air, Extraplanar, Swarm)
Hit Dice: 3d8 (13 hp)
Initiative: +10 (+6 Dex, +4 Improved Initiative)
Speed: Fly 70 ft. (perfect) (14 squares)
AC: 20 (+4 size, +6 Dex)
Touch: 20 **Flat-Footed:** 14
Base Attack/Grapple: +2/—
Attack: Swarm (1d6)
Full Attack: Swarm (1d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Spin, distraction
Special Qualities: Darkvision 60 ft., elemental traits, immune to weapon damage, swarm traits
Saves: Fort +1, Ref +11, Will +1
Abilities: Str 1, Dex 22, Con 10, Int 5, Wis 11, Cha 7
Skills: Listen +3, Spot +3
Feats: Improved Initiative, Lightning Reflexes
Environment: Elemental Plane of Air
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: None

Earth Swarm
Diminutive Elemental (Earth, Extraplanar, Swarm)
Hit Dice: 3d8+3 (16 hp)
Initiative: +1 (Dex)
Speed: 20 ft. (4 squares), burrow 30 ft., climb 5 ft.
AC: 17 (+4 size, +1 Dex, +2 natural)
Touch: 15 **Flat-Footed:** 16
Base Attack/Grapple: +2/—
Attack: Swarm (1d6 plus bleeding wound)
Full Attack: Swarm (1d6 plus bleeding wound)
Space/Reach: 10 ft./0 ft.
Special Attacks: Bleeding wound, distraction
Special Qualities: Darkvision 60 ft., elemental traits, immune to weapon damage, swarm traits, tremorsense 30 ft.
Saves: Fort +4, Ref +2, Will +3
Abilities: Str 2, Dex 12, Con 13, Int 4, Wis 11, Cha 7
Skills: Climb +6, Listen +4
Feats: Endurance, Iron Will
Environment: Elemental Plane of Earth
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: None

Spirit swarms are clusters of miniscule spirits native to the Elemental Planes.

The individual creatures composing spirit swarms are relatively common in their natural habitats, though their purpose in the Elemental Planes' ecology is unclear. Some wizards believe that they effectively "pollinate" the planes, spreading their respective elements, while natives to the Elemental Planes tend to consider them pests, or–at best–larval forms of true elementals.

When such spirits gather together, they gain a rudimentary collective intelligence. Spirit swarms of a given type tend to have nearly indistinguishable personalities, and rarely have goals beyond enjoying their environment. Spirit swarms brought to the Material Plane are often confused and violent, but some can be appeased with gifts.



Combat

On their home planes, spirit swarms frequently attack non-elemental creatures, seeing them as threats. On other planes, they are less predictable. Their tactics are straightforward, usually confined to rushing their opponents and using their natural weapons and magic. Most spirit swarms flee from opponents who prove themselves dangerous.

Air Swarm

The spirits that gather into air swarms have silvery, snakelike bodies, with tiny talons and feathered wings. They twist and soar through the air in long, sparkling ribbons, occasionally dispersing briefly before clustering together again. They are accompanied by quiet chimes, produced as their wings rub together.

Air swarms are not averse to interacting with other creatures, but their thoughts are scattered and difficult to understand. They can respond to short queries–even on complicated subjects–but they often have difficulty following the courses of conversations, and moving from one logical point to the next. They congregate in windy areas, and enjoy the sounds of singing and music.

Air swarms speak Auran, in airy hisses.

Combat

Air swarms zip from opponent to opponent, spinning and dizzying them before attacking with their claws.

Spin (Ex): An air swarm can spiral around a Large or smaller creature sharing its space as a standard action, creating a localized hurricane that spins the creature. The creature must succeed on a DC 11 Fortitude save or become dazed from dizziness for 1d3 rounds and (if in contact with the ground) knocked prone. The save DC is Strength-based and includes a +5 racial bonus.

Distraction (Ex): Any living creature that begins its turn with an air swarm in its space must succeed on a DC 11

Spirit Swarm



Fire Swarm
Diminutive Elemental (Extraplanar, Fire, Swarm)
Hit Dice: 3d8 (13 hp)
Initiative: +4 (Dex)
Speed: Fly 30 ft. (perfect) (6 squares)
AC: 18 (+4 size, +4 Dex)
Touch: 18 **Flat-Footed:** 14
Base Attack/Grapple: +2/—
Attack: Swarm (1d6 plus 1d3 fire)
Full Attack: Swarm (1d6 plus 1d3 fire)
Space/Reach: 10 ft./0 ft.
Special Attacks: Burn, distraction
Special Qualities: Darkvision 60 ft., elemental traits, immune to weapon damage, immunity to fire, swarm traits, vulnerability to cold
Saves: Fort +1, Ref +7, Will +1
Abilities: Str 1, Dex 18, Con 10, Int 6, Wis 11, Cha 7
Skills: Listen +5, Spot +5
Feats: Alertness, Dodge
Environment: Elemental Plane of Fire
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: None

Water Swarm
Diminutive Elemental (Extraplanar, Swarm, Water)
Hit Dice: 3d8 (13 hp)
Initiative: +5 (Dex)
Speed: 20 ft. (4 squares), swim 50 ft.
AC: 19 (+4 size, +5 Dex)
Touch: 19 **Flat-Footed:** 14
Base Attack/Grapple: +2/—
Attack: Swarm (1d6)
Full Attack: Swarm (1d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Drown, distraction
Special Qualities: Darkvision 60 ft., elemental traits, immune to weapon damage, swarm traits
Saves: Fort +3, Ref +8, Will +3
Abilities: Str 2, Dex 20, Con 10, Int 5, Wis 11, Cha 7
Skills: Listen +2, Spot +2, Swim +6
Feats: Iron Will, Lightning Reflexes
Environment: Elemental Plane of Water
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: None

Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Earth Swarm

The spirits that make up earth swarms resemble tough-bodied worms with tiny claws. They burrow through the ground and out of rock in long rivers, attracted to environments laden with ultra-hard minerals such as diamond, mithral, and adamantine. Earth swarms tend to be slow-witted and stubborn, and usually refuse to converse without first receiving gifts of soft metals (such as gold), which they consume.

Earth swarms speak Terran, in voices made up of the writhing of worms and the echo of grinding rock.

Combat

Earth swarms pour out of the ground, climbing up their opponents' legs and tearing with their claws.

Bleeding Wound (Ex): Earth swarms burrow into the wounds they open, terribly scarring wide areas of skin and causing profuse bleeding. Any living creature damaged by an earth swarm continues to bleed, losing 1 hit point each round for 1d4 rounds thereafter. Multiple wounds do not result in cumulative hit point loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Distraction (Ex): Any living creature that begins its turn with an earth swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Fire Swarm

Fire swarms are composed of spirits that resemble four-winged honeybees wreathed in red and gold flames. They travel in spherical formations, trailing behind fire and the swarms' slower members. Normally content to bask in existing heat, fire swarms only set new fires in areas that have begun to grow cold. They are strangely attracted to amber, and eagerly melt and consume amber gemstones tossed their way.

Fire swarms are enthusiastic, perceptive, and playful. They enjoy teasing creatures that are immune to their flames, but turn serious and angry when threatened.

Fire swarms speak Ignan, in voices made up of hissing and crackling flame. They are notorious for being difficult to understand.

Combat

Fire swarms break formation to attack, spiraling around their opponents in an effort to spread their flames.

Burn (Ex): A fire swarm's attack deals extra fire damage from the spirits' flaming bodies. A creature damaged by a fire swarm also must succeed on a DC 11 Reflex save or catch on fire. The flames burn for 1d4 rounds, or until extinguished. Each round, the burning creature must make another DC 11 Reflex save. Failure means it takes 1d3 points of fire damage that round. Success means that the fire has been put out. A burning creature can also use a full-round action to put out the flames. The save DC is Constitution-based.

Creatures hitting a fire swarm with natural weapons or unarmed attacks take fire damage as though hit by the swarm's attack, and also catch on fire unless they succeed on a Reflex save.

Distraction (Ex): Any living creature that begins its turn with a fire swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Water Swarm

Water swarm spirits have squidlike torsos and tentacles, elven heads, and long, flowing hair. Their bodies are made of water, except for tiny gray nuclei just below their heads. They move in cones, led by the largest spirits, and dart quickly through water. When traveling on land, a water swarm cone topples forward like a miniature tidal wave, then rights itself again.

Water swarms have similar personalities to fire swarms, with a less destructive bent. They greatly enjoy conversation, but become bored when any topic is pursued for long. Though they are difficult to bribe, water swarms enjoy the presence of sapphires and jade in their surroundings.

Water swarms speak Aquan in soft, clear voices, always through the spirits leading their cones.

Combat

Though they can pour over their opponents with surprising force, water swarms prefer to drown their enemies.

Drown (Ex): A water swarm can enter the nose and mouth of an opponent sharing its space as a standard action, and try to drown it. The opponent must make a DC 11 Constitution check. The check DC is Constitution-based. Success means that the swarm is expelled. If the opponent fails, it begins to drown. In the first round, it falls unconscious (0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, it suffocates. During this time, the swarm must continue to take a standard action every round, or cease trying to drown the creature.

Another character can make a DC 10 Heal check as a standard action to compress the victim's lungs and force the swarm out.

Distraction (Ex): Any living creature that begins its turn with a water swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Adventure Ideas

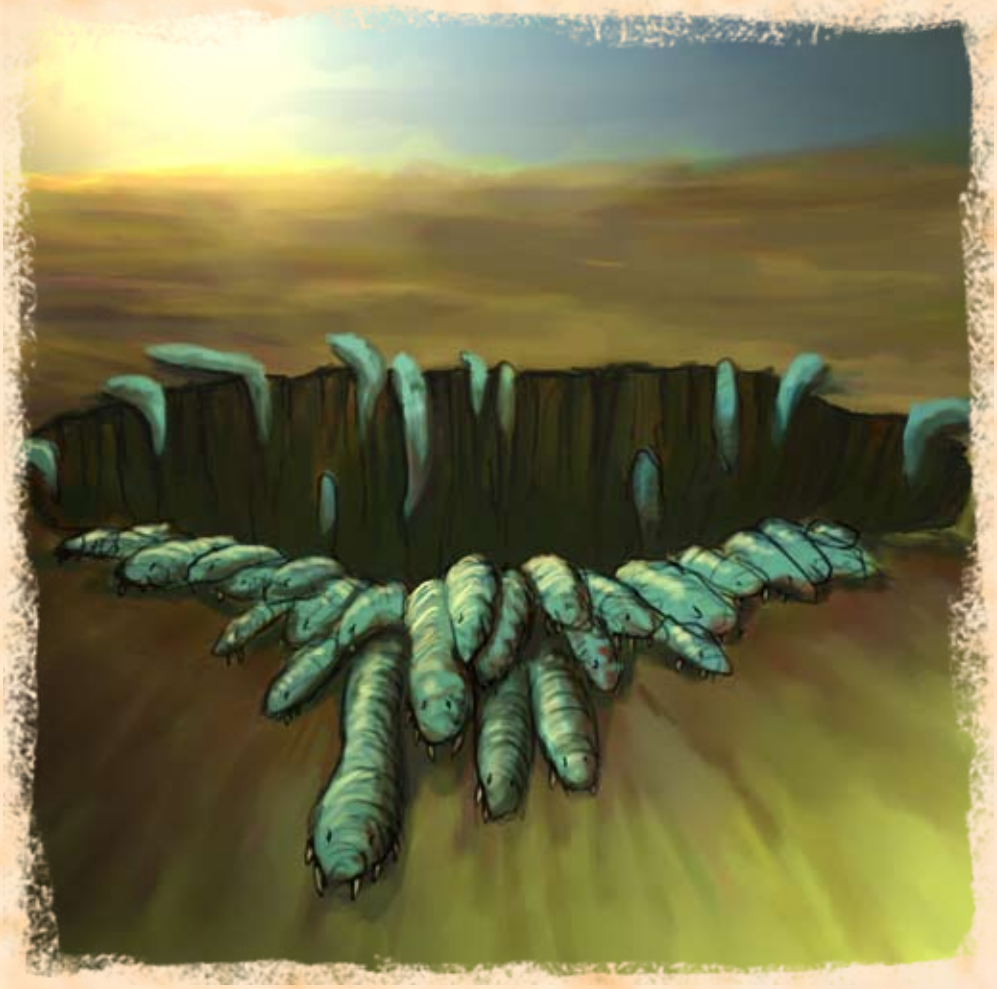
Swarms of elemental spirits have been congregating around a magical tree valued by the residents of a nearby town. The spirits attack anyone who approaches the tree. The PCs are asked to help, and must determine how the spirits found the tree, how to return them to their home planes or convince them to leave, and determine who, if anyone, brought them there initially.

Four spirit swarms, each associated with a different element, have appeared in different places (a pool, a cave, a forge, and a bell tower) around a small city. The swarms have caused some damage and minor injuries, but no deaths. Each claims to have fled from its home plane through a portal in a nearby temple, but none can comprehensibly describe what they are fleeing from. When bribed, cajoled, or otherwise convinced to be helpful, they explain how to enter and safely proceed through the temple, and warn that other, larger beings may use the portal to flee, as well.

On Avadnu

Native to the realms of the elemental gods, spirit swarms occasionally make their way to Avadnu through magic portals, but more frequently are summoned by spellcasters. Many young mistji sorcerers learn how to summon spirit swarms in the course of their studies, and conjurers from other races find spirit swarms useful for performing minor tasks.

Several sites exist where colonies of elemental spirits have developed, established by swarms summoned long ago. A grove in the Leriad Forest in southwestern Kulloren hosts thousands of earth spirits, and the Ourkasti Pool in Jen Suul contains playful water spirits heavily mythologized in local legends. References to a pillar atop a peak in the Humarin Mountains where air spirits dwell have been found in the notes of the arcanist Merkus Lolumach, but the pillar has yet to be found by the arcanist's apprentices.



Stalassein

4

Large Aberration
Hit Dice: 6d8+18 (45 hp)
Initiative: +2 (Dex)
Speed: 5 ft. (1 square), climb 10 ft.
AC: 14 (-1 size, +2 Dex, +3 natural)
Touch: 11 **Flat-Footed:** 12
Base Attack/Grapple: +4/+10
Attack: Bite +5 melee (1d8+3)
Full Attack: Bite +5 melee (1d8+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Improved grab, swallow whole
Special Qualities: All-around vision, light blindness, darkvision 60 ft., scent
Saves: Fort +5, Ref +4, Will +5
Abilities: Str 15, Dex 15, Con 16, Int 2, Wis 10, Cha 7
Skills: Climb +10, Hide +8*, Listen +4, Move Silently +4, Scent +10, Search +0, Spot +7
Feats: Alertness, Combat Reflexes, Power Attack
Environment: Underground
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 7-9 HD (Large); 10-14 HD (Huge)

Hiding in the shadows of cavern ceilings, stalasseins wait patiently for their meals to walk beneath them.

From a distance, stalasseins appear to be 6- to 10-foot-long stalactites. On closer scrutiny, however, their true nature is revealed. A stalassein's body is composed of a mass of writhing tentacles, which anchor it to real stalactites and extend downward into a four-pronged, conic head. Each prong bears a pair of eyes, and is lined with teeth on its inner edges. The prongs can fold back like an opening flower blossom, releasing a thick odor of rot before snapping shut on the stalassein's victim. A stalassein's skin is rough and rocky, and changes color to blend with its surroundings.

Stalasseins attack almost any creatures that happen to walk underneath them, provided the creatures are small enough to swallow in one bite. When not preparing to strike, stalasseins sleep for days on end, only waking when their keen sense of smell detects creatures nearby. They reproduce asexually, occasionally plucking off tentacles which develop into young stalasseins. Stalasseins hate bright light, and most never see sunlight.

Some brave explorers eat stalassein meat when other food is unavailable. A cooked stalassein smells faintly like burning oil, and its meat is tough, rubbery, and virtually tasteless. However, the smell of a stalassein being cooked is often more than enough to stave off lesser wandering creatures.

Combat

Stalasseins try to take their opponents by surprise, snapping at creatures from above and attempting to swallow them whole. They use their long reach to stay at a distance from their enemies, but when hard-pressed, stalasseins slink across cavern ceilings and try to hide.

Improved Grab (Ex): To use this ability, a stalassein must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow its opponent in the following round.

Swallow Whole (Ex): A stalassein can swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 1d8+3 points of bludgeoning damage per round. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 15 points of damage to the stalassein's interior (AC 11). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large stalassein's interior can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.



All-Around Vision (Ex): Stalasseins' symmetrically-placed eyes allow them to look in any direction, providing a +4 racial bonus on Spot and Search checks. Stalasseins cannot be flanked.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds stalasseins for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: A stalassein's ability to change color grants it a +8 racial bonus on Hide checks. *In rocky or subterranean settings, this bonus improves to +12.

Adventure Ideas

A group of merchants has lost contact with a colony of underground humanoids. The humanoids previously used a series of glowing stones to blind and bypass stalasseins on their way to the surface, but the stones have disappeared, and the humanoids are afraid to travel. The PCs are asked to investigate by the merchants, and must defeat the stalasseins and learn what happened to the stones in order to remedy the situation.

On Avadnu

Common cave dwellers in V'leren, stalasseins have become a danger to black marketeers traveling between Arrinok and Ingtaria through the Twisting Ways. A series of caverns beneath the foothills of the Gulthen Expanse, the Twisting Ways offers a discreet way to cut days from a merchant's journey, away from the prying eyes of local authorities. But recently, travel there has become perilous, due to an influx of strange creatures. Many of the species now residing within the Twisting Ways are found nowhere else on Avadnu. Not so with the stalasseins, but their familiarity makes them no less deadly; many a smuggler has been devoured by a stalassein's snapping jaws.

Stompling

Small Humanoid (Stompling)
Hit Dice: 1d8 (5 hp)
Initiative: +2 (Dex)
Speed: 20 ft. (4 squares), climb 10 ft.
AC: 13 (+1 size, +2 Dex)
Touch: 13 **Flat-Footed:** 11
Base Attack/Grapple: +0/+3
Attack: Slam +0 melee (1d2–1)
Full Attack: Slam +0 melee (1d2–1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Grappling mastery, stomp
Special Qualities: Low-light vision
Saves: Fort +0, Ref +4, Will +1
Abilities: Str 8, Dex 14, Con 11, Int 10, Wis 12, Cha 9
Skills: Hide +8, Jump +9, Listen +5, Spot +5
Feats: Alertness
Environment: Temperate forests
Organization: Solitary, pack (2–12), or tribe (10–40)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class

1/2

Stomplings are strange, semi-simian humanoids who inhabit otherwise uninhabited regions of the world.

Resembling a monkey with beige or brown fur, stomplings have extremely large feet, hands with long, hook-like fingers, and a blank, staring face. Their movement consists of jumps and dances, and they dress only in found objects (such as leaves) or whatever scraps they pull off their victims.

Stomplings live in large groups. They hunt in packs, swarming foes and beating them to death with their strong, quick feet. While stomplings can be dangerous if cornered or during lean times, they mostly leave other humanoids alone.

The origins of these strange creatures are unknown, but the most common supposition is that they were once a human tribe that was cursed to take its current form. Strangely, they do not seem to have any gender differentiation, and the method and frequency of their reproduction is unknown.

Combat

Stomplings swarm their opponents, preferring to leap on them from above. As many as possible grab onto a single opponent, stomping them into submission while others harry the grappled foe from nearby.

Grappling Mastery (Ex): Stomplings are small, but they are built to grapple larger foes so that they can use their feet to stomp more effectively. As a result, a stompling gains a +8 racial bonus on all grapple checks, and may attempt to grapple a foe even if that foe strikes it during the attack of opportunity.

Stomp (Ex): A stompling that is grappling a foe can make a stomp attack. With a successful grapple check, the stompling pummels its foe with 1d6 slam attacks as it rapidly hammers its foe with its feet.

Skills: Stomplings gain a +8 racial bonus on all Jump checks.

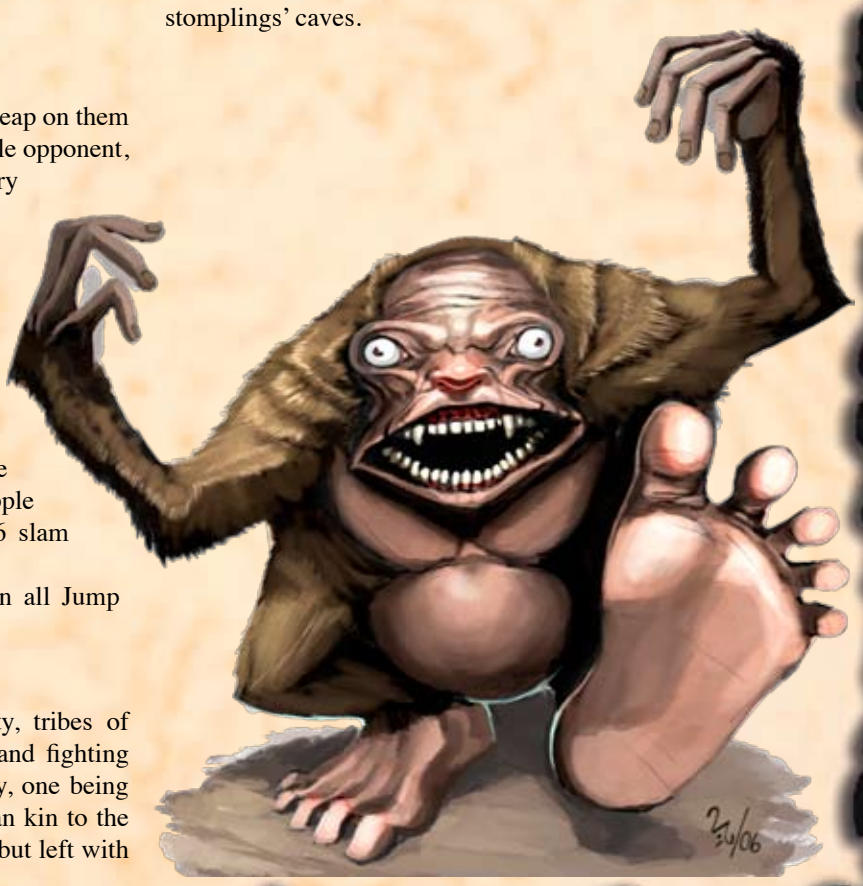
Adventure Ideas

Inside the ancient ruins of a once-glorious city, tribes of stomplings run amok, warring with each other and fighting against any intruders. But in the heart of the city, one being knows the truth behind the city's mystery—a man kin to the humans who were cursed to become stomplings, but left with his intelligence and memories of the past intact.

On Avadnu

The only confirmed population of stomplings lives within the stony walls of the Cleft, the great canyon that splits the island of Korr in the Broken Isles. The stompling population within the Cleft has been stable for as long as anyone can remember, neither diminishing nor growing by any noticeable amount. The human tribes of the isles regard stomplings with disdain, and avoid conflict with the creatures when possible.

A few old legends suggest that the stomplings actually have an origin elsewhere, beyond the oceans to the north—that they were humans who sailed far from their home and suffered their curse when they stepped onto foreign soil. If any evidence exists to support this legend, it might be found in the stomplings' caves.



Straga

8

Large Aberration
Hit Dice: 10d8+43 (88 hp)
Initiative: +3 (-1 Dex, +4 Improved Initiative)
Speed: 15 ft. (3 squares), burrow 10 ft.
AC: 15 (-1 size, -1 Dex, +7 natural)
Touch: 8 **Flat-Footed:** 15
Base Attack/Grapple: +7/+14
Attack: Bite +9 melee (2d6+4)
Full Attack: Bite +9 melee (2d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Breath weapon
Special Qualities: Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to poison, resistance to cold 10, electricity 10, and fire 10, tremorsense 60 ft.
Saves: Fort +7, Ref +2, Will +7
Abilities: Str 16, Dex 8, Con 19, Int 5, Wis 10, Cha 9
Skills: Appraise +5, Move Silently +5, Swim +5
Feats: Ability Focus (breath weapon), Improved Initiative, Skill Focus (Appraise), Toughness
Environment: Underground
Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Always neutral evil
Advancement: 11-12 HD (Large); 13-15 HD (Huge)

Inhabitants of deep caves and tunnels, stragas are powerful, self-aware, and asocial quadrupeds who believe in the superiority of underground species.

An average straga is about 10 feet long, with a tail extending an extra 2 feet. Each of its legs is a different size, giving it a deformed appearance, and its long, vertical mouth is its head's only recognizable feature. Its skin is caked with dirt and stones, but beneath the grime its body is a rusty copper color that dimly reflects light. Speckling its body and growing in a crest along its back are numerous deep blue "pustules," which gradually swell over a straga's lifetime. The pustules are coated with a thin layer of oil, and while tough, are more susceptible to damage than the rest of the straga's body. A straga walks slowly, lumbering along with an uneven gait, and burrows even more sluggishly. The air in a straga's territory always smells pure and sweet, though stragas themselves have an earthy scent.

Stragas are dependent upon noxious underground air, and metabolize particles toxic to most surface-dwelling species. This is their main source of nutrition, supplemented by small quantities of heavy metals. Due to this, stragas quickly starve when they travel too close to the surface, and they have developed a disdain for creatures that come from above. They believe that they are the greatest of all species, and that other underground creatures are secondary to them. When confronted with surface-dwellers, stragas typically react with hostility or suspicion, but they can be bargained with; stragas enjoy games and riddles, and are intrigued by magic. Some mines have made agreements with stragas to keep their air pure, though stragas rarely feel bound by promises. This is partly due to a long history of surface-dwellers taking advantage of their limited intelligence, tricking and manipulating them.

Stragas reproduce asexually, each laying a clutch of two to five eggs once during its life. A straga then abandons its eggs, and relocates to tunnels several hours away from the nest. The hatchlings fend for themselves until they reach adolescence (after about three years), at which point the parent returns to educate them. Adult stragas then seek territories of their own, gathering once or twice a year to exchange information about recent events, threats, and incursions from the surface.

Stragas speak Terran.

Combat

Stragas usually enter combat with great confidence, releasing their toxic breath in hopes of slaying their enemies easily. In the event that their opponents survive, they use the cover of the clouds to burrow and escape, or wait for a better opportunity to fight back.

Breath Weapon (Ex): A straga can expel the poison it has processed three times per day as a standard action. The effect is identical to a *cloudkill* spell (caster level 10th) centered on the straga. The Fortitude save to resist the poison has a DC of 21. The save DC is Constitution-based and includes the straga's Ability Focus feat.

Adventure Ideas

The PCs find a straga in an abandoned dwarven colony where they were told to seek a magic gem. The straga is hostile, but is willing to talk, and accuses the PCs of having stolen the gem months ago. In fact, it was another group that stole the gem. The straga agrees to tell the PCs what it knows, in return for a promise that they will return the gem to it.

On Avadnu

Stragas are a little-known species, mainly due to their scarcity. Once powerful competitors for territory with burrowers and ossecaps, the straga population has been severely reduced over the past arc by the expansion of the vylar web. The change in air quality caused by stragas interferes with ideal conditions for the growth of web nodes, and so vylar actively hunt stragas.

Areas where the vylar web has little influence still have significant straga populations, and deep zeidians in particular have taken an interest in ensuring that stragas are not driven to extinction. Deep zeidians appreciate the ecological function of stragas (and particularly their antagonism with vylar), and as a fellow underground race, zeidians are able to communicate with the creatures nearly as equals.



Sulwynarii

Sulwynarii, 1st-Level Warrior
Medium Humanoid (Sulwynarii)
Hit Dice: 1d8 (4 hp)
Initiative: +0
Speed: 20 ft. in scale mail (4 squares); base speed 30 ft.
AC: 14 (+4 scale mail)
Touch: 10 **Flat-Footed:** 14
Base Attack/Grapple: +1/+0
Attack: Bastard sword +0 melee (1d10-1/19-20) or longbow +1 ranged (1d8-1/x3)
Full Attack: Bastard sword +0 melee (1d10-1/19-20); or longbow +1 ranged (1d8-1/x3)
Space/Reach: 5 ft./5 ft.
Special Qualities: Sulwynarii traits
Saves: Fort +2, Ref +0, Will +0
Abilities: Str 9, Dex 11, Con 10, Int 10, Wis 10, Cha 15
Skills: Diplomacy +5, Listen +1, Spot +4
Feats: Point Blank Shot
Environment: Any
Organization: Solitary, family (2-9), or band (6-20 plus 50% noncombatants plus 1 3rd-level scout per 10 adults, 5 5th-level bards, and 3 7th-level druids)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually neutral good
Advancement: By character class
Level Adjustment: +0

1/2

Sulwynarii are a race of master craftsmen, scholars, and warriors. They are a scattered people, and few of their kind remain in the world.

Sulwynarii have bronze skin, with lean physiques, chiseled features, and slightly pointed ears. They are tall, standing an average of 6 1/2 feet high and weighing 200 pounds. Their hair–commonly golden blond or silver on males, and flaming red on females–is often kept in long braids or other intricate styles. Darker colors denote human ancestry. Sulwynarii have small eyes that can be gray, green, gold, or blue. All sulwynarii wear special necklaces with crystal pendants which they fashion themselves upon entering adulthood. They mature by the age of 15, and can live as long as 500 years, but most die in battle long before then.

Sulwynarii are a bold and fiery people who eschew caution, traits which many believe led to their decimation. They confront problems directly and decisively, and throw themselves with abandon into whatever tasks they perform. They are expert artisans, and specialize in making items from rare metals and crystal. Their crafts are rare and highly sought-after, demanding high prices in foreign markets. Sulwynarii pride themselves on their exotic wines and meals of unique breads, prepared meats, fruits, and vegetables which are considered delicacies by other races. Sulwynarii dress in elaborate clothing that usually consists of many layers, and is often supplemented with gem-encrusted armbands, circlets, and other jewelry.

Sulwynarii speak Common and Elven. Many learned sulwynarii know Sylvan as well.

The above statistics are for an average 1st-level sulwynarii warrior.

Combat

Sulwynarii prefer to soften their enemies with spells and arrows from a distance. Once their opponents are weakened, they close and finish them off in melee. They prefer to use bastard swords, short swords, daggers, spears, longbows, and kharshiir. They use direct and bold tactics when attacking in large groups, and employ the use of smaller skirmish units to flank their opponents.

Sulwynarii Traits (Ex): Sulwynarii possess the following racial traits.

- +4 Charisma, -2 Strength.
- Medium size.
- A sulwynarii's base land speed is 30 feet.
- Low-light vision.
- Weapon Proficiency: A sulwynarii is automatically proficient with the bastard sword (as a martial weapon) and either the longbow or shortbow.
- Magic Aura: Sulwynarii emit a vibration of magic that can be felt (but not located) by other members of their race. This aura extends with a radius of 150 feet. Sulwynarii can communicate with each other as per the *message* spell while within 100 feet of one another. Magic aura is a supernatural ability.
- A sulwynarii with a Charisma score of at least 10 has the following spell-like abilities: 1/day–*guidance*, *light*. Caster level 1st; save DC 10 + sulwynarii's Charisma modifier.
- +2 racial bonus on Diplomacy and Spot checks.
- Elven Blood: Sulwynarii are the ancient forefathers of elves, and for all effects related to race, a sulwynarii is considered an elf.
- Automatic Languages: Common and Sulwynarii. Bonus Languages: Celestial, Draconic, Skarren, Sylvan, and Zeidian.
- Favored Class: Bard (for males) or druid (for females). Male sulwynarii often learn about history and different societies, and develop a talent for expressing magic through art. Female sulwynarii often spend time in the wilderness, drawing their magic from the natural world.

Sulwynarii Society

With the fading of their race, sulwynarii have lost much of what gave them a shared culture. While a few of their cities survive, most sulwynarii live in disparate bands and families, or integrated into other societies. Sulwynarii apart from civilization forage for their food (often with magical assistance), while those who join other races find work as sages, craftsmen, and mediators. To outsiders, sulwynarii can come across as haughty and arrogant, but their inherent beauty demands respect, and even inspires awe in some.

Sulwynarii are raised by their communities nearly as much

as by their parents, and often stay with their families long after maturing. Traditionally, male sulwynarii have been the politicians, warriors, artists, and diplomats of the race, while female sulwynarii have kept positions as mystics, foragers, gardeners, and healers. These roles have become somewhat blurred in recent centuries, but significant inertia keeps them in place among many sulwynarii. In the remaining sulwynarii cities–notable for their grand architecture and integration of plants and waterways–sulwynarii who have abandoned their traditional roles are greeted with surprise, but little prejudice.

The end of their civilization has had a profound effect on the nature of sulwynarii as a people; with the lack of a future almost assured for their race, now is their final chance to change the world around them. Most sulwynarii are raised believing they have a duty to set things right, and bring about what peace they can. They hunt down supernatural evils, mediate disputes between peoples of their "successor" races, and teach their beliefs to those who can carry them on. Other sulwynarii have lost interest in the rest of the world, and wish to live out the rest their days peacefully, isolated among their own kind. Some embrace hedonism, and some seek to reclaim their race's old glory, acquiring power and pursuing conquest. All that unifies the sulwynarii is a memory of their past, and a need to actively follow their beliefs; few sulwynarii are uncertain of what they want, and even those who forsake crusading for work as craftsmen or farmers do so because of a passion for those lifestyles.



Adventure Ideas

A sulwynarii has managed to gain a place as a duke's advisor, and is carefully manipulating the royal court into believing they should go to war against a neighboring city. The PCs must trace the web of conspiracy back to the sulwynarii, and discover why she wants war: so that she can reclaim ancient artifacts from a former sulwynarii empire, held in the neighboring city's treasury.

On Avadnu

The creation of rebellious gods, the architects of vast empires, the saviors of Avadnu, and a remnant of true greatness; the sulwynarii have been all these things. Born from an act of defiance by the thirteen gods against their father, Temulea, the sulwynarii's very existence sent the world into chaos. And though their creation cost the gods one of their own, no divine being, save Temulea himself, could bear to deny them life. For it is said that all the gods loved the sulwynarii at first sight, as they were fair to look upon, and their majesty promised many great and noble deeds to come.

Thus with wisdom, power, and grace, the sulwynarii came forth unto Avadnu. A race of kings and queens, tall and fair, mighty and gentle. With the gifts of their divine parents, they

Kharshiir

A kharshiir (or sulwynarii bow) is an exotic ranged weapon that costs 670 gp and weighs 4 pounds. Each is made from the wood at the heart of a danuu tree, and only one can be crafted per tree. The rare weapon incorporates both a composite longbow and a composite shortbow, and is always of masterwork quality. It has two separate strings for the shortbow section, and one main string in the center for the longbow. A character may switch freely between the bows; the shortbow section deals 1d6 points of piercing damage and has a range increment of 80 feet, while the longbow section deals 1d8 points of piercing damage and has a range increment of 120 feet, both with x3 crit. A character needs at least two hands to use a kharshiir, regardless of size, but characters can use kharshiir while mounted. A character with a penalty for low Strength applies it to damage rolls when using a kharshiir.

As with other composite bows, a kharshiir can be designed to take advantage of a high Strength score (but never has a minimum required Strength to use). Each point of Strength bonus granted by the bow adds only 50 gp to its cost, due to the flexibility of the wood.

A character can take advantage of the bow's multiple strings in conjunction with the Manyshot feat, provided the character makes all shots with the shortbow section. In this case, the character suffers a -2 penalty on the attack roll instead of the usual -4. The extra -2 penalties for arrows beyond the second apply normally.

A kharshiir is also designed to be usable as a makeshift club. When used as a melee weapon, it deals 1d6 points of bludgeoning damage (x2 crit). Similar to double weapons, magical bonuses, special abilities, and feats (such as Weapon Focus) must be added or chosen separately for each style of use (bow and club).

Piercing Gaze [Racial]

A sulwynarii can use his divine charm to influence other people's reactions.

Prerequisites: Sulwynarii, Cha 13+.

Benefit: Once per day, by looking into the eyes of a humanoid within 30 feet, the sulwynarii can attempt to force the creature to acknowledge his divine beauty. If the creature fails a Will save (DC 10 + 1/2 sulwynarii's character level + sulwynarii's Charisma modifier), the sulwynarii gains a +2 circumstance bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks made against the creature for the rest of the encounter. Creatures can attempt to avoid a sulwynarii's gaze as they would a gaze attack. Piercing gaze is a supernatural ability.

forged a world of magic and splendor, and for many arcs their cities watched over Avadnu's golden age.

They began the record of history, inscribing ancient tales of men and zeidians, of war and of gods, of the mistji and the great beasts of old. Bastions of knowledge, their great libraries remain the goal of many quests, and their wisest sages were the stuff of legends. Men revered them, zeidians gave them their deepest respect, and skarren deemed them worthy of battle, while the mistji looked upon the sulwynarii with both fear and kinship. For the two races would ever be estranged, first and last born of the gods' children.

Through their arcane lore and the power of the Daegir, sulwynarii tamed the wild winds of magic. They focused their own power through precious crystals they wore about their necks. Said to be the remnants of Avadnu's true core, drifted up through layers of rock and fire, these crystals focus vibrations of energy noticed by sulwynarii's sharp ears.

When Temulea unleashed the xxyth upon the world, it was the great empires of the sulwynarii that took the brunt of their onslaught, for it was Temulea's wish to see the sulwynarii eradicated above all else. It was also sulwynarii warriors that turned back the madness, forcing the xxyth to return to the Void. One of these mighty warriors later oversaw the construction of the Dominicon, a great mountain become a sanctuary for when the horror of the xxyth would return.

Since that time, the sulwynarii have never been able to reclaim their glory. The worst of them look on other races with disdain, fulfilling both lusts and whims without care for the needs of others. Even the best are divided on how to aid the world–some feel that only in strict seclusion can they be prepared for the second coming of the xxyth, while others travel Avadnu, seeking to muster the peoples of the world and praying that solidarity and unity will light the fire of hope. To them, the memory of darker times is still fresh, and they strive to keep the world from ever again suffering as it once did.



Swallowed



Swallowed
Medium Undead (Aquatic)
Hit Dice: 3d12 (19 hp)
Initiative: –1 (Dex)
Speed: 20 ft. (4 squares), swim 30 ft.
AC: 14 (–1 Dex, +5 natural)
Touch: 9 **Flat-Footed:** 14
Base Attack/Grapple: +1/+3
Attack: Slam +3 melee (1d6+2) or by weapon
Full Attack: 2 slams +3 melee (1d6+2); or by weapon
Space/Reach: 5 ft./5 ft.
Special Attacks: Hypnotic pearl, salt wounds
Special Qualities: Darkvision 60 ft., undead traits
Saves: Fort +1, Ref +0, Will +2
Abilities: Str 14, Dex 9, Con —, Int 6, Wis 8, Cha 7
Skills: Intimidate +4, Spot +5, Swim +10
Feats: Improved Sunder, Power Attack
Environment: Temperate aquatic
Organization: Solitary, school (2–6), or inquisition (7–15)
Challenge Rating: 2
Treasure: Standard
Alignment: Always neutral evil
Advancement: By character class

The swallowed are the transformed remains of drowned men and women, forced into the service of a watery master.

From afar, a swallowed resembles a shambling, rotting skeleton wearing a hood and mantle sewn from the body of a giant fish. Up close, the ugly truth becomes evident: The scales covering the swallowed's chest and face are part of its skin, and the cloaklike fish tail hanging behind it is an extension of the creature's body. Its skeletal legs remain in whatever rags it wore during life, and tears in the scales covering its torso and head reveal bone underneath. Some swallowed carry weapons or wear shredded hides over their original garb. Pearls are embedded in a swallowed's brow and arms; it's commonly believed that the color of a swallowed's pearls indicates its rank, and that each color grants a different power. All swallowed stink of saltwater and dead fish.

When a human drowns in an ocean ruled by magical forces, there's a chance he or she will rise again as one of the swallowed. The swallowed retain a few fragmented memories, but none of the personality of their old selves—sages believe that a drowned victim's body and soul are reshaped, used like clay by a powerful being who lacks the knowledge to create life from nothingness.

The swallowed serve their mysterious creator fervently, building bizarre temples of coral, shell, and stone on beaches. They rarely stray beyond their lands, but kill or (whenever possible) drown trespassers and assault passing ships.

Swallowed speak Aquan and whatever languages they spoke in life.

Combat

Although not especially intelligent on an individual level, the swallowed are adept at using group tactics to surround and pummel opponents. Swallowed may be led by an advanced swallowed with class levels; in this case, the lessers defer to their commander.

Hypnotic Pearl (Su): By enhancing the iridescence of its white pearl, a swallowed can attempt to fascinate another creature within 30 feet as a move action. The creature must succeed on a DC 11 Will save or be fascinated for 1d4 rounds or until the effect is broken. The save DC is Charisma-based and includes a +2 racial bonus. This is a mind-affecting pattern effect.

A swallowed typically hypnotizes a creature to hold it in place while other swallowed surround that creature, preparing for an ambush.

Salt Wounds (Su): A creature damaged by a swallowed's slam attacks suffers an additional 1 point of damage every hour and does not heal naturally. The infection is eliminated when the creature is cured of at least 1 point of damage (by a *cure* spell, a healing salve, or other method) or is the beneficiary of a DC 10 Heal check to clean the wound.

Adventure Ideas

A ship carrying an object or person important to the PCs has disappeared near a beach controlled by the swallowed. To retrieve what they require, the PCs must investigate a growing swallowed temple, find where the undead have taken their treasure, and either battle or negotiate with the cursed monsters and their mysterious master.

On Avadnu

Swallowed are born in the seas surrounding the Broken Isles, and local shamans say that their master is the daughter of a mysterious sea god. The islanders know to keep their distance from the swallowed, and even the great island warriors often superstitiously stay away from the swallowed's coral temples. Some island legends speak of a great underwater swallowed city carved into the sides of the isle of Korr, but no one in modern times has ever seen such a thing.

Taa'ran

Medium Humanoid (Taa'ran)
Hit Dice: 2d8+2 (11 hp)
Initiative: +2 (Dex)
Speed: 30 ft. (6 squares), fly 50 ft. (average)
AC: 13 (+2 Dex, +1 buckler)
Touch: 12 **Flat-Footed:** 11
Base Attack/Grapple: +1/+2
Attack: Claw +2 melee (1d4+1) or shortspear +2 melee (1d6+1) or shortspear +3 ranged (1d6+1)
Full Attack: 2 claws +2 melee (1d4+1); or shortspear +2 melee (1d6+1); or shortspear +3 ranged (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Qualities: Darkvision 60 ft.
Saves: Fort +1, Ref +5, Will +0
Abilities: Str 13, Dex 14, Con 12, Int 10, Wis 10, Cha 11
Skills: Hide +2, Jump +4, Listen +2, Move Silently +2, Spot +2
Feats: Flyby Attack
Environment: Any forests and hills
Organization: Solitary, hunting party (3-5), squad (5-12 plus 2 3rd-level rangers and 1 leader of 3rd-6th level), or tribe (20-100 plus 20% noncombatants plus 1 3rd-level ranger per 10 adults, 5 5th-level barbarians, and 1 9th-level adept)
Challenge Rating: 1
Treasure: Standard
Alignment: Often neutral evil
Advancement: By character class
Level Adjustment: +1

Taa'ran are xenophobic moon-worshipers from a tribal society.

Taa'ran are humanoid, with wide muscular frames and large leathery wings sprouting from behind their shoulders. They stand about 7 feet tall, weigh between 300 and 350 pounds, and live an average of forty years. Their skin is hairless, rough, and rust-colored, lighter among females than among males, and it deepens in tone with age. Taa'ran's eyes are large and deep-set, framed with bony ridges that run backward to form horns, and their limbs end in black claws. Some taa'ran paint themselves with symbols to denote their status in their tribes, and taa'ran warriors bind their arms with feathers and bones.

Taa'ran speak their own language; Taa'ran with Intelligence scores of 12 or above also speak Common.

Combat

Taa'ran often attack from the air, swooping down from trees to strike with their claws, then returning to safety above. On the ground, taa'ran hurl spears to keep their foes at a distance.

Taa'ran Society

Taa'ran lead primitive lives in treetop huts. They have a simple religion based on the lunar cycle, and see the moon as an ever-watchful guardian that guides them toward oneness with nature. Every taa'ran tribe is led by an elderly soothsayer who is heavily marked with tattoos and scars. Taa'ran call him "Father" and he commands complete obedience from his tribe until death. For a taa'ran, to challenge the will of the tribe patriarch is to bring exile upon oneself, a ritual often involving public stoning.

Taa'ran view other races as weak and impure, hunting those who invade their territory and hanging trespassers' bones from trees. Since the will of a taa'ran patriarch completely defines his tribe's actions, some tribes tend more toward isolationism and xenophobia, while others actively seek expansion and conquest. Rarely, a patriarch will advocate communication and peace with the outside world, but such elders have a tendency to die soon after attaining power, for reasons few tribe members question.

Taa'ran Characters

A taa'ran's favored class is ranger, but barbarians and rogues are not uncommon. Taa'ran adepts are rare, and usually become candidates to take on the roll of patriarch.

Adventure Ideas

A taa'ran comes to the PCs in secret, and tells them about a plan her patriarch has to attack a human settlement. She is the daughter of an elderly taa'ran in line to become the next patriarch, and she tells the party that if they help stop the attack and assassinate the current patriarch, her father will prove a valuable ally who will establish peace with other races. Though she may speak the truth, the ethics of the situation are questionable.

On Avadnu

Hailing from the jungles of Tenril, taa'ran have lived in isolation on that island for the past seven arcs. Early explorers in Tenril believed taa'ran to be devils, haunting the forests and watching from the trees. The taa'ran did nothing to dissuade such beliefs, and even helped perpetuate them by flying over the explorers' camps and cackling, and leaving mauled bodies where they could be easily found.



Tangleweed

5

Large Plant
Hit Dice: 6d8+12 (39 hp)
Initiative: +0
Speed: 0 ft.
AC: 16 (-1 size, +7 natural)
Touch: 9 **Flat-Footed:** 16
Base Attack/Grapple: +4/+11
Attack: Vine rake +6 melee (1d8+3)
Full Attack: 2 vine rakes +6 melee (1d8+3) and bite +1 melee (1d4+1)
Space/Reach: 10 ft./10 ft. (25 ft. with vine)
Special Attacks: Improved grab, swallow whole, paralyzing spores
Special Qualities: Low-light vision, plant traits
Saves: Fort +5, Ref +2, Will +2
Abilities: Str 16, Dex 10, Con 15, Int —, Wis 11, Cha 5
Environment: Temperate and warm forests, hills, and plains
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 7-8 HD (Large); 9-12 HD (Huge)

Tangleweeds are carnivorous plants that swallow creatures whole.

Comprised of a bulbous body sprouting long, whiplike vines, a tangleweed lurks in thick underbrush, waiting to trap unsuspecting prey. A tangleweed's central bulb can grow up to 10 feet wide, and its dozen 2-inch-wide vines can stretch up to 25 feet each. Its bulb possesses a large, toothless maw, and is colored greenish-brown, splashed with deep crimson around the base. Two of a tangleweed's vines end in spiked pads, which the plant uses to grasp its food.

Creatures caught by a tangleweed are dragged to its mouth and swallowed. After a tangleweed feeds, the crimson stain at its base spreads upward. A human-sized meal can sustain a tangleweed for weeks, during which the stain gradually fades.

In the spring, a tangleweed multiplies by expelling a cloud of spores. The small, highly-resilient spores are carried by the wind and creatures they land upon, and can remain dormant for years until they reach a hospitable environment.

Combat

A tangleweed attacks when hungry, only striking at Small or larger creatures if it has gone for days without food. A tangleweed forced to fight in self-defense rakes enemies with its vines without trying to consume them, releasing spores if it panics.

Improved Grab (Ex): To use this ability, a tangleweed must hit with a vine rake attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can transfer its foe to its mouth as a free action, automatically dealing bite damage. It can then try to swallow its opponent in the following round.

Swallow Whole (Ex): A tangleweed can swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 1d4+1 points of bludgeoning damage and 1d6 points of acid damage per round. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 10 points of damage to the tangleweed's interior (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large tangleweed's interior can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.



Paralyzing Spores (Ex): As a standard action once per week, a tangleweed can release an altered form of its reproductive spores in a 20-foot-radius, 10-foot-high yellow cloud. The cloud reduces visibility and can be blown away as a *fog cloud* spell, and lasts 1d4 rounds. A living creature in the cloud who does not succeed on a DC 15 Fortitude save is paralyzed for 1d4+1 rounds. All creatures who stay in the cloud must continue to save each round. The save DC is Constitution-based.

Adventure Ideas

In a region where tangleweeds have become a significant problem, an alchemist believes he has created an unguent that, when worn, will repel the plants. In order to produce the unguent, however, he needs the PCs to bring him seeds from a foreign plant which is guarded and considered sacred by an order of monks.

On Avadnu

Toward the end of the sixth arc, wandering tribes of men settled in the lands of Vellanir, seeking a home as far from the rest of the world as possible. Five of these tribes united under the rule of the noble King Vergiliak, who kept the peace for over sixty cycles. But by first cycles of the seventh arc, a huge infestation of tangleweeds had amas sed on the northern shore, and was beginning to move farther inland.

When the threat of the tangleweeds became apparent, King Vergiliak ordered the entire northern coast burned to the ground. The fire raged for nearly two cycles, and for the fifty years following the shores of Vellanir remained dead and blackened.

Tasked

A tasked creature has been given a mission by a god or other deity-level being, and the power to see it through. Most tasked creatures have no desire to do anything but fulfill their duties, but some are chosen against their will, forced to serve purposes they may not believe in. Most often, tasked creatures are used to guard important sites, slay enemies of their patron gods, or to retrieve artifacts of religious significance. When a tasked creature's mission ends–if its mission has an end–its fate is determined by the whims of its patron. Generous gods may strip the creature of its power and allow it to return to its old life, while wicked gods may destroy the creature when it outlives its use.

Tasked creatures appear roughly the same as others of their species, but most are prominently marked by their patrons. The mark can take the form of a burning sigil on the creature's forehead, a shadow in the shape of an infernal or celestial creature, a glowing aura, or any number of other effects.

Many tasked creatures have special powers crafted for their particular missions, in addition to the traits below.

Creating a Tasked Creature

"Tasked" is an acquired template that can be added to any intelligent aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or undead (referred to hereafter as the "base creature"). The tasked creature uses all the base creature's statistics and abilities except as noted here.

Size and Type: Animals with this template become magical beasts, but otherwise the creature type is unchanged. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes. Size is unchanged.

Attack: A tasked creature has two divine strike attacks as its primary natural weapon, and retains any natural weapons possessed by the base creature (these are relegated to secondary weapons). If the base creature can use manufactured weapons, the tasked creature retains this ability. A tasked creature uses a divine strike attack when making an attack action.

Most often, a tasked creature's divine strikes resemble tendrils of mystical energy, or ghostly arms wielding representations of the creature's patron's favored weapon. The type of weapon does not affect damage or damage type.

Full Attack: A tasked creature uses two divine strike attacks when making a full attack. If the base creature possesses additional natural weapons, the tasked creature uses them as natural secondary attacks. If armed with a weapon, it usually uses the weapon for a secondary attack instead.

Damage: Each divine strike deals 1d6 points of bludgeoning damage and deals extra damage and bypasses damage reduction as a magic and anarchic, axiomatic, holy, or unholy weapon (patron's choice). Each divine strike may act as a different type of weapon, if the patron desires.

Space/Reach: Space is unchanged. A tasked creature's divine strike attacks have reach equal to the base creature's plus 5 feet.

Special Attacks: The tasked creature retains all the special attacks of the base creature, and gains spells and 1d3 other attacks described below.

Brilliant Energy (Su): The tasked creature can grant a melee weapon it wields the brilliant energy quality for a number of rounds equal to its HD each day. The tasked creature does not have to use all the rounds at once. Granting or removing the effect is a move action.

Cursed Touch (Su): Any creature that suffers damage from one of the tasked creature's natural weapons (other than its divine strike attacks) must succeed on a Will save (DC 10 + 1/2 tasked creature's HD + tasked creature's Charisma modifier) or suffer a -4 morale penalty on all attack rolls, saving throws, ability checks, and skill checks for 1d4 days. *Break enchantment*, *dispel evil*, and *remove curse* eliminate the effect.

Ghost Touch (Su): The creature's divine strike attacks deal damage normally to incorporeal creatures.

Greater Spiritual Weapon (Sp): As *spiritual weapon*, but the weapon deals 2d8 points of damage. The tasked creature can create a *greater spiritual weapon* a number of times per day equal to three plus its Charisma bonus. This ability is equivalent to a 4th-level spell.

Slayer (Su): The tasked creature's divine strike attacks deal 2d6 points of bonus damage to a particular type of creature (as a bane weapon). Once per day, the tasked creature can attempt to make a fatal blow with a divine strike attack against a creature of the chosen type. If the attack hits, the target is affected as by a *greater slaying arrow*.

Smite Infidel (Su): A number of times per day equal to three plus the tasked creature's Charisma bonus, the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) to an enemy who does not worship its patron.

Spells: The tasked creature can cast divine spells from two domains chosen by its patron as a cleric of equal level to its HD. These are in addition to any cleric spells the creature may normally have.

Stunning Gaze (Su): Stunned for 1d6 rounds, 30 feet, Will negates. The save DC is Charisma-based.

Turn Undead (Su): The tasked creature can turn or rebuke undead (patron's choice) as a cleric of equal level to its HD. The tasked creature can use this ability a number of times per day equal to three plus its Charisma modifier.

Special Qualities: A tasked creature retains all the special qualities of the base creature and gains quest, spell-like abilities, and 1d4 other qualities described below.

Aura of Courage (Su): The tasked creature is immune to fear (magical or otherwise). Allies within 10 feet of the tasked creature gain a +4 morale bonus on saving throws against fear effects.

Damage Reduction (Su): The tasked creature has damage reduction 15/chaotic, damage reduction 15/evil, damage reduction 15/good, or damage reduction 15/lawful.

Divine Guidance (Ex): The tasked creature applies its Charisma bonus as a bonus on all saving throws.

Lay on Hands (Su): This works just like the paladin's ability, but the tasked creature can heal as much damage per day as its own undamaged hit point total. Some patrons may only allow the tasked creature to use this ability on itself.

Protective Aura (Su): A *cloak of chaos*, *holy aura*, *shield of law*, or *unholy aura* effect (patron's choice; caster level 20th) always surrounds the tasked creature. The aura can be

dispelled, but the tasked creature can create it again during its next turn as a free action.

Quest (Su): The tasked creature is compelled to perform its mission as if it were affected by a *geas/quest* spell with no time limit, and that cannot be removed by *limited wish*, *miracle*, *remove curse*, or *wish*.

Resistance to Energy (Ex): The tasked creature has resistance to cold 25, electricity 25, and fire 25.

Spell-Like Abilities: At will–*augury*, *death ward*, *shield of faith*; 3/day–*freedom of movement*, *planar ally, summon monster VII*; 1/day–*geas/quest* (to assist the tasked creature), *greater planar ally, summon monster IX*, *true seeing*; 1/week–*commune*. Caster level 20th. The save DCs are Charisma-based.

Challenge Rating: HD 6 or less, as base creature +5; HD 7 to 12, as base creature +4; HD 13 or more, as base creature +3.

Level Adjustment: +7.

On Avadnu

To be made tasked is a rare gift to Avadnu's faithful, a boon granted but six times in the history of the world. But no gift was so great as the formidable powers lent to the warlord Yu'leath in the Time of Shadows. Blessed by the wrathful hand of Temulea himself, Yu'leath set out to conquer the world. For six cycles, the mainland of Kaelandar suffered conflict, and no nation could stand against Yu'leath and his armies.



Teo-Selerai

Medium Monstrous Humanoid
Hit Dice: 4d8+8 (26 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 70 ft. (14 squares), climb 20 ft.
AC: 18 (+3 Dex, +4 natural, +1 dodge)
Touch: 14 **Flat-Footed:** 14
Base Attack/Grapple: +4/+7
Attack: Claw +8 melee (1d6+3)
Full Attack: 2 claws +8 melee (1d6+3) and hasted claw +8 melee (1d6+3) and bite +3 melee (1d4+1 plus disease)
Space/Reach: 5 ft./5 ft.
Special Attacks: Disease, pounce
Special Qualities: Haste, spider climb, blood spawn, light blindness, damage reduction 10/magic, darkvision 60 ft., spell resistance 13
Saves: Fort +3, Ref +8, Will +2
Abilities: Str 17, Dex 16, Con 14, Int 4, Wis 7, Cha 10
Skills: Balance +4, Hide +8, Jump +9, Listen +5, Move Silently +8, Spot +1
Feats: Alertness, Improved Initiative
Environment: Underground
Organization: Solitary
Challenge Rating: 4
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 5-6 HD (Medium)

Teo-selerai are filthy, sadistic creatures that live underground, the mad creations of powerful magic.

Averaging between 4 and 5 feet tall, teo-selerai have mottled, greenish-brown skin, bulging black eyes, and six-fingered, clawed hands. Though capable of standing upright, teo-selerai move on all fours with supernatural grace and speed, magically clinging to cavern walls and ceilings. The only sound a teo-selerai makes is a throaty gurgle, produced when the creature is excited or anxious.

Teo-selerai were once human, but were altered by magic and driven underground. They live alone in caves, and rarely come above ground due to their intense hatred of light. They eat whatever creatures they can find–usually bats, or fish from underground streams–and eagerly attack humanoids when given the chance, dragging explorers' corpses back to their lairs and feeding off them for days.

Teo-selerai are believed to understand Undercommon, but they do not speak.

Combat

Teo-selerai prefer to observe their enemies from hiding before attacking, but always attack intelligent creatures who spot them.

Disease (Ex): Filth fever–bite, Fortitude DC 14, incubation period 1d3 days, damage 1d3 Dexterity and 1d3 Constitution. The save DC is Constitution-based.

Pounce (Ex): If a teo-selerai charges a foe, it can make a full attack.

Haste (Su): A teo-selerai is supernaturally quick, and acts as if affected by a *haste* spell. The effects are included in the statistics block.

Spider Climb (Su): A teo-selerai can climb sheer surfaces as though with a *spider climb* spell. The effects are included in the statistics block.

Blood Spawn (Su): When a teo-selerai takes 10 or more points of damage from a piercing or slashing weapon in a single attack, the spilled blood transforms into 1d8 bats, 1d4 rats, or 1d2 Small monstrous spiders (equal chance for each). These creatures, though hostile to the teo-selerai's attackers, are not under the teo-selerai's control, and disappear after 1d4 rounds. The teo-selerai's blood loses this quality when the teo-selerai dies.



Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds teo-selerai for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: Teo-selerai have a +4 racial bonus on Hide, Jump, Listen, and Move Silently checks.

Physiological Uses

A character with the Craft (alchemy) skill can powder and treat a teo-selerai's bone marrow to create a poison equivalent to id moss. The bones can be removed without need for a skill check. For purposes of determining creation time and raw materials cost, a dose of id moss created with teo-selerai bones costs only 25 gp, and has a Craft (alchemy) DC of 20. A character with 5 or more ranks in Knowledge (nature) has a +2 bonus on the Craft (alchemy) check.

Adventure Ideas

A half-mad wizard believes that teo-selerai are humans stuck in an intermediate stage of transformation, and that they have the potential to become creatures of great beauty. He has been kidnapping humans and teo-selerai in order to experiment on them, and to help them fully transform. He seems to be a force for evil–but there have been sightings of beings in the sky near his tower that suggest he may be succeeding at his goal.

On Avadnu

In their greed and arrogance, some of Morgathog's arcanists delve too far into the powers of darkness, leaving their bodies warped and their minds wracked with madness. While most of these mutations are locked away beneath Morgathog, some have escaped, and can be found throughout V'leren. These unfortunate creatures were given the name "teo-selerai," a term for repulsion or disgust among zeidians.

Threneghul



Medium Outsider (Evil, Native)
Hit Dice: 12d8+36 (90 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 40 ft. (8 squares)
AC: 26 (+2 Dex, +8 natural, +5 elven chain, +1 shield [Two-Weapon Defense])
Touch: 12 **Flat-Footed:** 24
Base Attack/Grapple: +12/+15
Attack: Shield-sword +13 melee (1d8+3)
Full Attack: Shield-sword +13/+8/+3 melee (1d8+3) and fistblade +13/+8/+3 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Imbue weapon, spell-like abilities
Special Qualities: Combat mimicry, uncanny dodge, weaponmaster, damage reduction 15/magic, darkvision 60 ft., spell resistance 22
Saves: Fort +11, Ref +10, Will +11
Abilities: Str 16, Dex 15, Con 16, Int 15, Wis 16, Cha 15
Skills: Balance +12, Bluff +8, Climb +9, Escape Artist +10, Hide +10, Intimidate +12, Jump +13, Knowledge (any three) +10, Listen +15, Move Silently +8, Ride +12, Search +10, Spellcraft +6, Spot +15, Tumble +12
Feats: Combat Expertise, Combat Reflexes, Greater Two-Weapon Fighting[B], Improved Disarm[B], Improved Initiative, Improved Two-Weapon Fighting[B], Two-Weapon Defense, Two-Weapon Fighting
Environment: Any
Organization: Solitary
Challenge Rating: 12
Treasure: No coins; no goods; standard items, plus elven chain, fistblade, shield-sword, and 2d4 weapons
Alignment: Always neutral evil
Advancement: By character class

A threneghul is a once-humanoid master of battle, twisted and driven mad by dark and secret lusts.

The origin of the threneghuls is cloaked in mystery, though their existence has been rumored throughout history. They appear as skeletal humanoids over 7 feet tall, dressed in black mail and tattered white cloth. Their limbs are long and withered, but remarkably strong, and their hands end in hooked talons. Threneghuls' eyes are empty and black, soulless and unreadable. From their armor hang dozens of bizarre weapons, fashioned from the blades of the threneghuls' past victims.

Sightings of threneghuls have occurred for thousands of years. Folklore calls them embodiments of war, death, and murder, that would endure any hardship to find and slay their prey. More learned sources suggest that death is only a threneghul's tool, used crudely to sate any desires the beings have. What those desires might be are unclear, and threneghuls show no interest in communicating with other creatures. They occasionally ignore beings who do not present an obstacle or irritant, but readily kill anything they perceive as a threat. How a threneghul might react to a creature brave enough and canny enough to offer it a path to its goal is unknown.

Threneghuls appear to understand Common and Undercommon, but do not speak.

Combat

In battle, a threneghul is swift, quiet, and precise. It usually wields a shield-sword and fistblade, but carries a wide variety of other weapons (such as a longspear, dwarven waraxe, and spiked chain) which it switches to when appropriate. When faced with challenging foes, it attempts to isolate and kill its strongest opposition first with *blade barrier* and *darkness*, before moving on to other enemies. A threneghul is just as dangerous on horseback as on foot, and may be found mounted on a nightmare.

Imbue Weapon (Su): A threneghul can imbue any weapon it holds with magic. A weapon imbued in such a way gains a +3 enhancement bonus to attack and damage rolls and one of the following special abilities (threneghul's choice): anarchic, brilliant energy, defending, flaming burst, ghost touch, speed, vicious, vorpal, or wounding. Imbuing a weapon is a free action that the threneghul can use three times per day. Each imbuing lasts 2d4 rounds.

Spell-Like Abilities: At will–*air walk*, *align weapon*,

Threneghul Weapons

A threneghul's unique weapons are described below.

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Shield-sword	60 gp	1d6	1d8	x3	–	5 lb.	Slashing
Fistblade	30 gp	1d4	1d6	18-20/x2	–	2 lb.	Piercing

Shield-sword: A shield-sword is a one-handed exotic weapon which incorporates a wide armguard with a swordlike blade extending from the wielder's fist. A shield-sword can be used for defense even while being used as a weapon, and can provide a +1 shield bonus to Armor Class. When using a shield-sword defensively, the wielder suffers a -1 penalty on all attack rolls that round. Like a buckler, a shield-sword has an armor check penalty of -1 and a 5% arcane spell failure chance, even when not being used for defense. A shield-sword cannot be used in two hands.

Fistblade: A fistblade is a light exotic weapon similar to a short sword, but with finger holes and a grip built into the wide pommel.

alter self, *darkness*, *death knell* (DC 14), *deathwatch*, *detect good*, *detect magic*, *see invisibility*, *true strike*; 3/day–*vampiric touch*; 1/day–*blade barrier* (DC 18), *blasphemy* (DC 19), *deeper darkness*, *unholy blight* (DC 16). Caster level 15th. The save DCs are Charisma-based.

Combat Mimicry (Ex): A threneghul can learn fighter feats merely by witnessing their use. Any fighter feat a threneghul sees used three times, or in use for 3 rounds (for constantly active feats) is gained by the threneghul as a bonus feat. A threneghul can learn a number of feats each week equal to its Intelligence modifier.

Uncanny Dodge (Ex): A threneghul retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue of at least 16th level. It can flank characters with the uncanny dodge ability as if it were a 12th-level rogue.

Weaponmaster (Ex): A threneghul automatically gains proficiency with any weapon it acquires, exotic or otherwise.



Adventure Ideas

A threneghul has been opening a series of sealed vaults, collecting clues it needs to find a powerful artifact. It seems to be nearing its goal, but in order to stop it before it succeeds in its quest, the PCs would need to abandon the areas besieged by evil forces released from the vaults. They must either make a difficult moral choice, or find a way to address multiple problems at once.

On Avadnu

The zeidian name Kar'lil-arak is barely translatable, roughly meaning "the one who is lost." Zeidians remember the name's bearer from ancient times, when the gods cast down the Daegir from the heavens and the War of the Daegir was kindled. It has been said that zeidians turned their eyes away from the falling Daegir, resisting its temptations. But legends are as innumerable as the stars, and not all tell the same tale.

Another story tells of one zeidian–the most skilled of the ancient Highmasters, a man whose steel had vanquished godbeasts–who dared to look as a test of his will. But like all who saw the Daegir's descent, his heart was called to battle by supernatural forces even he could not defeat. Into the war he strode, like a god himself, his blades fire and his mind an icy pool. Countless warriors fell before him, but he was too late to claim his prize. The sulwynarii took the Daegir as their own, yet the War of the Daegir raged on for many cycles. Cities were razed, lands brought to ruin, and ever the Highmaster was in the midst of the conflict, hewing his path to the Daegir.

His fellow zeidians turned from him as they did the Daegir itself, shunning him as a lost one, a madman. They named him Kar'lil-arak, and his true name became forgotten. He cared little; he had broken sacred vows with his own people, and made new oaths in their stead that the gods bound him to.

But the Daegir was not meant to be his. The sulwynarii knew too well of Kar'lil-arak, for he had grown more terrible as ages had passed. His flesh began falling from his bones, and the terror of his blades became the stuff of dark and hushed tales. Death held no sway over him, for his need for the Daegir surpassed the limitations of mortal bodies. Thus, the sulwynarii took the great artifact and used its power to conceal it from Kar'lil-arak and his hollow, ever-seeing eyes. When they finally revealed it again, it was shattered to bind the xxyth before Kar'lil-arak could seize it.

So Kar'lil-arak has been lost to legends, and become a zeidian campfire tale. Humans speak of him in stories without knowledge of his name, nature, or desire. Yet the wise can feel him, like a regretful act staining memory, as he hunts for the thing which still binds him to Avadnu.

Time Walker



Medium Outsider (Extraplanar, Lawful)
Hit Dice: 6d8+6 (33 hp)
Initiative: +1 (Dex)
Speed: 5 ft. (1 square), fly 20 ft. (perfect)
AC: 15 (+1 Dex, +4 deflection)
Touch: 15 **Flat-Footed:** 14
Base Attack/Grapple: +6/+6
Attack: Quarterstaff +6 melee (1d6)
Full Attack: Quarterstaff +6/+1 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, forget, eradicate
Special Qualities: Death throes, flight, temporal displacement, darkvision 60 ft., spell resistance 26
Saves: Fort +6, Ref +6, Will +8
Abilities: Str 10, Dex 13, Con 13, Int 20, Wis 16, Cha 18
Skills: Concentration +10, Diplomacy +15, Gather Information +13, Knowledge (arcana) +14, Knowledge (geography) +14, Knowledge (history) +14, Knowledge (the planes) +14, Listen +12, Perfect Recall +14, Search +14, Sense Motive +12, Spellcraft +16, Spot +12
Feats: Ability Focus (forget), Combat Casting, Improve Spell-Like Abilities (Maximize)
Environment: Unknown
Organization: Solitary or group (2-8)
Challenge Rating: 13
Treasure: Standard
Alignment: Always lawful neutral
Advancement: By character class

Time walkers are a race of temporally-displaced humanoids who simultaneously exist in all ages.

At first glance, time walkers appear much like any other humanoid race. They are long of limb, slender and tall, many having heights above 7 feet. Their thin legs end in blunt stumps, and though their bodies weigh roughly 200 pounds, they constantly float several inches above the earth. Their skin is cyan, decorated with orange or red markings–symbols of their places within their clans. They have striking, angular faces with down-drawn features, fixing them with permanent looks of apathy. Time walkers wear long robes of varying shades of blue, often adorned with indecipherable runes. Though they rarely speak, their voices are deep and reverberating, occasionally mixed with whispers from conversations from the past or future.

Time walkers live their lives displaced in time, existing in all time periods at once across thousands of millennia. Spectators viewing a time walker may witness the entity freely walking along paths now covered with water, or climbing hills that eroded long ago. It may shimmer and turn translucent for brief periods. This gives a time walker a spectral aspect, and to the unlearned eye time walkers may appear to be ghosts.

Beings whose sole purpose is to preserve the integrity of the timeline at any cost, time walkers have an innate bond with the flow of time that allows them to feel any incursion, no matter how slight, that threatens to change the natural course of history. Such an incursion may be intentional–the product of a wizard's experiments, or the manipulations of another creature attuned to the flow of time–or it may be an accident, caused by planar travelers who wander too far from known realms, or rogues who toy with artifacts of incredible power. Time walkers travel to the sources of such disruptions, sometimes in great numbers, to deal with the threats. Time walkers are not inherently violent or evil, but they take whatever measures they believe necessary to protect the rightful order of the world.

Time walkers have witnessed all phases of existence, from the birth of the world to its inevitable destruction, and despite their sorrow over all they have seen, they dare not make any efforts to sway the course of history. They never offer guidance to those in need, as this would invariably bring chaos to the flow of time. However, they occasionally attempt to console those who seek to meddle with temporal energies, assuring them that no matter how dire the situation, all will be well in the fullness of time.

Time walkers are fluent in every language ever spoken, past, present, and future.

Combat

Time walkers do not tolerate any incursions that could threaten the flow of time. In order to avoid causing disruption themselves, they usually erase the memories of creatures who are causing problems, then *teleport* them to places where they can resume their lives. In more dire situations, time walkers often retreat to gather allies, then attempt to eradicate their foes.

The weapons a time walker wields are treated as lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: 3/day–*dimensional anchor*, *dismissal*, *greater teleport*, *modify memory* (DC 18), *plane shift* (DC 21), *temporal stasis* (DC 22), *time stop*, *true seeing*. Caster level 18th. The save DCs are Charisma-based.

Forget (Su): As the memory elimination function of *modify memory*, but the time walker can erase up to three full days of memories from a creature within 60 feet. A successful DC 20 Will save allows the creature to resist the effect, rendering it immune to that time walker's forget ability for 24 hours. Time walkers use this ability to erase forbidden or dangerous knowledge, speaking the word "forget" and wiping their targets' minds. The save DC is Intelligence-based and includes the time walker's Ability Focus feat.

Eradicate (Su): Occasionally, the threat to the timeline is so severe that time walkers resort to drastic measures. If five or more time walkers join hands for 1 round, they can channel their abilities and reach out across millennia, eradicating a chosen creature from existence. The creature must succeed on a Will save (DC 15 + 2 per time walker present) or instantly vanish and be slain. A creature who resists cannot be subjected to another eradication attempt by any time walkers for one year. Those slain in such a manner cannot be resurrected even by a *miracle* or *wish*, or anything short of divine intervention.

Death Throes (Ex): When a time walker is slain, its death has a rippling effect on the strands of time. All other time walkers become aware of their kin's demise, and all creatures

Eternity's Eye

A creature who dons this minor artifact amulet (composed of a green gemstone on a leather chain) is transformed mentally and physically into the creature's past and future selves. Though the creature gains no knowledge of future events, its body and psyche are changed to reflect versions of itself through time.

At the beginning of each turn during which a creature wears the amulet, the creature is advanced by one age category. When it becomes venerable, it begins again on its next turn as an adult (and so forth, to middle age, old, venerable, and adult again). The creature's ability scores are modified normally for the creature's age, and the effects are obvious to onlookers. If a creature removes the amulet while not its natural age, the creature must succeed on a DC 20 Fortitude save or crumble to dust. If the save is successful, the creature's current form becomes its new natural age. The DC increases by 5 each time the creature uses *eternity's eye* to permanently change its natural age.

A time walker wearing *eternity's eye* experiences different effects. The time walker does not age, but instead can use all normal spell-like abilities at will.

Strong transmutation; CL 17th; Weight 1 lb.

within 500 feet of the dead time walker are hit by a traumatic psychic shriek. Each creature must succeed on a DC 14 Will save or be knocked unconscious for 1d4 hours. This is a mind-affecting effect. The save DC is Constitution-based.

Flight (Su): A time walker can cease or resume flight as a free action. A time walker who loses this ability falls and can perform only a single action (either a move action or a standard action) each round.

Temporal Displacement (Ex): Though time walkers are not truly incorporeal, their physical forms do not fully coalesce in any one place in time. Time walkers can be harmed only by magic weapons or magic, with a 75% chance to ignore any damage from corporeal or incorporeal sources, including force effects. They always move silently, and since they exist out of normal space-time, they pass through solid objects as incorporeal creatures do.

Adventure Ideas

A young man purportedly destined to grow up to become the next god of healing is sent to the PCs for protection. The man is being hunted by several powerful evil entities, as well as by a time walker. The man was meant to be die at birth, and was only saved through temporal magic. If the PCs let him be killed, he will be unable to prevent thousands of deaths–but the time walker insists that this is the natural course of history.

A time walker tells the PCs that within the hour, a scholar deciphering an ancient text will open a temporal rift and unleash prehistoric beasts into a nearby city. Its fellow time walkers wish to remove the entire city from existence, but it has convinced them to give the PCs a chance to contain the situation. As the party scrambles to force the beasts back into the rift and prevent any from escaping, they are given periodic deadlines by the time walker that keep them constantly moving, and always on the verge of losing the city.

After being driven mad, a time walker began traveling backward through time and erasing the minds of all beings it encounters. As the PCs are being instructed by a wizard on how to travel back through time and defeat the time walker, the wizard's mind goes blank. The party must search the wizard's tower to discover how to make their journey into the past, so they can end the time walker's rampage.

On Avadnu

After Irunean began the cycle of ages, he knew there would come a time when the sanctity of his eternal order would be threatened. He created the time walkers, a race of humanoids that could not only perceive the flow of time, but travel through it as they wished. Time walkers are not immortal, but they live for many arcs, and no other race can hope to comprehend the burden they carry. There exists no history of their people, so it is unclear to other creatures where and when they come from. Not even the Great Library of Duariane has any records of their culture.



Trakza

Medium Magical Beast
Hit Dice: 4d10+8 (30 hp)
Initiative: +3 (Dex)
Speed: 50 ft. (10 squares)
AC: 17 (+3 Dex, +4 natural)
Touch: 13 **Flat-Footed:** 14
Base Attack/Grapple: +4/+7
Attack: Bite +7 melee (1d6+3)
Full Attack: Bite +7 melee (1d6+3) and 2 claws +2 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, rake 1d4+1
Special Qualities: Ferocity, darkvision 60 ft.
Saves: Fort +6, Ref +7, Will +1
Abilities: Str 16, Dex 16, Con 14, Int 6, Wis 11, Cha 10
Skills: Hide +4, Jump +4, Listen +2, Move Silently +4, Spot +2
Feats: Endurance, Run
Environment: Temperate forests and plains
Organization: Solitary or pack (4-16)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 5-6 HD (Medium); 7-12 HD (Large)
Level Adjustment: +0 (cohort)

Trakza are vicious hunters that prowl in packs along brush and wooded areas, delighting in hunting and killing for sport.

Commonly called "lizardhounds" by humans, trakza resemble canines in their society and basic physiology. However, their bodies are covered with large plates, which become finer scales along their legs and bellies. These scales are colored from brown to dark green in dappled patterns that camouflage them in underbrush. Trakza have maws filled with jagged teeth, and their eyes are small and constantly moving, suggesting a readiness to spring into action at the hint of a threat or potential meal.

Lizardhounds mature in just over a year, quickly growing vicious in order to survive their brutal lifestyle. Their natural resistance to pain adds to their violence, reducing their empathy for hurt and injured creatures. But more lizardhounds are killed by the teeth of pack mates than by other enemies, as packs are driven by brutal displays of dominance to determine breeding rights. Young trakza learn to assert themselves to win their share of kills, receiving protection from their mothers for only a few months.

Packs gather piles of bones from their victims in the centers of their territories, each pile representing the strength of the current pack leader. When a new pack leader is established, a pack shifts its territory and scatters the old bone pile. These piles often contain items belonging to trakza victims, and more than one young warrior has died trying to prove herself by recovering valued items from trakza bone piles.

Trakza are known for their hatred of dogs, wolves, darnu, and other canines. Their usual cunning is sometimes forgotten in the hunt for these enemies.

Trakza speak their own language, but can learn others.

Combat

Trakza are aggressive and cunning hunters. They are reasonable judges of when they are outmatched, and they prefer to attack in packs. Trakza are known to fake injuries to lure hunters into traps, but do not retreat in battle until their wounds are almost fatal.

Improved Grab (Ex): To use this ability, a trakza must hit a Large or smaller creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +2 melee, damage 1d4+1.

Ferocity (Ex): A trakza is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Physiological Uses

The hides of trakza are prized for their use in armor, symbolizing great prowess in battle among some peoples. More valued among the scholarly is trakza blood. Folklore has it that untreated, trakza blood offers great strength and virility, but there is no evidence to back this claim. However, the application of magic to a trakza's blood allows the creation of an *elixir of ferocity* for 3/4 the normal base price. All other creation requirements remain the same.



Adventure Ideas

Trakza packs over a large area have become more vicious and coordinated, making safe travel nearly impossible and putting some small towns at risk. A large and powerful trakza "prince" has been traveling from pack to pack, claiming dominance over each and creating an army. This trakza–actually an orc trapped in a trakza body–has been arranging the widespread attacks, hoping to eventually claim the region for himself.

On Avadnu

A few skarren breeders have managed to control trakza from birth and make them into beasts of war. As a trakza grows, its breeder must constantly prove his physical dominance, and may still be threatened by the trakza later in life. A "tamed" trakza is a terror to enemies, a deadly beast with cunning almost equal to that of men. Some are even capable of rough speech, matching their skarren masters for brusqueness.

Tales tell of the trial of the skarren Bokkthar, who was charged with betraying his kulvrak. He was stripped, rubbed with the hide of a dog, and sent naked into woods known to contain a pack of trakza. If Bokkthar returned alive the next morning, he would be judged innocent. His return bearing the corpses of two trakza was testament to his ambitious nature that led to his rise to power.

Elixir of Ferocity

This elixir causes a surge of adrenaline in the imbiber, and significantly dulls pain. For 1 minute, the imbiber can take either a single move or standard action each turn he is dying. However, the imbiber cannot stabilize during this time unless his hit points rise above 0. He still loses 1 hit point every turn while dying.

Faint transmutation; CL 3rd; Craft Wondrous Item, *bear's endurance*; Price 500 gp.



Tree Spinner

2

Large Vermin
Hit Dice: 4d8+4 (22 hp)
Initiative: +2 (Dex)
Speed: 15 ft. (3 squares)
AC: 14 (-1 size, +2 Dex, +3 natural)
Touch: 11 **Flat-Footed:** 12
Base Attack/Grapple: +3/+9
Attack: Tentacle rake +4 melee (1d3+2)
Full Attack: 4 tentacle rakes +4 melee (1d3+2) and bite -1 melee (1d4+1)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, cocoon
Special Qualities: Darkvision 60 ft., vermin traits
Saves: Fort +5, Ref +3, Will +1
Abilities: Str 14, Dex 15, Con 12, Int —, Wis 11, Cha 4
Skills: Hide +6
Environment: Temperate and warm forests and underground
Organization: Solitary or colony (3-7)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 5-6 HD (Large); 7 HD (Huge)

Tree spinners are forest-dwelling worms that spin cocoons to trap prey.

Averaging 10 to 15 feet long and weighing 400 to 500 pounds, tree spinners have segmented bodies with rubbery yellow-green skin. Slow but lithe, they crawl along the ground with their eight 5-foot-long tentacles, and the three spinnerets atop their heads can quickly produce sticky white thread. Tree spinners use their spinnerets to cocoon prey that they grasp with their tentacles, and they feed by piercing the cocoons with their teeth and gnawing on their captives. Tree spinners often chitter softly, a sound similar to low bird calls.

Tree spinners make their lairs inside the trunks of hollow trees, and often cocoon their prey to the trees' bases. Over time, a tree spinner's home becomes surrounded with the cocoons of uneaten captives, forming a ring around the tree's trunk. Once fed upon, these captives are dragged away and discarded, their remains left nearby to be scavenged by other creatures.

Combat

Tree spinners attack Tiny to Medium creatures that come within 15 feet of where they hide in their lairs (close enough for a tree spinner to grab its opponent before the creature can escape). Against multiple opponents, tree spinners focus on cocooning one at a time.

Improved Grab (Ex): To use this ability, the tree spinner must hit an opponent with a tentacle rake attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. The grapple check has a +2 bonus for each tentacle that hits during the round. If the tree spinner wins the grapple check, it establishes a hold and can spin a cocoon on its next turn.

Cocoon (Ex): A tree spinner can cocoon a grabbed opponent with a successful grapple check. A cocooned creature is helpless, and can only be freed by inflicting 12 points of damage on the cocoon. The cocoon has an AC of 2, a hardness of 0, and takes normal damage from fire (instead of the usual one-half for objects), but half of any non-slashing damage inflicted on the cocoon is applied to the captured creature instead.

Skills: Tree spinners have a +8 racial bonus on Hide checks.



Cave Spinner

Cave spinners are an underground species of tree spinners with slightly stubbier tentacles and yellow-tinted thread. They gather in small colonies, and can slowly climb walls and ceilings (climb 5 ft.). Their lairs are found inside cracks and broken columns, and they frequently cling to cavern roofs while waiting for prey. They are otherwise identical to their forest-dwelling counterparts.

Adventure Ideas

People have been disappearing in a small forest. Rumor has it that brigands are responsible, and the PCs receive a message from a brigand who wants to prove that his people aren't involved. He asks to meet the PCs in the forest, but he never shows up. If the PCs can find the tree spinner causing the disappearances, they may be able to rescue the brigand and other survivors from the tree spinner's cocoons.

On Avadnu

The Juaren Forest is a forbidding place, a long stretch of woodland along the southwestern coast of Jen Suul. Home to much of Jen Suul's native wildlife, Juaren also houses the largest population of tree spinners in the world. The locals call the tree spinners "akuura" and do what they can to avoid them, but the wildlife of Juaren is too valuable a food source for villages to abandon. Because of this, the tree spinners of Jen Suul are rarely left hungry.

Tulgorth

Large Plant
Hit Dice: 6d8+24 (51 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (4 squares)
AC: 15 (-1 size, -1 Dex, +7 natural)
Touch: 8 **Flat-Footed:** 15
Base Attack/Grapple: +4/+13
Attack: Slam +8 melee (1d8+5)
Full Attack: 2 slams +8 melee (1d8+5)
Space/Reach: 10 ft./10 ft.
Special Attacks: Spore cloud
Special Qualities: Root to spot, damage reduction 5/piercing or slashing, low-light vision, plant traits, vulnerability to fire
Saves: Fort +9, Ref +1, Will +3
Abilities: Str 20, Dex 8, Con 19, Int 5, Wis 9, Cha 4
Skills: Hide +2*, Listen +2, Spot +2
Feats: Improved Bull Rush, Iron Will, Power Attack
Environment: Temperate and warm forests
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral evil
Advancement: 7-12 HD (Large); 13-14 HD (Huge)

5

Tulgorths roam the wild, draining the earth of its nutrients and implanting creatures with their seeds.

An average tulgorth stands over 9 feet tall and weighs about 500 pounds. It has a humanoid body made of clumped earth and plant debris, usually green-brown in color and crawling with insects. Its eyes are large and black, and dozens of vinelike appendages sprout like weeds from its head and shoulders. Small fungal growths of various sizes and colors can be seen budding through its hide across its back.

While most plants derive their nourishment from sunlight and rain, tulgorths feed on the earth itself, driving their shoulder-vines into the ground and draining the life from nearby plants, leaving only circles of blackened earth. As a tulgorth drains the land, worms and insects often escape from the cracked soil, finding a new home in the tulgorth's body. As tulgorths mature and ingest more life, their colors become deeper and more vibrant.

Tulgorths propagate their species by transforming other creatures. Once fully mature (within about fifteen months), a tulgorth can expel a cloud of highly-infectious spores. Creatures who come in contact with these spores quickly absorb them. The resulting infection can cause severe skin irritation, shortness of breath, and nausea. After several weeks, the infected creatures begin sprouting brown, weedlike growths from their bodies. An infected creature dies if not treated at this point, and its corpse becomes the central body mass of a newborn tulgorth.

Tulgorths cannot speak, but they understand Common and Sylvan.

Combat

A tulgorth smashes at its opponents, releasing spores only when its own defeat seems imminent or when its enemies attempt to escape. When badly injured, a tulgorth roots itself to the ground in an effort to heal its wounds.

Spore Cloud (Ex): Once per week, a tulgorth can release a cloud of spores in a 10-foot cube directly in front of itself as a standard action. The spores become inert after 1 round in the air. Any creature within the spore cloud must succeed on a DC 17 Fortitude save or be infected with the tulgorth's transformative disease–Fortitude DC 17, incubation period 1d3 days, damage 1d4 Strength and 1d4 Constitution. The save DCs are Constitution-based.

If a diseased creature is not cured within 2d6 days of infection, it dies and becomes a tulgorth. Newborn tulgorths are statistically identical to mature tulgorths, but cannot create spore clouds.

Root to Spot (Ex): A tulgorth can root itself to the ground and begin feeding on plants in a 30-foot radius as a standard action. After 1 hour of feeding, small plants (such as grass, small flowers, and weeds) brown and die. After 2 hours, larger plants, such as shrubs and vines, die. After 3 hours, the tulgorth drains all life from small trees, and after 4 hours, all plant life in the area dies and the larger region is affected as by the stunting effect of a *diminish plants* spell. Plant creatures (other than the tulgorth) in contact with the ground during this time suffer 1d3 points of damage per round.

Tulgorths also take root when outnumbered or otherwise threatened. A rooted tulgorth gains a +2 bonus to Strength, a +4 bonus to Constitution, and fast healing 1. A rooted tulgorth cannot move from its spot (though it can otherwise act normally), and must take a move action to uproot itself.

Skills: Tulgorths have a +4 racial bonus on Hide checks.*In forested or overgrown areas, this bonus improves to +16.

Accursed Tulgorth

Any tulgorth is a pox on nature, but one transformed into an aszevara is a blasphemy against reality itself. Such warped and accursed tulgorths can grow exceedingly powerful, reaching heights of up to 16 feet and possessing awesome strength. Their vines resemble black tentacles, the soil of their bodies is ashy and dry, and the vermin living within them are misshapen. They often use their abilities to extend the borders of despoiled lands, tearing apart any enemies who would stop them.

Combat

Accursed tulgorths usually open combat with *Evar's black tentacles* or *blasphemy*, then close to melee. They release their spore clouds more readily than normal tulgorths, but still wait until injured to root themselves to the ground.

An accursed tulgorth's natural weapons are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Cursed Touch (Su): A creature hit by an accursed tulgorth's touch attack must succeed on a DC 16 Will save or be cursed, suffering a -2 enhancement penalty on all attack rolls and saving throws. The curse disappears after 24 hours or when the creature is targeted by a *remove curse* or DC 25 *break enchantment* spell.

If an accursed tulgorth attacks with its claws, it deals 1d10 points of extra cold damage and inflicts its cursed touch on one claw attack each round.

Rebuke Undead (Su): An accursed tulgorth rebukes and commands undead as a 14th-level cleric.

Tulgorth, Accursed

10

Huge Plant (Extraplanar)
Hit Dice: 14d8+98 (161 hp)
Initiative: +2 (-2 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares)
AC: 18 (-2 size, -2 Dex, +12 natural)
Touch: 6 **Flat-Footed:** 18
Base Attack/Grapple: +10/+28
Attack: Slam +18 melee (2d6+10) or touch +18 melee (1d10 cold plus cursed touch)
Full Attack: 2 slams +18 melee (2d6+10); or touch +18 melee (1d10 cold plus cursed touch)
Space/Reach: 15 ft./15 ft.
Special Attacks: Cursed touch, rebuke undead 2/day, spell-like abilities, spore cloud
Special Qualities: Aversion to daylight, root to spot, see in darkness, damage reduction 5/piercing or slashing, low-light vision, plant traits, resistance to cold 10, vulnerability to fire
Saves: Fort +16, Ref +2, Will +3
Abilities: Str 30, Dex 6, Con 25, Int 7, Wis 9, Cha 8
Skills: Hide +3*, Listen +4, Move Silently +4, Spot +4
Feats: Awesome Blow, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack
Environment: The Void
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always chaotic evil
Advancement: —

Spell-Like Abilities: 3/day–*bane* (DC 10); 1/day–*blasphemy* (DC 16), *deeper darkness*, *Evar's black tentacles*, *nightmare* (DC 14), *summon monster IV* (1d3 qeh'thral), *unholy blight* (DC 13). Caster level 14th. The save DCs are Charisma-based.

Spore Cloud (Ex): Fortitude DC 24. If a diseased creature is not cured within 2d6 days of infection, it dies and becomes a 6 HD tulgorth with the aszevara template.

Aversion to Daylight (Ex): In natural daylight (not merely a *daylight* spell) an accursed tulgorth suffers a -4 penalty on all attack rolls, saving throws, and skill checks, and cannot use its spell-like abilities or cursed touch.

See in Darkness (Su): An accursed tulgorth can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Physiological Uses

The small mushrooms that grow from a tulgorth's back are each worth 150 gp on the black market, and produce hallucinogenic effects when crushed into powder and smoked. Eating a tulgorth's mushrooms raw can be deadly, however, threatening severe muscular spasms and brain damage (as a poison; ingested DC 17, initial damage 1d6 Constitution, secondary damage 2d6 Intelligence). A single tulgorth has 2d6 mushrooms of sufficient size to be salable.

When a tulgorth mushroom is used as a material component in a *blight* spell, the spell is heightened (as the metamagic feat) 1 spell level. Additional mushrooms do not boost the level further. The mushroom is destroyed in the casting.

Adventure Ideas

The PCs are asked by a dying dryad to hunt down the tulgorth who destroyed her home. Investigation reveals that the tulgorth has destroyed several other magical plants, faerie rings, and mystic groves, and is searching for others. The tulgorth is actually the servant of a spellcaster who has learned how to extract the energies the tulgorth absorbs, thus stealing the power of natural magical places.

An army at war against a city-state controlled by a tyrant is using tulgorths to destroy the fertility of the tyrant's lands. A peasant living under the tyrant's rule begs the PCs to at least destroy the tulgorths, but the army is adamant about using them. Seeking out the tulgorths, and the tulgorths' controller, leads the PCs to evidence that the army intends to begin using a number of monstrous forces in battle.



On Avadnu

During the Great Famine of 2003, a large group of tulgorths was responsible for the decimation of the Widowmyr Forest west of Wayrehd. The ground lay barren for many seasons, unable to support even the simplest forms of plant life. The trees stood dead and hollow, the ground nothing more than a sheet of black ash. Due to events like this, even the sulwynarii view tulgorths as abominations, and have often spearheaded efforts to drive them into already-desolate lands.

In the far north of Kaelandar, tulgorths survive during winter by retreating into mountain caves. There, they feed off mushrooms and grenshur moss to stay alive. Due to the phosphorescent qualities of the moss, when the tulgorths resurface in the spring, their bodies give off a subtle green glow, giving them the appearance of ghastly beasts from the Deep.

Tzorda

Huge Magical Beast
Hit Dice: 25d10+125 (262 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares)
AC: 32 (-2 size, +2 Dex, +22 natural)
Touch: 10 **Flat-Footed:** 30
Base Attack/Grapple: +25/+43
Attack: Slam +33 melee (2d8+10)
Full Attack: 2 slams +33 melee (2d8+10) and bite +28 melee (4d6+5)
Space/Reach: 15 ft./15 ft.
Special Attacks: Improved trample 2d8+15, frightful presence, improved grab, fling
Special Qualities: Attuned, fast healing 15, immunities, damage reduction 10/epic, darkvision 60 ft., low-light vision, spell resistance 30
Saves: Fort +19, Ref +16, Will +11
Abilities: Str 30, Dex 15, Con 21, Int 4, Wis 12, Cha 13
Skills: Autoheal +11, Climb +14, Jump +16, Listen +7, Spot +7
Feats: Awesome Blow, Cleave, Combat Reflexes, Earthmoving Blow, Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack
Environment: Underground
Organization: Solitary
Challenge Rating: 18
Treasure: Double standard
Alignment: Always neutral
Advancement: —

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One of the deadliest creatures alive, Tzorda, also known as the Beast, is a magical creation whose mission is to protect its territory from all intruders.

Standing 18 feet high and weighing over 5,000 pounds, Tzorda is a massive creature, terrifying to behold. Its eyes smolder with a fiery glow, trailing a red haze as it moves. From its head grow four black horns, protruding from the chitinous covering on its back. Tzorda's frame is large and muscular, covered with dirt and grime and tufts of blood-stained fur, and its brown skin, like its horns, is stronger than steel. Surrounding Tzorda's mouth are dozens of jagged teeth, capable of crushing bone. The only sound the Beast makes is a terrible roar, and the scent of rot clings to its body. It is an incarnation of rage and destruction, built for the sole purpose of destroying all life it finds.

Tzorda is bound to a particular territory, incapable of leaving. When it magically senses a creature's arrival, it immediately abandons its wanderings to seek and kill the intruder. Tzorda does not eat, sleep, breathe, or question its purpose–it patrols its territory, and nothing more.

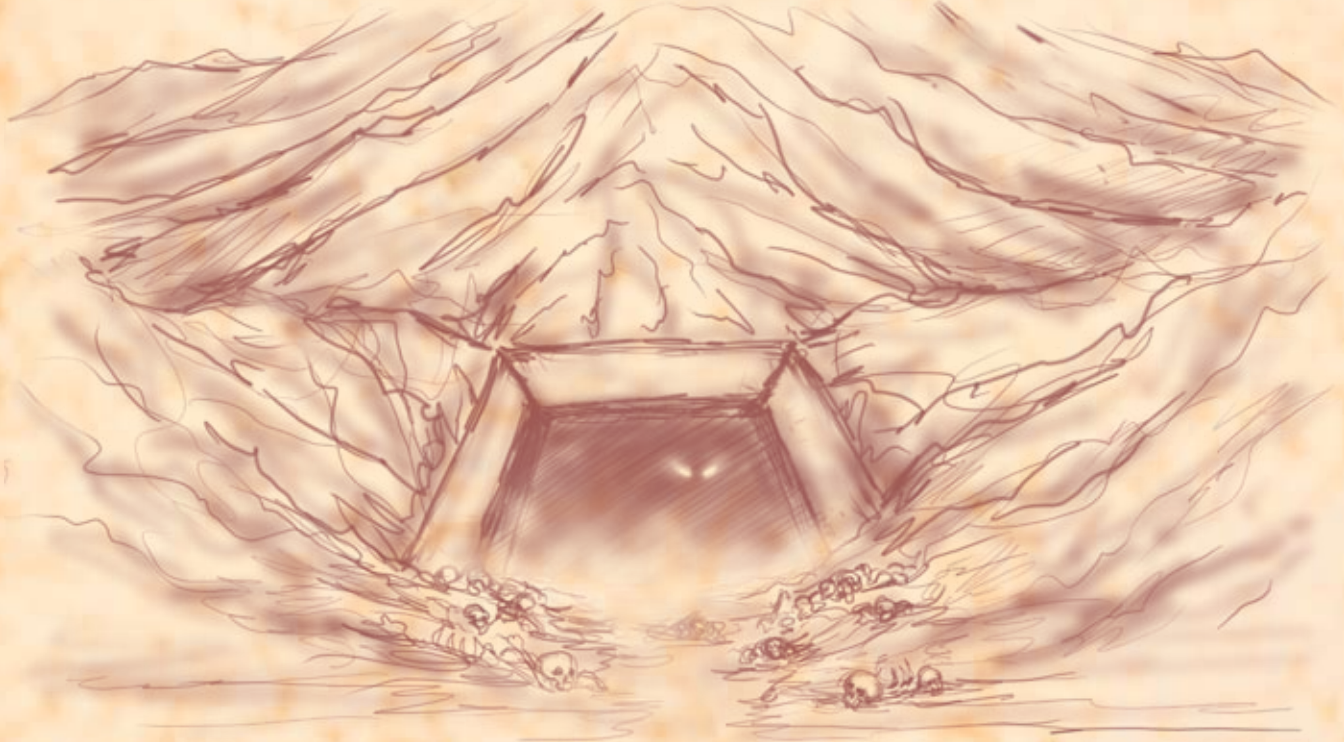
Tzorda speaks no languages and will not communicate with any creature.

Combat

Tzorda prowls its territory in an eternal search for prey, consumed by the urge to kill. Once the Beast senses an intruder, it rushes to meet its new victim. Attacking with neither grace nor wisdom, Tzorda has nonetheless never encountered a creature that did not fall before its fury. Melee combatants are grabbed and flung away via Tzorda's attacks of opportunity before they can close, and spellcasters usually succumb to trampling.

Tzorda's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction.

Improved Trample (Ex): Reflex DC 32 half. The save DC is Strength-based. Tzorda can trample normally as a full-round action, or integrate trampling into a charge. Tzorda can trample creatures while charging and end the charge with an attack



on the charged opponent, continue forward after charging to trample the opponent and creatures lined behind it, or both. Tzorda must still obey normal movement restrictions on a charge; it must have a clear path (excepting Large or smaller creatures it tramples), and cannot move more than twice its speed.

Frightful Presence (Ex): Any creature with fewer HD than Tzorda that sees the Beast must succeed on a DC 23 Will save or become frightened until 5d6 rounds after leaving its sight. Whether or not the save is successful, that creature cannot be affected again by Tzorda's frightful presence for 24 hours.

Improved Grab (Ex): To use this ability, Tzorda must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it can fling its foe as a free action.

Fling (Ex): As a free action, Tzorda can fling a grabbed opponent 1d6 x 10 feet. The opponent suffers 1d6 points of damage per 10 feet traveled and lands prone. When Tzorda flings an opponent, it can use its Cleave feat to attack another enemy nearby.

Attuned (Su): Tzorda is aware of the exact locations of all intelligent creatures within its territory. Though it can be blinded, Tzorda suffers no penalties when fighting intelligent creatures it cannot see.

Fast Healing (Ex): Tzorda can reattach a severed member instantly by holding it to the stump.

Immunities (Ex): Tzorda is immune to poison, sleep effects, paralysis, stunning, polymorphing, disease, death effects, and necromancy effects, and ignores mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Tzorda is not subject to critical hits, ability damage, ability drain, fatigue, exhaustion, or energy drain. Tzorda is not at risk of death from massive damage.

Adventure Ideas

A grieving soldier whose mother died fighting Tzorda wishes to recover her mother's remains. She asks the PCs to enter Tzorda's territory, and occupy the Beast until she can enter from a different direction and collect her burden. Her request may be genuine–or she may be an old enemy in disguise, hoping she has finally found a creature with enough power to destroy her foes.

On Avadnu

Tzorda (derived from the sulwynarii word tzordarrin, "destroyer") was the last great creation of the sulwynarii people. Created to guard the Great Border against any who tried to reach the Dominicon, Tzorda wanders the labyrinth of tunnels beneath the mountain stronghold, awaiting any intruders who might come. Whenever a trespasser travels through one of the arcane arches leading into the Great Border, an image burns in the Beast's mind, guiding it to its newfound prey. The Beast is utterly without fear, and never tires, pursuing its enemies ceaselessly.

The Beast has guarded the Great Border for over three arcs, and has never known defeat. Bound within the tunnels by magic, it could not leave even if it had the desire to try. For the past hundred cycles, however, Tzorda has gone without killing–the prospect of facing the Beast's fiery gaze among the bones that litter the corridors has kept even the bravest warriors at bay.



Ubu

Large Animal
Hit Dice: 3d8+9 (22 hp)
Initiative: +1 (Dex)
Speed: 30 ft. (6 squares)
AC: 13 (-1 size, +1 Dex, +3 natural)
Touch: 10 **Flat-Footed:** 12
Base Attack/Grapple: +2/+9
Attack: Gore +4 melee (1d8+4)
Full Attack: Gore +4 melee (1d8+4)
Space/Reach: 10 ft./5 ft.
Special Qualities: Low-light vision

Saves: Fort +6, Ref +4, Will +1
Abilities: Str 17, Dex 12, Con 16, Int 2, Wis 10, Cha 5
Skills: Balance +3*, Listen +2, Spot +2
Feats: Endurance, Improved Bull Rush[B], Iron Will
Environment: Cold and temperate mountains
Organization: Solitary or herd (5-14)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4-6 HD (Large)
Level Adjustment: +0* (mount)

2

Ubu are mountain-dwelling beasts that resemble large goats, known for their resilience and strength.

Ubu stand between 5 and 6 feet high and weigh an average of 600 pounds. They have bristly fur, usually colored deep green or brown, though black-furred ubu are not uncommon. Males tend to have a darker coloration than females, but both sexes are roughly the same size. Ubu lack tails, and their four legs end in large, cloven hooves. Two of the horns atop ubu's heads curve backward, while the third rises straight up and back. Two smaller horns grow from ubu's front knees. Ubu's horns harden throughout their lives, shedding their outer casings every spring.

Ubu live in mountainous regions, where their hooves allow them to navigate all but the sheerest slopes. There, they nest in caves lined with beds of gathered moss, eating foliage and berries. During especially harsh winters, ubu migrate toward ground in small herds. They mate every spring and give birth to live young, both parents assisting in raising their newborns. Ubu mature in about three years, and live for just under thirty years.

Many cultures use ubu to plow fields and pull carts, keeping herds in large pens fenced with iron-reinforced wood. Apart from their agricultural uses, some ubu are specifically bred for war, fitted with armor and used as living battering rams.

Combat

While many domesticated breeds of ubu are docile, wild ubu can be temperamental and dangerous. Creatures who come within around 20 feet of wild ubu put themselves at risk of attack. Despite this aggression, however, ubu in a position to escape usually do so after being wounded.

Skills: *Ubu have a +4 racial bonus on Balance checks in icy, rocky, and mountainous terrain.

Training a Ubu

An ubu requires training before it can bear a rider in combat.

Training an ubu requires six weeks of work and a DC 25 Handle Animal check. Riding an ubu requires an exotic saddle. An ubu can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Ubu trained for combat are worth 100 gp apiece on the open market, while domesticated ubu are worth 50 gp each. Professional trainers charge 75 gp to rear or train an ubu.

*A paladin or druid of sufficiently high level can take an ubu as a mount or animal companion.

Carrying Capacity: A light load for an ubu is up to 258 pounds; a medium load, 259-519 pounds; and a heavy load, 520-780 pounds. An ubu can drag 3,900 pounds.

Adventure Ideas

Domesticated ubu have been escaping their pens and wandering toward a forest where an enormous palace of stone and ice has appeared. The palace is the creation of a guardian spirit of ubu, whose wild herds have been killed. The spirit has come to civilized lands to collect a new herd of ubu, but may present a danger to the ubu's owners.

On Avadnu

First discovered in the Humarin Mountains, ubu have since been found living in Arrinok, the Gulthen Expanse, and the Selleth Reaches. Now relatively common, they are a favored prey of haklaa, but were nearly hunted to extinction by man before domestication.

Every winter, large herds of ubu depart their homes in the Selleth Reaches, making the long journey across the Vordun Strait to their mating grounds along the Fanged Coast. This path is treacherous, as the Vordun Strait is little more than a sheet of thick ice connecting the two lands across one hundred and twenty-five miles. Fissures in the ice and coastal shifts are two of the many perils faced by migrating ubu, and nearly one quarter of the herd is usually lost before reaching Kulloren in the spring.



Ulnumaru

5

Medium Outsider (Incorporeal, Native)
Hit Dice: 4d8 (18 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares)
AC: 15 (+2 Dex, +3 deflection)
Touch: 15 **Flat-Footed:** 13
Base Attack/Grapple: +4/—
Attack: —
Full Attack: —
Space/Reach: 5 ft./5 ft.
Special Attacks: Magic drain
Special Qualities: Magic sense, natural invisibility, spell absorption, spell turning, darkvision 60 ft., incorporeal traits, spell resistance 20
Saves: Fort +4, Ref +8, Will +4
Abilities: Str —, Dex 14, Con 10, Int 4, Wis 10, Cha 16
Skills: Hide +9, Listen +7, Search +4, Spellcraft +4, Spot +7
Feats: Improved Initiative, Lightning Reflexes
Environment: Any
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 5-7 HD (Medium); 8-12 HD (Large)

An ulnumaru is a creature of raw magical energy, surviving only by stealing the magic of others.

An ulnumaru is created when a powerful spellcaster dies while protected by abjuration magic. The magic maintains the form of a man, but is a mindless shell until a spirit claims it as a host. Barely sentient, the newly-animated magic seeks to maintain its existence. Ulnumaru haunt places of magic, feeding off spells and stalking any spellcasters they find.

An ulnumaru is naturally invisible, but appears to those able to see it as a translucent humanoid form, wreathed in crackling energy.

Ulnumaru have a rough understanding of Common, but cannot speak.

Combat

An ulnumaru follows trails of magic, searching for spellcasters. When it finds one, it attacks, withdrawing once it has had its fill of energy or been grievously wounded. An ulnumaru who is forced to flee will attempt a more cunning strategy, often waiting to strike until its prey is asleep, or engaging in hit-and-run tactics: stealthily approaching a spellcaster, absorbing what magic it can, and then leaving before anyone can do it harm–only to return hours later.

Magic Drain (Su): An ulnumaru can enter the body of any arcane spellcaster within 5 feet who has filled spell slots (Fortitude DC 15 negates; the save DC is Charisma-based). While the ulnumaru is inside a creature, the creature loses 1d4+1 spells from its highest-level filled spell slots every round. The creature is aware of a foreign presence and of losing spells, and may act normally, or may make another Fortitude save to expel the ulnumaru as a full-round action any round the ulnumaru remains in its body. Once all the creature's spell slots are empty, it takes 1d4+1 points of damage to its relevant spellcasting ability score every round (Charisma for sorcerers and bards, Intelligence for wizards; for multiclass characters, damage the higher-level class's ability first, or choose randomly if levels are equal).

The ulnumaru gains 4 temporary hit points each round it stays inside a creature's body. Once a creature's spellcasting ability scores reach 0, the ulnumaru departs. The ulnumaru loses all temporary hit points if it goes 24 hours without gaining more through its magic drain or spell absorption abilities.

Magic Sense (Su): An ulnumaru senses magic within 120 feet of itself, as an *arcane sight* spell.

Natural Invisibility (Su): This ability is constant, allowing the ulnumaru to remain invisible even when attacking. An ulnumaru's invisibility is inherent and not subject to the *invisibility purge* spell.

Once an ulnumaru has gained 40 or more temporary hit points by using its magic drain and spell absorption abilities, it begins to glow white, and its invisibility is reduced to concealment (20% miss chance). Its invisibility returns if its temporary hit points drop to 20 or fewer.

Spell Absorption (Su): Whenever a spell fails to penetrate an ulnumaru's spell resistance, it is absorbed by the ulnumaru. The ulnumaru gains 2 temporary hit points per spell absorbed. These hit points are lost if the ulnumaru goes 24 hours without gaining more through its magic drain or spell absorption abilities.

Spell Turning (Su): Once an ulnumaru has gained 40 or more temporary hit points by using its magic drain and spell absorption abilities, all spells that penetrate its spell resistance are affected as by a *spell turning* spell without a limit on spell levels turned. This ability disappears if the ulnumaru's temporary hit points drop to 20 or fewer.



Adventure Ideas

Low-level PCs have their lives saved by an ulnumaru who drains their spellcasting nemesis. If the PCs find their foe comatose, they can be given opportunities (such as capture and interrogation) normally unavailable to them, while having to face an already-powerful (and hungry) ulnumaru.

On Avadnu

There is no creature on Avadnu that mistji fear more than the ulnumaru. Originally created by Vérthax to destroy the immortal spirit-forms of mistji, ulnumaru now wander all of Avadnu in search of magic–but are still drawn to mistji spellcasters and magic above all else. All mi'thu are taught tactics for dealing with ulnumaru; while they are rare, even one can devastate a mistji community.

Undead Stalker

Large Aberration
Hit Dice: 9d8+45 (85 hp)
Initiative: +1 (Dex)
Speed: 40 ft. (8 squares)
AC: 17 (-1 size, +1 Dex, +7 natural)
Touch: 10 **Flat-Footed:** 16
Base Attack/Grapple: +6/+16
Attack: Claw +11 melee (2d4+6)
Full Attack: 2 claws +11 melee (2d4+6)
Space/Reach: 10 ft./10 ft.
Special Attacks: Energy drain, devour soul, ghost touch
Special Qualities: Disjoin spirit, photophobia, undead qualities, damage reduction 15/magic or silver, darkvision 60 ft.
Saves: Fort +8, Ref +4, Will +5
Abilities: Str 22, Dex 12, Con 20, Int 6, Wis 9, Cha 11
Skills: Climb +7, Hide +5, Listen +2, Move Silently +6, Spot +2
Feats: Alertness, Lightning Reflexes, Power Attack, Stealthy
Environment: Any
Organization: Solitary
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 10-16 HD (Large)



Undead stalkers are large, humanoid monsters that feed on the living and the undead alike.

An average undead stalker stands 9 feet tall and weigh roughly 600 pounds. Its skin is deep crimson, lined with bulging veins, and every inch of its hulking frame is etched with corded muscles. Its arms end in dangerous four-clawed hands, and its large head bears glowing eyes and a maw filled with shining teeth. Its thick black hair is greasy and unkempt, and takes on a purplish sheen under moonlight. An undead stalker stinks of carrion, and its movements are accompanied by the sound of its rushing blood.

Undead stalkers are nocturnal, and even at night or when underground they keep to shadows. They spend their days in dark holes and subterranean chasms, and while their favored hunting grounds are forests and mountainsides, they can be found in any environment. Cunning and cruel, they seek out intelligent and magical creatures, devouring their souls after killing them. But undead stalkers ignore all other potential meals in favor of undead, whenever possible. They gain great strength from negative energy, and the desire to consume undead creatures seems to be the driving force of their existence. Undead stalkers hunt relentlessly until dawn, when they hastily retreat to their lairs. It is unknown why they despise sunlight, as it appears to only repulse, rather then harm them.

Undead stalkers show no ability to socialize. They do not form families, communicate among themselves or with other species, or empathize with creatures they encounter. They reproduce asexually, and each only once; when an undead stalker is several centuries old and has consumed enough lives, it returns to its lair and collapses. It dissolves, melting and joining with a bed made of the remains of its victims. After several days, a new undead stalker rises out of the morass of bone and ichor. Given their inability to increase their number, the death of undead stalkers as a species seems inevitable.

Undead stalkers speak no languages.

Combat

Undead stalkers enjoy toying with adversaries, often preparing primitive traps and ambushes. They almost never retreat from battle, focusing on killing one enemy at a time.

An undead stalker's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Energy Drain (Su): An undead stalker that hits with both claw attacks tears at the spiritual "membrane" that protects its opponent's soul. The creature receives 1d4 negative levels. The Fortitude save to remove a negative level has a DC of 14. The save DC is Charisma-based. For each such negative level bestowed, the undead stalker gains 5 temporary hit points.

Devour Soul (Su): An undead stalker devours the souls of creatures it kills with its claws. A creature whose soul has been devoured cannot be raised or resurrected until its soul is freed. A *limited wish*, *miracle*, or *wish* frees the soul, as does the death of the undead stalker.

Ghost Touch (Su): An undead stalker's claws deal damage normally against incorporeal creatures. An incorporeal creature's 50% chance to avoid damage does not apply to attacks with an undead stalker's claws. When an undead stalker is incorporeal, its claws deal damage against corporeal creatures normally, and it retains its natural armor bonus to AC.

Disjoin Spirit (Su): Once per day as a standard action, an undead stalker can use the negative energy it has collected to take on spirit-form, leaving its body behind. The spirit appears as a ghostly version of the undead stalker, and gains all the traits of incorporeal creatures, but can use its ghost touch ability to affect corporeal creatures and objects normally. As it loses its Strength score, the undead stalker's attack bonus with its claws changes to +6, but the stalker ignores material armor not made of force and lacking the ghost touch quality. It also gains a +1 deflection bonus to AC.

While the stalker is in spirit-form, its body lies unconscious. Damage taken by either the spirit or the body injures both, and the death of the body destroys the spirit. The undead stalker can merge with its body once again by touching it as a move action, but it automatically rejoins its body after a number of minutes spent incorporeal equal to its Constitution modifier.

Photophobia (Ex): In sunlight or when within the radius of a *daylight* spell, an undead stalker must succeed on a DC 15 Will save or become frightened until it reaches a dark or shadowy area. Even if the undead stalker succeeds, it must

repeat the save every minute it stays in the light.

Undead Qualities (Ex): Undead stalkers share certain traits with undead. They are not subject to ability drain or energy drain, they are healed by negative energy (such as *inflict* spells), and they take damage from positive energy (such as *cure* spells).

Adventure Ideas

In an enormous mortuary where the spirits of the ancient dead can be called upon to advise the living, both resident spirits and the mortuary's caretakers have been disappearing. The caretakers lock themselves, along with the PCs, inside, and ask the party to determine who is causing the disappearances, and why. One of the caretakers has called an undead stalker into the mortuary in order to hide his summoning of spirits for personal gain, and is doing his best to hide evidence from the PCs.

A grieving widow whose husband was slain by an undead stalker asks the PCs to free her husband's soul. But the undead stalker is the sole guardian of an ancient pyramid where undead are feared to dwell, and the only force preventing the undead from escaping. The only known way to extract a soul from inside an undead stalker is with a spell hidden inside the pyramid, so the PCs must sneak past the stalker, explore the pyramid, and then find the stalker again.

On Avadnu

As the gods fled into the dark of the universe to escape the wrath of their father Temulea, Karnn, Lord of Beasts, left one last mark upon the world. Sculpted from the bodies of men and imbued with secrets stolen from Vérthax, his latest creations would not only be a fitting addition to his menagerie, but they would destroy the undead who defied the natural laws he cherished.

Across the world, undead stalkers arose, setting out to slaughter and destroy. Only thirteen are said to still live, and many regional lords value their presence, caring more about their ability to keep away undead than the threat they pose to locals.



U'thic

Medium Aberration
Hit Dice: 3d8+9 (22 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares)
AC: 19 (+1 Dex, +4 natural, +4 cover)
Touch: 15 **Flat-Footed:** 18
Base Attack/Grapple: +2/+2
Attack: Slam +2 melee (1d8)
Full Attack: 2 slams +2 melee (1d8) and bite -3 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sneak attack, crippling strike
Special Qualities: Camouflage, cover, darkvision 60 ft.
Saves: Fort +4, Ref +2, Will +3
Abilities: Str 10, Dex 13, Con 16, Int 2, Wis 10, Cha 5
Skills: Hide +5*, Listen +2, Move Silently +4, Spot +1
Feats: Improved Initiative, Stealthy
Environment: Warm deserts, mountains, and plains
Organization: Solitary, pair, or family (5-9)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 4-5 HD (Medium); 6-8 HD (Large)

U'thic are serpentine creatures that disguise themselves as large rocks, springing to life when prey are near.

An u'thic has a thick body 8 feet long and weighing around 600 pounds. Its skin is blue, marked with shades of gray along its belly. It has a single large eye, and a square mouth filled with sharp teeth. Two stubby appendages grow from the sides of an u'thic's head, each ending in a massive rocky shell armed with spikes along its inner ridge. These shells shield the u'thic from attack and shade it from the sun, but their primary use is for camouflage: when an u'thic holds its shells close to its body, they fully encapsulate the creature and disguise it as a boulder, leaving only a small hole for it to peer through.

U'thic prefer open spaces such as plains and deserts, but are also comfortable in the mountains where their camouflage becomes even more effective. They are social creatures, and frequently share territory with other u'thic. Carnivores, u'thic will eat almost anything animate, but their relatively small and weak mouths are best suited to eating soft-bodied mammals. U'thic are rarely seen moving, and they often stay perfectly still for days or weeks at a time while waiting for potential meals. During this time, they survive off of stored body fat and spend many hours sleeping, secure within their shells.

Combat

When a creature is near, an u'thic springs to life in a sudden, rumbling motion, shaking off stones and dust and rising to its full height. It attacks with its shells first, attempting to soften prey before moving in to bite.

Sneak Attack (Ex): An u'thic can make a sneak attack like a rogue, dealing an extra 3d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the u'thic is flanking. This attack is usually used when the u'thic first comes out of its shell.

Crippling Strike (Ex): When an u'thic damages an opponent with a sneak attack, that opponent also takes 2 points of Strength damage.

Camouflage (Ex): Since an u'thic looks like a rock when in its shell, it takes a DC 20 Spot check to notice it before it attacks. A character with ranks in Survival can use that skill instead of Spot to notice the creature. Dwarves can use stonecunning to notice an u'thic, as well.

Cover (Ex): An u'thic uses its shell to provide itself with cover during combat (+4 AC, included in the statistics block). When completely inside its shell, an u'thic cannot move or attack, but it gains total cover. An u'thic's shell has 30 hit points and a hardness of 6.

Skills: *U'thic have a +8 circumstance bonus on Hide checks in rocky terrain.

Adventure Ideas

The PCs must seek out the School of the U'thic, a monastic school of assassins that sees u'thic as having mastered the ability to hide and strike freely. The school is located on a mountain where u'thic are plentiful.

On Avadnu

U'thic are recognized and despised throughout the world. Their ability to virtually disappear against a rocky landscape, to hide in plain sight and strike without warning, has afforded the creatures a long history of contempt. Skarren kulvraks often spend days scouting sites in the Wasteland before choosing a new camp, but even their keen senses have difficulty spotting u'thic. Their name translates to "liar" in Skarren, and the word u'thic is used across Kaelandar as an epithet, an accusation of mistrust and deceit.



Vacuous Engulfer

5

Large Aberration
Hit Dice: 5d8+15 (37 hp)
Initiative: +1 (Dex)
Speed: 30 ft. (6 squares), swim 10 ft.
AC: 16 (-1 size, +1 Dex, +6 natural)
Touch: 10 **Flat-Footed:** 15
Base Attack/Grapple: +3/+9
Attack: Claw +4 melee (1d6+3)
Full Attack: Claw +4 melee (1d6+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Vacuum pull
Special Qualities: All-around vision, pocket dimension, darkvision 60 ft.
Saves: Fort +4, Ref +4, Will +3
Abilities: Str 15, Dex 12, Con 17, Int 2, Wis 8, Cha 7
Skills: Climb +3, Listen +1, Search +2, Spot +6, Swim +10
Feats: Combat Reflexes, Lightning Reflexes
Environment: Any
Organization: Solitary
Challenge Rating: 5
Treasure: Double standard
Alignment: Always neutral
Advancement: 6-9 HD (Large); 10-12 HD (Huge)

Vacuous engulfers are creatures created by the growth of life around pinprick holes to pocket dimensions.

Vacuous engulfers are symmetrical, four-sided creatures that stand about 8 feet tall. Four spiderlike legs tipped with sharp claws lead to a stalk of a torso, which in turn leads to the engulfer's four mouths. Each mouth protrudes from the torso in a 2-foot-long tube, ending with a diamond-shaped opening which is usually tightly closed. These openings are incredibly flexible, allowing the engulfer to ingest creatures far larger than would appear possible. The torso-stalk ends 1 foot above the mouths, topped with four bulging yellow eyes. The skin of a vacuous engulfer is colored a light green, splashed with yellow and speckled with black. Its texture is tough and slimy, and it tends to absorb the smells of the environment around it.

Vacuous engulfers live out their lives wandering and devouring prey. They receive nourishment from the decomposition of their victims' bodies inside their pocket dimensions. They have no discernible food preferences, migratory patterns, or relationships with other species. They are equally at home on land and at sea, and show no need for sleep.

Occasionally, vacuous engulfers are captured and placed as guardians over tombs and other abandoned places.

Combat

Vacuous engulfers attack any Medium or smaller moving creatures that catch their attention, though creatures that stay perfectly still have a strong chance of going unnoticed. Vacuous engulfers normally devour opponents with their vacuum attack before they are close enough to use their claws; even then, they only use one claw at a time, in order to keep their balance.

Vacuum Pull (Su): As a move action, a vacuous engulfer can open any number of its mouths, creating a powerful suction that draws nearby objects and creatures inside. Each mouth generates a 60-foot cone of suction equivalent to hurricane-force winds. Any Medium or smaller creature who is blown far enough to reach the engulfer's space is pulled through a mouth into the pocket dimension beyond.

Due to the suction, a vacuous engulfer's mouths are pulled close as part of the action in which they are opened, immediately ending the winds.

All-Around Vision (Ex): Vacuous engulfers' four eyes allow them to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Vacuous engulfers cannot be flanked.

Pocket Dimension: Objects and creatures pulled through a vacuous engulfer's mouths are transported to an endless black void without air or gravity. All newly-arrived creatures and objects appear at the same point, but there is no exit present. *Teleporting* out is impossible, but *plane shift* and other methods of planar travel function normally. Creatures who need air risk suffocation immediately. When a vacuous engulfer is killed, the contents of the pocket dimension appear inside its torso-stalk. This does no damage to the creatures and objects appearing (which burst free), but usually destroys the



engulfer's corpse.

If a *portable hole* is brought inside a vacuous engulfer, the hole, the engulfer, the contents of the hole and the pocket dimension, and any creatures within a 10-foot radius of the engulfer are drawn into the Astral Plane, destroying the *portable hole* and vacuous engulfer in the process.

Physiological Uses

Each mouth of a vacuous engulfer can be magically altered to act as a *bag of holding* (of any type) at 3/4 the normal base price. All other creation requirements remain the same.

Adventure Ideas

If the PCs are in search of a particular item, a vacuous engulfer that has devoured the item can make matters more difficult. The engulfer may still be in the vicinity–or it may have wandered off, been captured and brought to guard the crypts of an underwater city, or become the subject of experiments by a powerful wizard.

A wizard has captured a vacuous engulfer in an attempt to discover the secret of its alien physiology. During his experiments, he has somehow loosed the inner energy of the creature, opening a portal to a pocket dimension that has engulfed not only the wizard, but his laboratory and the surrounding village. In order to help, it may be necessary for the PCs to capture a vacuous engulfer and replicate the experiment, entering the pocket dimension themselves. Once there, they must rescue the trapped wizard and villagers, fight off whatever forces are native to the strange place, and return home.

On Avadnu

In the 779th cycle of the eighth arc, a wealthy land owner from Usaen led a small expedition into the Selleth Reaches to investigate rumors of a rich vein of calite in the Aszul Chasm. After weeks spent exploring the frozen wastes, the expedition located the chasm and headed into its depths, following a rocky trail down the eastern edge of the gorge.

Within the bowels of the chasm, the expedition encountered a group of creatures the likes of which no bestiary had ever recorded. Utterly alien, they seemed to call great winds to themselves, consuming all who stood before them. The men tried to flee, but only two returned to Usaen alive. Questions abound as to their fate; some say they were locked away as madmen, while others contend they took their own lives not long after their return. Whatever the case, the vacuous engulfers had made their mark upon the world.



Valikir

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Huge Magical Beast
Hit Dice: 8d10+40 (84 hp)
Initiative: +2 (Dex)
Speed: 10 ft. (2 squares), fly 80 ft. (average)
AC: 14 (-2 size, +2 Dex, +4 natural)
Touch: 10 **Flat-Footed:** 12
Base Attack/Grapple: +8/+23
Attack: Claw +13 melee (2d4+7)
Full Attack: 2 claws +13 melee (2d4+7) and bite +8 melee (2d6+3)
Space/Reach: 15 ft./10 ft.
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +11, Ref +8, Will +4
Abilities: Str 25, Dex 15, Con 20, Int 2, Wis 14, Cha 10
Skills: Listen +7, Spot +12
Feats: Flyby Attack, Snatch, Wingover
Environment: Any mountains
Organization: Solitary or pair
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 9-16 HD (Huge); 17-18 HD (Gargantuan)
Level Adjustment: +11* (mount)

Valikiri are birds of prey that nest in caves high in the mountains.

Valikiri resemble enormous hawks, 30 feet long from beak to tail and with 60-foot wingspans. Their feathers range from black to pure white, marked with strange patterns around their necks and wing tips. Their beaks are shining yellow or black, identical in color to their talons. They mature in about thirty months, and live for nearly forty years.

A valikir never strays far from its cave, hunting nearby birds, fish, and mammals. Why valikiri nest in caves is unknown, but some sages believe that they were driven from cliffside nests by ancient predators, and sought out caves for added shelter.

Valikiri can be trained as mounts, and are very loyal to their masters. Most trained valikiri were taken from their nests as eggs or chicks, and moved to large stables with others of their kind. They are a sign of power for the cities they serve, but due to the high cost required to capture and feed them, only wealthy cities can afford to keep even one.



Combat

When not hunting, valikiri keep to themselves and do not attack unless threatened or starving. In battle, they swoop down from above, striking with their beaks and talons. When engaging a group of adversaries, a valikir will try to snatch a single opponent. Instead of dropping the opponent, the valikir will often pin it to the ground in order to use all of its attacks.

Snatch (Ex): A valikir can use its Snatch feat on opponents of up to Medium size.

Skills: Valikiri have a +4 racial bonus on Spot checks.

Training a Valikir

A valikir requires training before it can bear a rider in combat.

Training a valikir requires six weeks of work and a DC 25 Handle Animal check. Riding a valikir requires an exotic saddle. A valikir can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Valikiri trained for combat are worth 8,000 gp apiece on the open market. Professional trainers charge 6,000 gp to rear or train a valikir.

*A paladin of sufficiently high level can take a valikir as a mount, but the character is treated as 11 levels lower for the purposes of determining the valikir's characteristics and special abilities.

Carrying Capacity: A light load for a valikir is up to 1,064 pounds; a medium load, 1,065-2,132 pounds; and a heavy load, 2,133-3,200 pounds. A valikir can drag 16,000 pounds.

Physiological Uses

Valikir feathers are excellent for fletching. For purposes of determining creation time and raw materials cost, the masterwork component of an arrow or bolt made from a valikir feather costs only 3 gp, instead of 6 gp. A valikir has 10d20 feathers suitable for fletching.

Valikir flesh is edible, but poisonous (ingested DC 19, initial and secondary damage 1d4 Strength and 1d4 Constitution), and must be cooked at a high temperature to make safe. Valikir meat which has not been cooked sufficiently causes violent illness.

Valikir blood can be used to counteract poison, as well. For purposes of determining creation time and raw materials cost, a dose of antitoxin created with valikir blood costs 25 gp, instead of 50 gp. A single valikir has enough blood to create 50 doses of antitoxin, but the blood becomes useless after a week unless properly cooled.

Adventure Ideas

A corrupt giant eagle seeks to grant itself magical powers by slaying and drinking the blood of valikiri. To this end, it has allied itself with a young blue dragon, who has been killing the valikiri for it. A ranger has seen the dragon, and asks the PCs to help. When the giant eagle hears of this, it comes to the ranger and the PCs, and offers its "assistance."

On Avadnu

Valikiri can be found in most regions on Avadnu, but are most prevalent in the Gulthen Expanse on the borders of Kulloren and V'leren. Their favored food is yethils, but they have been seen eating many large plants and animals known to be poisonous to most species.

Ingtaria's capital Se'arne has an elite corps of soldiers who use valikiri as mounts. Called Thal'arrin, the Valikirian Knights, they have been in Se'arne's service for as long as anyone can remember. While many other cities have tried to tame valikiri, none save Se'arne have had any success.

In the War of the Shadow that recently shook northern Kaelandar, Karimarr, prince of Ingtaria, led his people against the armies of Yu'leath. Thousands died, and soldiers fought upon the bodies of the fallen. Drenched in blood and surrounded by death, Karimarr raised the banner of the Thal'arrin, calling his knights from their barracks in the Tower of Ithil within Se'arne's inner keep. The Valikirian Knights struck at the forces of Yu'leath, turning their right flank and, eventually, the tide of battle. Se'arne won the day, and Yu'leath himself was slain at the hands of the zeidian Lord Kaszek.

Sky Lance

The sky lance is a two-handed martial weapon costing 60 gp. It resembles a polearm with a curved blade at one end and a spear tip at the other, and was originally designed by sulwynarii for use while mounted on a valikir. It deals 1d6 points of slashing damage (x3 crit) and has reach; a character can strike opponents 10 feet away with it, but can't use it against an adjacent foe. It can also be thrown (using its spear point) with a range increment of 10 feet to deal 2d4 points of piercing damage (x3 crit). The spear end can be used in melee instead of the blade, but at a -4 penalty on attack rolls.

If a character wielding a sky lance flies his or her mount at least 100 feet in a straight line before throwing the lance, the lance does double damage, and its range increment increases to 1/4 the mount's flight speed.



Vanthiir

Medium Monstrous Humanoid
Hit Dice: 5d8+10 (32 hp)
Initiative: +2 (Dex)
Speed: 20 ft. in hide armor (4 squares); base speed 30 ft.
AC: 18 (+2 Dex, +3 natural, +3 hide)
Touch: 12 **Flat-Footed:** 16
Base Attack/Grapple: +5/+8
Attack: Claw +8 melee (1d6+3)
Full Attack: 2 claws +8 melee (1d6+3) and bite +6 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blood drain, dread gaze
Special Qualities: Light sensitivity, sense fear, darkvision 60 ft., fast healing 3
Saves: Fort +3, Ref +6, Will +3
Abilities: Str 16, Dex 15, Con 14, Int 10, Wis 9, Cha 12
Skills: Intimidate +5, Jump +1, Listen +1, Move Silently +3, Sense Motive +1, Spot +1, Survival +0
Feats: Fearful Advantage, Multiattack
Environment: Any
Organization: Solitary or pack (4-7)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +4

Vanthiir are powerful nocturnal humanoids from a savage culture, who derive sustenance and pleasure from the fear of others.

Vanthiir typically stand 7 feet tall and weigh 200 pounds, and resemble feral humans. Their skin is pale, while their hair (typically worn long) is lank and black. They have deep-set eyes, a slight point to their ears, and mouths filled with short, jagged teeth. At the ends of their fingers are long, yellow-white claws, which they use adeptly in combat. Vanthiir move slowly and gracefully until alerted to danger, when they can move with catlike speed. When slain, a vanthiir explodes in a cloud of black ash.

Vanthiir live for the hunt and love to toy with their prey, taking as much nourishment from fear as they do from flesh. A human slain while in a state of panic is a delicacy to a vanthiir, though vanthiir packs are usually based far enough from human settlements that such a meal is rare. While vanthiir are always eager to hunt new prey, they can override their instincts long enough to draw back or negotiate if they are clearly overpowered. The one exception to this is in regards to narlaskin: the vanthiir have been at war with the narlaskin for centuries, and will die before speaking with their ancient enemies.

Due to their violent lifestyle, few vanthiir live past the age of forty.

Vanthiir speak their own language and Common.

Combat

Though some vanthiir venture out on their own, most travel and hunt in packs. A frequent vanthiir pack tactic is to frighten a creature, allow the creature to escape, and then follow the scent of its fear. When the pack grows bored of this stage of the hunt, they surround their prey and attack viciously.

Blood Drain (Ex): A vanthiir can drink a creature's blood by making a successful grapple check. A vanthiir who pins a foe drains blood, inflicting 1d4 points of Constitution damage each round.

Dread Gaze (Su): Frightened for 2d4 rounds, 30 feet, Will DC 13 negates. The save DC is Charisma-based. Whether or not the save is successful, an affected creature cannot be affected again by that vanthiir's dread gaze for 24 hours.

Light Sensitivity (Ex): Vanthiir are dazzled in bright sunlight or within the radius of a *daylight* spell.

Sense Fear (Su): Vanthiir can automatically sense the location (accurate to within 30 feet) of any creature within 200 feet who is shaken, frightened, or panicked.

Vanthiir Society

Vanthiir packs live in the wilderness beyond the borders of civilization, hunting animals, travelers, and would-be settlers. Entire outposts have been wiped out by vanthiir packs, who often move in after the residents are dead. Vanthiir scavenge both their equipment and their homes, but seem not to care if they do without either.

When vanthiir packs meet, they fight to establish dominance. These scuffles, though non-lethal, are often quite violent. Once the stronger pack is determined, the packs briefly merge to raid particularly dangerous enemies. These raids are frequently conducted against narlaskin; other times, gathered packs may travel great distances to wreak havoc on human villages.

Leadership of a vanthiir pack is won through a ritual battle called a blooding. Unlike fights between packs, these battles are usually deadly. Even if the loser survives, he may be banished from the pack, forced to hunt alone.



Vanthiir as Characters

Vanthiir characters possess the following racial traits.

- +6 Strength, +4 Dexterity, +4 Constitution, +2 Charisma, -2 Wisdom.
- Medium size.
- A vanthiir's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A vanthiir begins with five levels of monstrous humanoid, which provide 5d8 Hit Dice, a base attack bonus of +5, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
- Racial Skills: A vanthiir's monstrous humanoid levels give it skill points equal to 8 x (2 + Int modifier). A vanthiir's class skills are Intimidate, Jump, Listen, Move Silently, Sense Motive, Spot, and Survival.
- Racial Feats: A vanthiir's monstrous humanoid levels give it two feats.
- Weapon and Armor Proficiency: A vanthiir is automatically proficient with all simple weapons, light and medium armor, and shields.
- +3 natural armor bonus.
- Special Attacks (see above): Blood drain and dread gaze.
- Special Qualities (see above): Light sensitivity, sense fear, and fast healing 3.
- Automatic Languages: Common and Vanthiir. Bonus Languages: Draconic, Giant, Skarren, Sulwynarii, and Undercommon.
- Favored Class: Barbarian. Vanthiir spiritual leaders are adepts; vanthiir clerics are extremely rare. Heart reapers are legendary among vanthiir and are regarded with great reverence, but spend little time among their peers. At least one heart reaper/blackguard is said to have existed, but none are known at present.
- Level adjustment +4.

Heart Reaper

There are vanthiir whose lusts for blood and power become so great that they wish to surpass the limitations of their bodies and culture. These vanthiir turn to their race's myths: stories about how long ago, the vanthiir were like other races, with cowardly hearts and frail bodies. The stories go on to say that the vanthiir changed–or were changed, by some outside force–and became what they are today.

If the stories are true, these ambitious vanthiir reason, then a taint of weakness must remain in their race. That taint is why the vanthiir so often feed on the flesh of beasts, when the world is full of men who could be prey. Furthermore, the vanthiir decide that if their ancestors were changed, then they can change themselves, and eliminate the last of their weaknesses.

The rituals required to become a heart reaper are dangerous and little-known, requiring vanthiir who seek corruption to experiment with their souls. Those who persevere–and who are lucky–eventually unlock latent abilities within their bodies, allowing them mastery of dark forces.

Heart reapers occasionally lead vanthiir packs, but most venture alone into civilized lands. Many heart reapers carve runes and symbols into their skin, leaving long-lasting scars.

Hit Die: d10.

Requirements

To qualify to become a heart reaper, a character must fulfill all the following criteria:

Alignment: Any evil.

Race: Vanthiir.

Special: A vanthiir wishing to become a heart reaper must perform a ritual involving the blood of at least six murdered humanoids.

Class Skills

The heart reaper's class skills (and the key ability for each skill) are Autoheal (Con), Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the heart reaper prestige class.

Weapon and Armor Proficiency: A heart reaper is proficient with the battleaxe, greataxe, greatclub, short sword, and throwing axe. A heart reaper gains no proficiency with armor.

Blindsense (Ex): At 1st level, a heart reaper's senses become so finely attuned that he can pinpoint all foes within 30 feet. Opponents still have total concealment against a heart reaper unless he can actually see them.

Rage (Su): Upon becoming a heart reaper, whenever a vanthiir causes 10 or more points of damage in a single attack, he goes into a rage. The heart reaper gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC.

While raging, a heart reaper cannot use any Dexterity-, Intelligence-, or Charisma-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats.

A fit of rage lasts for a number of rounds equal to 3 + the heart reaper's (newly improved) Constitution modifier. The heart reaper may prematurely end the rage voluntarily, but can

The Heart Reaper

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Blindsense, rage
2nd	+2	+3	+3	+0	Claw damage 2d4, *obscuring mist*
3rd	+3	+3	+3	+1	Lesser fear bond
4th	+4	+4	+4	+1	Claw damage 2d6, nondetection
5th	+5	+4	+4	+1	Greater fear bond, cursed wound

only enter a rage once per encounter.

Claw Damage: As a heart reaper gains levels, his claws become harder, growing over his fingers. At 2nd level, he causes 2d4 points of damage with a successful claw attack. At 4th level, this increases to 2d6.

***Obscuring Mist* (Sp):** At 2nd level, a heart reaper can cast *obscuring mist* (at a caster level equal to his heart reaper level) a number of times per day equal to 1 + his Charisma bonus.

Lesser Fear Bond (Su): When a heart reaper reaches 3rd level, any creature who takes Constitution damage from his blood drain attack is permanently linked to the heart reaper by the experience. The heart reaper automatically gains the knowledge of the creature's location (as a *locate creature* spell) whenever the creature is shaken, frightened, or panicked. Once marked by a heart reaper, a creature will forever be hunted unless it stays brave. The bond can only be removed through a *dispel evil*, *limited wish*, or DC 25 *break enchantment* spell.

Nondetection (Su): At 4th level, a heart reaper gains a continuous *nondetection* ability, as the spell. The caster level is equal to 10 + the heart reaper's class level.

Greater Fear Bond (Su): When a heart reaper reaches 5th level, any creature linked to him through a fear bond begins to share the heart reaper's fear sense, feeling everything the heart reaper feels.

Cursed Wound (Su): At 5th level, a heart reaper's claws grow so foul with dark magic and the blood of his victims that the damage they cause cannot be healed naturally, and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by the heart reaper must succeed on a DC 25 caster level check, or the spell has no effect on the injured creature.

Adventure Ideas

PCs who have encountered vanthiir before may find their past deeds haunting them. A vanthiir with a grudge against the PCs seeks to become a heart reaper, kidnapping friends of the party as part of the process. In order to stop her, the party must seek out knowledge of the ritual she intends to complete. Such a quest could take them to dark places, or force them to deal with evil powers–even an elderly heart reaper–who demand high prices in return for their knowledge.

A vanthiir pack has allied itself with a ghost, impressed by the entity's ability to terrify the living. Together, they have been picking off residents on the outskirts of a town, causing growing panic. The townspeople believe all the attackers to be undead, and call upon the PCs for help. What no one realizes is that the ghost–a former resident of the town, before he was murdered–only really wants vengeance on one particular individual, and has doubts about assisting the vanthiir. If the PCs can discover the identity of the ghost and solve his murder, they will destroy the vanthiir pack's greatest weapon.

On Avadnu

During the War of the Daegir, the sulwynarii, like so many other peoples, suffered terrible losses. Afterward, while most sulwynarii began the healing of their culture, there were those who felt rebuilding was useless. The world had nearly torn itself apart, and to move on as if the horrors of the war had never happened was unthinkable to them. They withdrew from their brethren, renouncing the ancient ways and cursing the sulwynarii magic in their blood. The sulwynarii elders named them vanthiir, meaning "the lost" in their native tongue, and indeed the sulwynarii grieved the loss of their kin.

Abandoning the old ways of their people, the vanthiir delved into arcane lore, taking part in bizarre rituals that they believed would unlock hidden energies within themselves. The change came, but it was a repulsive thing. The vanthiir embraced madness; their bodies grew pale and shriveled, and their eyes lost all luster. Unnatural strength coursed through their veins, and they became as monsters. They shed and shared their blood as one family, feasting on each other to combine their strength. One day, they believed, the vanthiir would dominate the world, and Avadnu would never know war again. All would be united in blood, for all time.



Vohrahn

Medium Undead
Hit Dice: 4d12 (26 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
AC: 15 (+5 natural)
Touch: 10 **Flat-Footed:** 15
Base Attack/Grapple: +2/+6
Attack: Claw +6 melee (1d6+4 plus cursed touch)
Full Attack: 2 claws +6 melee (1d6+4 plus cursed touch)
Space/Reach: 5 ft./5 ft.
Special Attacks: Cursed touch, tainted passion
Special Qualities: Damage reduction 10/magic or silver, darkvision 60 ft., fast healing 3, undead traits
Saves: Fort +1, Ref +1, Will +6
Abilities: Str 18, Dex 10, Con —, Int 7, Wis 10, Cha 12
Skills: Climb +4, Hide +2, Intimidate +4, Listen +2, Move Silently +2, Spot +4
Feats: Iron Will, Power Attack
Environment: Any
Organization: Solitary or squad (3-5)
Challenge Rating: 4
Treasure: None
Alignment: Usually chaotic evil
Advancement: 5-9 HD (Medium)

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Created by spellcasters by binding dead spirits to the bodies of recently-slain warriors, vohrahn are lost souls trapped within corpses, whose distress over their predicament only furthers their masters' goals.

A vohrahn's host body appears as it did at the time of death, with whatever injuries that killed it still present. Upon animation, however, the vohrahn's hands grow sharp talons, and its eyes glow a fiery orange. A vohrahn's movements are swift, but also jerky and awkward–the result of the spirit's unfamiliarity with the host body, as well as the body's injuries and decomposition.

A vohrahn feels no pain, and is completely subject to its master's will. Most despair of ever being free, and show no resistance. Rarely, a vohrahn's trapped spirit will maintain its self-identity and fight for control of the body, but such efforts are ultimately futile.

When a vohrahn is destroyed, the magic binding its spirit is shattered, allowing the spirit to escape. A peaceful spirit may depart from a vohrahn's eyes in a wisp of vapor, sending the body toppling to the ground. Other spirits escape more violently, causing their host bodies to burst into flame and disintegrate into green smoke.

Combat

Vohrahn rarely wield weapons, preferring to rend opponents with their claws. They are usually encountered in groups, sent on whatever missions their creators demand.

Cursed Touch (Su): Any creature that suffers damage from a vohrahn's claws must succeed on a DC 13 Will save or suffer a -4 morale penalty on all attack rolls, saving throws, ability checks, and skill checks for 1d4 days. Whether or not the save is successful, an affected creature cannot be affected again by that vohrahn's cursed touch for 24 hours. *Dispel evil* or *remove curse* eliminates the effect. The save DC is Charisma-based.

Tainted Passion (Su): Every vohrahn contains the soul of a dead being who was at peace before its entrapment. The spirit's passionate desire to return to death is converted by the vohrahn's animating magic into violent power, but the power's nature depends upon the nature of the spirit. All vohrahn have one of the following abilities. All save DCs are Charisma-based.

Burning Fury: Vohrahn who rage over their entrapment

Bind Vohrahn

Necromancy [Evil]
Level: Clr 7, Sor/Wiz 7
Components: V, S, M
Casting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to four humanoid corpses
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: No

The caster calls recently-deceased spirits from the realms of the dead, forcing them into nearby corpses which rise and become vohrahn. The spirits' desire to rest again is converted into magical energy by the spell, granting the vohrahn additional power.

This spell creates up to four vohrahn, who follow commands as if controlled by *animate dead*. The vohrahn are self-aware, however, and may be able to subvert their creator's commands by following the letter, but not the spirit, of an order. A vohrahn who wishes to subvert a command can make a Will save. Success means that it retains enough free will to twist the command's wording, while failure means it cannot try again for another week.

This spell must be cast within 300 feet of the site of a recent (1d8 weeks past) humanoid death or burial. The spell cannot create more vohrahn than the number of recent deaths. For this reason, *bind vohrahn* is usually cast in graveyards or at the sites of battles.

Material Component: The spell must be cast on a dead humanoid body, and the caster must sprinkle a powder made of mandrake root, ground black onyx, and silver dust over each body to be animated. The powder is worth 200 gp.

can set their opponents on fire. When the vohrahn hits with its claw attack, its opponent must succeed on a DC 13 Reflex save or catch fire, taking 1d6 points of fire damage on its next turn. The flames burn for 1d4 rounds, or until extinguished. Each round, the burning creature must make another Reflex save. Failure means he takes another 1d6 points of fire damage that round. Success means that the fire has been put out. A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Icy Steadfastness: A vohrahn who focuses all its will toward resisting its master develops a coating of frost, and deals an extra 1d4 points of cold damage to opponents hit by its claw attack.

Shield of Vigilance: A vohrahn who feels a sense of duty to obey its master until its mission is complete is protected by a *magic circle against good* (caster level 10th). The *circle* can be dispelled, but the vohrahn may create it again on its next turn as a free action.

Spirit of Undeath: After decades or centuries of existence, the vohrahn's animating magics have worn a hole between the realms of life and death. The vohrahn's passion is gone, but its power causes creatures slain by its claw attacks to rise as zombies under the vohrahn's control after 1d4 rounds. They do not possess any of the abilities they had in life. A vohrahn with 7 or more HD can raise creatures as wights, instead.

Vicious Render: The vohrahn finds satisfaction in taking out its anger on the living. When the vohrahn hits with both claw attacks, it latches onto its opponent's body and tears the flesh. This attack automatically deals an extra 2d6+6 points of damage.

Wail of Despair: The vohrahn, whose spirit despairs of being freed, can let out a howl, paralyzing all creatures within 30 feet for 1d4 rounds (Will DC 13 negates). Whether or not its save is successful, a creature cannot be affected again by that vohrahn's wail for 24 hours. This is a sonic, necromantic, mind-affecting compulsion effect.

Adventure Ideas

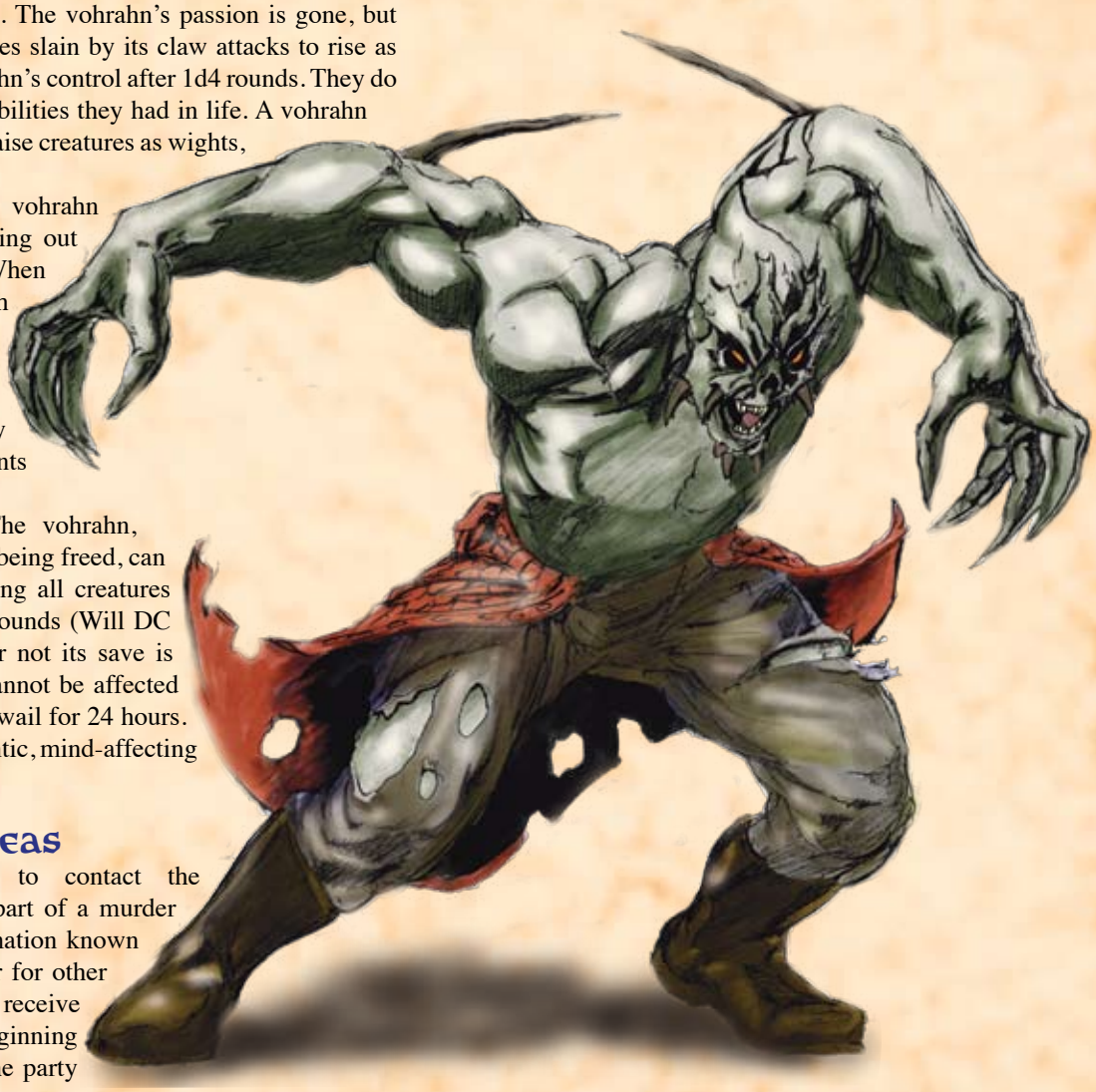
Characters attempting to contact the spirits of the dead (as part of a murder investigation, for information known only to the deceased, or for other reasons) find that they receive no answer. This is the beginning of a trail which leads the party to a necromancer who has begun creating vohrahn, stealing whatever spirits she can find.

A necromancer is engineering a great disaster to violently kill hundreds of people, for the purpose of capturing their angry spirits in order to raise an army of vohrahn.

On Avadnu

When the two armies of Yu'leath first descended from the north, the people of Kulloren thought them throngs of demons. Spilling across the land, the armies butchered both the weak and the strong, and in death their victims found no peace–as they were bound to the mortal plane in bodies that were not their own, given the breath of unlife by the xxyth lord Te'thranishaak through the will of his arcanist followers. Cursed to serve their dark master, the vohrahn (which in zeidian means "the overtaken") knew only suffering and obedience.

The spell to create these creatures was originally developed by members of xxyth cults, and the practice dates back to the Time of Dust. Since then, creating vohrahn has become a common practice among many students of the black arts, but until the War of the Shadow had never been used on such a grand scale.



Void Spider

Large Outsider (Chaotic, Evil, Extraplanar, Voidspawn)
Hit Dice: 5d8+15 (37 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares), climb 20 ft.
AC: 21 (-1 size, +1 Dex, +6 natural, +5 deflection)
Touch: 15 **Flat-Footed:** 20
Base Attack/Grapple: +5/+14
Attack: Claw +9 melee touch (2d4+5 plus infernal wound) or acid web +5 ranged touch (1d6 acid)
Full Attack: 2 claws +9 melee touch (2d4+5 plus infernal wound); or acid web +5 ranged touch (1d6 acid)
Space/Reach: 10 ft./5 ft.
Special Attacks: Acid web, shadow strike, infernal wound
Special Qualities: Voidspawn traits, damage reduction 10/good, immunity to acid, spell resistance 15
Saves: Fort +7, Ref +5, Will +4
Abilities: Str 20, Dex 13, Con 17, Int 13, Wis 11, Cha 13
Skills: Balance +11, Climb +21, Hide +5, Jump +15, Listen +10, Sense Motive +8, Spot +10, Survival +8, Tumble +11
Feats: Alertness, Improved Initiative
Environment: The Void
Organization: Solitary or hunt (3-6)
Challenge Rating: 7
Treasure: None
Alignment: Always chaotic evil
Advancement: 6-10 HD (Large); 11-16 HD (Huge)

7

Extraplanar hunters with alien minds, void spiders prey on all weaker creatures they can find.

Striding about on six long legs, a void spider stands between 5 and 7 feet tall. Its thorax and abdomen are covered in a violet, tarlike substance which gives way to the metallic green skin of its legs and head. The same glowing green material bubbles up in patterns across a void spider's back. Sharp mandibles extrude from the head, below bright spheres of green that may serve as eyes. From its abdomen, the void spider can produce long, wispy strands of acidic green webbing, and throw larger globs to ensnare and dissolve its enemies. A void spider makes no sounds, but its webbing, when first released, gives off a terrible acrid stench.

Void spiders show many signs of intelligence, including an ability to recognize and remember individuals, strong tactical ability in battle, and an understanding of the use of magic and magic items by others. Some show limited comprehension of spoken languages. But void spiders never communicate, or show interest in activities beyond hunting and killing. They socialize with each other only long enough to bring down particularly powerful creatures, then go their own ways. Attempts at telepathic communication with void spiders have garnered garbled references to a "queen," but this may be an attempt to sow confusion on the creatures' part.

Void spiders have no apparent preference for one form of prey over another, but are attracted to violent activity; swarms of void spiders have occasionally derailed battles being fought between outsiders, as they enter frays and attack all combatants. They do not eat their victims, but derive nourishment from the act of killing. If a void spider does not kill with sufficient frequency, it gradually fades from existence.

Combat

Void spiders are careful combatants, and readily use their surroundings to their advantage. Against a single opponent (or an opponent lured away from allies), a void spider spins its acid web and attacks with its claws. If necessary, it then turns its attention elsewhere, letting the acid and wounds finish off its first enemy. Against larger groups, void spiders divide up their enemies through the placement of webs before moving into melee.

Acid Web (Su): A void spider can throw a web eight times per day as a standard action. This is similar to an attack with a net but has a range of 60 feet, with a range increment of 10 feet, and is effective against targets of up to Huge size. The web anchors the target in place, allowing no movement. Anyone stuck in an acid web takes 1d6 points of acid damage each round. In addition, every 1d4 rounds a character is caught in an acid web, a single metal or wood item possessed by the character (determined as if by a rolling a natural 1 on a saving throw against a magical attack) must succeed on a DC 15 Fortitude save or be dissolved by the acid. The save DC is Constitution-based.

An entangled creature can escape with a DC 15 Escape Artist check or burst the web with a DC 19 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 10 hit points and hardness 5. The webs are not flammable. An acid web dissolves after 1 minute.

Shadow Strike (Su): A void spider attacks by clawing at its opponent's shadow. All attacks a void spider makes with its claws are touch attacks.

Infernal Wound (Su): Damage from a void spider's claw attack causes a bleeding wound. The injured creature loses 1 additional hit point each round, and multiple wounds from the void spider result in cumulative bleeding. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 15 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a void spider must succeed on a DC 15 caster level check, or the spell has no effect on the injured creature. A successful Heal check

automatically stops the continuing hit point loss. The check DC is Constitution-based.

Voidspawn: Spells cast within 30 feet gain the evil descriptor; slayer must succeed on a DC 13 Will save or gain the creature's aura for 24 hours.

Adventure Ideas

The PCs are asked to investigate a priest in a small forest village who has been acting secretive and strange. When the PCs reach the village, they hear rumors of a sinister creature in the forest that the priest has been meeting with. The creature is a void spider, and the priest, if confronted, admits to trying to redeem it! He has kept the spider nourished by allowing it to feed from a secret section of the river of souls that runs through the forest, but the PCs must find the spider to learn if the priest has somehow succeeded in his quest, or been deceived by a monster.

A celestial comes to the PCs, carrying what he claims is a void spider egg. He wants the PCs to help smuggle it into an evil plane, where the void spiders within the egg, once hatched, will begin slaying the plane's natives while being contained themselves. But whether or not the egg is real, and whether void spiders will try to reclaim it, could add complications to an already-difficult mission.

On Avadnu

Void spiders exhibit unusual behavior for natives of the Void. Aside from a lack of interest in Avadnu (those encountered outside the Void are almost always the product of conjurings), they neither dominate nor serve other species. Zhavad Auoum, a scholar from the fifth arc whose treatise on the nature of the Void rests in an unmarked grave where it was buried by a xxyth lord, wrote that void spiders "seem to be a race spawned by a self-destructive impulse. Whereas insects rush to damaged parts of their hives to rebuild, void spiders seek out instances of violence and destruction in their home and add to them." Zhavad went on to discuss how ordinary void spiders must be unable to reproduce, as that would be a "creative act. . .incompatible with their nature," and the credence therefore lent to the idea of a void spider queen. The population of void spiders is clearly replenished somehow, as centuries of combat with other voidspawn and xxyth has not apparently threatened them; outside of areas under the protection of more powerful creatures, void spiders prowl freely, and even within the territories of coran'tul and xxyth they often manage to reach sources of conflict.



Vylar, Lesser

Medium Aberration
Hit Dice: 2d8+2 (11 hp)
Initiative: +3 (Dex)
Speed: 50 ft. (10 squares), climb 25 ft.
AC: 14 (+3 Dex, +1 natural)
Touch: 13 **Flat-Footed:** 11
Base Attack/Grapple: +1/+2
Attack: Claw +2 melee (1d4+1 plus disease)
Full Attack: 3 claws +2 melee (1d4+1 plus disease)
Space/Reach: 5 ft./5 ft.
Special Attacks: Disease
Special Qualities: Psychic trauma, blindsense 90 ft., telepathy, darkvision 60 ft.
Saves: Fort +1, Ref +3, Will +2
Abilities: Str 13, Dex 17, Con 12, Int 6, Wis 9, Cha 4
Skills: Climb +10, Hide +4, Jump +2, Move Silently +5
Feats: Combat Reflexes, Mob Mentality*
Environment: Underground
Organization: Pack (5-12) or brood (12-30 plus 2-4 greater vylar)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral evil
Advancement: 3-4 HD (Medium); 5 HD (Large)

The grotesque armies of a single hive mind, vylar live only to feed, seeking organic matter to absorb into their web.

Vylar come from the deepest parts of the underworld, but constantly expand their territories in search of new prey. They make no distinction between living and dead flesh, killing beasts and humanoids as readily as they raid crypts and steal carrion. Their prizes are returned to the vylar web–a vast network of living chambers that serve as nodes for distribution of food to the vylar. The fleshy blue and purple walls of these chambers glisten with moisture, and mouthed tentacles await more food. Pools in the floor fill with thick fluids consumed by the vylar, while hidden apertures steadily release foul-smelling vapors.

Vylar are telepathically connected through their brood mother, and follow its directions mindlessly. Though some vylar are more adept at certain tasks than others, none is capable of an individual agenda; each vylar fulfills its role in the colony without question. The relationship between vylar and all other life is purely adversarial–vylar see other races as sources of food and potential threats, and no known creatures have adapted to the ecology of the vylar web.

Vylar do not speak or understand any languages.

Combat

Vylar swarm upon their enemies, using simple but effective tactics and readily sacrificing their own to gain advantages.

Alter Physiology (Ex): A brood mother or greater vylar can change the physiology of greater or lesser vylar, respectively, giving them enormous strength and speed at the eventual cost of their lives. As a standard action, the brood mother or greater vylar can send a telepathic command to any number of vylar within 50 feet. The affected vylar gain +4 Strength, +4 Constitution, and -2 AC, and are affected as by a *haste* spell (reducing the AC penalty to -1), but take 1d4 points of damage every round thereafter. The process cannot be reversed. As the vylar dissolve internally, their skin turns pale and flakes away, before they are reduced to viscous pools.

Blindsense (Ex): All vylar can detect the presence of other creatures within 90 feet by scent, taste, and vibration. Opponents still have total concealment against a vylar unless it can actually see them.

Telepathy (Su): While within 500 feet of a greater vylar or brood mother, vylar can communicate telepathically with all other vylar who are telepathically linked.

Feats: *While within 500 feet of a greater vylar or brood mother, all vylar receive the Mob Mentality feat.

Lesser Vylar

Lesser vylar resemble slender, three-armed humanoids. Their blue skin protrudes with bone spikes around their legs and forearms, and their hands end in long claws that assist them in climbing. From their sloped heads stare wide, slanted eyes that glow with azure radiance. Like all vylar, however, their sight is poor. They average over 6 feet tall, but hunch over when they move.

Lesser vylar are the most common vylar, serving most of the web's needs. They move beneath the earth in massive broods, attacking everything that crosses their paths.

Combat

Lesser vylar attack in great numbers to make up for their lack of individual strength. Able to run up sheer cliff walls and stalk prey from cavern ceilings, they often fall upon their intended victims, striking hard with their keen claws.

Disease (Ex): Vylar fever–claw, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Strength and 1d3 Constitution. The save DC is Constitution-based.

Psychic Trauma (Su): When a lesser vylar's telepathic link to the colony is severed (via the removal or death of the brood mother, if within 500 feet, and the removal or death of

Vylar, Greater

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Huge Aberration
Hit Dice: 10d8+50 (95 hp)
Initiative: -1 (Dex)
Speed: 30 ft. (6 squares)
AC: 15 (-2 size, -1 Dex, +8 natural)
Touch: 7 **Flat-Footed:** 15
Base Attack/Grapple: +7/+22
Attack: Claw +12 melee (2d4+7) or spit +4 ranged touch (2d4 acid)
Full Attack: 4 claws +12 melee (2d4+7); or spit +4 ranged touch (2d4 acid)
Space/Reach: 15 ft./15 ft.
Special Attacks: Rend 4d4+10, spit, alter physiology
Special Qualities: Blindsense 90 ft., telepathy, darkvision 60 ft.
Saves: Fort +10, Ref +2, Will +7
Abilities: Str 24, Dex 9, Con 21, Int 12, Wis 11, Cha 7
Skills: Hide +4, Listen +13, Move Silently +12
Feats: Cleave, Great Fortitude, Improved Overrun, Mob Mentality*, Power Attack
Environment: Underground
Organization: Solitary or brood (2-4 plus 12-30 lesser vylar)
Challenge Rating: 9
Treasure: None
Alignment: Always neutral evil
Advancement: 11-29 HD (Huge)

all greater vylar within 500 feet; by removing the lesser vylar from the area; or by severing the link with an *antimagic field* or similar effect), the lesser vylar becomes *confused* for 1d4 rounds before recovering from the psychic trauma.

Greater Vylar

Greater vylar are the commanders of vylar broods. Their massive bulk makes them much slower than their smaller cousins, but their strength more than compensates for their lack of mobility.

Greater vylar weigh nearly a ton and average 16 feet tall, though they hunch over even farther than lesser vylar. Three fused spines run down their backs, and their four arms and two legs end in thick black talons. Their heads feature vertically-aligned mouths and two sets of mandibles each. Despite this, greater vylar rarely bite living creatures, instead thoroughly chewing their dead prey to later feed to nodes of the vylar web.

Greater vylar are often found at the back of traveling broods, serving as links to the brood mother. They telepathically convey the web's needs to lesser vylar, and drive them forward in search of food.

Combat

Greater vylar almost always accompany dozens of lesser vylar, overseeing the broods and guiding their actions. They avoid putting themselves at risk unless necessary, spitting acid from safety and waiting to be needed. Greater vylar alter their broods' physiology only as a last resort, but willingly do so if a fight is going poorly.

Rend (Ex): A greater vylar that hits with two or more claw attacks latches onto its opponent's body, tearing flesh. This attack automatically deals an additional 4d4+10 points of damage.

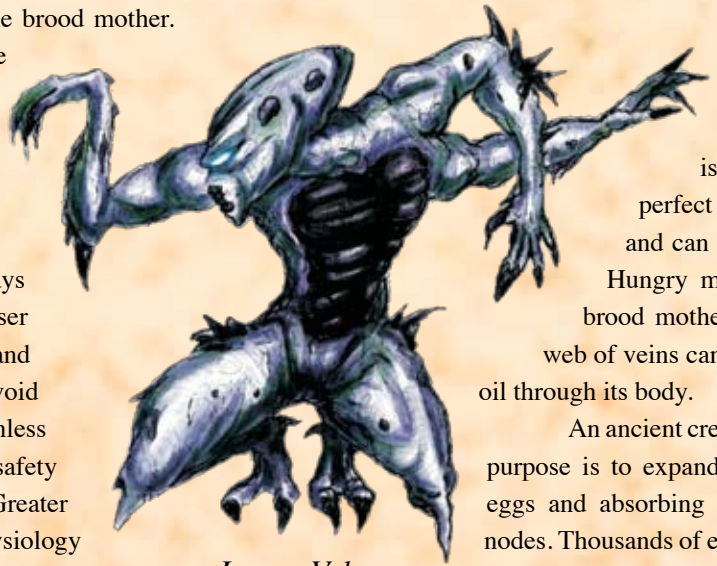
Spit (Ex): A greater vylar can spit a glob of acid up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack take 2d4 points of acid damage. The acid, unless somehow neutralized, lasts for 3 rounds, dealing another 2d4 points of acid damage each round.

A creature who takes all 3 rounds of damage has its possessions put at risk. A single item belonging to the creature (determined as if by a rolling a natural 1 on a saving throw against a magical attack) must succeed on a DC 20 Fortitude save or be dissolved. The save DC is Constitution-based.

Brood Mother

Far beneath the earth, surrounded by a maze of web nodes, the brood mother lurks. A massive ball of sticky purple flesh roughly 20 feet in diameter, it suspends itself in its cavern by thick blue tentacles. Each of its tentacles is tipped with retractable claws, perfect for burrowing into stone, and can grow more than 50 feet long. Hungry mouths stretch forth from the brood mother's translucent skin, where a web of veins can be seen pumping thick black oil through its body.

An ancient creature, the brood mother's only purpose is to expand the vylar web, laying vylar eggs and absorbing nutrients passed through the nodes. Thousands of eggs line the walls of the brood mother's chamber, their soft purple shells quivering



Lesser Vylar

Vylar, Brood Mother

Huge Aberration
Hit Dice: 18d8+54 (135 hp)
Initiative: -1 (-5 Dex, +4 Improved Initiative)
Speed: 0 ft.
AC: 12 (-2 size, -5 Dex, +9 natural)
Touch: 3 **Flat-Footed:** 12
Base Attack/Grapple: +13/+24
Attack: Bite +14 melee (2d4+3)
Full Attack: 2 bites +14 melee (2d4+3) and 6 tentacle rakes +12 melee (1d6+1)
Space/Reach: 15 ft./15 ft. (50 ft. with tentacle)
Special Attacks: Hatch, spell-like abilities, noxious fumes, alter physiology
Special Qualities: Blindsense 90 ft., telepathy, darkvision 60 ft., fast healing 12, spell resistance 34
Saves: Fort +9, Ref —, Will +16
Abilities: Str 16, Dex —, Con 17, Int 26, Wis 20, Cha 25
Skills: Autoheal +24, Bluff +28, Concentration +24, Intimidate +30, Knowledge (arcana) +29, Knowledge (dungeoneering) +29, Perfect Recall +29, Sense Motive +26, Spellcraft +31, Survival +26
Feats: Combat Casting, Improved Initiative, Improve Spell-Like Abilities (Extend, Heighten, Quicken), Mob Mentality*, Multiattack, Spell Focus (enchantment)
Environment: Underground
Organization: Colony (1 plus 400-800 lesser vylar and 20-40 greater vylar)
Challenge Rating: 16
Treasure: None
Alignment: Always neutral evil
Advancement: 19-20 HD (Gargantuan)

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with the movements of the developing monsters inside them. In the tunnels surrounding the brood mother's chamber are thousands of vylar, all born with a single purpose: to live and die to protect their master.

Combat

The brood mother mainly relies on its hordes of lesser and greater vylar for protection. If somehow reached, it attempts to *dominate* and *hold* intruders before hatching new vylar to deal with them.

Hatch (Ex): The brood mother can create and force-grow eggs as a standard action. The brood mother suffers 5 points of damage for every lesser vylar hatched, and 15 points of damage for every greater vylar hatched. It can spend no more than 20 hit points each round in this fashion, and no more than 100 hit points each day. The eggs form and are hatched in niches in the walls of the brood mother's chamber.

Spell-Like Abilities: At will–*confusion* (DC 22), *dominate monster* (DC 27), *hypnotism* (DC 19), *mass charm monster* (DC 26), *mass hold monster* (DC 27). Caster level 18th. The save DCs are Charisma-based, and include the brood mother's Spell Focus (enchantment) feat.

Noxious Fumes (Ex): Any non-vylar within 30 feet of the brood mother must succeed on a DC 22 Fortitude save every round or become nauseated by its fumes until 1d4 rounds after leaving the area or the brood mother's death. The save DC is Constitution-based.

Physiological Uses

Arrows and bolts fashioned from lesser vylar claws have an enhancement bonus of +1 to attack and damage, and are worth 50 gp each. They are treated as masterwork items in regard



Brood Mother

to creation time and raw materials cost, but the masterwork quality does not affect the enhancement bonus of the items. Each lesser vylar leaves 1d4 claws suitable for use in arrows and bolts.

Adventure Ideas

A brood of vylar has been raiding the burial grounds of a small village from below. The villagers fear that the disturbance is caused by undead, not having actually seen the vylar. The PCs are asked to deal with the situation, and must make sure that if they cannot wipe out the brood, that the brood doesn't discover a source of food in the village above them.

On Avadnu

While vylar corpses have been discovered in the most remote parts of Avadnu, the vylar web itself seems centered deep below the Dominicon. Twenty-five cycles ago, when vylar attacks on the Dominicon's inhabitants were on the rise, the Sarth declared the entire species a threat and ordered its annihilation. The Purging began, and for over two cycles the zeidian Lord Kaszek led the Deepwatch into the tunnels beneath the Dominicon, slaying all vylar they could find. Though thousands of vylar were killed, the brood mother was never located. The mission was declared a victory nonetheless, and while the vylar seem to have disappeared, many believe the colony is replenishing its numbers in the Deep, awaiting the right moment to surface again.

The brood mother itself is a creature of much speculation. While most tales of the brood mother exist only as fables, there sits something more within the Great Library of Duariane: a severed tentacle, preserved in a barrel of spirits, purportedly torn from the brood mother a millennium ago by the hands of a zeidian warrior. Though his name is a guarded secret among the sages of Duariane, rumors in the Dominicon at the time suggested it was none other than Arinshrr himself–the last living elder of the zeidian Highmasters.



Greater Vylar

Wailhaunt

Large Elemental (Air, Earth)
Hit Dice: 7d8+14 (45 hp)
Initiative: +3 (Dex)
Speed: 20 ft. (4 squares), fly 60 ft. (good)
AC: 14 (-1 size, +3 Dex, +2 natural)
Touch: 12 **Flat-Footed:** 11
Base Attack/Grapple: +5/+13
Attack: Claw +8 melee (2d4+4 plus elemental disjunction)
Full Attack: 2 claws +8 melee (2d4+4 plus elemental disjunction) and 2 wing slams +3 melee (1d6+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Elemental disjunction
Special Qualities: Silence vulnerability, many voices, damage reduction 10/magic, darkvision 60 ft., elemental traits, immunity to acid, electricity, and sonic
Saves: Fort +7, Ref +10, Will +3
Abilities: Str 18, Dex 17, Con 14, Int 12, Wis 13, Cha 16
Skills: Craft (any one) +7, Focus Essential Energy +9, Listen +7, Move Silently +9, Spot +7
Feats: Flyby Attack, Lightning Reflexes, Wingover
Environment: Any mountains and underground
Organization: Solitary or flock (4-12)
Challenge Rating: 7
Treasure: Standard coins; double goods (gems only); standard items
Alignment: Usually chaotic neutral
Advancement: 8-11 HD (Large); 12-18 HD (Huge); 19-24 HD (Gargantuan)

7

Formed amid the caress of earth and the howl of air, wailhaunts are elemental spirits forever in motion.

Wailhaunts resemble enormous spectral bats with birdlike talons and humanoid faces. Their bodies are shimmering and translucent, almost gossamer for all their strength. Each glows with a colored aura that dims when the wailhaunt is injured. Their fronts are covered in taut skin over visible bone, but their backs bear scattered feathers and jewels. Depending on their place of origin, wailhaunts' heads have more or less bestial features–many resemble beautiful humans or elves, while others have traits of bats, birds, or worms. Wailhaunts move swiftly and gracefully, flipping and twirling in the air as easily as they charge forward. As they fly, the air hisses and roars and howls around them, the sound changing according to their moods and personalities.

Wailhaunt flocks fly through deep canyons and enormous underground caverns–places where air flows through canals of earth. They take sustenance from these flights, and only rarely leave their homes. According to wailhaunt myth, the first of their race were the unwanted progeny of powerful air and earth elementals, but now wailhaunts seem to spring to life spontaneously: every few decades, a flock will gather in a place where winds are particularly violent, and adopt a wailhaunt who flashes into existence. Wailhaunts usually die after a few centuries when they are caught in a place without wind, but their maximum life span is unknown.

Wailhaunts speak Auran and Terran, in voices accompanied by–and sometimes indistinguishable from–the sounds of wind.

Combat

Wailhaunts try to stay out of reach of their opponents, swooping down, raking with their claws, and then flying away again. Most wailhaunts flee if hard-pressed, sometimes preparing an ambush elsewhere to try to gain an advantage.

Elemental Disjunction (Su): A creature hit by a wailhaunt's claw attack must succeed on a DC 16 Fortitude save or have its ability to interact with the elements interfered with, becoming separated from either air or earth (50% chance) for 2d4 rounds. The save DC is Charisma-based. A *dispel magic* spell targeting the affected creature ends the effect prematurely. A creature cannot be disjoined from its own subtype, instead suffering 2d8 points of damage.

Air: The creature is unable to interact with air, and cannot breathe. The creature must make a DC 10 Constitution check. The save must be repeated each round, with the DC increasing by +1 for each previous success. When the creature fails one of these Constitution checks, it begins to suffocate. In the first round, it falls unconscious (0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, it suffocates.

In addition, the creature cannot make noise, as if affected by a *silence* spell.

Earth: The creature and its equipment become ethereal (as an *ethereal jaunt* spell), unable to interact with material objects.

Silence Vulnerability (Ex): A wailhaunt affected by a *silence* spell cannot fly.

Many Voices (Ex): A character must succeed on a DC 15 Listen check to distinguish wailhaunt voices from their windy background. One successful check allows a character to understand any number of wailhaunts during a given encounter.

Wailhaunt Society

Some wailhaunt flocks communicate via messengers, but most are isolated from the world. Each individual flock member has its own nest, usually a small stone niche high above the ground. Flock members frequently spend their free time searching for pleasurable air currents, collecting gems and stones, carving art or wind tunnels into rock with their claws, and conversing with other flock members. The eldest in a flock is usually the flock leader, but wailhaunts are extremely independent, and such leadership is nominal, at best.

Wailhaunts' attitudes toward other creatures differ from flock to flock. Most flocks are disinterested in other species, and gladly keep to themselves. (Flocks above ground

often make exceptions for cloud giants and wispheri, who sometimes share their territory and make good conversation and trading partners.) Some flocks take a superior attitude, attacking trespassers in hopes of stealing gems, or simply for entertainment. Other flocks are so isolated that they have never encountered other intelligent beings. Almost no wailhaunt flocks are well-informed about the world at large; their knowledge, art, and philosophy relating to earth and air is astounding, and their many myths touch on the Elemental Planes, but they have an extremely insular culture.

Some wailhaunts tell stories about an enormous stone that floats through the sky, honeycombed with caverns and tunnels. They say that thousands of wailhaunts live there, in a palace built to channel air and crafted from gold and gems. This may be only a legend, but other stories say that the inhabitants of the palace intend to rid the world of non-elemental life. If the stories hold any truth, they could be legitimate cause for concern.

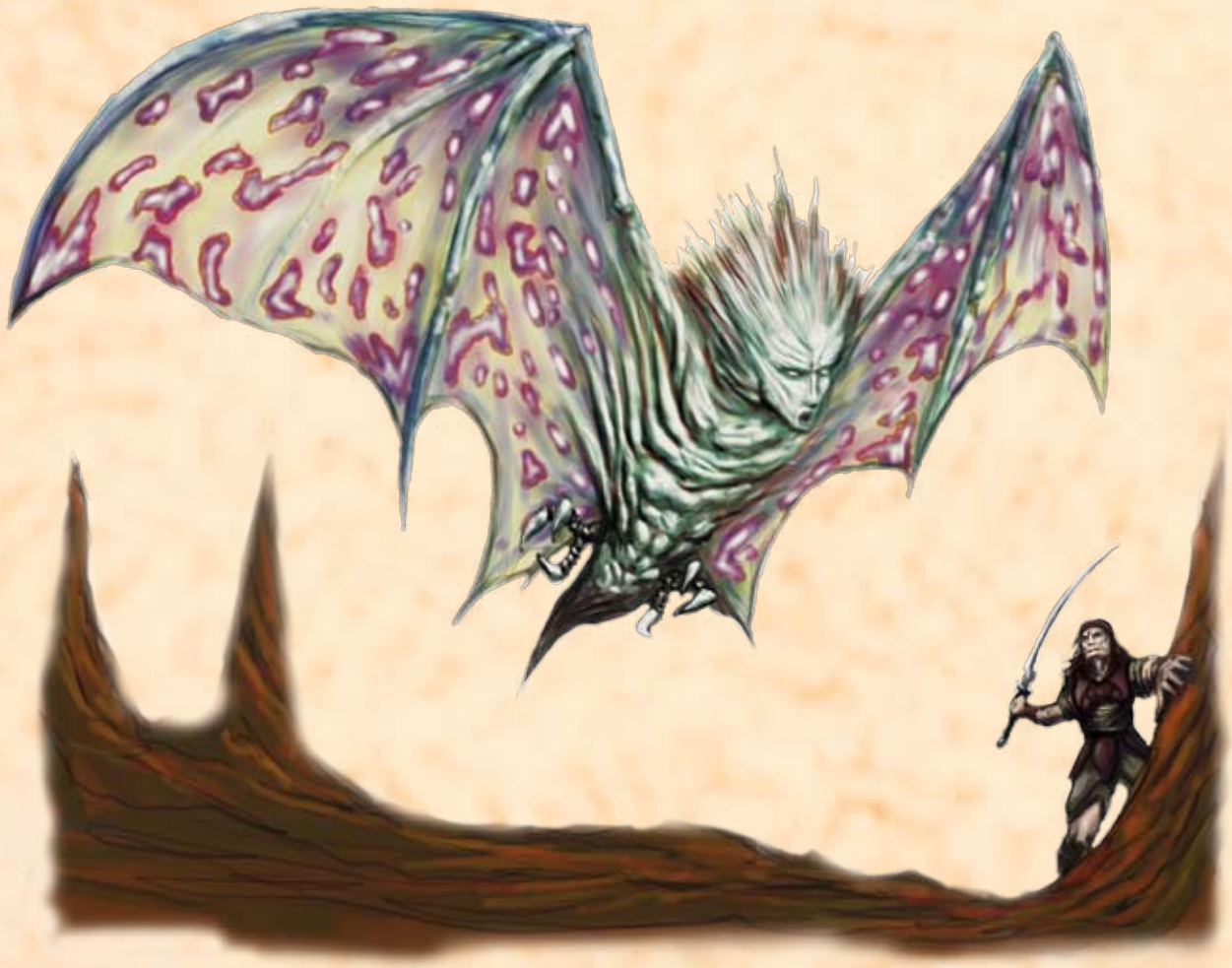
Adventure Ideas

Wailhaunts underground have been attacking dwarven miners. The miners have recently increased their production, preparing for war against evil underground races, but the wailhaunts are unconcerned with who wins the war; they fear the dwarves' digging will disrupt their air flow, and are happy to assist the dwarves' enemies if it will end the digging faster.

A lost wailhaunt collapses near a village. A druid is managing to keep it alive, but only barely. He asks the PCs to help with the villagers' construction of a windmill, believing that if the wailhaunt can enjoy the wind within the stone tower, then it will grow healthy enough to journey onward. But the windmill is still a year away from its scheduled completion, and the PCs will need to use their skills and magic in new ways to hurry the construction along. Once done, they may learn why a wailhaunt would stray so far from its home.

On Avadnu

Between the Kaarad Lands and Kulloren, a narrow valley houses sharp stones rising like the horns of some underground beast. Aptly named the Gap of Horns, it is the sole barrier between the dead lands of the north and the rolling hills and mountains of Kulloren. The journey through the gap itself is long and dangerous, plagued by wailhaunts that ride the torrents of wind that come shrieking through the gap and around the weather-beaten stones. Travelers have come to call the journey the Pass of Whispers, and it is a path few have the courage to take alone.



Warding Visage

Medium Construct
Hit Dice: 15d10+20 (102 hp)
Initiative: -5 (Dex)
Speed: 0 ft.
AC: 5 (-5 Dex)
Touch: 5 **Flat-Footed:** 5
Base Attack/Grapple: +11/+11
Attack: —
Full Attack: —
Space/Reach: 5 ft./0 ft.
Special Attacks: Breath weapon, spell storing, spell-like abilities
Special Qualities: Hardness, resistances, construct traits, darkvision 60 ft., low-light vision
Saves: Fort +5, Ref —, Will +5
Abilities: Str 10, Dex —, Con —, Int —, Wis 10, Cha 11
Environment: Any
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: —

2+

Warding visages are magical gatekeepers built into walls, created to protect doors and passages.

A typical warding visage is physically identical to a carved section of wall, crafted to resemble a creature's head. The carving may be detailed, or primitive and crude, and unusual warding visages have been carved from glass, ice, and even paper. When alone, a warding visage is completely inanimate; only when it notices intruders does it stir, stretching forth inches from its wall's surface and opening its mouth to speak.

Built by powerful spellcasters, warding visages are programmed to act in certain ways when approached. A typical warding visage recites a warning, then attacks if not deactivated with the magical key created during its construction. A few, never intended to allow passage to anyone, attack immediately. Warding visages can fulfill complicated instructions given verbally by their creators, but they cannot distinguish creatures besides their creators in any way; a spellcaster who wants his minions to have safe passage through a warding visage's door must create a password the warding visage can recognize, or program the warding visage to somehow alert the spellcaster when it notices intruders.

Warding visages speak any languages spoken by their creators.

The above statistics are for a warding visage built from stone. Hit Dice, base attack and grapple bonuses, saves, and Challenge Rating differ for other types.

Combat

A warding visage's creator (always magically recognized by the warding visage) can command the warding visage if the warding visage is within 60 feet and can hear its creator. Otherwise, the warding visage follows whatever tactics its creator programs into it. While some use their spell storing abilities to great effect (*summoning* other creatures, or activating traps), most use straightforward attack spells. A warding visage will focus exclusively on a creature that seems about to enter the area it guards.

Breath Weapon (Su): 30-foot cone of thousands of shards of the warding visage's base material, once every 1d3 rounds, damage 1d6 points of piercing and slashing damage per Hit Die of the warding visage, Reflex DC 10 + 1/2 warding visage's HD half.

Spell Storing (Sp): A warding visage can store up to three spells of 5th level or lower that are cast into it by its creator. It "casts" these spells when commanded or when a predetermined situation arises. Once a spell is used, it can store another spell (or the same spell again). Each spell has a caster level equal to the warding visage's HD. The save DCs are Charisma-based.

Typical spells stored include *lightning bolt*, *magic missile*, *persistent image*, *ray of enfeeblement*, *sending*, *shout*, *stinking cloud*, *summon monster I-V*, and *wall of force*.

Spell-Like Abilities: At will–*hold portal*, *knock*, *open/close*. The caster level is equal to the warding visage's HD. The save DCs are Charisma-based. Additional abilities are available to each common type of warding visage, all usable three times per day.

Glass: Color spray (DC 11), *dancing lights*, *flare* (DC 10).

Ice: Fog cloud, *sleet storm*, *wall of ice* (DC 14).

Stone: Spike stones (DC 14), *stone shape* (20-foot range), *transmute mud to rock* (DC 15), *transmute rock to mud* (DC 15).

Iron: Blade barrier (DC 16), *cloudkill* (DC 15), *scorching ray* (+17 ranged touch).

Hardness (Ex): A warding visage has the same hardness as its base material.

Resistances (Ex): Warding visages take half damage from electricity. Warding visages made of a material other than ice take half damage from fire, and one-quarter damage from cold. All resistances should be applied before hardness.

Cold Subtype: Ice warding visages have the cold subtype. They have immunity to cold, and vulnerability to fire.

Hit Dice: A warding visage has 1 Hit Die per hit point per inch of thickness of its base material.

Warding Visage Attributes by Construction Material

Material	HD	hp	Hardness	Breath Damage	Breath Save DC	Challenge Rating
Glass	1	25	1	1d6	10	2
Ice	3	36	0	3d6*	11	4
Stone	15	102	8	15d6	17	10
Iron	30	185	10	30d6	25	14

*Half the damage from an ice warding visage's shards is cold damage

Construction

A warding visage costs 5,000 gp per Hit Die to create. This cost includes the warding visage's body (30 gp per Hit Die), but not the additional 100 gp for the key. The spellcaster or another worker must construct the body and key; doing so requires a successful DC 15 Craft (sculpting) check. A Craft (blacksmithing) or Craft (stonemasonry) check can be substituted for iron and stone warding visages, respectively. After the body and key are fashioned, the visage must be animated through an extended magical ritual. If personally constructing the warding visage's body, the creator can perform the building and ritual together.

The costs to create listed below include the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the warding visage.

CL 10th; Craft Construct, *arcane lock*, *fabricate*, *magic mouth*, *passwall*, caster must be at least 10th level; Price 5,135 gp (glass), 15,135 gp (ice), 75,135 gp (stone), 150,135 gp (iron); Cost 2,650 gp + 198 XP (glass), 7,680 gp + 596 XP (ice), 37,860 gp + 2,982 XP (stone), 75,585 gp + 5,964 XP (iron).

Key

A warding visage's key can be of any design, but it must fit into a slot somewhere on the warding visage's head–usually in the forehead or in the pupil of one eye. When the key is used (a move action), the warding visage is deactivated for 5 minutes, or until commanded by its creator to awaken (whichever comes first). A deactivated warding visage takes no actions and cannot react to stimuli. Destroying a warding visage's key has no effect on the construct.

A creature unfamiliar with a given warding visage must succeed on a DC 15 Search check to find its keyhole. A DC 30 Open Lock check allows a creature to deactivate the warding visage without the key.

Adventure Ideas

An ancient wizard has disappeared, and influential persons are interested in the contents of his tower. The PCs are hired to go inside, where they find hundreds of doors, all protected by different varieties of warding visages. One warding visage was granted true intelligence by its master, and it cautiously offers to advise the PCs if they will help it find the wizard.

On Avadnu

The existence of warding visages is part of common magical folklore, and they are so ancient that no race has records of their invention. Wealthy sulwynarii often embed glass warding visages in their windows, and ice warding visages are frequently seen in Kolkolus in the Selleth Reaches. Adventurers who have survived the journey report chambers filled with columns in the Spirit Tomb south of Callen, where each column bears a stone warding visage.



Weeper in the Wastes

Large Fey
Hit Dice: 12d6+24 (66 hp)
Initiative: +1 (Dex)
Speed: 40 ft. (8 squares)
AC: 18 (-1 size, +1 Dex, +8 natural)
Touch: 10 **Flat-Footed:** 17
Base Attack/Grapple: +6/+15
Attack: Slam +10 melee (1d6+5)
Full Attack: 2 slams +10 melee (1d6+5)
Space/Reach: 10 ft./10 ft.
Special Attacks: Spell-like abilities
Special Qualities: Glare, regeneration 6, low-light vision, spell resistance 15
Saves: Fort +6, Ref +9, Will +13
Abilities: Str 20, Dex 12, Con 15, Int 10, Wis 16, Cha 14
Skills: Knowledge (geography) +15, Knowledge (nature) +17, Listen +18, Sense Motive +18, Spot +18, Survival +18
Feats: Cleave, Endurance, Iron Will, Power Attack, Track
Environment: Any
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Usually chaotic neutral
Advancement: 13-18 HD (Huge)

7

A weeper in the wastes is a powerful nature spirit corrupted after its home was cleansed of all life.

In sunlight, a weeper's body shines brilliantly, and many creatures watch only its shadow–a long, jagged silhouette that suggests a massive humanoid. At night, and to those who can see past a weeper's glare, the weeper appears as a 16-foot-tall man-shaped pile of sand and dead wood, bound together by lifeless brown vines. An empty hole is present where a mouth should be, and crumpled leaves and twigs serve as the weeper's eyes. The sound of a weeper moving is the sound of wind across an empty plain, and its voice is the crackling of dry leaves. Those who have passed near the territory of a weeper report hearing faint sobbing during the day, but a weeper never grieves at night. Weepers have a musty, dirty odor.

Weepers retain their link with nature after their homes are destroyed, but their connection to dead lands transforms them. The exact circumstances required to create a weeper are unclear; forests burned to the ground by fire have caused the death–but not transformation–of hundreds of forest spirits, while the magical razing of a city park might warp its sole spirit patron. It has been argued that the temperament of a spirit before its land is destroyed strongly affects its fate, and it is likely this is a contributory factor. Regardless, once a nature spirit is connected to a dead land, it goes half-mad, and tries to suppress its memories of its previous existence. A weeper instinctively tries to destroy all life that enters its territory, but a brave and patient soul might reason with it; nothing about the weeper's transformation makes it inherently evil, or prevents it from being coaxed to act rationally.

Weepers in the wastes speak Common, Elven, and Sylvan.

Combat

Normally at little risk of suffering damage, weepers in the wastes can afford to focus on destroying creatures and objects which offend them, rather than on taking out their most powerful opponents first. Weepers in the wastes are particularly aggressive toward druids, and also enjoy ruining weapons with their spell-like abilities. A weeper in the wastes who finds itself in danger will use its defensive abilities liberally, but will only flee in desperate circumstances.



Spell-Like Abilities: At will–*detect animals or plants*, *diminish plants*, *faerie fire*, *know direction*, *pass without trace*, *rusting grasp*, *soften earth and stone*, *stone tell*, *warp wood* (DC 14); 3/day–*antiplant shell*, *blight* (DC 17); 1/day–*antilife shell*, *repel wood*. Caster level 12th. The save DCs are Charisma-based.

Glare (Ex): A weeper in the wastes is unable to absorb natural sunlight. When a weeper is exposed to the sun (but not a *daylight* spell), the glare from its body makes it difficult to look at directly, giving it concealment (20% miss chance).

Regeneration (Ex): Sonic energy and acid deal normal damage to a weeper in the wastes.

A weeper in the wastes who loses part of its body mass regrows it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Adventure Ideas

After a great disaster destroys a forest village, a weeper in the wastes is the only survivor who can tell investigating PCs what happened. The party may have to subdue the weeper in order to speak with it; once that is done, the weeper may wish the party's help in reconnecting with nature and atoning for its sins.

On Avadnu

The enormous weepers in the wastes who live on the outskirts of the Kaarad Lands are mentioned frequently in legends about the region, though little is known about their personalities or previous lives. Some mistji and sulwynarii have made an effort to rectify this, but the survivors of those attempts have kept whatever answers they found to themselves. Other weepers occasionally form across Avadnu–the consequences of tulgorths' feeding or magical experimentation–but are often not recognized as having similar origins to the weepers in the Kaarad Lands.

At least one mistji is known to travel the world, searching for weepers to aid and put to rest. In a similar vein, sulwynarii often hunt down and destroy known weepers, considering the creatures too dangerous to be spared pity or assistance.

Winterbrood Fury



Medium Fey
Hit Dice: 7d6+7 (31 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares)
AC: 17 (+2 Dex, +5 natural)
Touch: 12 **Flat-Footed:** 15
Base Attack/Grapple: +3/+3
Attack: Claw +3 melee (1d4 plus poison)
Full Attack: Claw +3 melee (1d4 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison, spell-like abilities
Special Qualities: Control vermin, nest dependent, low-light vision, resistance to cold 20
Saves: Fort +3, Ref +7, Will +8
Abilities: Str 10, Dex 15, Con 12, Int 14, Wis 16, Cha 15
Skills: Concentration +9, Handle Animal +12, Heal +9, Hide +8, Knowledge (nature) +14, Listen +11, Move Silently +8, Sense Motive +11, Spot +11, Survival +13
Feats: Combat Casting, Improved Initiative, Improve Spell-Like Abilities (Empower)
Environment: Temperate forests, hills, marshes, and plains
Organization: Solitary
Challenge Rating: 5
Treasure: Standard
Alignment: Always chaotic neutral
Advancement: 8-15 HD (Medium)

Also known as She-Who-Broods-In-Ice, a winterbrood fury is a guardian spirit who protects insects and other vermin in winter.

A winterbrood fury appears on first glance to be a beautiful human woman with black hair and white skin. A closer look reveals a number of inhuman traits, however: a fury's thumbs end in inch-long black claws, her eyes sparkle with tiny blue crystals, and her skin shifts slightly in places, as if tiny creatures crawl beneath the surface. Most winterbrood furies wear gossamer dresses patterned like spiderwebs, but variations are common.

Winterbrood furies only appear during winter, in areas normally replete with vermin. Each fury finds a nest to call her own–often an enormous spiderweb or a rotting tree–and spends the season protecting her "children," whether they are active, dormant, in larval or pupal forms, or eggs waiting to hatch in the spring. Standing invisibly over their nests, furies wait for creatures to disrupt their children's activities. They are generally merciful to animals, scaring them away with movement or bolts of frost, but winterbrood furies cannot abide intelligent creatures who disturb those under their protection. More than one human has died after collecting the wrong piece of deadwood for a campfire.

Despite their fervor, winterbrood furies can be communicated with by those who treat them with respect. Even so, furies are incredibly fickle, as apt to take offense at a mispronounced name as they are to send spider guides to help lost travelers through their lands. This attitude is assumed to be related to their magical connection with vermin–the alien minds of insects and arachnids have a strong influence on their guardian spirits.

Winterbrood furies speak Common and Sylvan.

Combat

Winterbrood furies fight readily if they feel a need to defend themselves, their nests, or their children. They prefer to avoid physical conflict, but use their claws if opponents close. Whenever possible, they attack with magic–*winter's web* and *ray of frost* are favorite abilities to use from afar, while invisibly approaching creatures and using *poison* is another frequent tactic. *Summon swarm*, *giant insect*, and similar abilities are used only in dire situations–while she will do so for the sake of the nest, a winterbrood fury hates to endanger her children.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: At will–*animal messenger*, *detect animals or plants*, *invisibility* (self only), *ray of frost*, *repel vermin* (DC 16), *warp wood*; 3/day–*neutralize poison*, *poison* (DC 18), *sleet storm*, *summon swarm* (spiders only), *winter's web* (DC 15); 1/day–*giant vermin*, *polar ray*. Caster level 10th. The save DCs are Charisma-based.

Control Vermin (Su): A winterbrood fury can mentally control all vermin in a 30-foot radius, similar to a *dominate*

Winter's Web

Conjuration (Creation) [Cold]
Level: Drd 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Icy strands in a 20-ft.-radius spread
Duration: 1 round/level (D)
Saving Throw: Reflex negates; see text
Spell Resistance: No

As *web*, but instead of sticky strands, the web is composed of icy filaments that freeze to whatever they touch. Creatures entangled and prevented from moving in the web suffer 2d4 points of cold damage every round they are stuck.

Each 5-foot section of webbing has 5 hit points, and can be shattered with little difficulty. However, the intense cold of the filaments prevents the web from being easily melted–fire deals only one-quarter damage to the filaments (but does no harm to creatures stuck in the web).

Material Component: A frozen spider egg.

animal spell without limits on the fury's commands.

Nest Dependent (Su): Winterbrood furies receive their strength from those they guard. To that end, each winterbrood fury is connected to a nest, hive, or web where hundreds of vermin or eggs are housed. A winterbrood fury who strays more than a mile from her nest or whose nest is destroyed loses 1 point of Constitution per hour. Due to the prevalence of insect life, a winterbrood fury can detach herself from her nest whenever she wishes (losing Constitution as normal), and attach to a new one as soon as an appropriate nest comes within her sight. A winterbrood fury's nest does not radiate magic.

Adventure Ideas

In midwinter, a band of evil humanoids has begun assaulting a town with hordes of giant spiders. Their troops are supplied by a winterbrood fury, to whom they have promised a forest if they conquer the area. The PCs may need to defeat the fury, or convince her that the humanoids will not honor their promise–when spring comes, after all, the fury can be safely forgotten.

A farming couple hires the PCs to find their daughter, who recently disappeared. Given the harsh winter weather, the girl's interest in insects, and rumored sightings of a young woman wandering a nearby forest, the couple fears she has been kidnapped or killed by a winterbrood fury. When the PCs find the forest's fury, she explains that she does know what happened to the girl, but was not responsible. She offers to help the party, on the condition that the girl will henceforth spend every winter as her assistant.

On Avadnu

The winterbrood fury is one of many legends of the Selleth Reaches. The first fury is thought to have been created there, from a girl orphaned after her parents were killed in a skarren raid on Meduur. The girl fled far to the south, into the ice caves of Selleth. She nearly died, but the vermin of that frozen land were drawn to her. They swarmed around her tiny body, shielding her from the cold. Through some unknown, primal magic, she was forever transformed, and became a vigilant guardian of the creatures that saved her life. Her daughters returned to Kaelandar, and each winter take their places and perform their duty.



Wispheri



Gargantuan Giant
Hit Dice: 20d8+140 (230 hp)
Initiative: +2 (Dex)
Speed: 50 ft. (10 squares)
AC: 20 (-4 size, +2 Dex, +12 natural)
Touch: 8 **Flat-Footed:** 18
Base Attack/Grapple: +15/+42
Attack: Gargantuan greatclub +26 melee (4d8+22)
Full Attack: Gargantuan greatclub +26/+21/+16 melee (4d8+22)
Space/Reach: 20 ft./20 ft.
Special Attacks: Spell-like abilities
Special Qualities: Blink, spell resistance 23, damage reduction 10/magic, low-light vision
Saves: Fort +19, Ref +8, Will +10
Abilities: Str 40, Dex 14, Con 25, Int 17, Wis 15, Cha 18
Skills: Balance +7, Climb +20, Concentration +22, Craft or Knowledge (any one) +21, Craft (alchemy) +21, Knowledge (arcana) +23, Listen +10, Spellcraft +23, Spot +10
Feats: Combat Casting, Greater Spell Penetration, Improve Spell-Like Abilities (Empower, Heighten), Iron Will, Spell Focus (transmutation), Spell Penetration
Environment: Any mountains
Organization: Solitary or family (2-5 plus 1 wizard of 7th-12th level)
Challenge Rating: 13
Treasure: Standard
Alignment: Often lawful neutral
Advancement: By character class

The wispheri are all that remain of a cursed people, a race of men who grew so large that they began dissolving into mist.

The wispheri say that they were once human, and their heritage is obvious at a glance. Most wispheri stand just over 60 feet tall, appearing as men and women dressed in ragged robes, with slate-gray skin and dark hair. A wispheri's body, along with anything he carries, intermittently fades and dissolves into pale yellow mist. The mist maintains the features of the giant for a moment before dispersing, then coalesces to form the wispheri again. The transformation is not harmful to the wispheri, who forms solidly on the Ethereal Plane when the mist disperses. There, the process reverses and repeats itself–the wispheri dissolves, forms on the Material Plane, then begins to dissolve again. A wispheri must be careful when traveling ethereally, to avoid forming inside an object on returning to the Material Plane.

Wild animals, from either the Ethereal or Material Plane, compose the wispheri diet. Though they can live to be over 500 years old, wispheri grow larger and discorporate more often as they age, and most dissolve completely before reaching 400. Regardless of how they die, all wispheri turn to mist upon death.

Wispheri speak Common, Giant, and Draconic. Wispheri following certain lines of arcane research also speak Auran.

Combat

Wispheri use their fading abilities and magic to disorient opponents. An outmatched wispheri in battle may turn ethereal and withdraw, then later return ready for a second assault. Against most enemies, however, size alone is enough to make a wispheri a deadly threat.

Spell-Like Abilities: At will–*air walk*, *enlarge person* (DC 16), *ethereal jaunt*, *feather fall*, *fog cloud*, *gaseous form*, *reduce person* (DC 16), *whispering wind*; 1/day–*dimension door*. Caster level 15th. The save DCs are Charisma-based, and include the wispheri's Spell Focus (transmutation) feat.

Blink (Su): A wispheri is continually affected as by a *blink* spell. The wispheri has no control over this ability.

Spell Resistance (Ex): A wispheri cannot lower his or her spell resistance voluntarily.

Wispheri Society

The wispheri claim to have sprung from one village, where all the inhabitants mysteriously began to grow. This continued over the course of generations, and the wispheri expanded so much that the particles composing their bodies drifted apart, slipping through cracks in reality to the Ethereal Plane. To avoid harming themselves and others, they fled the inhabited world, and now live scattered among mountaintops. Only in the open air can they escape the risk of re-forming inside objects, and live their lives in peace.

Few wispheri still exist; many have dissolved with age, and births are rare. Wispheri wizards believe that the youngest generation of their people will dissolve completely within a century. In the past, most wispheri devoted themselves to arcane research, searching for a way to reverse the growth process, but none found anything beyond temporary solutions.

Modern wispheri are angry and impatient with the situation, knowing generations of their ancestors failed to save their race. Though older wispheri are saddened by this attitude, few openly protest their descendants' new, aggressive tactics. Instead of remaining in the mountains, many wispheri journey into civilized lands, seizing magical libraries and artifacts. This amassing of arcane lore has brought some small progress toward a solution, and that progress has worsened wispheri attitudes toward outsiders; a large number of wispheri now view outsiders as people who forgot and abandoned them–possessing magic that could have saved their race, but never bothering to share it.

Wispheri Characters

A wispheri's favored class is wizard, though many wispheri build on their inborn abilities and become sorcerers.

Adventure Ideas

The PCs travel a great distance to seek advice from a wispheri wizard. Though the wizard agrees to tell them what they need, he demands that in return the PCs steal an artifact buried with a hero of their homeland. The wispheri hopes to experiment with the artifact to find knowledge that may be of use to his people, but wants to find a way to attain it without violence. Other wispheri, however, fear that the PCs will try to keep them from the artifact.

On Avadnu

When the sulwynarii began the construction of the Dominicon, they enlisted the aid of the wispheri, wisest of all men's cultures and a great society of architects and builders. Ties between the two peoples–already strong–were reaffirmed as the power of magic slowly ebbed away. For the sulwynarii, it was a time of great sorrow, and their numbers dwindled dramatically.

When the Dominicon neared completion, the sulwynarii looked to the wispheri to carry on their legacy of magic. The wispheri were opened to a new level of consciousness, and their souls were linked with the flow of power. It was a wondrous gift, but the magic could find no seat in the wispheri's spirits. For all of their wisdom, the magic proved incomprehensible to the wispheri, and over time, it left them changed.

Their transformation was gradual, but inescapable. One by one, wispheri faded into mist while growing to gargantuan sizes. They denied themselves the sanctuary of the Dominicon, and while other races found solace below, the wispheri withdrew from Tyl Mylarra and retreated into the mountains. Some fled as far north as Olgoth, while others traveled beyond the Shardspine and into the Selleth Reaches. They remain there to this day, trying to save themselves before their dissolution.



Wraithlight

5

Fine Undead (Incorporeal)
Hit Dice: 4d12 (26 hp)
Initiative: +4 (Dex)
Speed: Fly 50 ft. (perfect) (10 squares)
AC: 25 (+8 size, +4 Dex, +3 deflection)
Touch: 25 **Flat-Footed:** 21
Base Attack/Grapple: +2/—
Attack: Incorporeal touch +14 melee (1d8 cold)
Full Attack: Incorporeal touch +14 melee (1d8 cold)
Space/Reach: 1/2 ft./0 ft.
Special Attacks: Spell-like abilities, wisdom damage
Special Qualities: Darkvision 60 ft., incorporeal traits, spell resistance 15, undead traits
Saves: Fort +1, Ref +7, Will +5
Abilities: Str —, Dex 19, Con —, Int 13, Wis 12, Cha 16
Skills: Bluff +8, Hide +23, Listen +9, Search +5, Sense Motive +7, Spellcraft +6, Spot +9
Feats: Alertness, Lightning Reflexes
Environment: Any
Organization: Solitary or group (1-3)
Challenge Rating: 5
Treasure: None
Alignment: Usually neutral
Advancement: 5-6 HD (Fine); 7 HD (Diminutive)

Wraithlights are mischievous wandering spirits that despise all living creatures.

Appearing as floating, 3-inch spheres of light, wraithlights take on a multitude of different colors. They move soundlessly and can be found in ruins, dungeons, and other abandoned places. Wraithlights prefer to be left alone and detest the presence of creatures other than their own kind. Very temperamental, they are as likely to ignore intruders as they are to attack. They easily grow impatient, however, and attempt to drive away or slay those who actively disturb them.

Theologians, historians, and hunters of the undead are unsure of wraithlights' true origins. Their actions suggest that they may be earthbound spirits who refuse to pass into the afterlife, but some spellcasters claim that they are the ghosts of a strange and ancient race from another plane, trapped in a foreign world after theirs was destroyed and trying to continue their existence. Whatever their real nature, wraithlights are best left alone by those who want to avoid conflict.

Wraithlights do not speak, but can understand any language. In rare instances where a wraithlight attempts to communicate, it does so by "gesturing" through movement and by shifting its colors.



Combat

When agitated, a wraithlight grows darker in color and zips back and forth erratically through the air. In battle, wraithlights prefer to toy with their opponents, using their spell-like abilities to sow confusion among foes and passing through opponents' bodies to harm them. If strongly angered, wraithlights *dominate* their enemies and have them fight unaffected allies. When in danger, wraithlights use *mislead* to escape. Wraithlights are vengeful, and do not easily forget creatures they have fought.

Spell-Like Abilities: 2/day–*confusion* (DC 17), *dominate person* (DC 18), *hypnotic pattern* (DC 15), *mislead* (DC 19). Caster level 10th. The save DCs are Charisma-based.

Wisdom Damage (Su): Three times per day, by touching its opponent, a wraithlight can force the creature to see glimpses of horrors in the spirit realm instead of suffering cold damage. A living creature hit by a wraithlight's touch attack must succeed on a DC 15 Will save or suffer 1d4 points of Wisdom damage. The save DC is Charisma-based.

Adventure Ideas

An evil cleric, along with allies, has entered an ancient city swarming with wraithlights to retrieve a powerful relic. The wraithlights are too numerous to fight, and it seems the cleric is intimidating them somehow. The pursuing PCs must find a way through the city, and possibly seek help from the wraithlights (who know the city and its perils better than anyone).

On Avadnu

Without question, the most dense population of wraithlights on Avadnu is in the ruins of Qualiesn Tursma. Once a major seat of sulwynarii power in V'leren, the city was abandoned by its original owners during the coming of the xxyth. After laying empty for many arcs, suffering the indignities of looters and beasts, it was claimed by hundreds of wraithlights virtually overnight in the 441st cycle of the eighth arc. The wraithlights have shown no interest in expanding their territory, but quickly drive out most intruders. Other locales are also known to contain wraithlights (notably Khasef's Tomb in Korr, and Salthollow in Anorum), but their populations are smaller by an order of magnitude.

Mouleji, the infamous sulwynarii explorer whose observations on unusual creatures were as often wildly inaccurate as they were insightful, believed that wraithlights were the only peaceful creatures ever to have been born in the Void, and that their souls had come to Avadnu after their swift extinction. Mouleji's contemporaries were quick to point out holes in his theory, but only halfheartedly defended their own proposal that wraithlights were the ghosts of the gods' first, failed attempts at creating life.

Wretchling

Fine Vermin
Hit Dice: 1/4 d8 (1 hp)
Initiative: +1 (Dex)
Speed: 10 ft. (2 squares), climb 10 ft.
AC: 19 (+8 size, +1 Dex)
Touch: 19 **Flat-Footed:** 18
Base Attack/Grapple: +0/-1
Attack: Bite +3 melee (1d2-5)
Full Attack: Bite +3 melee (1d2-5)
Space/Reach: 1/2 ft./0 ft.
Special Attacks: Improved grab, implant eggs
Special Qualities: Darkvision 60 ft., vermin traits
Saves: Fort +2, Ref +1, Will +0
Abilities: Str 1, Dex 12, Con 10, Int —, Wis 10, Cha 2
Skills: Climb +3
Environment: Warm forests
Organization: Swarm (9-16)
Challenge Rating: 1/4
Treasure: None
Alignment: Always neutral
Advancement: —

1/4

Wretchlings are hard-shelled vermin that lay their eggs in other creatures' throats.

Wretchlings average between 3 and 6 inches long, and each is protected by a black carapace covered with dozens of yellow-tipped spines. A wretchling scuttles about on scores of pincers, and its eyes are tiny and green.

Wretchlings are sexless, and each carries a host of dormant eggs beneath its spines. A wretchling takes about three months to reach maturity, during which time it lives off leaves and grass. Once fully-grown, wretchlings swarm larger creatures for use as incubators for their eggs. Each wretchling attempts to force itself down a creature's throat; there, the wretchling extends its spines and implants hundreds of eggs in the surrounding tissue before dying. Over the following weeks, the incubating creature becomes ill, exhibiting symptoms of high fever, blurred vision, and sleeplessness. When the eggs hatch, the newborn wretchlings' activities cause the incubator to gag and vomit, allowing the wretchlings to escape. Between the wretchlings' frantic scrabbling and the sharp spines on their shells, the incubator usually suffers fatal internal injuries.

Combat

When wretchlings swarm, they split up into groups of three or four each to attack individual creatures. While any given wretchling is unlikely to reach an opponent's mouth, only one needs to. Wretchlings do not attempt to implant their eggs in creatures who appear sick, nor do they implant eggs in creatures already acting as incubators.

Improved Grab (Ex): To use this ability, a wretchling must hit a Large or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Wretchlings have a +20 racial bonus on grapple checks, which is already included in the statistics block.

Implant Eggs (Ex): A wretchling can try to force itself into the mouth of a grabbed opponent by making a grapple check. If the wretchling is successful, it lays its eggs in its opponent's throat. The wretchling then dies, and its opponent is infected with wretchling flu–Fortitude DC 10, incubation period 1d3 days, damage 1d3 Dexterity, 1d3 Constitution, and 1d3 Wisdom. The save DC is Constitution-based.

Wretchling flu requires three, not two, successful saves in a row to recover from. The implanted eggs die if the incubating creature recovers from or is cured of the disease. Otherwise, the eggs hatch after 2d6 days, and the incubator takes 4d4 points of damage as the dozens of newborn wretchlings escape from the incubator's mouth. If the incubator survives, it is no longer infected with wretchling flu. The newborn wretchlings cannot attack, and have no significant statistics.

Adventure Ideas

The PCs uncover the plans of an evil warlord who intends to send a great beast infected with thousands of wretchling eggs to attack an important city. He expects the beast to be killed by the city militia, but the beast will act as a delivery vector to infect thousands of city-dwellers with wretchling flu. The PCs must race to reach the city before the beast, and find a way to stop the coming plague.

On Avadnu

On returning home to Jen Suul from an expedition to the jungles of Tenril, five explorers from Eithria were stricken with a strange illness. Sleepless and nauseated, they suffered increasing pain as weeks passed by. One morning, each man was found dead in a pool of blood and vomit, with tiny trails of the fluids leading to doors and windows. Over the next few months, many other villagers died in the same fashion, as the number of wretchlings in the area increased. With the aid of a wandering mistji, the infestation was finally stopped, but not before a quarter of the villagers had lost their lives.



Xashuul



Small Outsider (Chaotic, Evil, Extraplanar, Voidspawn)
Hit Dice: 4d8+4 (22 hp)
Initiative: +2 (Dex)
Speed: 20 ft. (4 squares), climb 20 ft.
AC: 16 (+1 size, +2 Dex, +3 natural)
Touch: 13 **Flat-Footed:** 14
Base Attack/Grapple: +4/+6
Attack: Bite +5 melee (2d4)
Full Attack: Bite +5 melee (2d4) and 3 tentacle slaps +0 melee (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, intelligence drain, pounce
Special Qualities: Slick, slime trail, voidspawn traits, darkvision 60 ft.
Saves: Fort +5, Ref +6, Will +3
Abilities: Str 11, Dex 14, Con 13, Int 5, Wis 5, Cha 9
Skills: Climb +12, Escape Artist +10, Hide +12, Jump +13, Move Silently +9, Tumble +11
Feats: Dodge, Iron Will
Environment: The Void
Organization: Pod (4-7)
Challenge Rating: 3
Treasure: None
Alignment: Always chaotic evil
Advancement: 5-6 HD (Small); 7 HD (Medium)
Level Adjustment: +7* (familiar)

Xashuul are bizarre tentacled monsters from another plane that feed on the brains of their victims.

A xashuul resembles a tumbling mass of dark tentacles, spotted with oily patches of purple, green, red, and black. At its center is a circular maw of pink flesh ringed with inwardly-curving teeth. Its tentacles are covered with hundreds of tiny suckers it uses to latch onto its prey, before it uses its pointed tongue to punch through victims' skulls and extract their brains. A xashuul rarely grows larger than 3 feet in diameter, and averages about 75 pounds.

Despite years of study by some scholars, these grotesque creatures remain a mystery. They appear to have no internal organs or need for nourishment, leaving open the question of why xashuul eat brains. The leading theory suggests that they adapt to their environments by consuming the thoughts of others, learning where to hide, what to avoid, and what to kill.

Lurking in abandoned caves and tunnels, xashuul leave behind a thin layer of slime as they roll along floors, walls, and ceilings. These trails are warm to the touch and smell of rotten meat, leaving a distinct marker of xashuul's passing. Xashuul keep no lairs and cannot speak, though they show some comprehension of Abyssal and Undercommon.

Combat

Xashuul hide in shadows, awaiting the best times to attack. They prefer to ambush creatures, grappling with them before extracting their brains.

A xashuul's natural weapons are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

*A spellcaster of 7th level or higher with the Improved Familiar feat can take a xashuul as a familiar.

Improved Grab (Ex): To use this ability, a xashuul must hit a Medium or smaller opponent with a tentacle slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. A xashuul can grab a Large or bigger creature, but only if it can somehow reach the foe's head. Xashuul have a +6 racial bonus on grapple checks, which is already included in the statistics block.

Intelligence Drain (Ex): If a xashuul makes a successful grapple check against a grabbed opponent, it inflicts bite damage and 1d3 points of Intelligence drain.

Pounce (Ex): If a xashuul charges a foe, it can make a full attack.

Slick (Ex): Xashuul's slime makes them difficult to ensnare. Nets and webs (including magic webs) do not affect xashuul.

Slime Trail (Ex): A xashuul leaves behind a slime trail as it moves. The trail is 5 feet wide, lasts 1 minute, and affects surfaces as a *grease* spell. The Reflex save DC to avoid slipping on a slimed surface is 13. The save DC is Constitution-based.

Voidspawn: Spells cast within 30 feet gain the evil descriptor; slayer must succeed on a DC 11 Will save or gain the creature's aura for 24 hours.

Skills: Xashuul have a +4 racial bonus on Escape Artist and Jump checks.

Adventure Ideas

The army of a powerful duke has begun carrying caged xashuul into battle, releasing them to attack their enemies. The PCs must decide what to do, and discover where the army is getting xashuul from.

On Avadnu

When the xxyth first came to Avadnu, they brought hordes of other creatures with them from the Void. The xashuul were among the least of these monstrosities, and the most easily-overlooked by the forces arrayed against the darkness. When the xxyth were banished, hundreds of xashuul were left behind on Avadnu, and sought out shelter in the Deep. They have survived there, finding their own place in the underworld's ecology. Vylar and other creatures easily keep them in check, and some teo-selerai have even developed a taste for them.

There are persistent rumors of corrupt spellcasters taking xashuul as familiars, but all recorded attempts at the process have ended in death or madness for the overeager arcanists involved.



Xiir

Medium Monstrous Humanoid (Psionic)
Hit Dice: 6d8+18 (45 hp)
Initiative: +1 (Dex)
Speed: 20 ft. (4 squares)
AC: 16 (+1 Dex, +5 natural)
Touch: 11 **Flat-Footed:** 15
Base Attack/Grapple: +6/+10
Attack: Claw +10 melee (1d6+4)
Full Attack: 2 claws +10 melee (1d6+4) and gore +5 melee (1d8+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Constrict 1d6+4, psi-like abilities
Special Qualities: Darkvision 60 ft., naturally psionic, spell resistance 16
Saves: Fort +5, Ref +6, Will +5
Abilities: Str 18, Dex 12, Con 16, Int 17, Wis 11, Cha 17
Skills: Autohypnosis +7, Concentration +9, Escape Artist +4, Knowledge (psionics) +14, Listen +4, Move Silently +5, Psicraft +14, Spot +2, Swim +5
Feats: Combat Manifestation, Psionic Endowment, Psionic Meditation[B], Rapid Metabolism
Environment: Temperate and warm land and underground
Organization: Solitary, circle (3–14), or hidden city (10–70 plus 20% humanoid servants plus 1 psychic warrior of 7th level per 10 adults, 1 psion of 1st–5th level per 5 adults, and 4–9 psions of 6th–12th level)
Challenge Rating: 7
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +4 or +2 (no bloodline)

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Xiir are masters of psionics, the last of a society decimated by war and strange breeding practices.

A xiir has a humanoid upper body and a snakelike torso and tail. It stands just under 7 feet tall, and its tail stretches almost as long, ending in a spiky knob. Its head is narrow and hairless, featuring deep-set red eyes, a fanged mouth, no nose to speak of, and a pair of foot-long yellow tusks. Its four-fingered hands end in long claws, and its body is covered in beige-brown scales highlighted with reflective, rainbow-colored markings. It slithers across the ground, and its voice is breathy and hushed.

Xiir were once wise sages, teaching the art of psionics to other races, but have since degenerated through inbreeding and overspecialization. Most xiir cities and clans lost their students ages ago, and modern xiir bloodlines are composed mainly of savage killers. Xiir are omnivorous, and prefer their meat served as fresh as possible. Different bloodlines have different life expectancies, but most reach maturity in around thirty years, and can live for nearly two centuries.

A few surviving xiir claim no particular bloodline, and though less powerful than their peers, tend to be more lucid.

Xiir speak Common and Elven.

Combat

Xiir are organized and strategically-minded combatants, using their powers in well-rehearsed maneuvers to quickly decimate their foes.

Constrict (Ex): On a successful grapple check, a xiir deals 1d6+4 points of damage.

Psi-Like Abilities: At will—*astral traveler*, *body equilibrium*, *detect psionics*. Upon advancing to 11th character level, a xiir can use *metaconcert* once per day. Manifester level 10th.

Naturally Psionic: Xiir gain 2 bonus power points per Hit Die. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.

Xiir Bloodlines

Xiir have bred themselves into six distinct bloodlines, each with mastery over a psionic discipline. Xiir of each bloodline gain additional abilities, as follows.

Egoist

Xiir egoists' rainbow patterns constantly move across their skin, changing in hue and intensity. Xiir egoists are among the xiir most extensively damaged by inbreeding, and many suffer from mental illness, ranging from minor compulsions and learning disorders, to severe dysfunctions, to violent mania.

Combat

Xiir egoists tear their opponents with their claws, boosting their abilities when necessary and using their psychomorphic reach to assault from safety creatures that can bypass their regeneration.

Psi-Like Abilities: At will—*suspend life*, *sustenance*, *synesthete*; 3/day—*duodimensional claw*, *psychofeedback*. Manifester level 15th.

Psychomorphic Reach (Su): For a total of 10 rounds per day, the xiir can stretch its neck and arms to incredible lengths, gaining a natural reach of 15 feet. The xiir can begin or cease using this ability as a free action, but each round during which the xiir uses its psychomorphic reach adds 1 round to the total used that day.

Regeneration (Ex): A xiir egoist has regeneration 1. Fire and acid deal normal damage to it. If the xiir loses a limb or body part, the lost portion regrows in 3d6 minutes. The xiir can reattach a severed member instantly by holding it to its stump.

Nomad

Xiir nomads often float rather than stand, their tails coiled beneath them in the air. They rarely move from one place to another without using their powers; teleporting is second nature to them. Xiir nomads are saner than many of their comrades, but some have difficulty telling their current surroundings apart from distant lands—or times—they have traveled through.

Combat

Xiir nomads usually try to *dimension slide* away from battle, using their warping shields if forced to fight.

Psi-Like Abilities: At will—*detect teleportation* (range 250 ft.*), *dimension slide* (move action*), *float*, *levitate* (self only), *psionic freedom of movement*; 3/day—*dimension door* (move action*). Manifester level 15th.

*Includes augmentation for the nomad's manifester level.

Warping Shield (Su): For a total of 10 rounds per day, the xiir can create a space-warping "bubble" around itself. All matter entering one side of the bubble passes through to the

opposite side, as if no space existed in between. This makes it impossible to strike the xiir with weapons, but spells, powers, and supernatural effects function normally. The xiir can still touch objects and attack, and cannot force the bubble onto an object (such as by walking into a wall or door). The xiir can begin or cease using this ability as a free action, but each round during which the xiir uses its warping shield adds 1 round to the total used that day.

Kineticist

A xiir kineticist glows with a faint aura of energy, occasionally crackling with electricity or emitting a low humming sound. Xiir kineticists are often obsessed with destroying and reassembling objects, telekinetically building towers of rubble, or burning patterns into the ground.

Combat

Xiir kineticists rarely enter melee, instead blasting their opponents with their powers, defending themselves by erecting their darkfreeze spheres, and trapping their enemies with heatwebs.

Psi-Like Abilities: At will—*control light*, *control object*, *far hand* (33 lb.*), *my light* (swift action*); 3/day—*concussion blast* (6d6, two targets, DC 15*), *inertial barrier*, *telekinetic thrust* (500 lb., DC 16*). Manifester level 15th. The save DCs are Charisma-based.

*Includes augmentation for the kineticist's manifester level.

Darkfreeze Sphere (Su): For a total of 10 rounds per day, the xiir can absorb all heat and light in a 10-foot radius of itself, glowing with a halo of energy at the center of a globe of freezing darkness. Creatures outside the sphere cannot see inside (even with darkvision), and creatures inside cannot see anything inside or outside except for the glowing xiir. The xiir can see as if unaffected by the darkness. Creatures other than the xiir take 1d4 points of cold damage each round they spend inside the sphere. A darkfreeze sphere counters or dispels any light spell or power of 3rd level or lower. The xiir can begin or cease using this ability as a free action, but each round during which the xiir uses its darkfreeze sphere adds 1 round to the total used that day.

Heatweb (Su): Once per day, the xiir can focus the light and heat in an area within 100 feet into a web of tightly-focused energy beams in a 20-foot-radius spread. The web lasts 2d4 rounds. Any creature in the area when the web is created must succeed on a DC 16 Reflex save or suffer 6d4 points of fire damage. After the web's creation, creatures inside or entering the web can carefully navigate around the beams, but are considered entangled. If a creature opts to act normally during a round and ignore the beams (and not suffer the entanglement penalties), it must succeed on a DC 16 Reflex save or suffer 4d4 points of fire damage. A creature only risks damage the first time it acts normally during a round. The xiir can move through the web without harm. The save DCs are Constitution-based.

Seer

Xiir seers have few physical traits setting them apart from other xiir bloodlines, though many always look straight ahead, while reacting to events occurring well beyond their peripheral vision. Like nomads, the more degenerate xiir seers sometimes react to events in other places and times, as if encountering them directly.

Combat

Xiir seers begin using their ultra-awareness immediately upon entering combat. With *recall agony* their only useful power in violent situations, they rely on fast reactions to help them claw at their enemies.

Psi-Like Abilities: At will—*clairvoyant sense*, *escape detection*, *object reading* (270 minutes*), *sensitivity to psychic impressions*, *ubiquitous vision*; 3/day—*aura sight* (80-ft. cone*), *recall agony* (ML 6th, 5d6, DC 16*). Manifester level 15th. The save DC is Charisma-based.

*Includes augmentation for the seer's manifester level.

Ultra-Awareness (Su): For a total of 10 rounds per day, the xiir can become so aware of its surroundings that the world seems to slow for it, allowing it to react to situations with incredible speed. Every round, the xiir gains an extra standard action that can only be used to ready an action. The xiir can begin or cease using this ability as a free action, but each round during which the xiir uses its ultra-awareness adds 1 round to the total used that day.

Shaper

Xiir shapers trail shimmering, ectoplasmic afterimages, faint and translucent. Most shapers have a strong grasp on sanity, but the degenerates of the bloodline often surround themselves with newly-created monuments and statues, and preserve random objects in *quintessence*. They can be quite aggressive toward those who do not fit in with their ideal of their surroundings.

Combat

Xiir shapers prefer to attack from hiding or from behind allied lines, trapping their opponents with *ectoplasmic cocoons* and barriers made with *psionic major creation*. Shapers only use their chronoplasmic waves when enemy creatures manage to close.

Psi-Like Abilities: At will—*psionic minor creation*, *quintessence*; 3/day—*dismiss ectoplasm* (DC 16), *ectoplasmic cocoon* (Huge, DC 19*), *psionic major creation*, *swarm of crystals* (ML 5th, 5d4*). Manifester level 15th. The save DCs are Charisma-based.

*Includes augmentation for the shaper's manifester level.

Chronoplasmic Wave (Su): For a total of 10 rounds per day, the xiir can send forth waves of fluid, silvery energy that distort time. Any creature within a 30-foot radius of the xiir can take only a single move action or standard action each full turn it spends in the area. In addition, affected creatures suffer –1 penalties to AC, attack rolls, and Reflex saves, and move at half their normal speed (round down to the next 5-foot increment). A creature targeting the xiir or another creature inside the area with a ranged attack also suffers the –1 penalty to attack rolls for that attack. The xiir can begin or cease using this ability as a free action, but each round during which the xiir uses its chronoplasmic wave adds 1 round to the total used that day.

Telepath

Xiir telepaths are often surrounded by an audible buzzing or ringing, created inside the minds of other creatures. Civilized xiir usually dampen this effect around strangers, but degenerate xiir telepaths, who often hallucinate or mistake the thoughts of others for their own, are rarely aware enough to do so.

Combat

Xiir telepaths try to confuse, mislead, and disable their opponents with powers such as *distract* and *brain lock*, then finish them with their claws.

Psi-Like Abilities: At will—*conceal thoughts*, *distract* (DC 14), *empathy* (100-ft.-radius spread*), *forced sense link* (DC 15), *mindlink* (three unwilling targets, DC 14*), *read thoughts*

(DC 15); 3/day—*brain lock* (affects aberrations, animals, dragons, elementals, fey, giants, magical beasts, monstrous humanoids, and outsiders, DC 15*), *catapsi* (35-ft.-radius emanation, DC 18*), *mind probe* (DC 18), *personal mind blank*. Manifester level 15th. The save DCs are Charisma-based.

*Includes augmentation for the telepath's manifester level.

Pain Reflector (Su): For a total of 10 rounds per day, the xiir can telepathically reflect its pain onto nearby creatures. Whenever the xiir takes damage, each creature within 15 feet of the xiir takes a like amount of nonlethal damage. If the xiir dies, each creature in the area must also succeed on a DC 16 Fortitude save or be stunned for 1d4 rounds. The save DC is Charisma-based. Pain reflector is a mind-affecting ability, and while the xiir can begin or cease using it as a free action, each round during which the xiir uses it adds 1 round to the total used that day.

Telepathy (Su): A xiir telepath can communicate telepathically with any creature within 250 feet that has a language.

Xiir Society

In hidden cities of carved marble and stone, lush with vegetation and graced with waterfalls and canals the xiir used as roads, the ancient xiir secretly brought together members of dozens of races, training them in the use of psionics. Over the centuries, however, through war and mishap, the xiir lost their students and had their cities destroyed.

The surviving xiir decided that in order to fulfill their original mission of educating the world, they had to first save themselves. They began a eugenics program within their own race, breeding for numbers and power instead of wisdom and intellect. Each surviving clan focused on mastering a particular psionic discipline, eventually creating the xiir bloodlines. As a culture, though, the xiir essentially died–the later generations too foolish, violent, or mad to continue their forefathers' work. Only a few civilized xiir remain, hidden throughout the world and trying to continue their mission of enlightenment.

Civilized xiir are highly regimented by ability and bloodline. They spend their lives focusing and honing their psionic powers, and each is considered to have certain duties that best suit it, that no other xiir should perform. Adopting a dead or missing xiir's duties is considered distasteful and disrespectful (if occasionally necessary), and xiir are expected to train their own successors. Councils of xiir leaders are formed this way, as well as the ranks of soldiers, teachers, and harvesters. In the past, xiir with less pleasant duties showed resentment toward their superiors, but few enough xiir survive that this has become less of a problem.



To other creatures, xiir often seem haughty and impatient. This is sometimes the case, but just as often a xiir feels that it is showing respect by expecting a great deal from other races. When dealing with degenerate xiir, civilized xiir show a mixture of disdain and pity. They regret the fate of their cousins, but usually consider them beyond help. Degenerate xiir are usually slain by their civilized peers, or abandoned and left to wander aimlessly.

Xiir Characters

A xiir's favored class is psion. While most degenerate xiir match their primary discipline to their bloodline, civilized xiir often complement their powers to optimize their abilities. Some xiir become psychic warriors, becoming the race's front line troops. Virtually no xiir study magic.

Adventure Ideas

The PCs are instructed to go to a hidden xiir city to learn more about a psionic device they have acquired. But when they arrive, the only xiir present seem deranged. By searching the city and uncovering the xiir's hidden records, the party discovers that the xiir were attacked a decade ago. In order to ensure their survival, the xiir's greatest telepath distributed fragments of their minds throughout a group of degenerate xiir, hidden there and to be reassembled with the assistance of anyone who found the records.

On Avadnu

Appointed by their creator, the Great Wyrm Gynnuroth, to nurture the development of psionics in other races, the ancient xiir thrived in the time before the War of the Daegir. But the gods frowned upon Gynnuroth's work, and altered the xiir's faces to horrify and warn away other races. The xiir cities became isolated and underpopulated, and the xiir began breeding their remaining students, hoping to bolster their numbers and increase their psionic ability. But the xiir simultaneously began treating their students poorly, as servants and slaves. When the xxyth came, the students rebelled, and nearly all the xiir cities were destroyed.

Over the course of many arcs, the xiir began selectively breeding themselves, dividing into six major bloodlines. In modern times, they have been forgotten by most of Avadnu. A few peoples tell stories about ruined cities where snake-men prowl, mindlessly killing those who come near, but these degenerate xiir are all that are commonly known. However, a few civilized xiir clans, and even two or three cities, still survive. Groups of civilized xiir have begun educating psions again, and each group is typically accompanied by around a dozen adopted students. The city of Kal-Ul-Non, somewhere in Dangortheb, is the xiir's strongest outpost, holding nearly one hundred xiir and half as many other creatures. Within Kal-Ul-Non's ancient walls, the xiir keep relics of their glory days, and await psions who seek out the lost city for training.

Xiir, Gynnean



Medium Monstrous Humanoid (Psionic)
Hit Dice: 20d8+100 (190 hp)
Initiative: +4 (Dex)
Speed: 30 ft. (6 squares)
AC: 26 (+4 Dex, +12 natural)
Touch: 14 **Flat-Footed:** 22
Base Attack/Grapple: +20/+23
Attack: Claw +23 melee (2d4+3)
Full Attack: 2 claws +23 melee (2d4+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Psi-like abilities, psionic powers, tap potential
Special Qualities: Darkvision 60 ft., discipline mastery, power resistance 38, telepathy 250 ft.
Saves: Fort +11, Ref +16, Will +19
Abilities: Str 16, Dex 18, Con 20, Int 30, Wis 25, Cha 25
Skills: Appraise +33, Autohypnosis +32, Concentration +28, Intimidate +30, Knowledge (psionics) +35, Listen +30, Psicraft +35, Search +33, Sense Motive +30, Spot +30, Swim +26, Use Psionic Device +30
Feats: Body Fuel, Combat Manifestation, Opportunity Power, Psionic Meditation, Quicken Power, Twin Power, Unconditional Power
Epic Feats: Improved Metapsionics[B]
Environment: Any
Organization: Solitary or trio
Challenge Rating: 20
Treasure: None
Alignment: Usually neutral
Advancement: By character class

Gynnean xiir are inheritors of psionic power, elder beings who lost touch with their lesser brethren millennia ago.

Gynnean xiir are 7-foot-tall four-armed humanoids covered in iridescent green scales. Short claws tip their fingers, and their teeth are notably pointed. Their eyes are solid black, but swirl with color like pools of oil. Gynnean xiir often cross their legs at the ankles, giving the impression that they stand on long tails. Subtle displays of psionic power surround a gynnean xiir: a bass hum reverberates audibly, while a chime rings in the minds of nearby creatures; shimmering, ectoplasmic goo condenses over surfaces; and the odors of forgotten memories linger in the air. The shadow cast by a gynnean xiir is that of a long, winged serpent; this shadow is argued by some to be the gynneans' true form, and their bodies merely constructs formed to interact with other races.

The psionic power of gynnean xiir does not come from their heritage (though they claim descent from a draconic being of incredible strength), but from eons of study and practice. The same gynneans who existed during the discovery of psionics exist now, and have spent the meantime developing their talents in a plane of their own creation. Some feel that they have reached a point where they can return to the world and freely use their power, but an outsider might wonder if the gynneans have the perspective needed to coexist with the rest of reality—or if they are even interested in coexisting, and not simply exacting revenge for long-forgotten slights.

Gynnean xiir speak their own language—a distant dialect of Draconic—but normally communicate telepathically.

Combat

Gynnean xiir are able to employ a range of strategies, depending on their circumstances. Key to most of their victories is their ability to incapacitate dangerous foes by tapping their psionic potential, then disable remaining enemies with powers. *Breath of the black dragon* is their preferred physical attack, though they can resort to reshaping themselves with psychometabolic powers if necessary.

Gynnean xiir are reluctant to fight fellow psionic creatures, and tend to draw out such battles as a sort of test. They enjoy seizing foes' psionic abilities with powers such as *feat leech* and *co-opt concentration*.

Many of a gynnean xiir's abilities are from the *Psionics Handbook*.

Psi-Like Abilities: At will—*astral traveler*, *breath of the black dragon* (20d6, DC 23*), *conceal thoughts*, *co-opt concentration* (DC 23), *detect psionics*, *dispel psionics* (dispel check 1d20+20*), *feat leech* (DC 27*), *metaconcert* (31 minutes*), *power leech* (DC 21), *psionic identify*, *shadow body*. Manifester level 20th. The save DCs are Charisma-based.

*Includes augmentation for the xiir's manifester level.

Psionic Powers: A gynnean xiir manifests powers as a 20th-level psion (discipline variable; power points 453, base save DC 20 + power level). The save DCs are Intelligence-based. A gynnean xiir can manifest any power on its power list.

Tap Potential (Su): A gynnean xiir can mentally contact any living non-psionic creature within 60 feet and unleash its psionic potential. The target can resist with a DC 27 Will save. If it fails, the creature gains a power point reserve equal to its Charisma score, and briefly becomes psionic—it has the psionic subtype, is vulnerable to psibane weapons, can spend power points, and so on. However, due to its inexperience with the raw power granted by the xiir, the creature suffers from uncontrolled effects any round it has power points remaining. It automatically loses 1 power point each round, and it loses its psionic ability altogether when its power points reach 0.

The effects depend on the primary discipline the xiir chooses to grant the creature. No effects are augmented, and powers with a duration end when the creature loses its psionic ability. All powers are manifested at 20th level.

Clairsentience: The creature is subjected to a torrent of information about its surroundings, as if using *sensitivity to psychic impressions*. However, the assault on the creature's

mind means it must make a DC 20 Concentration check each round to take any action.

Metacreativity: Each round, the creature is protected as by *greater concealing amorpha*. Unlike the standard version of the power, the manifester cannot see through the membrane, giving all other creatures total concealment (50% miss chance).

Psychokinesis: Each round, the creature unleashes a storm of energy centered on itself, as if manifesting *energy ball*. Anyone except the manifesting creature (who takes full damage) caught in the area can make a saving throw (DC 14 + creature's Charisma modifier) to halve the damage.

Psychometabolism: Each round, the creature undergoes *metamorphosis* into a new form, but suffers 1d6 points of damage from the transformation and regains no hit points. The creature cannot repeat a form.

Psychoportation: Each round, the creature jumps forward in time 1d4–1 rounds, as if *time hopping*. The creature has no control over the jumps.

Telepathy: The creature *reads thoughts*, but does not need to concentrate and cannot willingly end the effect. Subjects of the power can make Will saves (DC 12 + creature's Charisma modifier) to resist. Due to the influx of thoughts, the creature is *confused* while the effect lasts.

Discipline Mastery (Ex): A gynnean xiir can choose a new primary discipline as a move action, altering its power list as appropriate.

Adventure Ideas

A gynnean xiir has created a city from crystal and ectoplasm, and is inviting pilgrims to come and learn psionics. As payment, the pilgrims must forsake their gods. Though the gynnean does wish to teach, its primary motivation is to bait the incarnation of a god into direct conflict. The gynnean believes that by tapping the incarnation's psionic potential, it will unleash a psionic might never seen before—which the gynnean can then leech away and use for its own purposes.



On Avadnu

When the xiir were transformed by the gods, a small number escaped punishment by fleeing to a private demiplane. These gynneans—named for their connection to their creator, the Great Wyrm Gynnuroth—could not return to Avadnu, but they continued to develop their psionic powers. They stayed in hiding for arcs, ageless and patient, rarely risking discovery by looking outside their domain. When the gods abandoned the world, the gynneans did not know, and remained where they were.

This isolation took its toll on the gynneans. The conditions of the demiplane were inhospitable to children, and after early failed experiments, the gynneans resigned themselves to solitude. Eventually, many gynneans even gave up on speaking with one another, and wrapped themselves in their own minds to pursue unfathomable concepts. Their condition could be described as mad, but it came from near-infinite time studying severely limited experiences. The gynneans see and understand minutia even the gods neglect, while remaining blind to the outer world.

Lately, a few gynneans have reached out to Avadnu and realized that the gods no longer threaten them. Each keeps the information to itself, fearing what the other gynneans might do. Some are taking their time, learning about the world before deciding how to proceed. Others intend to take revenge on the gods and their followers, or to shatter the Ulwynaarl so that psionics will replace magic.

Xxyth

7+

Xxyth Type	Size	Hit Dice	Armor Class	Attack	Claw	Bite
Lesser	M	6d8+24 (51 hp)	24 (+2 Dex, +12 natural)	+9	1d6+3	1d8+1
Lesser	L	6d8+36 (63 hp)	24 (-1 size, +1 Dex, +14 natural)	+12	1d8+7	2d6+3
Lesser	H	6d8+48 (75 hp)	25 (-2 size, +17 natural)	+15	2d6+11	3d6+5
Lesser	G	6d8+60 (87 hp)	27 (-4 sixe, +21 natural)	+17	3d6+15	4d6+7
Greater	M	12d8+60 (114 hp)	28 (+3 Dex, +15 natural)	+16	1d6+4	1d8+2
Greater	L	12d8+84 (138 hp)	28 (-1 size, +2 Dex, +17 natural)	+19	1d8+8	2d6+4
Greater	H	12d8+108 (162 hp)	29 (-2 size, +1 Dex, +20 natural)	+22	2d6+12	3d6+6
Greater	G	12d8+132 (186 hp)	31 (-4 size, +1 Dex, +24 natural)	+24	3d6+16	4d6+8
Arch	M	20d8+120 (210 hp)	32 (+4 Dex, +28 natural)	+25	1d6+5	1d8+2
Arch	L	20d8+160 (250 hp)	32 (-1 size, +3 Dex, +30 natrual)	+28	1d8+9	2d6+4
Arch	H	20d8+200 (290 hp)	33 (-2 size, +2 Dex, +33 natural)	+31	2d6+13	3d6+6
Arch	G	20d8+240 (330 hp)	35 (-4 size, +2 Dex, +37 natural)	+33	3d6+17	4d6+8

Xxyth Type	Size	Base Attack/Grapple	Str	Dex	Con	Int	Wis	Cha	Fort	Ref	Will	CR
Lesser	M	+6/+9	16	14	18	8	12	14	+9	+7	+6	7
Lesser	L	+6/+17	24	12	22	8	12	14	+11	+6	+6	8
Lesser	H	+6/+25	32	10	26	8	12	14	+13	+5	+6	9
Lesser	G	+6/+33	40	10	30	8	12	14	+15	+5	+6	10
Greater	M	+12/+16	18	16	20	14	17	17	+13	+11	+10	10
Greater	L	+12/+24	26	14	24	14	17	17	+15	+10	+10	11
Greater	H	+12/+32	34	12	28	14	17	17	+17	+9	+10	12
Greater	G	+12/+40	42	12	32	14	17	17	+19	+9	+10	13
Arch	M	+20/+25	20	18	22	22	23	20	+18	+16	+14	17
Arch	L	+20/+33	28	16	26	22	23	20	+20	+15	+14	18
Arch	H	+20/+41	36	14	30	22	23	20	+22	+14	+14	19
Arch	G	+20/+49	44	14	34	22	23	20	+24	+14	+14	20

Size: Each rank of xxyth can be of between Medium and Gargantuan size. Each size has different statistics, listed in the above chart.

Type: Xxyth are outsiders, with the chaotic, evil, and (usually) extraplanar subtypes.

Initiative: A xxyth has an initiative bonus equal to its Dexterity modifier. Individual xxyth may take Improved Initiative as a feat.

Speed: 40 ft. (8 squares).

Attack: A xxyth makes a claw attack as an attack action, at the bonus and dealing the damage listed.

Full Attack: When making a full attack, a xxyth makes 2 claw attacks at the listed attack bonus, and 1 secondary bite attack at -5 to the listed attack bonus, all dealing the damage listed. Xxyth with abilities which grant them additional secondary attacks take them at a -5 penalty (as a bite attack), and do damage listed plus half their Strength bonus.

Space/Reach: A xxyth has typical space and reach for a creature of its size. Xxyth larger than Medium can be either tall or long.

Xxyth Special Abilities

Xxyth Type	Warp Magic DC	Damage Reduction
Lesser	15+1d10	5/good and lawful
Greater	20+1d10	10/good and lawful
Arch	25+1d10	10/epic and good and lawful

Special Attacks: Bane blood, feed, smite.

Special Qualities: Twist reality, warp magic, keen sight, immunity to disease and poison, resistance to cold 20, electricity 20, and fire 20, damage reduction.

Skills: All xxyth have skill points equal to (8 + Int modifier) x (Hit Dice + 3). Most purchase the following skills at the maximum ranks possible: Intimidate, Listen, Spot, and



Search. The remaining skill points are generally spent on Concentration, Focus Essential Energy, Knowledge (any), Perfect Recall, and Spellcraft at a cost of 1 skill point per rank. All these skills are considered class skills for xxyth.

Feats: All xxyth have one feat, plus additional feats based on Hit Dice just like any other creature. Xxyth favor Alertness, Channel Essential Energy, Cleave, Great Cleave, Improved Initiative, Improved Sunder, Iron Will, Power Attack, Weapon Focus (claw or bite), and metamagic feats.

Environment: The Void.

Organization: Lesser xxyth–solitary, flock (3-9), or throng (8-40).

Greater xxyth–solitary, pair, or throng (1-7 greater xxyth and 20-60 lesser xxyth).

Arch-xxyth–solitary, pair, gathering (3-14), or throng (1-2 arch-xxyth, 2-14 greater xxyth, and 10-70 lesser xxyth).

Treasure: None.

Alignment: Always chaotic evil.

Advancement: Lesser xxyth 7-11 HD; greater xxyth 13-19 HD; arch-xxyth 21-40 HD.

Manifestations of chaos created by a dark and vengeful god by twisting the fabric of reality, xxyth are creatures that should not exist and defy the natural order of the universe.

The forms of xxyth are many, drawn from masses of undulating flesh, writhing tentacles, and snapping maws. Some walk as men, though they are obscene and perverted mockeries of humanity. Some move as beasts, crawling on claws and other appendages or slithering on serpentine bodies. Xxyth are predominantly ebon-skinned, with accents of deep purple, though other colorations are possible. From their hideously-deformed faces stare numerous dark eyes, and from their bodies sprout rows of sharp spines and cracked yellow tusks. They make few sounds beyond the rustling of their limbs, though all noises around them seem distant and distorted, overly-loud one moment and fading the next. Each xxyth carries a unique odor (and often several), whether sweet, putrid, or pungent.

All xxyth speak their own language, which is incomprehensible to others. Greater xxyth and arch-xxyth also speak Common, Abyssal, and Infernal, and arch-xxyth can communicate telepathically.

Xxyth Society

Even on their home plane, xxyth are a mass of chaos and disorder. While it is in their nature to eradicate all life, what else unites them–if anything–is difficult to discern. Raw force seems sufficient to guide them, and three tiers of power exist among xxyth.

For every horde of one hundred xxyth, ninety-five are lesser xxyth. Four in every hundred are greater xxyth, while a single arch-xxyth commands all others. Some speculate that over ten thousand such hordes exist, each one a writhing shadow cast on a sea of endless black.

Few creatures share xxyth's domains, but among them, the coran'tul have arisen as a constant thorn in the side of xxyth supremacy. Terrible wars have wracked their shared plane for ages, and despite the coran'tul's might, their powers pale before those of the greatest of xxyth. Though few coran'tul survive battles with xxyth throngs, occasionally a specimen

proves too formidable to eradicate and is instead taken as a slave to an arch-xxyth, a willing puppet in the hands of a dreadful master.

Combat

Xxyth are relentless and fall upon their adversaries–any non-xxyth that cross their paths–with reckless abandon. Though greater and arch-xxyth can fight intelligently, they rarely need to, and most easily overwhelm their opponents.

Bane Blood (Ex): When a xxyth is damaged by a slashing or piercing weapon, its blood erupts in a blue flame. This causes 1d4 points of fire damage to the character striking the xxyth, if the character is within 5 feet of the xxyth. A Reflex save (DC 10 plus damage inflicted on the xxyth) negates the fire damage. If the damage is caused by a successful critical hit, the bane blood instead affects all creatures within 5 feet and inflicts 1d6 points of fire damage.

Feed (Su): A xxyth can feed on the pain and suffering it causes. Feeding is the only way a xxyth can heal damage; *cure* spells fail, and natural healing is impossible. Once per day, a xxyth can attack with a natural melee weapon to draw strength from a living opponent. If the attack hits, the xxyth is cured of an amount of damage equal to that inflicted on its opponent (up to the opponent's current hit points +10). The wound caused in its opponent is spiritual, and cannot be healed naturally or with spells until the injured creature is purified.

The creature suffers 1 point of Charisma drain each day until its wound is purified, at which point the drain is undone. Purification requires the creature to be the subject of a turning attempt which causes turning damage equal to or greater than the xxyth's HD, or an *atonement* spell (no XP cost).

Smite (Su): Once per day a xxyth can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good or lawful opponent.

Twist Reality (Su): The presence of a xxyth causes its surroundings to bend around it. The air is darker in its vicinity, wood seems to warp, and flames turn blue. This grants the xxyth concealment (20% miss chance). Even creatures using blindsight or similar abilities are subject to the miss chance, but it can be ignored by a creature using *true seeing*.

Warp Magic (Ex): Xxyth are unnatural creatures, and a strange aura exists around them that warps magical energies. When a spell or spell-like ability is cast within 30 feet of a lesser xxyth, 40 feet of a greater xxyth, or 60 feet of an arch-xxyth, the air around the xxyth wavers slightly. The caster must succeed on a Concentration check (see chart for DC) or the spell is miscast and lost. If the xxyth is the target of a miscast spell, each creature within 10 feet of the xxyth must succeed on a DC 15 Fortitude save or be jarred by the dispersing magical energies and nauseated for 1 round.

Make the Concentration check to determine success only after all other distracting factors have been resolved (but before attempts at counterspelling). Xxyth and half-xxyth are immune to all effects of warp magic.

Keen Sight (Su): Xxyth have low-light vision and 60-foot darkvision. Xxyth see as if under the influence of *true seeing* (caster level 20th), and can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Immunities (Ex): Xxyth are immune to poison and all natural diseases.

Resistances (Ex): Xxyth have resistance to cold 20, electricity 20, and fire 20.

Lesser Xxyth

Lesser forms of xxyth, also known as uerlaethu, are no less frightening than the more advanced breeds. Though they lack the intelligence and many of the magical abilities that make their masters more formidable, their physical might allows them to tear through most creatures with ease. Physically, each tends to be dominated by one or two traits–a swarm of eyes or limbs, a body covered by scaly shells, or another aspect–which are its only clear features.

Lesser xxyth, though they occasionally show moments of insight, generally are unable to do more than rampage when out of their home plane. They represent a simple and primal destructive force, murdering and razing because not doing so is incomprehensible to them.

Combat

Lesser xxyth are walking nightmares, and strike at every living thing they encounter with a terrible fury.

A lesser xxyth's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Each lesser xxyth possesses up to three of the following abilities.

All-Around Vision (Ex): The xxyth's dozens of eyes allow it to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. The xxyth cannot be flanked.

Carapace (Ex): The xxyth has a tough armored carapace, and its natural armor bonus is increased by +4. The xxyth can shift and move its carapace across its body, and can designate one opponent per round against which it receives cover (including an additional +4 to AC).

Flailing Tentacles (Ex): The xxyth can attack with tentacles as a natural secondary attack. The xxyth's tentacles can only be used to make trip attacks. If the xxyth fails to trip its opponent, the opponent cannot trip it in turn.

Improved Grab (Ex): To use this ability, the xxyth must hit an opponent with a natural weapon. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Once chosen, the natural weapon the xxyth uses to grab cannot be changed.

Scythe Stalks (Ex): The xxyth has two long stalks with scythelike blades sprouting from its body that it can use as a natural secondary attack. Scythe stalks inflict 2d6 points of slashing damage, and do triple damage on a successful critical hit.

Serpentine Body (Ex): The xxyth has a snakelike body and moves by slithering across the ground. Its base land speed is reduced to 30 feet, but it gains a climb speed of 20 feet. A xxyth with a serpentine body can also constrict, dealing 1d10 plus its Strength modifier points of bludgeoning damage with a successful grapple check.

Spines (Ex): The xxyth can fire up to three spines per round at a single target as a standard action (make an attack role for

each spine). This attack has a range increment of 30 feet and deals 1d6 plus the xxyth's Strength modifier points of damage. The xxyth can fire a maximum of twenty-four spines in a given 24-hour period.

Swallow Whole (Ex): The xxyth can swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside the xxyth, the opponent takes 2d6 plus the xxyth's Strength modifier points of bludgeoning damage per round. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 30 points of damage to the xxyth's interior (AC 10 + 1/2 xxyth's natural armor bonus). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The xxyth's interior can hold 2 opponents one size category smaller than itself, 8 opponents two size categories smaller, 32 opponents three size categories smaller, or 128 opponents four or more size categories smaller than itself.

Tusks (Ex): A xxyth with tusks deals 4d6 plus twice its Strength bonus points of damage when it makes a charge.

Wings (Ex): The xxyth has a huge pair of leathery wings, granting it a fly speed of 80 feet (poor maneuverability).

Greater Xxyth

Greater xxyth, also known as nergaez, are easily mistaken for lesser xxyth. Their bodies are similarly warped, though their forms often appear less fixed–while the image of a lesser xxyth is difficult to break down to the point where individual limbs, tendrils, eyes, and mouths become clear and distinct, such an analysis is nearly impossible with many greater xxyth, whose bodies twist and reshape themselves in unclear ways.

Greater xxyth are more intelligent than lesser xxyth, but their lack of comprehension of the natural world still limits their ability to interact with it in any non-destructive manner. Even if a greater xxyth wished to destroy mortals through corruption or intricate plotting, it would be unable to manage the finesse necessary to achieve its goals. Whether greater xxyth can have more meaningful interactions with their own kind is impossible to determine.

Combat

Greater xxyth are almost never encountered alone, and are most often accompanied by hordes of lesser xxyth. In battle, greater xxyth are adept at using their abilities to cause the maximum amount of destruction, though they usually allow lesser xxyth around them to fight by instinct, rather than in any coordinated fashion.

A greater xxyth's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Each greater xxyth possesses up to three of the following abilities, and up to three lesser xxyth abilities.

Dark Chant (Su): As a move action, the xxyth can chant in its native language. Any creature within a 30-foot radius who hears the chanting begins bleeding from the ears, losing 1 hit point each round for 3 rounds, or until a *cure* spell or other healing magic is applied. Multiple wounds from the chant result in cumulative bleeding. Any creature who suffers 5 or more points of damage from a xxyth's chanting is deafened until magically cured (such as by a *remove blindness/deafness* spell), but can no longer hear the chanting.

Death Throes (Su): When the xxyth is killed, it erupts in a burst of blue flames. Any creature within 30 feet suffers 10d6 points of fire damage (Reflex DC 10 + 1/2 xxyth's HD + xxyth's Constitution modifier half).

Divide (Ex): Upon losing half of its original hit points, the xxyth undergoes a state of mitosis and splits into two identical creatures, each with half of the original's remaining hit points.

Energy Drain (Su): Living creatures hit by the xxyth's bite attack gain one negative level. The Fortitude save to remove a negative level has a DC of 10 + 1/2 xxyth's HD + xxyth's Charisma modifier. For each such negative level bestowed, the xxyth gains 5 temporary hit points.

Energy Warp (Su): All energy damage within a 30-foot radius of the xxyth is converted into either acid, cold, electricity, fire, or sonic damage (chosen once, when the xxyth acquires this ability). The source of the damage is actually physically converted–waves of sonic energy may burst into flame, or frost weapons may begin dripping acid.

Fear Aura (Su): Each round a creature is within 50 feet of the xxyth, it must succeed on a Will save (DC 10 + 1/2 xxyth's HD + xxyth's Charisma modifier) or become shaken. A creature that succeeds becomes immune to that xxyth's fear aura for 24 hours.

Haste (Su): The xxyth is supernaturally quick. It can make one extra attack when taking a full attack action, as if affected by a *haste* spell.

Infernal Wound (Su): Damage from the xxyth's natural weapons causes a bleeding wound. The injured creature loses 2 additional hit points each round, and multiple wounds from the xxyth result in cumulative bleeding. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by the xxyth must succeed on a caster level check, or the spell has no effect on the injured creature. A successful Heal check automatically stops the continuing hit point loss. Both check DCs are equal to 10 + 1/2 xxyth's HD + xxyth's Constitution modifier.

Shatterer (Ex): When the xxyth is damaged with a manufactured melee weapon, the melee weapon immediately suffers damage equal to one-half the damage inflicted on the xxyth. (Bonus damage represented by extra dice, such as from a sneak attack, is not included.) Hardness applies normally to this damage.

Soulripper (Su): The xxyth's natural weapons do not cause hit point damage. Instead, all attacks made by the xxyth inflict 1d4 plus the xxyth's Charisma modifier points of Charisma drain (minimum 1 point).

Trapped Souls (Ex): The xxyth must be able to swallow creatures whole to have this ability. When a creature cuts its way out of the xxyth, the passage remains open for 3 rounds. Each round, however, 1d4 of the xxyth's past victims emerge from the wound as vohrahn. Though not under the control of the xxyth, the vohrahn attack all non-xxyth present.



Weaponeer (Ex): When struck with a melee weapon, the xxyth can attempt to absorb the weapon into its body by making a disarm attempt as a free action. The xxyth does not incur an attack of opportunity, and uses a claw as its weapon. If the xxyth fails, it is unpenalized. If it is successful, it grasps the weapon with tendrils, claws, or another appendage, and grows a new limb to attach to the weapon. The xxyth can then use the weapon as if it were an additional natural secondary attack (with the normal -5 to the attack bonus, and without multiple attacks).

Arch-Xxyth

Arch-xxyth are the masters of their race, beating back the tides of lesser xxyth and keeping greater xxyth in check with indomitable wills and incredible powers. Though exceptions exist, most are massive, and their bodies are difficult to conceptualize beyond whatever perspectives they are viewed from. Even the severed limb of an arch-xxyth, when observed, is difficult to see as a whole.

Arch-xxyth are among the few of their kind who can genuinely interact with mortals, though most see no benefits in doing so. They have a strong understanding of the natural world and how it responds to their actions, and can engage in complicated plans without receiving immediate benefits. Though their personalities can often seem inconsistent, they do have distinct desires and styles of destruction that can be discerned by humans.

Supremely powerful arch-xxyth are known as xxyth lords, though it is unclear exactly what that ranking means.

Combat

Arch-xxyth are generally encountered alone and apart from their throngs, though they readily call on support when necessary. Most develop unique strategies appropriate to their abilities; while some arch-xxyth relish physical combat and wade into armies of enemies, others prefer to use magic to slay their opponents from afar.

An arch-xxyth's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned, evil-aligned, and epic weapons for the purpose of overcoming damage reduction.

Each arch-xxyth possesses spells, telepathy, and up to three of the other following abilities, up to three greater xxyth abilities, and up to four lesser xxyth abilities.

Spells: An arch-xxyth knows and casts arcane spells as a sorcerer of a level equal to 1/2 its HD, gaining bonus spells for a high Charisma score. In addition, it can cast spells from the Chaos, Death, Destruction, and Evil domains as arcane spells.

Telepathy (Su): An arch-xxyth can communicate telepathically with any creature within 100 feet that has a language.

Aura Eater (Su): Whenever the xxyth inflicts damage with a melee attack upon a creature, it can attempt to steal a spell or spell-like ability with a non-permanent duration currently affecting the creature. The xxyth automatically gains knowledge of the number of spells affecting the creature, and the spells' schools, and can choose one to steal. The xxyth makes a Spellcraft check (DC 15 + the chosen spell's level) as a free action, and if successful, moves the spell from the creature to the xxyth. The xxyth must normally be a valid target for that spell, or the transfer fails. The spell continues for the rest of its duration as normal.

Bleak Storm (Su): Once per day as a standard action, the xxyth can conjure a sinister storm. Immediately above the xxyth, a black portal opens, releasing fierce winds and a torrent of dark, oily raindrops. The air turns visibly gray, and a roaring can be heard from the portal. The storm covers a 20-foot radius around the xxyth in the first round, but its radius increases by 10 feet every round. The storm follows the xxyth, but the xxyth must take a move action every turn or let the storm dissipate. All normal effects of precipitation (rain) apply within the area.

Creatures in the area of the storm suffer 2d4 points of damage each round from the raindrops. In addition, a creature within the storm must hold its breath (as if avoiding suffocation) or be forced to knowingly choose from two effects of the air: either become the xxyth's slave (as a *dominate person* spell with no saves allowed) until the storm ends, or die. The latter is a necromantic death effect.

Breath Weapon (Su): 50-foot cone of noxious fumes, every 1d4 rounds, damage 2d6 Constitution, Reflex DC 10 + 1/2 xxyth's HD + xxyth's Constitution modifier negates. The xxyth's dark "voidbreath" flays creatures affected, tearing flesh from bones.

Corruption (Su): The presence of the xxyth is often enough to break the will of good-natured creatures. Once per day, the xxyth can make a gaze attack at a single opponent within 30 feet. The opponent must succeed on a Will save (DC 10 + 1/2 xxyth's HD + xxyth's Charisma modifier) or be tainted, losing access to all class features and spells dependant on maintaining a non-evil alignment (typically the abilities of non-evil clerics and paladins) for 12 hours. In addition, such creatures cannot cast spells with the good descriptor during this time. A *dispel evil* spell ends the effect.

Cursed Wound (Su): Wounds inflicted by the arch-xxyth's natural weapons are particularly horrific, refusing to heal naturally and resistant to healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by the xxyth must succeed on a DC 30 caster level check, or the spell has no effect on the injured creature.

Phase Form (Su): The xxyth ripples with a darkness that, along with its own body, exists in many planes at once. The xxyth benefits from a 50% miss chance as if it had total concealment, and cannot be hit by nonmagical weapons. Even creatures using blindsight or similar abilities are subject to the miss chance, and *true seeing* only reduces it to concealment (20% miss chance). However, unlike actual total concealment, phase form does not prevent enemies from targeting the xxyth normally. This replaces the xxyth's twist reality ability.

Protective Aura (Su): A *magic circle against good* or *law* effect (caster level 15th) always surrounds the xxyth. The xxyth usually chooses *magic circle against good*, but can change the aura each round as a free action. The aura can be dispelled, but the xxyth can create it again during its next turn as a free action.

Soulburn (Su): Once per day as a standard action, the arch-xxyth can make a melee touch attack to burn the spirit out of a living creature. A creature touched by an arch-xxyth using this ability must succeed on a Will save (DC 10 + 1/2 xxyth's

HD + xxyth's Charisma modifier) or die as its soul is literally burned away. Creatures that perish from this attack cannot be returned from the dead by any means short of a *miracle* or *wish*. Soulburn is a necromantic death effect.

Spell Warp (Su): All spells cast within a 70-foot radius of the xxyth that are noted to counter or dispel opposing spells are reversed. *Haste* becomes *slow*, *remove curse* becomes *bestow curse*, *heat metal* becomes *chill metal*, and so on. In addition, all *cure* and *inflict* spells are reversed. If a spell would not normally function when reversed (due to an invalid range or target), the spell is wasted.

Sunder the Earth (Su): Once per day, the xxyth can drive an appendage into the ground, sending out tremors and pollutants through the area. The effect is identical to an *earthquake* spell (caster level 18th) centered on the xxyth, with the additional effect of noxious fumes which rise from any fissures. If fissures are created, creatures within the earthquake's area of effect must succeed on DC 20 Fortitude saves or suffer 1d4 points of Constitution damage from poison.

Xxyth Weaknesses

All xxyth possess at least one weakness–a vulnerability which either reduces its capabilities when exploited, or destroys it outright. A xxyth's weakness is the product of its inherent wrongness existing in a universe which is not adapted to its nature, and often relates to the same abilities which grant it power.

While most xxyth can be destroyed without knowledge of their weaknesses, some arch-xxyth can eventually recover from any damage inflicted, unless slain in a very specific way. These unique individuals are rare, however.

Several xxyth weaknesses follow.

Dominator: The xxyth must never be surpassed, or it begins losing its power. If a creature causes hit point damage (through attacks, spells, or other means) to the xxyth 5 rounds in a row, during which time the xxyth does not damage the creature, the xxyth suffers 1d4 points of Strength damage each additional round (not necessarily immediately subsequent) the creature damages it until the xxyth damages the creature. The xxyth regains 2d4 points of Strength upon damaging the creature, and 1 point per round thereafter (unless the situation repeats).

Mutual Aggressor: The xxyth cannot attack any creature who wields no weapons and who can see the xxyth. The creature must not intentionally harm the xxyth in any way, or the effect is broken, and the xxyth can freely attack the creature for 24 hours (after which the creature can try to show pacifism again). The xxyth cannot knowingly harm the creature indirectly (such as with area spells), but it is not punished for causing accidental harm.

Heartkeeper: The xxyth must be able to swallow creatures whole to have this weakness. Inside the xxyth's body is a "heart," a rocklike object hidden within the folds of its alien anatomy. Once a creature is inside the xxyth (either by being swallowed, or by succeeding on a grapple check against a grabbed xxyth to leap inside its mouth), it can make a DC 30 Search check to find the heart. A light source grants a +4 circumstance bonus on the check. The heart inflicts 1d4 points of acid damage each round to creatures and objects it touches, has an AC of 13, and has 20 hit points. Every point of damage inflicted on the heart while it is outside the xxyth deals 1d4 points of Constitution drain to the xxyth, and destroying the heart kills the xxyth instantly. Damaging the heart while inside the xxyth has no effect, and destroying it while inside causes a new one to be grown.

This weakness is common among greater and arch-xxyth.

Heliosensitive: The xxyth is fatigued when exposed to natural sunlight (not merely a *daylight* spell). The effects disappear when the xxyth reaches a dark area or the sun sets. This weakness is extremely common, and many xxyth have it in addition to another weakness.

Photophobic: The xxyth will not enter an area of bright illumination created by any light source. If the xxyth is forced into such a lit area, or the light source is brought to it, it can act normally. The xxyth can still act against a light-bearing creature (with spells or ranged attacks) from a distance.

Slitherer: The xxyth must remain in constant motion to stay alive. If the xxyth is paralyzed, unconscious, pinned in a grapple, or otherwise prevented from moving, it suffers 2d6 points of Constitution damage each round. Lost Constitution returns at a rate of 1 point per round once the xxyth can move again, but if its Constitution is reduced to 0, the xxyth turns into stone and dies.

Unnatural: The xxyth is harmed by natural forces as much as it harms them. All damage the xxyth suffers from the natural weapons of elementals and fey is tripled. This weakness is usually limited to lesser xxyth.

Adventure Ideas

The priestess of a goddess of love asks the PCs to investigate strange goings-on around a mountain where a xxyth is imprisoned. The PCs find evidence of evil creatures searching for ways to free the xxyth, and soon find and defeat the creatures. However, the creatures were also hired by the priestess; she believed that both good and evil individuals were required to find all the elements necessary to free the xxyth, and hoped to be given all the resources to free the xxyth herself. Her own goals are not strictly evil; rather, she wants to meet with the xxyth so that for once in her life, she can experience true hate instead of love.

On Avadnu

When the Grand Architect Temulea discovered his children's betrayal and the creation of the Daegir and the sulwynarii, he knew nothing but rage. After he slew Krüg, the other gods fled into the dark of the universe, and he fell into a dismal and restless slumber. From his nightmares spilled forth the Void–a smoking abyss where his hatred gained flesh, and unholy legions of void spiders, xashuul, and other voidspawn served under the tyranny of coran'tul. The first denizens of the Void, they hoped to one day seize and corrupt Avadnu, to make it like themselves.

But as Temulea's rage became tainted with despair and nihilism, he sought not only to punish his children for their transgressions, but to eradicate all they had created. Madness claimed him, and deep within the Void, new forces stirred. The xxyth came into being, a horde of walking nightmares from the only entity in the universe who had ever witnessed

true nothingness. Temulea understood creation, and he made the xxyth as a tool to undo it, shaped out of anger and given thoughts that had never before been conceived of. They were cosmic entropy, illness, and pollution, an antithesis to all things. They knew the universe in small ways, but the universe lacked the capacity to know them. They wanted nothing, not even destruction–destruction was synonymous with existence to them, not an ephemeral desire.

The Time of Chaos had come to the world, and from Avadnu's oceans, the xxyth crawled forth to make war on the peoples of Avadnu. The sulwynarii suffered the brunt of the attack, for Temulea despised the sulwynarii above all others. Of their great cities, Inil Halifal was the first to fall, but for several cycles there seemed no end to the carnage, and no stopping the xxyth's relentless assault. Even the mistji at last gathered to fight, but their magic backfired, destroying their homeland and removing them from battle.

In time, the xxyth converged upon Tyl Mylarra, the center of sulwynarii civilization. Outside the walls of Kelondaranith, the sulwynarii's great army fought against the xxyth lord Te'thranishaak and his throng, but soon proved outmatched. Hours passed, bodies fell upon bodies, and fields were stained black and red. The world's last hope came in the form of the great arcanist Mystalithus, who arrived from the city with the Daegir around his neck. Assisted by the twin princes Shandaar and Darshanna, he cut a swathe through the xxyth and used the Daegir's power to banish them back to the Void.

The xxyth were defeated, but sulwynarii civilization was all but destroyed, Mystalithus and Shandaar had given their lives, and the strain on the Daegir had shattered it into five fragments. And the sulwynarii knew that the xxyth could not be sealed away forever, believing they would one day return.

In modern times, the xxyth have been relegated to history's annals and the discussions of philosophers and theologians. Few people outside of sulwynarii and mistji realize that the ancient horrors still exist, assuming the xxyth destroyed for over a millennium. The xxyth cults, and those few xxyth who have stayed hidden since the Time of Chaos, prefer it this way; without enemies, they can avoid drawing attention, and take what advantage they can of the weakening barriers between the Void and Avadnu. War and genocide have been replaced by subtler tools, for the moment, and heroes hoping to define themselves by hunting down evil may be surprised by what darkness they find.



Yethil

1

Medium Animal
Hit Dice: 2d8+4 (13 hp)
Initiative: +2 (Dex)
Speed: 30 ft. (6 squares)
AC: 17 (+2 Dex, +5 natural)
Touch: 12 **Flat-Footed:** 15
Base Attack/Grapple: +1/+3
Attack: Claw +3 melee (1d4+2)
Full Attack: 2 claws +3 melee (1d4+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Rend armor
Special Qualities: Low-light vision
Saves: Fort +5, Ref +5, Will +0
Abilities: Str 15, Dex 15, Con 14, Int 2, Wis 11, Cha 6
Skills: Jump +3, Listen +4, Spot +4
Feats: Alertness
Environment: Temperate land and underground
Organization: Solitary or pack (4-7)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Medium)
Level Adjustment: +1* (companion)

Yethils are nocturnal beasts with long pincers that can puncture armor.

Yethils are the size of large dogs, about 4 feet long, 3 feet high, and weighing around 120 pounds. Their skin is a smooth, grayish-brown, plated with rows of hard scales along their spines. Their legs are short and bony, ending in padded, three-toed feet. Two highly-articulate pincers grow from a yethil's shoulders, serving as its primary means of offense. A yethil's eyes are large and multifaceted, and its mouth is framed by sharp mandibles.

Living in temperate environments and underground hollows, yethils feed off plant life, small animals, and insects. A yethil's favorite food is the gorg, and a yethil's pincers are ideal for puncturing gorg shells. A yethil's long, tubular tongue allows it to reach through holes created in gorg shells, and reach the meat within. Yethils living near seas and lakes use their pincers to spear fish in shallow waters.

Yethils hunt in small packs, though even pack members often fight with each other. When food is scarce, this can be taken to an extreme–yethils without any other sources of food have been known to cannibalize their pack mates.

Combat

When confronted by larger creatures, yethils usually flee. When cornered, yethils attack with their pincers, tearing through armor.

*A druid of sufficiently high level can take a yethil as an animal companion, but the character is treated as 1 level lower for the purposes of determining the yethil's characteristics and special abilities.

Rend Armor (Ex): If a yethil hits with both claw attacks, it pulls apart any nonmagical armor worn by its foe. This attack deals 2d4+4 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Adventure Ideas

Mutilated bodies have been turning up near a cliffside village. Tracks and marks suggest that the killers are yethils, but such aggression is unusual for the creatures. The PCs are asked to find out what is going on, and they eventually discover a hidden band of halfling raiders training yethils as mounts.

On Avadnu

Scouring the reefs of Dangortheb for hiding gorgs, yethils are a common sight to passing ships negotiating the course along the Wailing Wall. Some yethils have been brought back to Kaelandar's mainland, traveling as far as the shores of the Dark Sea. There, they live among the rocky crags, along with a virtually limitless supply of gorgs.



Zeidian

Zeidian, 1st-Level Warrior
Medium Humanoid (Zeidian)
Hit Dice: 1d8 (4 hp)
Initiative: +2 (+1 Dex, +1 racial)
Speed: 30 ft. (6 squares)
AC: 14 (+1 Dex, +3 studded leather)
Touch: 11 **Flat-Footed:** 13
Base Attack/Grapple: +1/+1
Attack: Longsword +2 melee (1d8/19-20) or dagger +2 ranged (1d4/19-20)
Full Attack: Longsword +2 melee (1d8/19-20); or dagger +2 ranged (1d4/19-20)
Space/Reach: 5 ft./5 ft.
Special Qualities: Zeidian traits
Saves: Fort +2, Ref +1, Will +0
Abilities: Str 10, Dex 13, Con 10, Int 11, Wis 11, Cha 8
Skills: Listen +3, Move Silently +1, Spot +3, Survival +3
Feats: Alertness, Weapon Focus (longsword)[B]
Environment: Any
Organization: Solitary or company (2-5)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually chaotic good
Advancement: By character class
Level Adjustment: +0

1/2

Zeidians are a race of stoic guardians, forever sheltering the weak from harm.

Zeidians are tall humanoids with smooth, gray skin and jet hair. Averaging 6 feet tall and weighing close to 200 pounds, they are quick and athletic, with toned muscles and long limbs. Zeidians typically have brown or green eyes, but blue, amber, and deep violet are not uncommon. They live for an average of 250 years, though legends persist of certain zeidian elders who have lived well past 500. Zeidians are considered adults at the age of 18.

Zeidians are omnivores, eating whatever food is available. They wear comfortable clothing (often leather) that does not hamper their movements, and they avoid most jewelry. However, some wear silver or steel earrings, and many wear beads in their long, braided hair.

The zeidian language mixes hard and soft sounds, and draws many words from other languages. Their written language uses both a unique alphabet and a wide set of pictographs to denote common words. Zeidians speak Zeidian and Common, and as travelers often know other languages as well.

The above statistics are for an average 1st-level zeidian warrior.

Combat

In battle, zeidians rely on speed and cunning rather than brute strength, using their surroundings to the utmost advantage. They are cautious opponents, gauging the strength of their enemies before battle is joined. Once they have a measure of their foes, they attack hard and fast with the intent of ending a battle as quickly as possible. They prefer longswords, short swords, and daggers, and dislike bows and crossbows. If they find ranged combat necessary, they use throwing daggers.

Zeidian Traits (Ex): Zeidians possess the following racial traits.

- +2 Dexterity, -2 Charisma.
- Medium size.
- A zeidian's base land speed is 30 feet.
- Low-light vision.
- +1 racial bonus on initiative checks.
- +2 racial bonus on Sense Motive and Survival checks.
- 1 bonus feat chosen from the list of fighter bonus feats.
- Automatic Languages: Common and Zeidian. Bonus Languages: Ngakoi, Skarren, Sulwynarii, Sylvan, and Undercommon.
- Favored Class: Ranger. Most zeidians are wanderers and make their homes on the road.

Zeidian Society

Zeidians have no homeland or cities of their own. They are nomads, spread throughout the world as they travel from place to place. When young, zeidians are overcome with wanderlust, and desire to see and experience as much of the world as possible. They sometimes even journey between continents, learning what they can on their sojourns. When zeidians reach their later years (usually around 200), they tend to cease wandering and settle in one region. This region can be as small as a village or as large as an entire forest. A zeidian becomes the self-appointed guardian of his chosen region, and will protect it at the cost of his life. Despite their preference for solitude, it is not unheard of for groups of zeidians to band together and watch over larger areas.

Zeidians live by a code of morals and ethics instilled in them by their parents during their youth. While ultimately believers in good, zeidians' views may conflict with those of other races and cultures. They have little use for laws, believing them to be guidelines for other races to follow. This has caused zeidians trouble in civilized nations, and made their presence illegal under some totalitarian regimes. Zeidians freely risk trouble, however, as they prize their freedom dearly.

Zeidians strive for perfection in a few chosen arts over their long life spans. Zeidian warriors use their speed and self-mastery to become exceptional combatants, while zeidian craftsmen create simple and hauntingly beautiful works of art. Zeidians make excellent shamans, soldiers, and diplomats, and can be found associating with all strata of human society. Zeidian spellcasters are rare, and priests almost non-existent, as they are taught to rely on their own bodies instead of outside forces such as magic or gods.

Subraces

The information above is for surface-dwelling zeidians. Two major subraces of zeidians exist, described below.

Deep Zeidians

Making their homes far below the surface of the earth, deep zeidians are slightly shorter and leaner than their surface

cousins. Many deep zeidians dwell underground all their lives and never travel to the surface, and to some, the world above exists as only a myth passed down through generations.

Deep Zeidian Traits (Ex): These traits are in addition to basic zeidian traits, except where noted.

- Darkvision out to 60 feet. This replaces zeidian low-light vision.
- Light Sensitivity: Deep zeidians are dazzled in bright sunlight or within the radius of a *daylight* spell.
- +2 racial bonus on Hide and Move Silently checks. This replaces the zeidian bonus on Survival checks.
- Automatic Languages: Undercommon and Zeidian. Bonus Languages: Common, Ngakoi, Skarren, and Terran. This trait replaces the zeidian's automatic and bonus languages.

Skareth

Not a true zeidian subrace, skareth are born from a mix of zeidian and skarren bloodlines. As such, skareth are rare, unpredictable, and come from a wide variety of backgrounds. Most zeidian parents of skareth believe that their children must find their own paths, neither approving of the warring ways of skarren kulvraks, nor seeing skareth as suited for carrying out zeidian traditions. Thus, many skareth are given to humans for adoption and watched by their zeidian parents from afar. As outcasts, many skareth develop extraordinarily strong wills, but some feel a sense of abandonment which leads them to become short-tempered.

Physically, skareth vary greatly depending on which parent's traits are dominant. Their skin tone varies from gray to almost black, and about half are naturally hairless. All bear the bone crests of their skarren parents. Skareth live an average of 200 years.

Skareth Racial Traits (Ex): These are in place of basic zeidian traits.

- +2 Constitution, -2 Dexterity.
- Medium size.
- A skareth's base land speed is 30 feet.
- +1 natural armor bonus.
- +2 racial bonus on Will saves.
- +3 racial bonus on Intimidate checks.
- Endurance as a bonus feat.
- Automatic Languages: Common and either Skarren or Zeidian. Bonus Languages: Ngakoi, Skarren, Sulwynarii, Undercommon, and Zeidian.
- Favored Class: Fighter. Skareth have a stronger affinity for combat than zeidians.

Adventure Ideas

A zeidian, renowned for her knowledge of the lowest parts of the underworld, has mysteriously abandoned her protected village. The PCs have been told to seek her advice, and when they arrive at her village, the villagers ask the party to find her. The zeidian has left to find a kulumar, whom she allowed to roam free in return for the safety of her village long ago. Driven by guilt, she hopes to set things right by killing it.

On Avadnu

As the first men struggled to find peace in a world that seemed made to destroy them, some of the gods took pity on humanity, and created a race of resourceful guardians to watch over it. They were called zeidians, meaning "ever vigilant" in the lost tongue of the first men. Born from the divine power of Morindalien and Cylethil, the zeidians were quick and long-lived, yet their true strength lay in their unwavering honor and deep wisdom. The zeidians saved humanity from extinction, curing the mad and sick and driving off the great creatures of the wild with their wits and weapons. Both man and zeidian prospered from their kinship, and the two races grew great in number and deed, exploring and settling Avadnu's wilderness.

For many arcs, zeidians have protected civilization, upholding principles of unity and justice. Gifted with the wisdom of the world and the mystery of true steel, they have acted as rangers and watchers, while a few have taken their potential a step further. These zeidians are known as Highmasters, a highly-trained sect of wandering monks with a deep passion for enlightenment and martial discipline. Stories of Highmasters often involve traveling warriors wielding strange magic, who conquer insurmountable odds. The Highmasters are cause for heated debate in scholarly circles, and many believe they are no more then legend.

Throughout Avadnu's dark history, zeidians have fought countless battles, shed both blood and tears, but their resolve has endured the test of time. War and holocaust have shaped them into a steadfast race, a constant force of determination and a strong voice for the oppressed. They live freely among other races, with some holding positions as weaponmasters or bodyguards, and others keeping lower profiles. But while widely accepted, they evoke resentment and jealousy in some nations. Among such peoples, zeidians are frequently referred to as "grays." Zeidians usually accept insults with grace and patience, seeing them as one of many tests of character. Above all, zeidians are a humble and giving race of people who, while destined for great deeds, never lose sight of the struggles of the common man, and readily sacrifice their own lives to protect the greater good.

Spiritual Healing [Racial]

The character can enter a meditative trance and heal minor wounds.

Prerequisites: Zeidian or skareth, Wis 13+.

Benefit: The character can delve into himself, enacting a meditative trance that accelerates the natural healing process. Entering this trance requires a full-round action, and the trance lasts 1d4+1 full rounds. During this time, the character must refrain from movement, combat, spellcasting, skill use, conversation, or any other fairly demanding physical or mental task. If the character takes damage or is somehow interrupted, the character must succeed on a Concentration check or the trance ends and the spiritual healing is wasted.

Once the allotted time has passed, the character heals 1d4 points of damage per character level, plus his Wisdom modifier. After using this ability, the character becomes exhausted. Spiritual Healing can be used once per week and is an extraordinary ability.



Zha'lari



Medium Humanoid (Reptilian)
Hit Dice: 2d8+2 (11 hp)
Initiative: +1 (Dex)
Speed: 30 ft. (6 squares)
AC: 16 (+1 Dex, +5 natural)
Touch: 11 **Flat-Footed:** 15
Base Attack/Grapple: +1/+1
Attack: Hook staff +1 melee (1d10/x3) or spear +2 ranged (1d8/x3) or spit +2 ranged touch
Full Attack: Hook staff +1 melee (1d10/x3); or spear +2 ranged (1d8/x3); or spit +2 ranged touch
Space/Reach: 5 ft./5 ft.
Special Attacks: Spit, blood craze
Special Qualities: Darkvision 90 ft.
Saves: Fort +1, Ref +4, Will +1
Abilities: Str 11, Dex 12, Con 12, Int 12, Wis 13, Cha 9
Skills: Hide +4, Listen +2, Move Silently +5, Spot +4, Survival +5*
Feats: Endurance[B], Track
Environment: Temperate and warm deserts
Organization: Solitary or pack (7-10)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +1

Zha'lari are desert-dwelling humanoids who make their homes in tunnels and natural caves. They hunt in small packs, ready to make meals of any creatures they find.

Zha'lari average between 6 and 7 feet tall, and weigh 200 to 300 pounds. Their tough, scaly hides are most often tan, but packs of yellow and red zha'lari are also frequently seen. Zha'lari's limbs are thick and well-muscled, and their snub tails protrude from the tough exoskeletons which cover most of their bodies. Small holes in the sides of zha'lari's lizardlike heads serve as ears, and their keen eyes glow pale green in the dark. A zha'lari's digestive system can break down and process virtually any organic material, including bones and scales. This allows zha'lari to avoid any waste when eating their kills. The average zha'lari life span is around thirty years, but their unusual metabolisms allow zha'lari who avoid death from injury or illness to live up to ten times that length.

Zha'lari are cunning and brutal hunters, often burying themselves just beneath the surface of the desert sands and bursting forth to surround their prey. They appear uncomprehending of long-term alliances or friendships, readily cannibalizing their own kind when food supplies are low. Even zha'lari within a pack have only a modicum of loyalty to each other.

Zha'lari speak their own language and Common.

Combat

Zha'lari prefer to ambush foes, and will readily flee if a battle is going poorly. Zha'lari who enter a blood craze have been known to track escaped opponents for days, hungry for their enemies' blood.

Spit (Ex): A zha'lari's jaw contains a small venom gland that produces a thick, sticky mucus. Once per day, a zha'lari can spit this venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. An opponent hit by this attack is blinded for 1d8 rounds.

Blood Craze (Ex): Zha'lari have a fierce hunger for the blood of their foes. The first time during a day a zha'lari wounds an opponent in melee, the zha'lari must succeed on a DC 15 Will save or enter a blood craze for 2d4 rounds. A crazed zha'lari gains +4 Strength, +4 Constitution, and -2 AC. Afterward, the zha'lari is fatigued for the duration of the encounter. Zha'lari can forfeit their Will saves, but cannot end their rages voluntarily. A zha'lari's blood craze does not stack with any benefits from a barbarian's rage ability.

Skills: *Zha'lari have a +4 racial bonus on Survival checks when tracking injured prey.

Zha'lari Society

Zha'lari live a bleak existence, spending their days hunting, sleeping, and carving crude tools and weapons from natural resources and the remains of their prey. Due to sparse food sources, zha'lari packs rarely live in one cave for long, but instead claim a number of sites which they travel between throughout the year. Packs mark these caves with dyed symbols on the floors and walls to ward off other groups, but disputes often break out regardless; prime shelters and hunting locations are rare in the harsh desert.

Social structure within the pack is simple. Zha'lari have no hierarchies, gender roles, or castes. Despite their lack of loyalty, zha'lari understand that only through interdependence can they survive in the desert, and act together to ensure survival. Arguments between pack members are few, and are usually settled with quick, non-lethal scuffles. The rigorous routine of daily survival is enough to occupy the zha'lari mind, and any extra time is devoted to analysis and plans for future ambushes, or drawing sketches on cave walls or in the sand. Most of this artwork reflects the zha'lari relationship with the desert, which they view as a sort of god–a cruel mother of impermanent creations, providing and killing with the same hand.

Zha'lari who leave their packs always leave the desert as well, knowing that they could not survive there on their own. In other lands, they learn self-reliance and independence, and often become mercenaries or assassins.

Zha'lari as Characters

Zha'lari characters possess the following racial traits.

- +2 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom, -2 Charisma.
- Medium size.
- A zha'lari's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A zha'lari begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +0.
- Racial Skills: A zha'lari's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Hide, Listen, Move Silently, Spot, and Survival.

Zha'lari have a +4 racial bonus on Survival checks when tracking injured prey.

- Racial Feats: A zha'lari's humanoid levels give it one feat. A zha'lari receives Endurance as a bonus feat.
- Weapon Proficiency: A zha'lari is automatically proficient with the hook staff and all simple weapons.
- +5 natural armor bonus.
- Special Attacks (see above): Spit and blood craze.
- Automatic Languages: Common and Zha'lari. Bonus Languages: Draconic, Skarren, Terran, and Undercommon.
- Favored Class: Ranger.
- Level adjustment +1.

Adventure Ideas

A zha'lari approaches the party, and offers to split a treasure hidden in ruins deep within the desert with them. The zha'lari, despite years abroad, still believes that a solitary creature cannot survive in the desert, and treats the party as a substitute pack. But while he may be trustworthy, the zha'lari is still evil, and the PCs may be concerned over his plans for half the treasure.

On Avadnu

The largest concentration of zha'lari is found in the Kaarad Lands, but recently, zha'lari packs have been seen steadily creeping south into Kulloren. Observers in Kulloren are unsure if the packs are leaving of their own accord, or if someone or something is driving them out. Either way, border patrols have had their hands full trying to deal with the zha'lari threat.

In addition to in the Kaarad Lands and pockets within the Wasteland, zha'lari are often found in close proximity to skarren kulvraks, following the bands and scavenging the remnants of their prey. This practice is dangerous for the zha'lari, as they risk being spotted and overrun by the larger groups of skarren. Occasionally, zha'lari attack and feed on skarren caught far from their kulvraks, but this is rare–zha'lari despise the texture of skarren skin, and prefer the taste of other, softer-skinned races. Zeidian flesh is a favorite of zha'lari, and a zha'lari pack may track a zeidian over great distances for the chance to feed on him.

Hook Staff

All zha'lari are proficient with the hook staff–a crudely-made pole carrying a blade on one end, and fashioned into a hook at the other. A hook staff is a two-handed exotic double weapon which deals 1d10 points of slashing damage (x3 crit) with its blade end, and 1d4 points of bludgeoning damage (x2 crit) with its hook end. All normal rules for double weapons apply when wielding a hook staff.

A wielder can use the hook end of the weapon to make trip attacks. If the wielder is tripped during his own trip attempt, the wielder can drop the hook staff to avoid being tripped.

A wielder of a hook staff gains a +2 bonus on opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).



Chapter III: Other Creatures

While *Complete Denizens of Avadnu* presents a wide array of creatures native to the world of Avadnu, many creatures from other sources suit the setting equally well. The following are suggestions for introducing specific creatures from other sources into Avadnu, including new ecological, social, and mechanical information. Except where otherwise noted, all creature statistics and abilities are identical to their original versions.

While these new versions of familiar creatures are intended for Avadnu, many can be added to other settings as well. They may be subspecies or evolutionary cousins of their "normal" creature types, or they may replace their original counterparts completely. DMs who enjoy using traditional creatures may find inspiration here for how to keep old creatures surprising, while maintaining their flavor.

Abomination: Remnants of the early days of the universe when the thirteen gods were carefree in their creation of new entities, abominations are to the gods' servants and messengers what godbeasts are to modern animals. Most abominations fled the cosmos with their divine parents and dwell in the planes of the gods, but some who defied their creators were trapped on Avadnu. A xixecal imprisoned beneath the sea is referred to in some barbarian myths as the creator of the Selleth Reaches, and references to a sleeping dream larva that floats in the Plane of Dreams are scattered throughout ancient literature.

Animated Objects: During the decline of the sulwynarii empires and the race as a whole, sulwynarii spellcasters often animated statues, ponds, trees, and household objects as servants and soldiers. While the animated objects relieved some of the burden of defense, maintenance, and household chores from their masters, they would prove unable to replace true manpower in the long term. A few exist with their magic still intact in sulwynarii ruins, and are highly sought-after by the myrmidons of human nobles; among the nobility of V'leren in particular, possession of sulwynarii relics is a sign of prestige and power.

Ankheg: Ankhegs inhabit desolate regions of Avadnu, and are most often found in the Kaarad Lands and in the sun-baked sands of the Wasteland. Skarren have a special affinity for ankhegs, seeing the toughened and ferocious survivors as kindred spirits. Avadnu's ankhegs have Constitution scores of 19, bringing their hit points to 31, increasing their spit's save DC to 15, and raising their Fortitude saves to +7.

Aranea: Natives of the Deep, araneas were once human sorcerers who dared to look upon the light of the Daegir as it fell from the heavens. Cursed by Temulea for their blasphemy, they fled into the dark of the world. Though they can take on their spider and hybrid forms normally, they cannot ever become completely human.

Arrowhawk: Arrowhawks roam freely throughout Avadnu, feeding on other birds and traveling between the Material Plane and Mrand'iith's realm at will. This supernatural ability is identical to a *plane shift* spell.

Assassin Vine: First discovered in Tenril, assassin vines have spread to all but the farthest reaches of the world, transported by sailors and merchants who sought to harvest the plant's berries for use in hearty wines and spirits. Throughout Kaelandar, "assassin's ale" is a favorite in many taverns.

Athach: A failed experiment by the arcanists of Morgathog, athachs are profoundly stupid creatures, unable to comprehend any but the simplest commands. They are incapable of reproduction and are never found outside Olgoth. They are dependent upon a type of moss that grows only in the caverns beneath Morgathog, harvested and locked away by Morgathog's lords to ensure the beasts' allegiance. Avadnu's athachs have an Intelligence of 4.

Behemoth: Behemoths are the pets of Karnn and live on his home plane, often fighting for the god's amusement. They rarely make it to Avadnu, but conjurers have occasionally mistaken them for godbeasts.

Belker: An early creation of Mrand'iith, belkers were cast out of their home ages ago when they schemed against their mother. Now bitter exiles trapped on Avadnu, they live isolated lives in foggy and smoky climates. At least two belkers have allied themselves with psyrosi. Once per day, a belker can wail, affecting all living creatures within 100 feet as with a *cause fear* spell (caster level 10th; Will DC 13 negates). The save DC is Charisma-based. A belker's wail is a supernatural ability.

Bulette: Most prevalent in the Kaarad Lands, bulettes burrow under the blasted landscape, tearing apart the roots of what sparse wildlife still lives there. About the only thing a bulette will not consume is any type of voidspawn. Those that do consume voidspawn die horribly, their organs rotting over a period of hours.

Chaos Beast: When the denizens of the Void first escaped to Avadnu, some inchoate beings joined them as well. These creatures, unable to maintain true forms, became Avadnu's chaos beasts. All chaos beasts are chaotic evil and have the voidspawn subtype.

Choker: Trained chokers are occasionally kept as pets by evil spellcasters and corrupt lords looking to protect their hoards of treasure. However, chokers' vicious and unpredictable nature makes them dangerous allies to the careless.

Chuul: Native to central V'leren, chuuls were first discovered just south of the Mardulan Bogs. A roving mercenary band tried to capture and enslave the monsters for their own malicious ends, planning to lead the creatures into an enemy city and loose them upon the populace. Their plans quickly went awry, and to this day their skulls serve as a grim warning to others who would enter chuul territory.

Colossus: The three colossi—stone, iron, and flesh—now stand on the floor of the Sea of Torvannon, somewhere far north of Kaelandar. Manufactured by the sulwynarii near the end of their empire, each colossus was sent to investigate a disturbance in the waters. None returned. Within the colossi are the spirits of three sulwynarii "heroes," though rumors

at the time suggested that the flesh colossus was built in a less than heroic fashion; sulwynarii nobles claimed that its materials had been obtained through the mass slaughter of humans by the ruler of one of the empire's northeastern provinces. These rumors were quickly silenced; even if they were true, the argument went, the deed had been done, and the colossus was needed.

Sailors occasionally claim to see the tops of the colossi's heads during great storms, but are rarely believed.

Couatl (Voytl): Voytls are enormous, aquamarine, two-headed serpents. Their tails tangle around themselves infinitely, and are impossible to trace. Voytls are powerful, but detached from the world, and spend most of their time roaming the higher planes and pondering philosophical questions. They are friendly with alaihar and phylaern, but most barely notice Avadnu's humanoid races.

Darkmantle: Darkmantles are the obedient servants of the lords of Morgathog, guardians of the underground passages that lead to the forbidden citadel. They hang motionless from the cavern ceilings, gathering by the hundreds to ward off trespassers.

Demilich: Diama Evaurtran—better known as the Demilich—is the only person known to have surpassed ordinary lichdom. This is all the more extraordinary due to the fact that Avadnu's greatest arcanists have traditionally been sulwynarii and mistji, races whose lifespan left them with little interest in immortality. Diama singlehandedly invented many of the necromantic magics taught by modern colleges of wizardry, and is remembered in those colleges for his contributions rather than his atrocities. He entered undeath roughly four centuries ago, and has not been heard from in the last two. The Demilich is assumed to still live in his cavern beneath one of the Wraithstones of Aastalia, where he is occasionally sought by ambitious necromancers.

Destrachan: In the dungeons beneath Morgathog, destrachans are often used as living instruments of torture to those who oppose the will of Morgathog's evil arcanists. This is a dangerous alliance, however, as many of the city's arcanists have fallen prey to the destrachans' brutal desires. Destrachans of the Dominicon are occasionally called "screechers" by deep zeidians, and are considered to be among the deadliest threats in the Deep.

Digester: Found throughout northern V'leren, digesters are often forced to compete with haklaa for food and territory. Though incredibly swift, digesters rarely run from their competitors, instead using their acid to dissolve haklaa's chitinous armor.

Doppelganger: Doppelgangers are the descendants of humans magically altered to become the ultimate spies. Early in the eigtht arc, wizards from Lamneth learned from a narga the magics they sought, and granted a dozen skilled infiltrators the ability to change shape. They never knew that their creations could reproduce, and over one hundred doppelgangers now live on Avadnu. Most follow in the footsteps of their ancestors, hiring out their services to nobles, merchants, and guilds.

Drider (Czerathi): Czerathi were once human, but were transformed by Karnn in revenge for their defeat of one of his godbeasts. They wander Avadnu, repulsed by their own forms and seeking to spread their pain among all other living things. Czerathi can cast *web* three times per day, in addition to their normal spell-like abilities. Czerathi speak Common and Undercommon.

Dryad (Shui'fwui): Found mainly within the Weeping Forest, shui'fwui are the spirits of dead sulwynarii druids whose souls were stranded after the fall of the Daegir. The chaotic magical forces released during the fall tainted them, making it impossible for their souls to rest peacefully. Instead, their souls found new bodies within trees. At all times, shui'fwui can feel the world slowly dying, filling them with profound sorrow. When their attention is not focused on a particular situation or individual, they constantly wail, causing creatures within 300 feet to become shaken until they leave the area of effect (Will DC 14 negates; the save DC is Wisdom-based). This replaces a dryad's *charm person* ability. A creature who succeeds at its Will save cannot be affected by that shui'fwui's wail for 24 hours.

Dust Mephit (Kuno-Kuno): Kuno-kunos are small spirits native to Tenril, where they spend much of their time half-buried in mounds of earth. They are unable to fly, but have the supernatural ability to constantly act as if under the influence of a *jump* spell (caster level 9th). On their own, they are mischievous, but harmless, occasionally leading creatures through the jungle at random as they hop from tree to tree. Local sorcerers occasionally purchase their services by feeding them handfuls of worms, and such mercenary kuno-kunos serve their masters faithfully.

Elementals: Creations of the elemental gods, elementals usually come to Avadnu only when conjured by spellcasters. Mistji and skarren both have great respect for elementals, while humans tend to view them as sources of power.

Elemental, Primal: The primals are described by mistji as living manifestations of four of the Ulwynaarl's facets, and are theorized as being unable to leave the Primal Realms. Priests of Nuathil argue that this proves their inferiority to the elemental gods: despite their awesome power, the primals are confined and unable to spread their influence to the world. A few godless arcanists within Olgoth who specialize in the manipulation of the elements point out that "don't leave" does not equal "unable to leave."

Ethereal Filcher: Ethereal filchers are extremely rare, but are sometimes kept by the wizards of Duariane so they can learn more about ethereal travel. If paid with trinkets and other baubles, ethereal filchers are willing to serve as hired pickpockets.

Ethereal Marauder: Ethereal marauders are rarely encountered away from their home plane. They have an intense hatred of planar grimalkin, and attack them on sight.

Ettercap: An experiment in crossbreeding gone horribly awry, ettercaps have long since retreated from the surface world and made their homes in the Deep. They despise xiir, who are responsible for their creation. Because of their long separation from the surface world, ettercaps speak Undercommon instead of Common.

Frost Giant (Brodani): Descended from an ancient godbeast, the brodani make their homes in remote parts of Vellanir and the Northern Wastes. They inhabit immense fortresses composed completely of ice. No one knows their true intentions, or what goes on within their castles' icy walls.

Frost Worm: Found primarily in the Selleth Reaches, frost worms have been quite a nuisance to the Selth barbarian tribes and been responsible for more than a few deaths. Over the past 25 cycles, a zeidian by the name of Lorvel has been teaching the barbarians how to train and cultivate frost worms for their own benefit. Now almost a dozen of the creatures have been trained as mounts and are used to ward off would-be attackers. Frost worms are also found in the company of the brodani, who keep them as pets.

Gibbering Mouther: Physical manifestations of nightmares, no one is sure how mouthers cross into the Material Plane from their homes in dreams. They feed on fear and anxiety, and it is surmised that this energy is what sustains their physical bodies. A mouther's gibbering causes *fear* instead of *confusion*, and is a sonic, mind-affecting fear effect.

Gibbering Orb (Noshren): The Noshren are a nearly forgotten myth, beings known only to the most learned mistji, the most powerful diviners—and any number of ngakoi. Various legends agree that the Noshren were a trio of siblings who set out to learn everything they could about the world, but the legends diverge from there. Somehow the siblings were transformed, and each made his or her home at "one corner of the world," where seekers of knowledge would find them and be absorbed. Only ngakoi (according to ngakoi) can approach a Noshren, ask questions, and depart unharmed.

Gloom (Vérnoir): The personal agents of Vérthax, vérnoir serve the death god by murdering his enemies—often defined as any creature that has lived "too long." They are among the few entities that travel regularly between Avadnu and the realms beyond the Plane of Doors; experience and stealth help them navigate the treacherous planar corridors. Vérnoir have the extraplanar subtype.

Gorgon (Bulscarl): Found in abundance in the ruins of the Kaarad Lands, bulscarl are thought to be a byproduct of the mistji magic that destroyed their once-lush homeland.

Gray Render: One of Morindalien's first creations, gray renders were created to help protect creatures in need. They are mainly found in forested regions of Kaelandar.

Grick: Another beast spawned in the fell dungeons of Morgathog, gricks are used as guardians and pets by high-ranking leaders of the city.

Hagunemnon: After the fall of the xiir, human psions had to find new ways of developing their powers. While most looked to one another, a few egoists sought hagunemnons, rare psionic shapechangers of unknown origin. The hagunemnons agreed to train the egoists in return for protection, and this deal is still in place; the hagunemnons were not included in the gods' agreement to leave psions alone, and hide under the protection of psychic warriors and rogue egoists. Some sulwynarii believe that a hagunemnon and its allies are the power behind the throne of one of Kaelandar's major nations, but others call this paranoia.

Harpy: Avadnu's harpies are indigenous to western Kulloren. Many nest near crossroads, where they wait for travelers, sparing those who bribe them with fish or sour cakes. Most natives are familiar with this custom, and can readily acquire or bake the appropriate items.

Hellcat (Nightcat): According to mistji scholars, nightcats were created when an unknown god mixed the blood of a nightbeast and a planar grimalkin. Nightcats are used as vicious escorts by powerful outsiders, and have a particular hatred for voidspawn and xxyth.

Homunculus: Homunculi are used as messengers and sentries by the druids who live within the thick woods of Thalidor. They are often sent to watch for trespassers when the druids gather for their rituals, offering a single warning to those they encounter before calling the druids to arms. Homunculi created by druids require the addition of moss, vines, and grass during their construction, and these elements manifest themselves in their appearance. Creating a druid's homunculus requires *animal messenger* and *command plants* instead of *mirror image* and *arcane eye*.

Howler: Howlers are native to the Void, and are kept as slaves by powerful saihars. Any saihar who owns a howler is either independent, or an important servant of a more powerful voidspawn. On rare occasion, a saihar will give a howler to a mortal for use as a mount. Howlers have the voidspawn subtype.

Hunefer: Before the fall of the Daegir, certain cultures used rituals to help their heroes and leaders through death. One such ritual involved preparing and preserving a corpse so that it might remain a soul's home upon reincarnation. The reincarnated souls retained full knowledge of both their previous lives and their travels through the Realm of Judgment and Renewal, and wielded astonishing might. For some, this was not enough, and they lived and died and were reborn in the same body again and again. The greatest of these hunefers still endure, living in locked tombs and served by lines of inbred retainers who have obeyed their masters' whims for generations.

Invisible Stalker: Folklore from the small towns around the Forest of Waethe says that evil spirits roam the outer rim of the woods. In fact, these spirits are invisible stalkers, summoned by sulwynarii living within the forest's center. The invisible stalkers are tasked with guarding the forest's borders, and scaring away intruders. They do not fight unless attacked, and are returned to their home plane when they have served for a season. Elsewhere in the world, invisible stalkers can occasionally be found, but the sulwynarii of Waethe are the only group which has learned how to deal with them reliably.

Janni (Uemlok): Uemloks resemble hairless, six-fingered humanoids, whose skin tone constantly changes from sea green to deep blue and back. Descended from a tribe of sulwynarii who sought the edge of the world, found it, and never made it home, they carry messages between the planes for gods, outsiders, and elementals. Instead of taking damage

when away from the Material Plane, they take 1 point of damage per hour they spend on the Material Plane. Unable to visit their old home, they take what pleasure they can in the sights of other realms, gathering to trade rumors about events on Avadnu.

Kraken: Krakens roam all of Avadnu's deep seas, and consider themselves the lords of aquatic life. They often travel to areas where trade is frequent to drive away intruding vessels. Krakens and morgathrells occasionally fight for territory, but krakens generally avoid their more powerful, unintelligent rivals.

Krenshar: Krenshars mainly roam the frozen lengths of the Selleth Reaches, favoring the areas south of Kulloren where food is plentiful. They are skillful hunters, and their white skin grants them a +4 circumstance bonus on Hide checks in snowy surroundings. Krenshars also have resistance to cold 10, due to a fatty layer under their flexible skin.

Lavawight and Winterwight: Like cyraiths and pyraiths (see below), lavawights and winterwights were created by the cult of Yirrush. Unlike cyraiths and pyraiths, they can be found in places outside the cult's influence—when the cult was destroyed, many of Yirrush's records were seized, and some of his experiments have since been duplicated.

Living Vault: The living vaults are the creation (or perhaps merely the possessions) of time walkers, placed in periods throughout history and used to store potentially time-disrupting artifacts. Several portals in the Plane of Doors lead to the interior of the vaults, though these portals are locked and warded.

Locathah: During the early ages of Avadnu, Sidonius noticed that the beings living in his waters were easy prey for hunters and fishermen. He took the weakest of his creatures and imbued them with the might of the oceans, thus creating the locathahs. They protect their lands from intrusions by surface-dwellers, but permit a modicum of subsistence fishing and travel along their waterways. Though they generally keep to themselves, they have a peaceful relationship with aragelds.

Mohrg: In his never-ending attempt to corrupt Avadnu, the necromancer Slithbourne placed his dark gifts on the remains of Graith the Wicked, a man singlehandedly responsible for thousands of murders. Slithbourne's spell not only animated the corpse, but revived the spirit of Graith, giving the monstrosity many of the skills it had in its former life. Slithbourne released the mohrg, and–enthralled by its evil–spread the formula for its creation to all who desired it.

Mu Spore: Mu spore "islands" grow in a chain along the coast of Tenril, and provide a home to several human and ngakoi tribes. The enormous mu spores are normally dormant, and passively allow the tribes to harvest their growths in return for the nutrition provided by the bodies of deceased tribesmen thrown into their mouths. Occasionally, a mu spore erupts much like a volcano, drastically reducing the population upon it and refreshing its ecosystem.

Neh-Thalggu: The only records of neh-thalggus are in the archives of wizardry colleges, and even these are sketchy. Neh-thalggus (or perhaps *a* neh-thalggu) arrive on Avadnu several times each arc, collect brains from locations apparently chosen at random, and then journey back to their home plane. Most wizards originally believed neh-thalggus were from the Void, but the creatures lack that plane's taint. Current thinking suggests that neh-thalggus are agents of some other extraplanar race, and collect brains to teach their masters about Avadnu.

Night Hag: Night hags draw their power from dreams, though their native realm is unknown. Many lair in Thalidor, but they live throughout Avadnu. They are loyal to no one, but it is not uncommon for night hags to associate with necromancers, witches, or cults to further their own power. They deceive their enemies by *polymorphing*, and lure their prey back to their lairs before viciously attacking.

Nightshade: In Jen Suul, it is commonly believed that when a corpse is buried, a weapon must be buried along with the body. This is to ensure that the deceased can fight off evil spirits in the afterlife. Torture awaits the soul who cannot defend itself after passing. The mightiest of souls spend many cycles in constant torment, twisting and growing into vile beings, sometimes taking animal forms. In time, they rise from the dead as nightshades, tracking and murdering the beings responsible for sending them to the afterlife unprepared.

Ogre Mage (Nenkova): Three-eyed nenkovas live on mountaintops across the world. They specialize in the creation of magic items, and are often sought by individuals who would ordinarily avoid trade with evil creatures. Their usual price is rare plant and animal parts, which they use to create even more magic objects.

Ooze (all): A wide variety of oozes exist on Avadnu. In the Deep, they are a frequent difficulty for spreading vylar colonies.

Paragon Creature: The creation of a paragon creature requires the sacrifice of ordinary creatures of its species, after which the paragon's body manifests and is filled with the species's racial memories. Paragons are usually created at times when an entire race is imperiled, and may be accompanied by guardian creatures. The paragon of a race of monstrous humanoids was created to claim revenge for his people's genocide.

Phantom Fungus: Most often encountered in the Black Chasm in the far north of the Kaarad Lands, phantom fungi are considered a delicacy by certain degenerate sulwynarii.

Phase Spider: Phase spiders were created in 2098 by the sorcerer Jethed Whitefellow, who injected "ordinary" monstrous spiders with ethereal adder venom. Jethed's creations escaped captivity through the Ethereal Plane, and are thickly clustered in Greenburrow in central V'leren.

Phasm: Phasms are exceedingly rare on Avadnu, but their abilities are spectacular enough to have been well-cataloged by sages. They are thought to be the source of legends about a number of shapeshifters.

Purple Worm (Underworm): Underworms resemble purple worms, but their bodies are segmented and colored light beige. They are entranced by singing, and any creature can make a Perform (sing) check as a standard action to

fascinate an underworm for as long as the creature sings, as if using the bardic music ability. (Fascinating an underworm this way is not a spell-like ability, and does not use up a bardic music performance.) Many underworms live near magical places, and are born as abjuratons.

Rakshasa (Elyeta): Elyetas are otherworldly "inquisitors," come to Avadnu to wipe out any remnants of the worship of Temulea. They travel alone, seeking out individuals, religious artifacts, and lore through magic and guile. Even the gods seem mystified by their origins, and some priests worry that the elyetas intend to eventually wipe out the worship of all gods. Elyetas have no ranks in Perform, but have Knowledge (religion) +10.

Remorhaz: Among the most dangerous creatures in Tel Varun, remorhazes have long been objects of worship by cults of northern peoples. Skarren and sulwynarii have both been known to join these mainly-human cults, which see the remorhaz's ability to carry its own heat through icy wastes as miraculous.

Retriever: Modeled loosely after nightmare collectors and built by a human spellcaster who believed the Void was the rightful successor to Avadnu, most of the eighteen existing retrievers were given by their creator to xxyth lords. A few others lay dormant in various parts of the world, one is owned by a merchant in Wayrehd, and another serves a blackwater slough in Korr.

Roper: Ropers are native to Vellanir, but have spread across the Selleth Reaches. Some have tried to make forays into northern lands through the Deep, though they have had difficulty defending against the Deep's other residents. Morgathog's lords have developed alliances with some ropers, and Morgathog is a prime source of slaves and minions for ropers with plans for conquest. Many of Avadnu's ropers advance as spellcasters.

Salamanders: Salamanders are Sha-ul's personal servants. They tend to the fires within volcanos, discipline and organize lesser elemental creatures, and guard Sha-ul's realm.

Satyr (Ksyanth): Blue-skinned humanoids standing 7 feet tall with small horns and almost skeletal frames, ksyanthi are residents of the forests of Dangortheb. Their main passions are drink, love, and games. Ksyanthi know hundreds of games, from simple gambling pastimes using chits or dice, to musical games, to complicated social games played around campfires. They allow strangers to enter their lands, but visitors must be wary; ksyanthi are not malicious, but many eagerly take advantage of the gullible, indebting or stealing from creatures who cannot compete with them. Some ksyanthi travel beyond Dangortheb, looking for new challenges. Ksyanthi have access to the granted power of the Luck domain.

Sea Cat: Sea cats keep mainly to the eastern coast of V'leren, and are a prime danger to merchants and fishermen in the area. Sea cats eat bone instead of flesh, and many sailors carry bags of animal bones to throw out to sea cats to distract them.

Shadow: The first shadows are thought to have been the spirits of dead mistji, somehow joined with the stuff of darkness. Mistji legends place the responsibility for this at the hands of kulumars. Shadows on Avadnu are almost always found underground, wandering forlorn places.

Shadow Mastiff: Though their origins are mysterious, shadow mastiffs are frequently summoned and used as guards by evil spellcasters.

Shadow of the Void (Cyraith) and Shape of Fire (Pyraith): Although outsiders call Olgoth godless, certain arcane experiments performed there border on theological in their implications. Such was the case with the work of Yirrush, a wildly powerful immigrant who believed that the prime forces of the universe were not the four elements, but heat and cold. His cult was destroyed after a century by an alliance of rival arcanists and foreign followers of the elemental gods, but his work produced many powerful magics in the meantime. The cult's mightiest acolytes rose as cyraiths and pyraiths, and guard Yirrush's lost citadel of fire and ice.

Shield Guardian: Shield guardians are used almost exclusively by human spellcasters. Mistji and sulwynarii consider these constructs crude and unnatural, though their effectiveness is undeniable.

Shrieker: Found throughout the Deep, shriekers are cultivated by mistji and used in the Dominicon as alarms against intruders who approach from less-traveled passages.

Sirrush and Tayellah: Neither true godbeasts nor "ordinary" magical animals, the sirrush and tayellah are (according to Nuathil mythology) the ancient guardians of the world's poles. The sirrush lives far south of the Selleth Reaches in a city created by the gods. It is three-headed and Gargantuan. The tayellah lives in a jungle at the opposite end of Avadnu. Myths about the guardians disagree on what rewards await those who pass them; immortality, godhood, great wisdom, and unearthly treasure are only a few of those described.

Skum (Melsasz): Melsasz are distantly related to melboreths, but their actual origins are unknown. They generally keep to coastal regions, though a few packs have been encountered in watery areas of inland sections of the Deep. They are power-hungry and cruel, but also crafty. Melsasz occasionally bargain with arageld cities, and urgelds sometimes lead melsasz packs. Rumors abound that sulwynarii spies have employed melsasz to watch and report on areas of the Deep too foreign and dangerous for the sulwynarii to enter themselves.

Spectre: Spectres born naturally from dead souls first come into existence on moonless nights. Their aversion to the sun and light also causes them to fear the tabamat plant–a small orange flower resembling a violet, found wild during the summer throughout the world. A spectre within 10 feet of a creature who presents a tabamat to it must succeed on a DC 20 Will save or become frightened until it leaves the area of effect. Creatures in possession of tabamats do not become spectres if slain. Spectres created by other spectres ignore the effects of tabamats.

Spider Eater: Mainly found on the border between Arrinok and the Kaarad Lands, spider eaters have escaped study by most scholars. For a brief period in the late seventh

arc, an elite band of soldiers from Lamneth attempted to train spider eaters as mounts, to combat Se'arne's Valikirian Knights. The soldiers were so successful that they broke away from Lamneth and formed a mercenary company. Splinter groups of the Stinging Army still exist in Kulloren, riding spider eaters and awaiting new clients.

Stirge: Stirges are commonplace in Tenril and the Broken Isles, but are rare in Kaelandar. In Estiad, some agraukith hives are thick with stirges. Agraukith within these hives often develop a taste for blood, and are shunned by other colonies.

Thoqqua: Rarely seen beyond their native plane, thoqquas are occasionally found in the presence of wailhaunts, who consider them cousins of a sort.

Thorciasid (Qorvuln): Vulnar record-keepers claim that if a vulnar clan is destroyed while its matriarch or patriarch still lives, the dead vulnar clan members may sacrifice their souls to transform their leader into a qorvuln. The metamorphosis takes centuries, and the leader must physically journey to the Realm of Judgment and Renewal to complete the transformation. Afterward, most qorvulns choose not to return to Avadnu, but to rest and watch from afar. Those who do return keep their existence a secret, creating hives far underground and manipulating matters as best they can.

Troglodyte: Troglodyte bands live in mountains throughout Kaelandar. Most of the time, their only real threat is to travelers passing through their territory. In winter, however, they attack villages in search of food. Troglodytes have brightly-colored blue and orange patches over their bodies, and keep their hands wrapped in cloth to conceal tattoos showing their allegiance to a mysterious patron spirit. They are given these tattoos, which are believed to grant them their stench, at birth. If a troglodyte's cloth wrappings are ever removed and its tattoos exposed to sunlight or a *daylight* spell, it takes 1 point of Constitution damage each round it stays in the light.

Umbral Blot: Shards of nothingness at the edge of all reality, umbral blots occasionally break free and are inexorably drawn toward the planes. Those that are not destroyed by divine sentinels or the guardians of the Plane of Doors eventually reach the Ulwynaarl, fragmenting the source of Avadnu's magic. Their consciousness comes from close contact with Temulea himself, a sentience bestowed through mental osmosis.

Vargouille: Vargouilles are native to the Void, and flock around xxyth and powerful voidspawn the way certain birds follow and land on large mammals. Most xxyth periodically devour some of the vargouilles who follow them, considering them pests. Coran'tul can be more tolerant. Vargouilles often overhear conversations between powerful creatures, and mindlessly jabber fragments of these exchanges. They have the voidspawn subtype.

Vermiurge: Vermiurges are among the many early creations of Karnn. Although he was pleased with them at first, he was infuriated when he saw them spawning thousands of breeds of vermin on their own. The notion that tiny, pathetic creatures not even of his own creation would soon dominate the planet caused the god to destroy as many vermiurges as he could find. The survivors went into hiding, burrowing below swamps and seeking the thickest jungles.

Violet Fungus (Kormes): Although potentially dangerous to the unwary, a kormes is a welcome sight to most visitors to the Deep, as it gives off a green glow which affects creatures in a 30-foot radius as a *faerie fire* spell while the creatures remain in the area. The glow is an extraordinary ability, and persists for 1 hour after the fungus dies. Kormes are usually passive if not attacked.

Will-o'-wisp (Liuthith): Born from mistji magic corrupted by xxyth, liuthi are sometimes used by mistji as discreet messengers for questionable purposes. Their immunities make them perfect emissaries to dangerous places and evil creatures, but their prices are high.

Worg: Darnu consider worgs their "lesser cousins." Worgs are mainly confined to eastern V'leren and Dangortheb, where some ally with adithari.

Worm that Walks: During the prehistory before the ascension of the sulwynarii, mankind drew many magics from the power of animals and spirits. It was during this era that the rituals of the worms that walk were created, a method of bargaining for life with the creatures appointed with the duty of consuming the dead. Six stone tablets inscribed with *gathering of maggots* existed at one point. A nameless book locked in the libraries of Morgathog states that two were destroyed, two were used to "empower the worshipers of unbelief," one is "trapped in winter wastes where worms cannot dwell," and the last "awaits the limp-armed seeker in the tomb below its maker's heart."

Wyvern: Found exclusively in Thalidor, wyverns are loathed and avoided by most humanoids.

Yrthak: Yrthaks are native to the Wasteland, but have been steadily dying out for close to three arcs. They prey mainly on darliths, swooping down and piercing darlith shells with their sonic lances.



Mundane Animals

Not all creatures on Avadnu are strange and fantastic. The following animals native to the Broken Isles and other parts of Avadnu and use the base statistics of animals from the MM v.3.5.

Deep Bat

Deep bats resemble oversized bats with long, pointy ears and translucent skin revealing their internal organs. They dwell in the deepest parts of caves and the underground, but will venture outdoors to look for rodents and insects when food becomes scarce. Deep bats are actively hunted by Naruks who use a mixture of their blood, poison sacs, and other ingredients to make a special paste. When dry, imo paste markings are visible only to those with darkvision; it is used by Naruks to indicate shelters, provide warning signs, and mark trails.

Deep bats use bat statistics with the following alterations:

Add a bite attack: +2 melee (1d2–5 plus poison).

Add poison as a special attack: Injury, Fortitude DC 10, initial 0, secondary paralysis. The save DC is Constitution-based.

Add Weapon Finesse as a bonus feat.

Increase Challenge Rating to 1/4.

Dweller

Dwellers are squat, badgerlike creatures with thick fur, long tails, and large eyes. A dweller's coloration is determined by its environment and its species; different species can be found throughout the isles, even in inhospitable regions such as Korr's highlands and the underground. Dwellers are nocturnal, and "sing" at night by making high and low chirping sounds. Tribals take dwellers as pets, use them as guardians (when a dweller is agitated, its singing can be heard almost a mile away), or eat them as a last resort. Dwellers are generally non-combative and flee from aggressors unless cornered.

Dwellers use badger statistics with the following alterations:

Increase base speed to 50 feet (10 squares).

Remove the rage special attack.

Add Burst of Speed (Ex): Three times per day, a dweller can move with exceptional quickness and triple its base movement for 1 round.

Fiewada

Fiewada resemble rabbits with short ears, long front claws, and beaks (used for digging). Their coloration ranges from brightly pigmented to dully monotoned, with some bearing spots and complex patterns. Fiewada can be found throughout the isles and are commonly caught for food. Inuls offer minor rewards for fiewada ears, as the creatures are a continual nuisance to Inul crops. Because of this, "fie hunts" are popular with Inul youths.

Fiewada use rat statistics with the following alterations:

Add a burrow speed of 10 feet.

Change organization to solitary or family (3–6).

Jorim

Jorims are shaggy mammals the size of a large goat, driven across the Dhargon Coast and through the midland hills by Azghar herdsmen. Their squat bodies are tough, but awkward, and their heads resemble a cross between a baboon and a border collie. A few long, prickly spines protrude from their manes. Their fur comes in striped patterns of black, white, and gray, but their faces are streaked with blue, red, and yellow. Jorims are peaceful and stubborn beasts, and rarely openly demonstrate affection to even their favorite humans. Azghars commonly groom the white flakes they shed and mix them with jorim milk as a thickening agent.

Jorims use donkey statistics with the following alterations:

Change skills to Listen +3, Spot +2. Jorims do not gain a bonus on Balance checks.

Ort

Orts are fat herd animals with short, dark brown fur, small eyes, and cloven feet. Males grow short antlers during the spring and shed them in the winter months. Orts are not very intelligent and subsist by moving across the plains of the isles in large herds, looking for suitable areas to graze. One in thirty orts lives to be especially old and large; these elders are denoted by white spotted patterns that cover their flanks. Elders are aggressive, and their primary function is to protect the herd. Orts are used for food and clothing by tribals, and their antlers—particularly those of elders—are sought for use in antler picks and jewelry.

Orts use bison statistics. Treat ort elders as bison advanced by 4 Hit Dice. They typically gain the Power Attack and Improved Natural Attack feats.

Ulza-oru

Literally "crazy fish," ulza-oru (called "tusked whales" by foreigners) can be found near the shores of Korr and Thar'teb. Tusked whales resemble sperm whales with two enormous incisors that grow from their lower jaw. Ulza-oru are aggressive and fearless, going into a frenzy if they smell blood and not hesitating to attack creatures or vessels much larger than themselves. Ulza-oru are often hunted by Azghar war parties that bait them into shallow waters with fresh blood, then close in with huge barbed spears that require several men to wield effectively. Ulza-oru are prized on the isles for meat—a single ulza-oru could feed an Azghar clan for weeks—and their tusks and bones are made into weapons and scrimshaw valued by vulnar merchants.

Ulza-oru use orca whale statistics with the following alterations:

Add rage (as the wolverine ability) as a special attack.

Add scent as a special quality.

Replace the Run feat with Diehard.

Chapter IV: Tables

New Summoning Tables

Below are new tables for the *summon monster* and *summon nature's ally* spells, intended for use in campaigns on Avadnu. These tables replace many of the creatures (such as celestial and fiendish creatures) which are inappropriate for Violet Dawn games. These tables can also be used to supplement the original summoning tables, with the new creatures presenting extra options for summoning spellcasters.

Creatures labeled with an asterisk "*" are as normal creatures of their type, but have the voidspawn subtype.

Summon Monster

1st Level	
Dire rat*	CE
Guardian badger	N
Guardian giant fire beetle	N
Guardian porpoise	N
Lunar owl	LG
Lunar raven	LG
Monstrous centipede, Medium*	CE
Monstrous scorpion, Small*	CE
Monstrous spider, Small*	CE
Octopus*	CE
Snake, Small viper*	CE
Solar hawk	NG
Solar monkey	CG
2nd Level	
Guardian giant bee	N
Guardian giant bombardier beetle	N
Guardian shark, Medium	N
Lunar wolf	LG
Monstrous centipede, Large*	CE
Monstrous scorpion, Medium*	CE
Monstrous spider, Medium*	CE
Snake, Medium viper*	CE
Solar eagle	NG
Solar hexachela	CG
Spirit pup	N
Squid*	CE
3rd Level	
Dire badger*	CE
Dire bat*	CE
Dire weasel*	CE
Elemental, Small (any)	N
Guardian karg	N
Guardian wolverine	N
Guardian yethil	N
Lunar black bear	LG
Lunar droth'yar	LG
Qeh'thral	CE
Solar crocodile	CG
Solar gorg	NG
Solar leopard	CG
Solar ubu	NG
4th Level	
Dire ape*	CE
Doomweaver*	CE
Guardian bhorloth	N
Guardian giant praying mantis	N
Guardian mokara	N
Guardian trakza	N
Howler	CE
Lunar dire wolf	LG
Lunar giant owl	LG
Monstrous spider, Large*	CE
Snake, Huge viper*	CE
Solar giant eagle	CG
Solar lion	NG
Spirit swarm (any)	N
5th Level	
Dire boar*	CE
Elemental, Medium (any)	N
Guardian dire wolverine	N
Guardian giant stag beetle	N
Lunar brown bear	LG
Lunar orca whale	LG
Monstrous scorpion, Large*	CE
Saihar	CE
Shadow mastiff	NE
Shark, Huge*	CE
Solar giant crocodile	CG
Solar tiger	NG
6th Level	
Chaos beast*	CE
Elemental, Large (any)	N
Janni (genie)	N
Lunar polar bear	LG
Madness cluster	CE
Monstrous centipede, Gargantuan*	CE
Planar grimalkin	N
Solar dire lion	NG
Solar snake, giant constrictor	CG
Xashuul	CE
7th Level	
Elemental, Huge (any)	N
Giant octopus*	CE
Girallon*	CE
Guardian duogoth	N
Invisible stalker	N
Lunar baleen whale	LG
Nether wisp	CE
Solar valikir	CG
Ulnumaru	N
8th Level	
Elemental, greater (any)	N
Guardian giant squid	N
Hellcat	LE
Lunar dire bear	LG
Solar cachalot whale	CG
Solar dire tiger	NG
Void spider	CE
Wailhaunt	CN
9th Level	
Couatl	LG
Crelith	CG
Dire shark*	CE
Elemental, elder (any)	N
Lesser xxyth, Medium	CE
Lunar morgathrell	LG
Night hag	NE
Phylaern	NG

Summon Nature's Ally

1st Level
Dire rat
Eagle
Hawk
Hexachela
Leech bat
Octopus
Owl
Porpoise
Snake, Small viper
Wolf

2nd Level
Black bear
Crocodile
Dire badger
Dire bat
Droth'yar
Elemental, Small (any)
Gorg
Shark, Medium
Squid
Ubu

3rd Level
Dire weasel
Dire wolf
Grethell
Karg
Lion
Naryd grub
Ranzeptera
Shark, Large
Snake, constrictor
Snake, Large viper
Spirit swarm
Thoqqua
Tree spinner
Yethil

4th Level
Arrowhawk, juvenile
Bhorloth
Brown bear
Dire boar
Dire wolverine
Elemental, Medium (any)
Giant crocodile
Mokara
Shark, Huge
Snake, Huge viper
Tiger

5th Level
Arrowhawk, adult
Dire lion
Elemental, Large (any)
Orca whale
Polar bear
Rhinoceros
Snake, giant constrictor
Tangleweed

6th Level
Baleen whale
Dire bear
Duogoth
Elemental, Huge (any)
Girallon
Octopus, giant
Valikir

7th Level
Arrowhawk, elder
Cachalot whale
Dire tiger
Elemental, greater (any)
Invisible stalker
Myrcloud
Squid, giant

8th Level
Dire shark
Wailhaunt

9th Level
Elemental, elder
Morgathrell

Creatures by Type (and Subtype)

Aberration: brood mother, darlith, devourer worm, doomweaver, dread spire, greater vylar, grethell, khalor, kulumar, lesser vylar, stalassein, straga, undead stalker, u'thic, vacuous engulfer

(Air): air swarm, wailhaunt

Animal: bhorloth, droth'yar, duogoth, gorg, hexachela, karg, kehtor, mokara, ubu, yethil

(Aquatic): arageld, dread spire, melboreth, morgathrell, shipwreck ooze, swallowed

(Chaotic): crelith, dreadspawn, nether wisp, qeh'thral, saihar, void spider, xashuul, xxyth

Construct: astral sentinel, autemental, cosmic sentinel, madness cluster, nightmare collector, painted sentry, warding visage

Dragon: alaihar

(Earth): burrower, earth swarm, wailhaunt

(Electricity): lightning bug

Elemental: air swarm, earth swarm, fire swarm, lightning bug, psyros, water swarm, wailhaunt

(Evil): beasthound, coran'tul, dreadspawn, nether wisp, qeh'thral, saihar, threneghul, void spider, xashuul, xxyth

(Extraplanar): air swarm, beasthound, bestarius, coran'tul, dreadspawn, earth swarm, eidoneus, fire swarm, knosirius, kulumar, madness cluster, necromercer, nether wisp, planar grimalkin, psyros, qeh'thral, saihar, spirit pup, time walker, void spider, water swarm, xashuul, xxyth

Fey: true mistji, weeper in the wastes, winterbrood fury

(Fire): alaihar, fire swarm, flame servant, psyros

Giant: adithari, khasep-sa, wispheri

(Good): bestarius, crelith, eidoneus, knosirius, phylaern

Humanoid: arageld, igran-krider, mistji, ngakoi, skarren, stompling, sulwynarii, taa'ran, zeidian, zha'lari

(Incorporeal): soulless one, true mistji, ulnumaru, wraithlight

(Lawful): coran'tul, time walker

Magical Beast: burrower, crystal reflector, culkma, dagger worm, darnu, epicurean, eri, ethereal adder, grimvole, glamwing, haklaa, hertiza, kei-ehri, leech bat, melboreth, morgathrell, narga, nightbeast, ossecap, trakza, servant of the Black Wind, Tzorda, valikir

Monstrous Humanoid: agraukith, argill, dark wanderer, gynnean, narlaskin, plague bringer, teo-selerai, vanthiir, xiir

(Native): crelith, dharcanen, madrir, phylaern, threneghul, ulnumaru

Ooze: boil spore, blackwater slough, blood ooze, goldencrest, oozecrawler, shipwreck ooze

Outsider: bestarius, beasthound, coran'tul, crelith, dharcanen, dreadspawn, eidoneus, knosirius, madrir, necromercer, nether wisp, phylaern, planar grimalkin, qeh'thral, saihar, spirit pup, threneghul, time walker, ulnumaru, xashuul, xxyth

Plant: braershoot, myrcloud, rotwood, soultrapper, tangleweed, tulgorth

(Psionic): gynnean

(Reptilian): zha'lari

(Shapechanger): dark wanderer

(Swarm): air swarm, earth swarm, fire swarm, myrcloud, ranzeptera, water swarm

Undead: carcaetan, flame servant, inscriber, soulless one, swallowed, vohrahn, wraithlight

Vermin: centioch, naryd grub, ranzeptera, tree spinner, wretchling

(Voidspawn): coran'tul, dreadspawn, madness cluster, nether wisp, qeh'thral, saihar, void spider, xashuul

(Water): water swarm

Creatures by Challenge Rating

Wretchling 1/4
Arageld. 1/2
Boil Spore. 1/2
Braershoot 1/2
Hertiza 1/2
Hexachela 1/2
Leech Bat 1/2
Lightning Bug 1/2
Ngakoi 1/2
Skarren. 1/2
Stompling. 1/2
Sulwynarii 1/2
Zeidian. 1/2
Culkma. 1
Igran-Krider 1
Lesser Vylar 1
Mistji 1
Painted Sentry. 1
Servant of the Black Wind. . . 1
Taa'ran 1
Yethil 1
Agraukith 2
Carcaetan. 2
Darnu. 2
Doomweaver 2
Droth'yar 2
Gorg. 2
Grethell 2
Karg 2
Kehtor 2
Naryd Grub 2
Ranzeptera 2
Spirit Pup 2
Swallowed 2
Tree Spinner 2
Ubu 2
Warding Visage (Glass) 2
Zha'lari. 2
Air Swarm 3
Argill 3
Bhorloth 3
Darlith 3
Dharcanen 3
Earth Swarm 3
Fire Swarm 3
Glamwing 3
Grimvole 3
Mokara. 3
Narlaskin 3
Qeh'thral 3
Shard 3
Soultrapper. 3
Trakza 3
U'thic 3
Water Swarm 3
Xashuul 3
Centioch. 4
Epicurean 4
Inscriber 4
Saihar. 4
Stalassein 4
Teo-Selerai 4
Vanthiir 4
Vohrahn 4
Warding Visage (Ice). 4
Adithari 5
Dark Wanderer. 5
Madness Cluster 5
Narga 5
Shipwreck Ooze. 5
Tangleweed 5
Tulgorth 5
Ulnumaru. 5
Vacuous Engulfer 5
Winterbrood Fury. 5
Wraithlight 5
Blood Ooze 6
Crystal Reflector. 6
Duogoth. 6
Haklaa 6
Kulumar 6
Melboreth. 6
Myrcloud 6
Nightbeast 6
Oozecrawler 6
Valikir. 6
Dagger Worm. 7
Ethereal Adder 7
Flame Servant. 7
Goldencrest 7
Kei-ehri 7
Nether Wisp 7
Plague Bringer 7
Undead Stalker. 7
Void Spider. 7
Wailhaunt 7
Weeper in the Wastes. 7
Xiir. 7
Burrower 8
Grim Master 8
Nest Guardian 8
Ossecap 8
Raging Spirit. 8
Straga 8
Greater Vylar 9
Madrir 9
Necromercer 9
Accursed Tulgorth. 10
Alaihar 10
Autemental 10
Crelith 10
Khalor 10
Warding Visage (Stone). . . . 10
Autemental (Biguard) 11
Eri 11
Autemental (Trinitus) 12
Beasthound 12
Dread Spire 12
Flame Soul 12
Phylaern. 12
Coran'tul 13
Psyros. 13
Soulless One 13
Time Walker. 13
Wispheri. 13
Morgathrell. 14
Plague Apotheosis 14
Warding Visage (Iron) 14
Blackwater Slough 15
Malison 15
Brood Mother. 16
Nightmare Collector. 16
Tzorda 18
Gynnean 20
True Mistji 20
Bestarius. 21
Khasep-Sa. 23
Astral Sentinel 24
Cosmic Sentinel 24
Dreadspawn. 25
Rotwood. 25
Knosirius 26
Devourer Worm 30
Eidoneus. 31

Xxyth by Challenge Rating

Lesser, Medium 7
Lesser, Large. 8
Lesser, Huge. 9
Lesser, Gargantuan. 10
Greater, Medium 10
Greater, Large. 11
Greater, Huge. 12
Greater, Gargantuan. 13
Arch-xxyth, Medium. 17
Arch-xxyth, Large 18
Arch-xxyth, Huge 19
Arch-xxyth, Gargantuan . . . 20

Alternative PC Races

The following table lists the monsters from *Denizens of Avadnu* that are appropriate for use as PC races (including several of the *Violet Dawn* core races described in *The Avadnu Primer*). Also included is a summary of the information required to play monsters as PCs; see DMG v.3.5, Chapter 6, Races, New Races, Monsters as Races for more details.

Starting Level of a Monster PC: Monsters suitable for play have a level adjustment given in their statistics. Add a monster's level adjustment to its Hit Dice and class levels to get the creature's effective character level, or ECL. Effectively, monsters with a level adjustment become multiclass character when they take class levels. A creature's "monster class" is always a favored class, and the creature never takes XP penalties for having it.

Humanoids and Class Levels: Creatures with 1 or less HD replace their monster levels with their character levels. The monster loses the attack bonus, saving throw bonuses, skills, and feats granted by its 1 monster HD and gains the attack bonus, save bonuses, skills, feats, and other class abilities of a 1st-level character of the appropriate class.

Characters with more than 1 Hit Die because of their race do not get a feat for their first class level as members of the common races do, and they do not multiply the skill points for their first class level by four. Instead, they have already received a feat for their first Hit Die because of race, and they have already multiplied their racial skill points for their first Hit Die by four.

Level Adjustment and Effective Character Level: To determine the effective character level (ECL) of a monster character, add its level adjustment to its racial Hit Dice and character class levels.

Use ECL instead of character level to determine how many experience points a monster character needs to reach its next level. Also use ECL to determine starting wealth for a monster character.

Monster characters treat skills mentioned in their monster entry as class skills.

If a monster has 1 Hit Die or less, or if it is a template creature, it must start the game with one or more class levels, like a regular character. If a monster has 2 or more Hit Dice, it can start with no class levels (though it can gain them later).

Even if the creature is of a kind that normally advances by Hit Dice rather than class levels a PC can gain class levels rather than Hit Dice.

Name	Starting ECL	Level Adjustment	Page #
Arageld	0	0	19
Deep Zeidian	0	0	253
Mistji	0	0	121
Mi'thu	0	0	123
Ngakoi	0	0	142
Skareth	0	0	254
Skarren	0	0	172
Sulwynarii	0	0	187
Zeidian	0	0	253
Igran-Krider	2	0	88
Taa'ran	3	1	191
Zha'lari	3	1	187
Agraukith	4	2	15
Argill	7	3	21
Narlaskin	7	4	134
Dark Wanderer	8	2	48
Xiir (no bloodline)	8	2	239
Vanthiir	9	4	216
Adithari	10	4	14
Xiir	10	4	239

Cohorts

Some creatures in *Denizens of Avadnu* aren't appropriate for use as PCs, but can still work as cohorts for PCs with the Leadership feat. The following table lists these creatures. Of course, any of the monster races listed above could also be made into cohorts.

Gaining a monstrous cohort is just like gaining an ordinary cohort with the Leadership feat; just use the monster's ECL, rather than its character level, to determine whether a character can attract it as a cohort.

Name	Starting ECL	Lvl Adj	Page #
Darnu	4	0	51
Spirit Pup	4	2	180
Trakza	4	0	200
Darnu, Albino	5	1	51
Epicurean	7	1	68

Animal Companions, Familiars, and Mounts

Druids and rangers can attract animal companions; sorcerers and wizards can obtain familiars; and paladins can gain the service of special mounts. The creatures listed in the following table are appropriate choices for one or more of these positions. See their individual entries for details.

Animal companions and mounts without a level adjustment can be taken when a character would normally gain that sort of follower. Such creatures advance in power as described in the character's class description. If a creature has a level adjustment, it gains abilities as if the character's level were lower than it actually is. Subtract the level adjustment from the character's class level and compare the result with the level entry on the Mount or Animal Companion table in the *Player's Handbook* to determine the creature's powers. (If this adjustment would reduce the character's effective level below the level at which he or she could gain a follower, the character can't have that creature as a follower.)

For example, a paladin must be 6th level or higher to take a mokara as a mount, because the mokara's +1 level adjustment means the paladin (who could normally take a mount at 5th level) must wait longer. The mokara won't gain the improved speed special ability until the paladin reaches 9th level. A druid can take a ubu as an animal companion at 1st level, but must wait until 9th level before she can take a duogoth animal companion. The duogoth won't get the evasion ability until the druid is 11th level.

Familiars are slightly different. A familiar's level adjustment equals the minimum arcane spellcaster level the character must have to gain that familiar with the Improved Familiar feat. For example, a wizard must wait until at least 5th level before taking Improved Familiar and gaining a leech bat familiar. See the Improved Familiar feat for more details.

Name	Lvl Adj	Page
Droth'yar	0	60
Ubu	0	207
Droth'yar, Shard	1	61
Mokara	1	128
Yethil	1	252
Gorg	2	77
Kehtor	3	95
Bhorloth	4	28
Leech Bat	5	104
Xashuul	7	238
Duogoth	8	62
Duogoth, Nest Guardian	10	63
Valkiri	11	214

Template Level Adjustments

To determine the ECL of a race with an added template, add the template's level adjustment to the race's normal ECL.

Name	Lvl Adj	Page
Guardian Creature	2	81
Shadow Puppet	2	169
Lunar Creature	3	112
Magickin, Enchantrix	3	116
Magickin, Necromantos	3	116
Solar Creature	3	175
Aszevara	4	22
Keeper of the Taint	4	93
Magickin, Abjuraton	4	116
Magickin, Transmutron	4	117
Half-Xxyth	5	83
Tasked	7	193

Chapter V: Sample Templates

The following creatures have been created using templates from this book.

Abjuraton Gorg

Medium Magical Beast (Augmented Animal)
Hit Dice: 4d8+7 (25 hp)
Initiative: –1 (Dex)
Speed: 20 ft. (4 squares), swim 30 ft.
AC: 17 (–1 Dex, +8 natural)
Touch: 9 **Flat-Footed:** 17
Base Attack/Grapple: +3/+4
Attack: Tail slam +4 melee (1d8+1)
Full Attack: Tail slam +4 melee (1d8+1) and bite –1 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Qualities: Hold breath, low-light vision, *repulsion*, spell turning
Saves: Fort +5, Ref +3, Will +1
Abilities: Str 12, Dex 9, Con 12, Int 1, Wis 10, Cha 6
Skills: Listen +4, Spot +4, Survival +2, Swim +10
Feats: Alertness, Toughness
Environment: Temperate and warm aquatic
Organization: Solitary or family (3–10)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 5–6 HD (Medium)
Level Adjustment: +6* (companion)

Combat

Abjuraton gorgs are built from the magickin template.

Hold Breath (Ex): An abjuraton gorg can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

***Repulsion* (Sp):** At will; Will DC 14 negates. Caster level 4th. The save DC is Charisma-based.

Spell Turning (Su): An abjuraton gorg has a continuous *spell turning* ability, as the spell, with no limit on levels turned.

Aszevara Dire Ape

Large Magical Beast (Augmented Animal) (Extraplanar)
Hit Dice: 5d8+18 (40 hp)
Initiative: +2 (Dex)
Speed: 30 ft. (6 squares), climb 15 ft.
AC: 17 (–1 size, +2 Dex, +6 natural)
Touch: 11 **Flat-Footed:** 15
Base Attack/Grapple: +3/+14
Attack: Claw +9 melee (1d6+7) or touch +9 melee (1d10 cold plus cursed touch)
Full Attack: 2 claws +9 melee (1d6+7) and bite +4 melee (1d8+3); or touch +9 melee (1d10 cold plus cursed touch)
Space/Reach: 10 ft./10 ft.
Special Attacks: Cursed touch, rebuke undead 3/day, rend 2d6+10, spell-like abilities
Special Qualities: Aversion to daylight, immunity to poison, low-light vision, resistance to cold 10, scent, see in darkness
Saves: Fort +7, Ref +6, Will +5
Abilities: Str 24, Dex 15, Con 16, Int 4, Wis 12, Cha 11
Skills: Climb +15, Hide +0, Listen +7, Move Silently +6, Spot +8
Feats: Alertness, Toughness
Environment: Warm forests
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always chaotic evil
Advancement: 6–15 HD (Large)

Combat

Aszevara dire apes are built from the aszevara template.

An aszevara dire ape's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Cursed Touch (Su): A creature hit by an aszevara dire ape's touch attack must succeed on a DC 12 Will save or be cursed, suffering a –2 enhancement penalty to all attack rolls and saving throws. The curse disappears after 24 hours or when the creature is targeted by a *remove curse* or *break enchantment* spell. The save DC is Charisma-based.

If an aszevara dire ape attacks with its claws, it deals 1d10 points of extra cold damage and inflicts its cursed touch on one claw attack each round.

Rebuke Undead (Su): An aszevara dire ape can rebuke and command undead as a 5th-level cleric.

Rend (Ex): An aszevara dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+14 points of damage.

Spell-Like Abilities: 3/day—*bane* (DC 11); 1/day—*deeper darkness*, *summon monster IV* (1d3 qeh'thral). Caster level 14th. The save DCs are Charisma-based.

Aversion to Daylight (Ex): Aszevara dire apes are creatures of the night and loathe the sun. In natural daylight (not merely a *daylight* spell) an aszevara dire ape suffers a –4 penalty on all attack rolls, saving throws, and skill checks, and cannot use its spell-like abilities or cursed touch.

See in Darkness (Su): Aszevara dire apes can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Skills: Aszevara dire apes have a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Guardian Ubu

Large Outsider (Augmented Animal) (Native)
Hit Dice: 3d8+9 (22 hp)

Initiative: +1 (Dex)
Speed: 30 ft. (6 squares)
AC: 13 (–1 size, +1 Dex, +3 natural)
Touch: 10 **Flat-Footed:** 12
Base Attack/Grapple: +2/+9
Attack: Gore +4 melee (1d8+4)
Full Attack: Gore +4 melee (1d8+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Protector, warning blow
Special Qualities: Empathy, low-light vision, shield other, spell resistance 13
Saves: Fort +6, Ref +4, Will +1
Abilities: Str 17, Dex 12, Con 16, Int 3, Wis 10, Cha 5
Skills: Balance +3*, Listen +2, Spot +2
Feats: Endurance, Improved Bull Rush[B], Iron Will
Environment: Cold and temperate mountains
Organization: Solitary or herd (5–14)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4–6 HD (Large)
Level Adjustment: +2* (mount)

Combat

Guardian ubu are built from the guardian template.

Protector (Ex): A guardian ubu (or a spellcaster upon conjuring the guardian ubu) can designate a creature, Large or smaller object, or 5-foot-radius area for it to protect. The guardian ubu receives a +1 morale bonus on attack rolls against creatures threatening the protected creature or object, or inside or attempting to enter the designated area.

Warning Blow (Su): Once per day, a guardian ubu can make a normal melee attack to intimidate and drive back an opponent. If the attack hits, the opponent must succeed on a Will save (DC 8 + damage taken by opponent) or become frightened for 1d4 rounds. This ability only affects opponents with fewer than 3 HD.

Empathy (Ex): A guardian ubu can communicate and empathize with normal ubu. This gives it a +4 racial bonus on checks when influencing an ubu's attitude and allows the communication of simple concepts and (if the creature is friendly) commands, such as "friend," "foe," "flee," and "attack."

Shield Other (Sp): As the spell of the same name, but only usable on ubu (caster level 3). This transfers to the guardian ubu half the damage that would be dealt to the target creature (this ability does not provide the spell's AC or save bonuses).

Skills: *Ubu have a +4 racial bonus on Balance checks in icy, rocky, and mountainous terrain.

Half-Xxyth Argill

Medium Outsider (Augmented Monstrous Humanoid) (Native)
Hit Dice: 4d8+12 (30 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares), fly 80 ft. (poor), swim 40 ft.
AC: 23 (+1 Dex, +12 natural)
Touch: 11 **Flat-Footed:** 22
Base Attack/Grapple: +4/+8
Attack: Claw +8 melee (1d6+4)
Full Attack: 2 claws +8 melee (1d6+4) and bite +3 melee (2d6+2) and flailing tentacles +3 melee touch (trip)
Space/Reach: 5 ft./5 ft.
Special Attacks: Bloodburn, breath drain, corruption, feed, flailing tentacles, improved grab
Special Qualities: Amphibious, darkvision 60 ft., damage reduction 10/magic, immunity to natural disease and poison, resistance to cold 15, electricity 15, and fire 15, see in darkness, warp magic
Saves: Fort +4, Ref +5, Will +4
Abilities: Str 19, Dex 13, Con 16, Int 9, Wis 11, Cha 10
Skills: Climb +5, Hide +8*, Intimidate +11, Listen +9, Move Silently +8*, Sense Motive +11, Spot +9, Swim +19
Feats: Alertness, Improved Initiative
Environment: Any marshes
Organization: Solitary or pair
Challenge Rating: 6
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +8

Combat

Half-xxyth argills are built from the half-xxyth template.

A half-xxyth argill's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Bloodburn (Su): Once per day, when the half-xxyth argill has lost more than half its total hit points, it can ignite its blood with blue flames as a full-round action. The flames last for 10 rounds, continuing even if the argill dies. Each round, the argill takes 1d10 points of damage, creatures grappling with it take 2d6 points of fire damage, and the argill's natural weapons cause an extra 1d4 points of fire damage. If a creature damaged by the argill has fewer than half its total hit points, it must succeed on a DC 15 Fortitude save or suffer all the above effects, as it experiences bloodburn itself. The save DC is Constitution-based.

At the end of 10 rounds, a bloodburning creature, if already dead, explodes in a fiery blaze and deals 8d6 points of fire damage to creatures in a 40-foot radius. A Reflex save (DC 10 + 1/2 dead creature's HD + dead creature's Constitution modifier) reduces the damage by half. If a bloodburning creature survives the full 10 rounds, its blood cools and returns to normal.

A bloodburning creature other than the half-xxyth argill can be treated with a *dispel evil* or *heal* spell. Doing so ends the bloodburning.

Breath Drain (Ex): A half-xxyth argill can attach its tendrils to the face of a grabbed opponent with a successful grapple check. The opponent must make a DC 15 Constitution check. The save DC is Constitution-based. The save must be repeated each following round the argill makes a successful grapple check, with the DC increasing by +1 for each

immediately previous success the opponent has made. When the opponent fails one of these Constitution checks, it begins to suffocate, falling unconscious (0 hp). If the argill successfully grapples in the following round, the opponent drops to –1 hit points and is dying. After a third round, it suffocates.

Corruption (Su): The presence of a half-xxyth argill is often enough to break the will of good-natured creatures. Once per day, a half-xxyth argill can make a gaze attack at a single opponent within 30 feet. The opponent must succeed on a DC 12 Will save or be tainted, losing access to all class features and spells dependant on maintaining a non-evil alignment (typically the abilities of non-evil clerics and paladins) for 12 hours. In addition, such creatures cannot cast spells with the good descriptor during this time. A dispel evil spell ends the effect. The save DC is Charisma-based.

Feed (Su): A half-xxyth argill can feed on the pain and suffering it causes. Feeding is the only way a half-xxyth can heal damage; *cure* spells fail, and natural healing is impossible. Once per day, the argill can attack with a natural melee weapon to draw strength from a living opponent. If the attack hits, the argill is cured of an amount of damage equal to that inflicted on its opponent (up to the opponent's current hit points +10). The wound caused in its opponent is spiritual, and cannot be healed naturally or with spells until the injured creature is purified.

The creature suffers 1 point of Charisma drain each day until its wound is purified, at which point the drain is undone. Purification requires the creature be the subject of a turning attempt which causes turning damage equal to or greater than the argill's HD. A *cure* spell or a *heal* spell can also purify the creature, but the caster must succeed on a DC 19 caster level check. This method does not restore drained Charisma.

Improved Grab (Ex): To use this ability, a half-xxyth argill must hit a Medium or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to drain its opponent's breath in the following round.

Flailing Tentacles (Ex): The half-xxyth argill can make trip attacks with its tentacles. It does not provoke an attack of opportunity, and if it fails to trip its opponent, the opponent cannot trip it in turn.

Amphibious (Ex): Argills can survive underwater for 1 hour per 2 points of Constitution. After that, they risk drowning.

See in Darkness (Su): A half-xxyth argill can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Warp Magic (Ex): Half-xxyth are unnatural creatures, and a strange aura exists around them that warps magical energies. When a spell or spell-like ability is cast within 30 feet of a half-xxyth, the air around it wavers slightly. The caster must succeed on a DC 15+1d10 Concentration check or the spell is miscast and lost. If the half-xxyth is the target of a miscast spell, each creature within 10 feet of the half-xxyth must succeed on a DC 15 Fortitude save or be jarred by the dispersing magical energies and nauseated for 1 round.

Make the Concentration check to determine success only after all other distracting factors have been resolved (but before attempts at counterspelling). Half-xxyth and xxyth are immune to all effects of warp magic.

Skills: *Argills have a +8 circumstance bonus on Hide and Move Silently checks when underwater.

Keeper of the Taint, 17th-Level Human Sorcerer

Medium Outsider (Augmented Humanoid) (Lawful, Native)
Hit Dice: 17d4+17 (59 hp)
Initiative: +1 (Dex)
Speed: 30 ft. (6 squares)
AC: 23 (+1 Dex, +12 natural)
Touch: 11 **Flat-Footed:** 22
Base Attack/Grapple: +8/+8
Attack: Crystal staff +11 melee (1d6+3 plus crystallization)
Full Attack: Crystal staff +11/+6 melee (1d6+3 plus crystallization)
Space/Reach: 5 ft./5 ft.
Special Attacks: Crystallization, spell-like abilities, spells, spread crystals
Special Qualities: Capture spell, crystal armor, damage reduction 10/chaotic, spell resistance 27
Saves: Fort +6, Ref +6, Will +11
Abilities: Str 10, Dex 12, Con 12, Int 17, Wis 13, Cha 22
Skills: Concentration +21, Craft (alchemy) +23, Knowledge (arcana) +23, Knowledge (history) +13, Spellcraft +25
Feats: Brew Potion, Combat Casting, Craft Staff, Empower Spell, Eschew Materials, Silent Spell, Spell Penetration
Environment: Any
Organization: Solitary
Challenge Rating: 21
Alignment: Always lawful neutral
Advancement: By character class

This keeper is built from the keeper of the taint template and a 17th-level human sorcerer.

Any weapons a keeper wields are treated as lawful-aligned for the purpose of overcoming damage reduction.

Crystallization (Su): A creature or object struck by a keeper's crystal staff must succeed on a DC 24 Fortitude save or be encased in transparent crystal. This effect is identical to petrification, but the crystallized creature is unaffected by spells such as *stone to flesh*. The save DC is Charisma-based.

A crystallized creature or object can be freed by breaking its crystal coating. The crystal has a hardness of 15, has 100 hit points plus or minus 20 for every size category of the creature or object above or below Medium, and does not radiate magic. Half of all damage dealt to the crystal (after applying the effects of hardness) is taken by the trapped creature or object instead.

A single creature or object can also be freed from the crystal by a *shatter* spell. In this case, the crystal is destroyed, but the creature or object must succeed on a DC 15 Fortitude save or be shattered along with the crystal. A *miracle* or *wish*

spell frees a single creature or object without harm. Keepers of the taint can decrystallize creatures and objects safely by touching them with their staffs.

Spell-Like Abilities: At will—*arcane sight*, *dispel chaos* (DC 21), *dispel evil* (DC 21), *dispel magic*, *magic circle against chaos*, *magic circle against evil*, *passwall*, *resist energy*, *see invisibility*, *shatter* (DC 18), *shield*, *stoneskin*; 3/day—*temporal stasis* (DC 24), *true seeing*; 1/day—*mage's disjunction* (DC 25), *mind blank*, *prismatic sphere* (DC 25), *prismatic spray* (DC 23), *prismatic wall* (DC 24), *shield of law* (DC 24). Caster level 20th. The save DCs are Charisma-based. With the exceptions of *dispel chaos*, *dispel evil*, *dispel magic*, *shatter*, and *temporal stasis*, abilities which target creatures can only be used on the keeper.

Typical Sorcerer Spells Known (6/8/8/7/7/7/7/6/4, save DC 16 + spell level): 0—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *prestidigitation*, *read magic*, *touch of fatigue*; 1st—*alarm*, *color spray*, *comprehend languages*, *magic aura*, *magic missile*; 2nd—*arcane lock*, *blur*, *detect thoughts*, *glitterdust*, *obscure object*; 3rd—*hold person*, *lightning bolt*, *slow*, *suggestion*; 4th—*dimension door*, *dimensional anchor*, *scrying*, *wall of ice*; 5th—*break enchantment*, *cone of cold*, *contact other plane*, *dismissal*; 6th—*antimagic field*, *disintegrate*, *mass suggestion*; 7th—*greater teleport*, *plane shift*, *sequester*; 8th—*maze*, *mind blank*.

Spread Crystals (Su): Keepers of the taint can use their crystal staffs to crystallize entire areas. By touching the ground with their staffs, keepers who take 1 full round can cover everything in contact with the ground in a 5-foot-wide ring around them with crystal. Creatures can make DC 24 Reflex saves to avoid being covered. Keepers can spread crystal farther with every full round they take, pushing the ring 5 feet out each round. Only creatures and objects in the area of the 5-foot-wide ring are newly covered in crystal each round; creatures and objects on either side of the ring are unaffected. The save DC is Charisma-based.

If damaged or otherwise distracted while crystallizing an area, a keeper must succeed on a Concentration check or the effect ends. Crystal already placed remains, but the keeper must start the ring again at 5 feet in order to spread crystal farther.

Capture Spell (Su): Keepers of the taint can counterspell without actually having counterspells prepared. Instead of casting counterspells, keepers draw their opponents' spells into their crystal staffs (a readied action and Spellcraft check are still required). There, the spells are captured, and can be cast by keepers as if their staffs were *rings of spell storing* with no limit on spell levels stored.

Crystal Armor (Su): Keepers of the taint can mentally reshape their crystal shells as a move action, providing different types of protection depending on the armor's new form. Three different types of crystal armor are possible.

Dense: The keeper gains damage reduction 5/bludgeoning and magic (in addition to the keeper's normal damage reduction).

Reflective: A creature who looks at a keeper in reflective armor must succeed on a DC 24 Fortitude save or be stunned for 1d4 rounds and blinded for 2d4 rounds. This works exactly like a gaze attack with no range limit, but the keeper does not need to look at opponents to affect them, and cannot choose who to affect. In addition, keepers in reflective armor deflect all rays, lines, cones, and *magic missile* spells. There is a 30% chance of reflecting any such effect back at the caster; otherwise, it is merely negated. Check for reflection before rolling to overcome the keeper's spell resistance.

Resistant: The keeper has resistance to cold 30, electricity 30, and fire 30.

Kenzasa Vanthiir

Medium Magical Beast (Augmented Monstrous Humanoid)
Hit Dice: 5d8+20 (42 hp)
Initiative: –1 (Dex)
Speed: 30 ft. (6 squares), fly 30 ft. (poor)
AC: 15 (–1 Dex, +6 natural)
Touch: 9 **Flat-Footed:** 15
Base Attack/Grapple: +5/+12
Attack: Claw +9 melee (1d6+4 plus disease)
Full Attack: 2 claws +9 melee (1d6+4 plus disease) and bite +7 melee (1d4+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blood drain, disease, dread gaze, howl of the damned
Special Qualities: Darkvision 60 ft., fast healing 3, light sensitivity, resistance to cold 5, sense fear
Saves: Fort +5, Ref +3, Will +2
Abilities: Str 18, Dex 9, Con 18, Int 5, Wis 7, Cha 7
Skills: Escape Artist +3, Intimidate +0, Jump +5, Listen +0, Spot +0, Survival –1
Feats: Fearful Advantage, Multiattack
Environment: Any
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: By character class

Combat

Kenzasa vanthiir are built from the kenzasa template.

Blood Drain (Ex): A vanthiir can drink a creature's blood by making a successful grapple check. A vanthiir who pins a foe drains blood, inflicting 1d4 points of Constitution damage each round.

Dread Gaze (Su): Frightened for 2d4 rounds, 30 feet, Will DC 10 negates. The save DC is Charisma-based. Whether or not the save is successful, an affected creature cannot be affected again by that vanthiir's dread gaze for 24 hours.

Disease (Ex): Slimy doom—claw, Fortitude DC 14, incubation period 1 day, damage 1d4 Constitution. When damaged, a creature must succeed on another saving throw or 1 point of damage is permanent drain instead.

Howl of the Damned (Ex): Three times per day as a standard action, the kenzasa vanthiir can let out an ear-piercing

scream in a 60-foot cone. Any creature in the area suffers 3d6 points of sonic damage, and those with 4 or fewer HD are also shaken for 1d6 rounds. A DC 16 Fortitude save halves the damage and negates the fear effect.

Light Sensitivity (Ex): Vanthiir are dazzled in bright sunlight or within the radius of a *daylight* spell.

Sense Fear (Su): Vanthiir can automatically sense the location (accurate to within 30 feet) of any creature within 200 feet who is shaken, frightened, or panicked.

Lunar Trakza

Medium Outsider (Augmented Magical Beast) (Native)
Hit Dice: 4d10+8 (30 hp)
Initiative: +3 (Dex)
Speed: 50 ft. (10 squares)
AC: 17 (+3 Dex, +4 natural)
Touch: 13 **Flat-Footed:** 14
Base Attack/Grapple: +4/+7
Attack: Bite +7 melee (1d6+3)
Full Attack: Bite +7 melee (1d6+3) and 2 claws +2 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Guided blow, improved grab, rake 1d4+1
Special Qualities: Damage reduction 5/magic or silver, darkvision 60 ft., ferocity, resistance to cold 8, spell resistance 9
Saves: Fort +6, Ref +7, Will +1
Abilities: Str 16, Dex 16, Con 14, Int 6, Wis 11, Cha 10
Skills: Hide +4, Jump +4, Listen +2, Move Silently +4, Spot +2
Feats: Endurance, Run
Environment: Temperate forests and plains
Organization: Solitary or pack (4–16)
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral good
Advancement: 5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment: +3 (cohort)

Combat

Lunar trakza are built from the lunar template.

Guided Blow (Su): Once per day, the lunar trakza can make a normal attack with a +4 insight bonus. The creature is guided by a shaft of moonlight, showing the necessary path for its strike to reach its opponent.

Improved Grab (Ex): To use this ability, a lunar trakza must hit a Large or smaller creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +2 melee, damage 1d4+1.

Ferocity (Ex): A lunar trakza is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Moonlit Path (Sp): As *dimension door* (caster level 4th), but affects only the lunar trakza, has a range of 60 feet, and can only be used at night.

Mindburned Dire Rat

Small Magical Beast (Augmented Animal)
Hit Dice: 1d8+1 (5 hp)
Initiative: +3 (Dex)
Speed: 40 ft. (8 squares), climb 20 ft.
AC: 15 (+1 size, +3 Dex, +1 natural)
Touch: 14 **Flat-Footed:** 12
Base Attack/Grapple: +0/–4
Attack: Bite +0 melee (1d4 plus disease)
Full Attack: Bite +0 melee (1d4 plus disease)
Space/Reach: 5 ft./5 ft.
Special Attacks: Disease, psi-like abilities
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +5, Will +3
Abilities: Str 10, Dex 17, Con 12, Int —, Wis 12, Cha 1
Environment: Any
Organization: Solitary or pack (11–20)
Challenge Rating: 1/3
Treasure: None
Alignment: Always chaotic neutral
Advancement: 2–3 HD (Small); 4–6 HD (Medium)

Combat

Mindburned dire rats are built from the mindburned template.

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Psi-Like Abilities: At will—*claw of energy* (fire), *control flames* (increase/decrease size two steps*), *specified energy adaptation* (fire). Manifester level 5th.

Shadow Puppet, 6th-Level Human Rogue

Medium Humanoid
Hit Dice: 6d6+15 (36 hp)
Initiative: +3 (Dex)
Speed: 30 ft. (6 squares)
AC: 19 (+3 Dex, +2 natural, +4 *+2 leather armor*)
Touch: 13 **Flat-Footed:** 16
Base Attack/Grapple: +4/+11
Attack: Short sword +7 melee (1d6+3/19–20) or slam +7 melee (1d6+3)
Full Attack: Short sword +7 melee (1d6+3/19–20) and slam +7 melee (1d6+3); or 2 slams +7 melee (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Infusion, sneak attack +3d6
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., evasion, light sensitivity, memory, ordinary appearance, trapfinding, trap sense +2, uncanny dodge, will of the master
Saves: Fort +4, Ref +8, Will +2
Abilities: Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 15
Skills: Bluff +14, Disguise +10, Gather Information +10, Hide +11, Jump +15, Move Silently +11, Sense Motive +12, Spot +8, Tumble +15
Feats: Acrobatic, Blind-Fight, Improved Grapple, Improved Initiative, Lightning Reflexes, Toughness
Environment: Any
Organization: Solitary, pair, or gang (2–5)

Challenge Rating: 7
Treasure: Standard
Alignment: Always neutral evil
Advancement: By character class
Level Adjustment: +2

Combat

This shadow puppet is built from the shadow puppet template and a 6th-level human rogue.

The shadow puppet's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Infusion (Su): A shadow puppet who makes a successful grapple check against a grabbed opponent begins infusing its target with nightsblood and inflicts 1d4 points of Constitution drain. The nightsblood is forced into the target through its mouth or through an open wound that the shadow puppet latches onto.

For each point of drain inflicted, the shadow puppet takes one point of Constitution damage as it transfers nightsblood. If the shadow puppet is reduced to Constitution 0 before its victim, it falls to the ground in convulsions and slowly melts away into shadow, dead.

Light Sensitivity (Ex): Shadow puppets are dazzled in bright sunlight or within the radius of a *daylight* spell.

Memory (Ex): A creature infused with nightsblood is not completely lost. It can be restored to its former self by repeated exposure to a powerful physical reminder of its past. The nostalgic item cannot merely be in the shadow puppet's presence, but must be presented in a meaningful way in conjunction with verbal reminders about the puppet's past (at least a standard action). On the 2nd round of such a recitation, the shadow puppet ceases any activity (including combat) and focuses its attention on the speaker. After 5 rounds, the nightsblood, sensing a breach in its link to the puppet, attempts to regain control, forcing a DC 12 Will save. If the puppet succeeds at the save, it breaks the link and falls to the ground, retching and spewing nightsblood from its body and losing the shadow puppet template. If the save fails, the puppet immediately attacks the speaker, attempting to use its infuse ability. If it is somehow restrained or if it fails to stop the speaker, the process may be started over again.

Ordinary Appearance (Ex): Under normal circumstances, it takes a DC 20 Spot check to recognize a shadow puppet as strange, by differentiating the shadows spilling from it from normal shadows caused by ambient light, or by noting its unusual eyes.

Will of the Master (Su): The shadow puppet acts as though under a constant *suggestion* spell when relating to its master, but will obey any command of any length and complexity, and the effect does not end when the request is completed. Rather, the shadow puppet will seek out its master to receive new orders.

Solar Haklaa

Large Outsider (Augmented Magical Beast) (Native)
Hit Dice: 8d10+16 (60 hp)
Initiative: +1 (Dex)
Speed: 20 ft. (4 squares)
AC: 20 (–1 size, +1 Dex, +10 natural)
Touch: 10 **Flat-Footed:** 19
Base Attack/Grapple: +8/+16
Attack: Claw +11 melee (2d6+4/19–20)
Full Attack: 2 claws +11 melee (2d6+4/19–20)
Space/Reach: 10 ft./10 ft.
Special Attacks: Augmented criticals, fiery blow, rage, solar body
Special Qualities: Damage reduction 5/cold iron or magic, darkvision 60 ft., low-light vision, resistance to fire 32, spell resistance 13
Saves: Fort +8, Ref +7, Will +3
Abilities: Str 19, Dex 12, Con 15, Int 3, Wis 13, Cha 6
Skills: Climb +5, Hide +1, Listen +6, Spot +6
Feats: Alertness, Improved Bull Rush, Power Attack
Environment: Any mountains
Organization: Solitary
Challenge Rating: 7
Treasure: Standard
Alignment: Always neutral good
Advancement: 9–14 HD (Large); 15–16 HD (Huge)

Combat

Solar haklaa are built from the solar template.

Augmented Criticals (Ex): Haklaa threaten a critical hit on a natural attack roll of 19–20, dealing double damage on a successful critical hit.

Fiery Blow (Su): Once per day while using its solar body, the solar haklaa can make a normal melee attack to deal an additional 8 points of fire damage.

Rage (Ex): A haklaa that takes damage in combat flies into a berserk rage on its next turn, clawing madly until either it or its opponent is dead. An enraged haklaa gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily.

Solar Body (Su): For 8 rounds per day, a solar haklaa can shed light in a 30-foot radius as a *daylight* spell. The haklaa can begin or cease using this ability as a free action, but each round during which it uses its solar body adds 1 round to the total used that day.

Tasked Cloaker

Large Aberration
Hit Dice: 6d8+18 (45 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 10 ft. (2 squares), fly 40 ft. (average)
AC: 19 (–1 size, +3 Dex, +7 natural)
Touch: 12 **Flat-Footed:** 16
Base Attack/Grapple: +4/+13
Attack: Divine strike +8 melee (1d6+5)
Full Attack: 2 divine strikes +8 melee (1d6+5) and tail slap +3 melee (1d6+5) and bite +3 melee (1d4+2)
Space/Reach: 10 ft./10 ft. (15 ft. with divine strikes, 5 ft. with bite)
Special Attacks: Anarchic strike, engulf, moan, spells
Special Qualities: Damage reduction 15/lawful, darkvision

60 ft., quest, resistance to cold 25, electricity 25, and fire 25, shadow shift, spell-like abilities
Saves: Fort +5, Ref +5, Will +7
Abilities: Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15
Skills: Hide +8, Listen +13, Move Silently +12, Spot +13
Feats: Alertness, Combat Reflexes, Improved Initiative
Environment: Underground
Organization: Solitary
Challenge Rating: 10
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: 7–9 HD (Large); 10–18 HD (Huge)

Combat

Tasked cloakers are built from the tasked template.

Anarchic Strike (Su): A tasked cloaker's divine strikes deal extra damage and bypass damage reduction as anarchic weapons.

Engulf (Ex): A tasked cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its divine strikes and whiplike tail to strike at other targets.

Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Moan (Ex): A tasked cloaker can emit a dangerous subsonic moan as a standard action. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mind-affecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours. All save DCs for moan effects are Charisma-based.

Unnerve: Anyone within a 60-foot spread automatically takes a –2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a DC 15 Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

Fear: Anyone within a 30-foot spread must succeed on a DC 15 Will save or become panicked for 2 rounds.

Nausea: Anyone in a 30-foot cone must succeed on a DC 15 Fortitude save or be overcome by nausea and weakness.

Affected characters fall prone and become nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet of the cloaker must succeed on a DC 15 Fortitude save or be affected as though by a hold monster spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

Spells: The tasked cloaker can cast divine spells from the Darkness and Destruction domains as a 6th-level cleric.

Protective Aura (Su): A *cloak of chaos* effect (caster level 20th) always surrounds the tasked cloaker. The aura can be dispelled, but the cloaker can create it again during its next turn as a free action.

Quest (Su): The tasked cloaker is compelled to perform its mission as if it were affected by a *geas/quest* spell with no time limit, and that cannot be removed by *limited wish*, *miracle*, *remove curse*, or *wish*.

Shadow Shift (Su): A tasked cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

Obscure Vision: The cloaker gains concealment (20% miss chance) for 1d4 rounds.

Dancing Images: This effect duplicates a *mirror image* spell (caster level 6th).

Silent Image: This effect duplicates a *silent image* spell (DC 15, caster level 6th). The save DC is Charisma-based.

Spell-Like Abilities: At will—*augury*, *death ward*, *shield of faith*; 3/day—*freedom of movement*, *planar ally, summon monster VII*; 1/day—*geas/quest* (to assist the tasked cloaker), *greater planar ally, summon monster IX*, *true seeing*; 1/week—*commune*. Caster level 20th.

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Violet Dawn™

The Time of the Unravelling

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