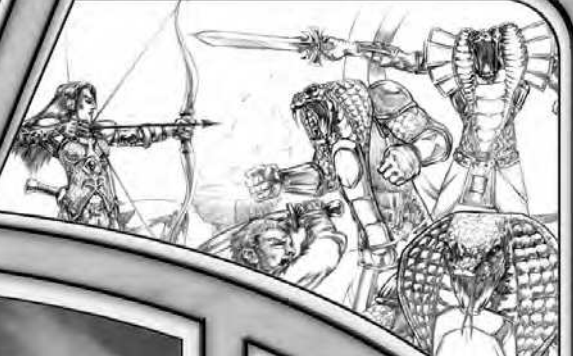


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ROLE-PLAYING GAME

Monsters of Luclin





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ROLE-PLAYING GAME



Monsters of Luclin



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Monsters of Luclin

Akheva

	Qua Large Outsider (Evil)	Zov Large Outsider (Evil)	Zun Large Outsider (Evil)
Hit Dice:	22d8+88 (187 hp)	24d8+120 (228 hp)	26d8+130 (247 hp)
Initiative:	+2 (Dex)	+2 (Dex)	+3 (Dex)
Speed:	50 ft.	50 ft.	50 ft.
AC:	29 (–1 size, +2 Dex, +18 natural)	31 (–1 size, +2 Dex, +20 natural)	33 (–1 size, +3 Dex, +21 natural)
BAB/Grapple:	+22/+33	+24/+35	+26/+38
Attacks:	+1 <i>greatsword</i> +29/+23/+17/+11 melee; or +1 <i>greatsword</i> +25/+19/+13/+7 melee and 3 masterwork <i>greatswords</i> +25/+25/+25 melee	+1 <i>greatsword</i> +31/+25/+19/+13 melee; or +1 <i>greatsword</i> +27/+21/+15/+9 melee and 3 masterwork <i>greatswords</i> +27/+27/+27 melee	+2 <i>greatsword</i> +35/+29/+23/+17/+11 melee; or +2 <i>greatsword</i> +31/+25/+19/+13/+7 melee and 3 +1 <i>greatswords</i> +30/+30/+30 melee
Damage:	+1 <i>greatsword</i> 2d6+8/19–20; masterwork <i>greatsword</i> 2d6+3/19–20	+1 <i>greatsword</i> 2d6+8/19–20; masterwork <i>greatsword</i> 2d6+3/19–20	+2 <i>greatsword</i> 2d6+10/19–20; +1 <i>greatsword</i> 2d6+5/19–20
Face/Reach:	5 ft. by 5 ft. /10 ft.	5 ft. by 5 ft. /10 ft.	5 ft. by 5 ft. /10 ft.
Special Attacks:	—	—	—
Special Qualities:	Damage reduction 20/+2, fast healing 6, immunities, resistances, see in darkness, spell resistance 22	Damage reduction 25/+2, fast healing 10, immunities, resistances, see in darkness, spell resistance 24	Damage reduction 30/+3, fast healing 12, immunities, resistances, see in darkness, spell resistance 26
Saves:	Fort +19, Ref +15, Will +19	Fort +21, Ref +16, Will +21	Fort +22, Ref +20, Will +22
Abilities:	Str 24, Dex 15, Con 19, Int 20, Wis 19, Cha 16	Str 25, Dex 15, Con 20, Int 21, Wis 20, Cha 16	Str 26, Dex 16, Con 21, Int 22, Wis 21, Cha 17
Skills:	Balance +13, Bluff +14, Climb +18, Diplomacy +29, Gather Information +14, Heal +15, Hide +9, Intimidate +27, Jump +18, Knowledge (religion) +27, Knowledge (any two) +16, Listen +28, Search +16, Sense Motive +26, Sneak +13, Spot +28, Taunt +25, Trade Skill (any one) +16	Balance +14, Bluff +15, Climb +19, Diplomacy +31, Gather Information +15, Heal +17, Hide +10, Intimidate +29, Jump +19, Knowledge (religion) +29, Knowledge (any two) +17, Listen +31, Search +17, Sense Motive +29, Sneak +14, Spot +31, Taunt +27, Trade Skill (any one) +17	Balance +16, Bluff +16, Climb +21, Diplomacy +33, Gather Information +16, Heal +18, Hide +12, Intimidate +31, Jump +21, Knowledge (religion) +32, Knowledge (any three) +19, Listen +33, Search +19, Sense Motive +31, Sneak +16, Spot +33, Taunt +29, Trade Skill (any two) +19
Feats:	Alertness, Combat Reflexes, Great Fortitude, Iron Will, Multidexterity, Multiweapon Fighting	Alertness, Combat Reflexes, Great Fortitude, Iron Will, Multidexterity, Multiweapon Fighting	Alertness, Combat Reflexes, Great Fortitude, Iron Will, Lightning Reflexes, Multidexterity, Multiweapon Fighting
Climate/Terrain:	Any land	Any land	Any land
Organization:	Solitary, pair, or enclave (3–8)	Solitary, pair, or enclave (3–8)	Solitary, pair, or enclave (3–7)
Challenge Rating:	16	17	18
Treasure:	—	Standard (including magic weapons)	—
Alignment:	Usually neutral evil	Usually neutral evil	Usually neutral evil
Advancement Range:	By character class	By character class	By character class
Faction:	Followers of Atenha'Ra or Followers of Akelha'ra	Followers of Atenha'Ra or Followers of Akelha'ra	Followers of Atenha'Ra or Followers of Akelha'ra

	Pli	Eom
	Huge Outsider (Evil)	Huge Outsider (Evil)
Hit Dice:	28d8+196 (322 hp)	30d8+240 (375 hp)
Initiative:	+3 (Dex)	+4 (Dex)
Speed:	60 ft.	60 ft.
AC:	34 (–2 size, +3 Dex, +23 natural)	37 (–2 size, +4 Dex, +25 natural)
BAB/Grapple:	+28/+48	+30/+51
Attacks:	+2 <i>Huge greatsword</i> +40/+34/+28/+22/+16 melee; or +2 <i>Huge greatsword</i> +36/+30/+24/+18/+12 melee and 3 +2 <i>Huge greatswords</i> +36/+36/+36 melee	+3 <i>Huge greatsword</i> +44/+38/+32/+26/+20 melee; or +3 <i>Huge greatsword</i> +40/+34/+28/+22/+16 melee and 3 +3 <i>Huge greatswords</i> +40/+40/+40 melee
Damage:	+2 <i>Huge greatsword</i> 2d8+14/19–20; off-hand +2 <i>Huge greatsword</i> 2d8+8/19–20	+3 <i>Huge greatsword</i> 2d8+16/19–20; off-hand +3 <i>Huge greatsword</i> 2d8+9/19–20
Face/Reach:	10 ft. by 10 ft./15 ft.	10 ft. by 10 ft./15 ft.
Special Qualities:	Damage reduction 35/+3, fast healing 14, immunities, resistances, see in darkness, spell resistance 28	Damage reduction 40/+4, fast healing 15, immunities, resistances, see in darkness, spell resistance 30
Saves:	Fort +25, Ref +21, Will +24	Fort +27, Ref +23, Will +25
Abilities:	Str 34, Dex 16, Con 25, Int 23, Wis 22, Cha 18	Str 36, Dex 18, Con 27, Int 25, Wis 23, Cha 20
Skills:	Balance +17, Bluff +18, Climb +26, Diplomacy +36, Gather Information +18, Heal +20, Hide +9, Intimidate +34, Jump +26, Knowledge (religion) +34, Knowledge (any three) +20, Listen +36, Search +20, Sense Motive +34, Sneak +17, Spot +36, Taunt +32, Trade Skill (any two) +20	Balance +19, Bluff +20, Climb +28, Diplomacy +39, Gather Information +20, Heal +22, Hide +11, Intimidate +37, Jump +28, Knowledge (religion) +37, Knowledge (any four) +22, Listen +39, Search +22, Sense Motive +37, Sneak +19, Spot +39, Taunt +35, Trade Skill (any three) +22
Feats:	Alertness, Combat Reflexes, Great Fortitude, Iron Will, Lightning Reflexes, Multidexterity, Multiweapon Fighting	Alertness, Combat Reflexes, Great Fortitude, Iron Will, Lightning Reflexes, Multidexterity, Multiweapon Fighting
Climate/Terrain:	Any land	Any land
Organization:	Solitary, pair, or enclave (3–7)	Solitary, pair, or enclave (3–6)
Challenge Rating:	19	20
Treasure:	Standard	Standard
Alignment:	Usually neutral evil	Usually neutral evil
Advancement Range:	By character class	By character class
Faction:	Followers of Atenha’Ra or Followers of Akelha’ra	Followers of Atenha’Ra or Followers of Akelha’ra

Description

The Akheva are an androgynous race of four-armed humanoids created by the goddess Luclin to act as her servitors. They are tall and pale-skinned, with a pair of black horns that extend from their foreheads and curl gracefully back along their skulls; many Akheva of particular castes adorn themselves by wearing a large jewel fastened by some alchemical adhesive or by magic to the flesh of their foreheads.

For countless ages, the Akheva ruled Luclin’s Moon in their goddess’s name, overseeing its lesser races and building a great nation devoted only to her glorification. Akheva warriors fought Luclin’s foes, the priests sang her praises, knights guarded her sacred places, and wizards crafted ever-greater arcane spells to serve her.

But after a time, even the mighty Akheva faltered. Their high priestess Akelha’Ra, a divine being crafted from Luclin’s own essence, created another entity of similar power to her own, a shadow of her own soul. This being was called Atenha’Ra, and she was to aid her fellows in the pursuit of Luclin’s vision. Instead, she brought her race only destruction and sorrow.

In those days, the Akheva spoke a language called the Fleshless Tongue, holy to the goddess Luclin. Impossible for other races to pronounce or even for the most part to conceive, this language enabled the Akheva to communicate without fear of being overheard or spied upon. However,

many of the Akheva, including Akelha’Ra, chose to learn and communicate in the common tongues of Luclin’s lesser peoples as well. Atenha’Ra objected unwaveringly to this practice, saying that it was an insult to Luclin and lowered the Akheva to the status of animal. Though to other races this matter might seem trivial, to the Akheva it was a matter of life and death, and soon the race was divided into warring camps, with some following Akelha’Ra and others taking up the cause of the more conservative Atenha’Ra.

In the end, the conflict destroyed the Akheva’s hold on the world. Determined to destroy her foes once and for all, Atenha’Ra summoned the mighty storm called the Maiden’s Scar and with it annihilated the great Akheva city of Ka Vethan — and along with it Akelha’ra (now reduced in power and significance, denoted by the slight change to her name) and her followers. Atenha’Ra retreated to the fortress of Vex Thal, there to plot a return to power for her shattered people.

Akheva dwell in the forgotten places in the south of Luclin — in the ruins of Ka Vethan, the lonely wilderness of the Umbral Plains, and in Vex Thal, where a remnant of their old power can still be seen. They are a proud and arrogant race, and do not take kindly to intrusion. The lure of lost Akhevan treasures is strong, however, and many adventurers have sought to loot the figurative body of the vanished empire. To this day, adventurers seek Akheva ruins throughout the Umbral Plains and some even hunt for Vex Thal itself, where the old masters of Luclin lie in wait.

The Akheva are immortal, yet they can be killed. When slain, an Akheva is either reincarnated into a new Akheva body or, if none is available (and since the civil war few are), returning as an insubstantial shade. These shades and the living Akheva are often found side-by-side, dwelling in the same locations. Akheva never sleep, and they do not need to eat or drink, although they sometimes eat as a religious practice.

Exceptional Akheva tend serve in a number of roles corresponding to familiar mortal character classes: These include the *Thall* (cleric), *Liako* (knight), *Va Liako* (shadow knight), *Centien* (warrior), *Senshali* (rogue), and *Zethon* (wizard).

Combat

Akheva are a confident race, and well they should be, for even ordinary Akheva are challenging opponents. Given their four arms, they are capable of fighting with as many as four weapons, although some — particularly those of the *Liako*, *Va Liako*, and *Centien* castes — prefer to use two great two-handed blades.

Akheva neither ask for nor offer quarter, and are merciless toward members of “lesser” races who intrude upon their sacred realms. The survivors of Akelha’ra’s faction may understand mortal tongues and so be slightly more willing to talk, but the Akheva of Vex Thal are invariably hostile to all outsiders.

The Akheva often fight alongside Akhevan shades (see the “Shadow” template elsewhere in this book).

Immunities (Ex): All Akheva are immune to attacks that damage or drain ability scores or level.

See in Darkness (Ex): All Akheva can see perfectly in darkness of any kind, even magical darkness created by spells.

Qua

Qua (Fl. “minor”) Akheva are anything but minor to those who have to face them, for they are fierce, cunning, and powerful opponents.

For exceptional Qua that are members of a special caste, use the following statistics, as applicable, in place of those given above for Qua Akheva. Where there is no alternate given here, use the standard Qua Akheva stats.

Resistances (Ex): All Qua Akheva have bonuses of cold, electricity, fire, and magic resistance (20) and acid, disease, poison, and sonic resistance (30).

Centien (Warrior)

Hit Dice: 22d8+132 (231 hp)

Initiative: +3 (Dex)

AC: 34 (–1 size, +3 Dex, +18 natural, +4 chain shirt)

BAB/Grapple: +22/+35

Attacks: +1 *greatsword* +31/+26/+21/+16/+11 melee; or +1 *greatsword* +27/+22/+17/+12/+7 melee and 3 +1 *greatswords* +27/+27/+27 melee

Damage: +1 *greatsword* 2d6+12/19–20; off-hand +1 *greatsword* 2d6+7/19–20

Special Qualities: Berserking, damage reduction 20/+2, fast healing 6, immunities, resistances, see in darkness, spell resistance 22, Taunt bonus +4

Saves: Fort +21, Ref +16, Will +20

Abilities: Str 28, Dex 17, Con 23, Int 18, Wis 21, Cha 16

Skills: Balance +12, Bluff +14, Climb +18, Diplomacy +29, Gather Information +14, Heal +16, Hide +8, Intimidate +27, Jump +18, Knowledge (religion) +26, Knowledge (warcraft) +26, Listen +29, Search +15, Sense Motive +27, Sneak +12, Spot +29, Taunt +29, Trade Skill (blacksmithing) +16

Feats: Alertness, Cleave, Combat Reflexes, Double Attack, Great Fortitude, Iron Will, Multidexterity, Multiweapon Fighting, Parry, Power Attack, Riposte, Weapon Focus (1-H *greatsword*), Weapon Specialization (1-H *greatsword*)

Challenge Rating: 18

Liako (Knight)

Initiative: +1 (Dex)

Speed: 40 ft. in armor (50 ft. base)

AC: 33 (–1 size, +1 Dex, +18 natural, +5 masterwork breastplate)

BAB/Grapple: +22/+34

Attacks: +1 *Huge greatsword* +30/+24/+18/+12 melee; or +1 *Huge greatsword* +26/+20/+14/+8 melee and +1 *greatsword* +26 melee

Damage: +1 *greatsword* 2d8+13/19–20; +1 *greatsword* 2d6+5/19–20

Special Attacks: Slay undead, spell-like abilities

Special Qualities: Damage reduction 20/+2, fast healing 6, lay on hands (48 hp), poison resistance (as paladin), immunities, resistances, see in darkness, smithing, spell resistance 22

Saves: Fort +19, Ref +14, Will +20

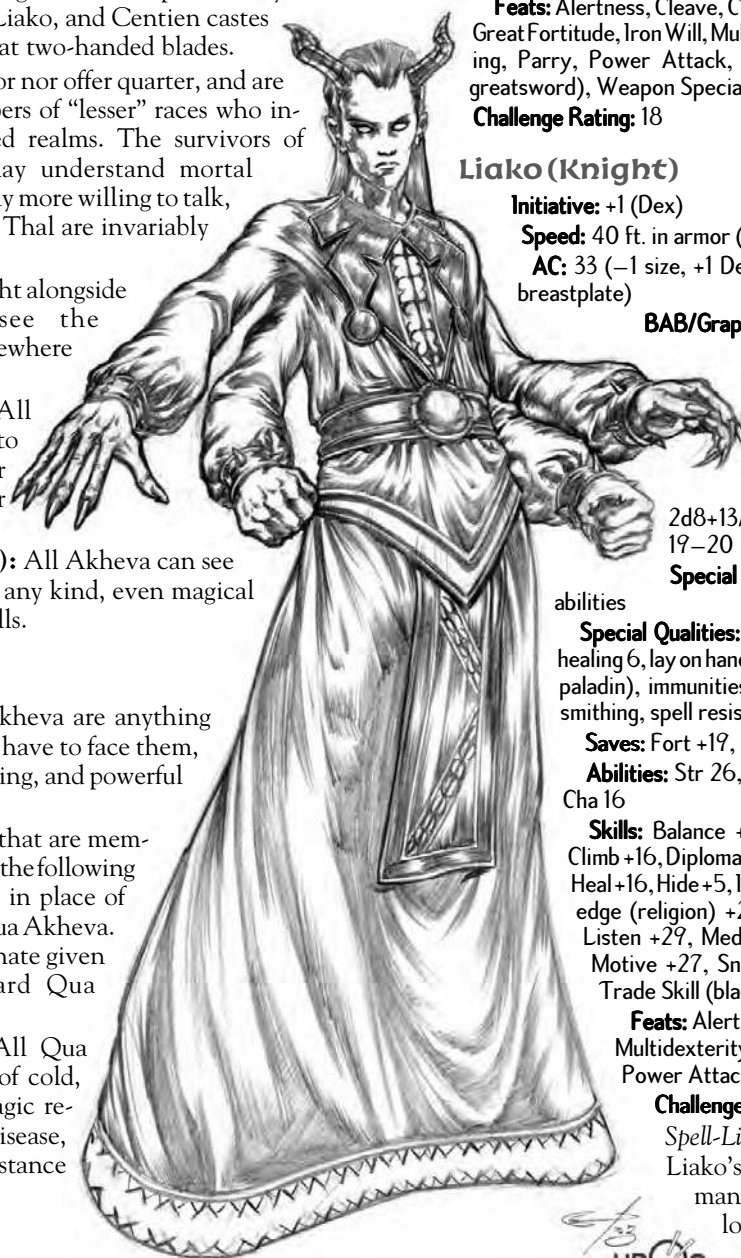
Abilities: Str 26, Dex 13, Con 19, Int 18, Wis 21, Cha 16

Skills: Balance +9, Bluff +14, Channeling +16, Climb +16, Diplomacy +29, Gather Information +14, Heal +16, Hide +5, Intimidate +16, Jump +15, Knowledge (religion) +26, Knowledge (warcraft) +15, Listen +29, Meditation +16, Search +15, Sense Motive +27, Sneak +9, Spot +29, Taunt +25, Trade Skill (blacksmithing) +19

Feats: Alertness, Great Fortitude, Iron Will, Multidexterity, Multiweapon Fighting, Parry, Power Attack

Challenge Rating: 18

Spell-Like Abilities: A typical Qua Liako’s spell-like abilities (and the mana cost for each) are as follows: *Armor of faith* (25), *calm* (8), *holy might* (10), *stun*



(6), *symbol of Pinzarn* (33), *valor* (15). These are as the spells cast by a 16th-level paladin (caster level 12th; save DC 15 + spell level) with a pool of 120 mana.

Senshali (Rogue)

Hit Dice: 22d8+110 (209 hp)

Initiative: +4 (Dex)

AC: 31 (–1 size, +4 Dex, +18 natural)

Attacks: +1 *greatsword* +29/+23/+17/+11 melee; or +1 *greatsword* +27/+21/+15/+9 melee and 3 +1 *Medium daggers* +27/+27/+27 melee

Damage: +1 *greatsword* 2d6+8/19–20; +1 *Medium dagger* 1d6+4/19–20

Special Attacks: Backstab +5d6, rogue abilities (chaotic stab, opportunist)

Special Qualities: Damage reduction 20/+2, evasion, fast healing 6, immunities, resistances, rogue ability (uncanny dodge), see in darkness, sense traps, spell resistance 22

Saves: Fort +20, Ref +19, Will +16

Abilities: Str 24, Dex 19, Con 21, Int 24, Wis 17, Cha 18

Skills: Balance +28, Bluff +18, Climb +23, Diplomacy +24, Disable Device +22, Gather Information +15, Hide +22, Intimidate +17, Jump +23, Knowledge (religion) +29, Knowledge (local lore) +23, Listen +30, Open Lock +16, Pick Pocket +15, Search +29, Sense Motive +19, Sneak +26, Spot +30, Taunt +15, Tumble +17

Feats: Alertness, Combat Reflexes, Great Fortitude, Lightning Reflexes, Multidexterity, Multiweapon Fighting, Parry

Challenge Rating: 18

Thall (Cleric)

Initiative: +1 (Dex)

Speed: 40 ft. in armor (50 ft. base)

AC: 33 (–1 size, +1 Dex, +18 natural, +5 breastplate)

BAB/Grapple: +22/+32

Attacks: +1 *Large heavy mace* +28/+23/+18/+13/+8 melee; or +1 *Large heavy mace* +24/+19/+14/+9/+4 melee and 2 masterwork *Large heavy maces* +24/+24 melee

Damage: +1 *Large heavy mace* 2d6+7; masterwork *Large heavy mace* 2d6+3

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 20/+2, divine powers (celestial healer, receive divine aura), fast healing 6, Greater Specialization (alteration), immunities, resistances, see in darkness, spell resistance 22

Saves: Fort +19, Ref +14, Will +21

Abilities: Str 22, Dex 13, Con 19, Int 18, Wis 23, Cha 18

Skills: Balance +3, Channeling +28, Diplomacy +17, Gather Information +9, Heal +28, Knowledge (mysticism) +17, Knowledge (religion) +29, Listen +30, Meditation +28, Search +15, Sense Motive +28, Spot +30, Taunt +10, Trade Skill (any one) +17

Feats: Alertness, Great Fortitude, Iron Will, Multidexterity, Multiweapon Fighting, Quicken Spell-Like Ability, School Specialization (alteration)

Challenge Rating: 18

Spell-Like Abilities: A typical Qua Thall's spell-like abilities (and the mana cost for each, modified for the Greater Specialization and celestial healer abilities) are as follows: *Blinding luminance* (8), *cancel magic* (5), *greater healing* (20), *guard* (13), *inspire fear* (12), *revive* (45), *word of spirit* (22), *wrath* (24). These are as the spells cast by a 16th-level cleric (save DC 16 + spell level) with a pool of 192 mana.

Va Liako (Shadow Knight)

Hit Dice: 22d8+66 (165 hp)

Initiative: +2 (Dex)

Speed: 40 ft. in armor (50 ft. base)

AC: 34 (–1 size, +2 Dex, +18 natural, +5 masterwork breastplate)

BAB/Grapple: +22/+34

Attacks: +1 *Huge greatsword* +30/+24/+18/+12 melee; or +1 *Huge greatsword* +26/+20/+14/+8 melee and +1 *greatsword* +26 melee

Damage: +1 *Huge greatsword* 2d8+13/19–20; +1 *greatsword* 2d6+5/19–20

Special Attacks: Harm touch (48 hp), spell-like abilities

Special Qualities: Armored casting, damage reduction 20/+2, disease resistance (as shadow knight), fast healing 6, immunities, resistances, see in darkness, spell resistance 22

Saves: Fort +18, Ref +15, Will +18

Abilities: Str 26, Dex 15, Con 17, Int 22, Wis 17, Cha 16

Skills: Balance +10, Bluff +14, Channeling +25, Climb +16, Diplomacy +18, Hide +6, Intimidate +27, Jump +16, Knowledge (monster lore [undead]) +28, Knowledge (mysticism) +28, Knowledge (religion) +28, Listen +27, Meditation +28, Search +28, Sense Motive +14, Sneak +10, Spot +27, Taunt +14, Trade Skill (poison making) +17

Feats: Alertness, Combat Reflexes, Finishing Blow, Great Fortitude, Iron Will, Multidexterity, Multiweapon Fighting, Parry

Challenge Rating: 18

Spell-Like Abilities: A typical Qua Va Liako's spell-like abilities (and the mana cost for each) are as follows: *Dooming darkness* (20), *grim aura* (4), *invoke fear* (20), *lifedraw* (10), *shroud of hate* (10), *word of spirit* (22). These are as the spells cast by a 16th-level shadow knight (caster level 12th; save DC 16 + spell level) with a pool of 144 mana.

Zethon (Wizard)

Initiative: +3 (Dex)

AC: 30 (–1 size, +3 Dex, +18 natural)

BAB/Grapple: +22/+31

Attacks: +1 *Huge quarterstaff* +27/+22/+17/+12/+7 melee

Damage: +1 *Huge quarterstaff* 1d8+8

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 20/+2, fast healing 6, Greater Specialization (evocation), greater wizardry (mana burn), immunities, quicken mastery, resistances, see in darkness, spell resistance 22

Saves: Fort +19, Ref +16, Will +18

Abilities: Str 20, Dex 17, Con 19, Int 24, Wis 17, Cha 16

Skills: Balance +14, Bluff +14, Channeling +29, Climb +16, Diplomacy +18, Hide +11, Intimidate +27, Jump +16, Knowledge (mysticism) +32, Knowledge (religion) +29, Listen +27, Meditation +32, Search +29, Sense Motive +25, Sneak +15, Spellcraft +29, Spot +27, Trade Skill (any one) +29

Feats: Alertness, Combat Reflexes, Great Fortitude, Iron Will, Multidexterity, Mystic Capacity, School Specialization (evocation), Spell-Like Ability Focus (evocation)

Challenge Rating: 18

Spell-Like Abilities: A typical Qua Zethon's spell-like abilities (and the mana cost for each, modified for the Greater Specialization ability) are as follows: *Bonds of force* (12), *energy storm* (25), *enstill* (10), *force shock* (18), *frost shock* (17), *leatherskin* (14), *lesser evacuate** (10), *lightning storm* (21), *magnify* (4). These are as the spells cast by a 16th-level wizard (save DC 17 + spell level, or DC 19 + spell level for evocation) with a pool of 224 mana.

* This new spell is found in Chapter 5 of EQ: Luclin.

Zov

Zov (Fl. "lesser") Akheva are anything but weak — the appellation "lesser" is somewhat misleading, as they are fearsome opponents.

For exceptional Zov that are members of a special caste, use the following statistics, as applicable, in place of those given above for Zov Akheva. Where there is no alternate given here, use the standard Zov Akheva stats.

Resistances (Ex): All Zov Akheva have bonuses of cold, electricity, fire, and magic resistance (25) and acid, disease, poison, and sonic resistance (40).

Centien (Warrior)

Hit Dice: 24d8+168 (276 hp)

Initiative: +3 (Dex)

AC: 37 (–1 size, +3 Dex, +20 natural, +5 +1 chain shirt)

BAB/Grapple: +24/+37

Attacks: +1 *greatsword* +34/+29/+24/+19/+14 melee; or +1 *greatsword* +30/+25/+20/+15/+10 melee and 3 +1 *greatswords* +30/+30/+30 melee

Damage: +1 *greatsword* 2d6+12/17–20; off-hand +1 *greatsword* 2d6+7/17–20

Special Qualities: Berserking, damage reduction 25/+2, fast healing 10, immunities, resistances, see in darkness, spell resistance 24, Taunt bonus +5

Saves: Fort +23, Ref +17, Will +22

Abilities: Str 29, Dex 17, Con 24, Int 19, Wis 22, Cha 16

Skills: Balance +14, Bluff +15, Climb +20, Diplomacy +30, Gather Information +15, Heal +19, Hide +10, Intimidate +28, Jump +20, Knowledge (religion) +27, Knowledge (warcraft) +28, Listen +32, Search +16, Sense Motive +30, Sneak +14, Spot +32, Taunt +32, Trade Skill (blacksmithing) +18

Feats: Alertness, Cleave, Combat Reflexes, Double Attack, Great Fortitude, Improved Critical (1-H greatsword), Iron Will, Multidexterity, Multiweapon Fighting, Parry, Power Attack, Riposte, Weapon Focus (1-H greatsword), Weapon Specialization (1-H greatsword)

Challenge Rating: 19

Liako (Knight)

Initiative: +1 (Dex)

Speed: 40 ft. in armor (50 ft. base)

AC: 36 (–1 size, +1 Dex, +20 natural, +6 +1 breastplate)

BAB/Grapple: +24/+36

Attacks: +1 *Huge greatsword* +32/+26/+20/+14 melee; or +1 *Huge greatsword* +28/+22/+16/+10 melee and +1 *greatsword* +28 melee

Damage: +1 *greatsword* 2d8+13/19–20; +1 *greatsword* 2d6+5/19–20

Special Attacks: Slay undead, spell-like abilities

Special Qualities: Damage reduction 25/+2, fast healing 10, lay on hands (54 hp), poison resistance (as paladin), immunities, resistances, see in darkness, smithing, spell resistance 24

Saves: Fort +21, Ref +15, Will +22

Abilities: Str 27, Dex 13, Con 20, Int 18, Wis 22, Cha 17

Skills: Balance +10, Bluff +15, Channeling +18, Climb +17, Diplomacy +30, Gather Information +15, Heal +18, Hide +6, Intimidate +17, Jump +16, Knowledge (religion) +28, Knowledge (warcraft) +16, Listen +32, Meditation +20, Search +16, Sense Motive +30, Sneak +10, Spot +32, Taunt +27, Trade Skill (blacksmithing) +21

Feats: Alertness, Great Fortitude, Iron Will, Multidexterity, Multiweapon Fighting, Parry, Power Attack

Challenge Rating: 19

Spell-Like Abilities: A typical Zov Liako's spell-like abilities (and the mana cost for each) are as follows: *Armor of faith* (25), *flame of light* (14), *holy might* (10), *pacify* (17), *stun* (6), *symbol of Pinzarn* (33), *valor* (15). These are as the spells cast by an 18th-level paladin (caster level 14th; save DC 16 + spell level) with a pool of 168 mana.

Senshali (Rogue)

Hit Dice: 24d8+144 (252 hp)

Initiative: +5 (Dex)

AC: 34 (–1 size, +5 Dex, +20 natural)

Attacks: +1 *greatsword* +31/+25/+19/+13 melee; or +1 *greatsword* +29/+23/+17/+11 melee and 3 +1 *Medium daggers* +29/+29/+29 melee

Damage: +1 *greatsword* 2d6+8/19–20; +1 *Medium dagger* 1d6+4/19–20

Special Attacks: Backstab +6d6, rogue abilities (chaotic stab, opportunist)

Special Qualities: Damage reduction 25/+2, evasion, fast healing 10, immunities, resistances, rogue ability (uncanny dodge), see in darkness, sense traps, spell resistance 24

Saves: Fort +22, Ref +21, Will +18

Abilities: Str 24, Dex 20, Con 22, Int 25, Wis 18, Cha 18

Skills: Balance +31, Bluff +19, Climb +24, Diplomacy +25, Disable Device +25, Gather Information +16, Hide +25, Intimidate +18, Jump +24, Knowledge (religion) +30, Knowledge (local lore) +25, Listen +33, Open Lock +18, Pick Pocket +17, Search +31, Sense Motive +21, Sneak +29, Spot +33, Taunt +16, Tumble +19

Feats: Alertness, Combat Reflexes, Great Fortitude, Lightning Reflexes, Multidexterity, Multiweapon Fighting, Parry

Challenge Rating: 19

Thall (Cleric)

Initiative: +1 (Dex)

Speed: 40 ft. in armor (50 ft. base)

AC: 35 (–1 size, +1 Dex, +20 natural, +5 masterwork breastplate)

Attacks: +1 *Large heavy mace* +31/+26/+21/+16/+11 melee; or +1 *Large heavy mace* +27/+22/+17/+12/+7 melee and 2 +1 *Large heavy maces* +27/+27 melee

Damage: +1 *Large heavy mace* 2d6+8; off-hand +1 *Large heavy mace* 2d6+4

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 25/+2, divine powers (celestial healer, receive divine aura), fast healing 10, Greater Specialization (alteration), immunities, resistances, see in darkness, spell resistance 24

Saves: Fort +21, Ref +15, Will +23

Abilities: Str 24, Dex 13, Con 20, Int 19, Wis 24, Cha 19

Skills: Balance +3, Channeling +31, Diplomacy +19, Gather Information +10, Heal +31, Knowledge (mysticism) +18, Knowledge (religion) +31, Listen +33, Meditation +31, Search +16, Sense Motive +31, Spot +33, Taunt +11, Trade Skill (any one) +20

Feats: Alertness, Great Fortitude, Iron Will, Multidexterity, Multiweapon Fighting, Quicken Spell-Like Ability, School Specialization (alteration)

Challenge Rating: 19

Spell-Like Abilities: A typical Zov Thall's spell-like abilities (and the mana cost for each, modified for the Greater Specialization and celestial healer abilities) are as follows: *Atone* (10), *cancel magic* (5), *guard* (13), *inspire fear* (12), *renewal* (61), *superior healing* (32), *word of spirit* (22), *wrath* (24). These are as the spells cast by an 18th-level cleric (save DC 17 + spell level) with a pool of 252 mana.

Va Liako (Shadow Knight)

Hit Dice: 24d8+96 (204 hp)

Initiative: +2 (Dex)

Speed: 40 ft. in armor (50 ft. base)

AC: 37 (−1 size, +2 Dex, +20 natural, +6 +1 breastplate)

BAB/Grapple: +24/+36

Attacks: +1 *Huge greatsword* +32/+26/+20/+14 melee; or +1 *Huge greatsword* +28/+22/+16/+10 melee and +1 *greatsword* +28 melee

Damage: +1 *Huge greatsword* 2d8+13/19–20; +1 *greatsword* 2d6+5/19–20

Special Attacks: Harm touch (54 hp), spell-like abilities

Special Qualities: Armored casting, damage reduction 25/+2, disease resistance (as shadow knight), fast healing 10, immunities, resistances, see in darkness, spell resistance 24

Saves: Fort +20, Ref +16, Will +19

Abilities: Str 27, Dex 15, Con 18, Int 23, Wis 17, Cha 17

Skills: Balance +11, Bluff +15, Channeling +28, Climb +17, Diplomacy +19, Hide +7, Intimidate +29, Jump +17, Knowledge (monster lore [undead]) +30, Knowledge (mysticism) +30, Knowledge (religion) +30, Listen +29, Meditation +30, Search +30, Sense Motive +15, Sneak +11, Spot +29, Taunt +15, Trade Skill (poison making) +18

Feats: Alertness, Combat Reflexes, Finishing Blow, Great Fortitude, Iron Will, Multidexterity, Multiweapon Fighting, Parry

Challenge Rating: 19

Spell-Like Abilities: A typical Zov Va Liako's spell-like abilities (and the mana cost for each) are as follows: *Dooming darkness* (20), *grim aura* (4), *invoke fear* (20), *shroud of hate* (10), *shroud of pain* (17), *siphon life* (12), *word of spirit* (22). These are as the spells cast by an 18th-level shadow knight (caster level 14th; save DC 16 + spell level) with a pool of 168 mana.

Zethon (Wizard)

Initiative: +4 (Dex)

AC: 33 (−1 size, +4 Dex, +20 natural)

BAB/Grapple: +24/+33

Attacks: +1 *Huge quarterstaff* +29/+24/+19/+14/+9 melee

Damage: +1 *Huge quarterstaff* 1d8+8

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 25/+2, fast healing 10, Greater Specialization (evocation), greater wizardry (mana burn), immunities, quicken mastery, resistances, see in darkness, spell resistance 24

Saves: Fort +20, Ref +18, Will +20

Abilities: Str 20, Dex 18, Con 19, Int 26, Wis 18, Cha 16

Skills: Balance +16, Bluff +15, Channeling +31, Climb +17, Diplomacy +19, Hide +13, Intimidate +29, Jump +17, Knowledge (mysticism) +35, Knowledge (religion) +32, Knowledge (any one) +35, Listen +30, Meditation +35, Search +32, Sense Motive +28, Sneak +17, Spellcraft +32, Spot +30, Trade Skill (any one) +32

Feats: Alertness, Combat Reflexes, Embed Enhancement, Great Fortitude, Iron Will, Multidexterity, Mystic Capacity, School Specialization (evocation), Spell-Like Ability Focus (evocation)

Challenge Rating: 19

Spell-Like Abilities: A typical Zov Zethon's spell-like abilities (and the mana cost for each, modified for the Greater Specialization ability) are as follows: *Bonds of force* (12), *energy storm* (25), *enstill* (10), *harvest* (0), *ice shock* (25), *lava storm* (30), *lesser evacuate** (10), *steelskin* (25), *thunderclap* (27). These are as the spells cast by an 18th-level wizard (save DC 18 + spell level, or DC 20 + spell level for evocation) with a pool of 288 mana.

* This new spell is found in Chapter 5 of EQ: Luclin.

Zun

Zun ("major") Akheva serve as nobles and administrators.

For exceptional Zun that are members of a special caste, use the following statistics, as applicable, in place of those given above for Zun Akheva. Where there is no alternate given here, use the standard Zun stats.

Resistances (Ex): All Zun Akheva have bonuses of cold, electricity, fire, and magic resistance (30) and acid, disease, poison, and sonic resistance (50).

Centien (Warrior)

Hit Dice: 26d8+182+15 (314 hp)

Initiative: +3 (Dex)

AC: 39 (−1 size, +3 Dex, +21 natural, +6 +2 chain shirt)

BAB/Grapple: +26/+40

Attacks: +2 *greatsword* +38/+33/+28/+23/+18 melee; or +2 *greatsword* +34/+29/+24/+19/+14 melee and 3 +1 *greatswords* +33/+33/+33 melee

Damage: +2 *greatsword* 2d6+14/17–20; +1 *greatsword* 2d6+8/17–20

Special Attacks: Area Taunt

Special Qualities: Berserking, damage reduction 30/+3, fast healing 12, immunities, resistances, see in darkness, spell resistance 26, Taunt bonus +5

Saves: Fort +24, Ref +18, Will +23

Abilities: Str 30, Dex 17, Con 25, Int 19, Wis 22, Cha 16

Skills: Balance +15, Bluff +16, Climb +22, Diplomacy +32, Gather Information +16, Heal +20, Hide +11, Intimidate +30, Jump +22, Knowledge (religion) +29, Knowledge (warcraft) +30, Listen +34, Search +17, Sense Motive +32, Sneak +15, Spot +34, Taunt +34, Trade Skill (blacksmithing) +19

Feats: Alertness, Cleave, Combat Reflexes, Double Attack, Great Fortitude, Improved Critical (1-H greatsword), Iron Will, Multidexterity, Multiweapon Fighting, Parry, Power Attack, Riposte, Toughened, Weapon Focus (1-H greatsword), Weapon Specialization (1-H greatsword)

Challenge Rating: 21

Liako (Knight)

Initiative: +1 (Dex)

Speed: 40 ft. in armor (50 ft. base)

AC: 37 (−1 size, +1 Dex, +21 natural, +6 +1 breastplate)

BAB/Grapple: +26/+39

Attacks: +2 *Huge greatsword* +36/+30/+24/+18/+12 melee; or +2 *Huge greatsword* +32/+26/+20/+14/+8 melee and +1 *greatsword* +31 melee

Damage: +2 *greatsword* 2d8+15/19–20; +1 *greatsword* 2d6+5/19–20

Special Attacks: Slay undead, spell-like abilities

Special Qualities: Damage reduction 30/+3, fast healing 12, lay on hands (57 hp), poison resistance (as paladin), immunities, resistances, see in darkness, smithing, spell resistance 26

Saves: Fort +22, Ref +16, Will +23

Abilities: Str 28, Dex 13, Con 20, Int 18, Wis 23, Cha 18

Skills: Balance +11, Bluff +17, Channeling +19, Climb +19, Diplomacy +33, Gather Information +17, Heal +20, Hide +7, Intimidate +19, Jump +18, Knowledge (religion) +30, Knowledge (warcraft) +17, Listen +34, Meditation +22, Search +17, Sense Motive +32, Sneak +11, Spot +34, Taunt +30, Trade Skill (blacksmithing) +23

Feats: Alertness, Cleave, Great Fortitude, Iron Will, Multidexterity, Multiweapon Fighting, Parry, Power Attack

Challenge Rating: 21

Spell-Like Abilities: A typical Zun Liako's spell-like abilities (and the mana cost for each) are as follows: *Armor of faith* (25),

enstill (10), flame of light (14), force (15), pacify (17), stun (6), symbol of Pinzarn (33), valor (15). These are as the spells cast by a 19th-level paladin (caster level 15th; save DC 16 + spell level) with a pool of 180 mana.

Senshali (Rogue)

Hit Dice: 26d8+156 (273 hp)

Initiative: +5 (Dex)

AC: 35 (–1 size, +5 Dex, +21 natural)

BAB/Grapple: +26/+37

Attacks: +1 greatsword +33/+27/+21/+15/+9 melee; or +1 greatsword +31/+25/+19/+13/+7 melee and 3 +2 Medium daggers +32/+32/+32 melee

Damage: +1 greatsword 2d6+8/19–20; +2 Medium dagger 1d6+5/19–20

Special Attacks: Backstab +6d6, rogue abilities (chaotic stab, opportunist)

Special Qualities: Damage reduction 30/+3, evasion, fast healing 12, immunities, resistances, rogue ability (uncanny dodge), see in darkness, sense traps, spell resistance 26

Saves: Fort +23, Ref +22, Will +19

Abilities: Str 25, Dex 21, Con 22, Int 26, Wis 18, Cha 18

Skills: Balance +33, Bluff +20, Climb +25, Diplomacy +26, Disable Device +28, Gather Information +17, Hide +27, Intimidate +19, Jump +25, Knowledge (religion) +32, Knowledge (local lore) +28, Listen +35, Open Lock +20, Pick Pocket +19, Search +34, Sense Motive +23, Sneak +31, Spot +35, Taunt +17, Tumble +20

Feats: Alertness, Combat Reflexes, Great Fortitude, Lightning Reflexes, Multidexterity, Multiweapon Fighting, Parry, Riposte

Challenge Rating: 21

Thall (Cleric)

Initiative: +2 (Dex)

Speed: 40 ft. in armor (50 ft. base)

AC: 38 (–1 size, +2 Dex, +21 natural, +6 +1 breastplate)

BAB/Grapple: +26/+37

Attacks: +1 Large heavy mace +33/+28/+23/+18/+13 me-

lee; or +1 Large heavy mace +29/+24/+19/+14/+9 melee and 2 +1 Large heavy maces +29/+29 melee

Damage: +1 Large heavy mace 2d6+8; off-hand +1 Large heavy mace 2d6+4

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 30/+3, divine powers (celestial healer, receive divine aura), fast healing 12, Greater Specialization (alteration), immunities, resistances, see in darkness, spell resistance 26

Saves: Fort +22, Ref +17, Will +24

Abilities: Str 24, Dex 14, Con 20, Int 19, Wis 25, Cha 20

Skills: Balance +5, Channeling +33, Diplomacy +22, Gather Information +12, Heal +33, Knowledge (mysticism) +19, Knowledge (religion) +33, Listen +35, Meditation +33, Search +17, Sense Motive +33, Spot +35, Taunt +14, Trade Skill (any one) +21

Feats: Alertness, Embed Divine, Great Fortitude, Iron Will, Multidexterity, Multiweapon Fighting, Quicken Spell-Like Ability, School Specialization (alteration)

Challenge Rating: 21

Spell-Like Abilities: A typical Zun Thall's spell-like abilities (and the mana cost for each, modified for the Greater Specialization and celestial healer abilities) are as follows: *Armor of faith* (25), *atone* (10), *cancel magic* (5), *invoke fear* (18), *resuscitate* (75), *sacred word* (18), *superior healing* (32), *word of souls* (28). These are as the spells cast by a 19th-level cleric (save DC 17 + spell level) with a pool of 266 mana.

Va Liako (Shadow Knight)

Hit Dice: 26d8+96 (204 hp)

Speed: 40 ft. in armor (50 ft. base)

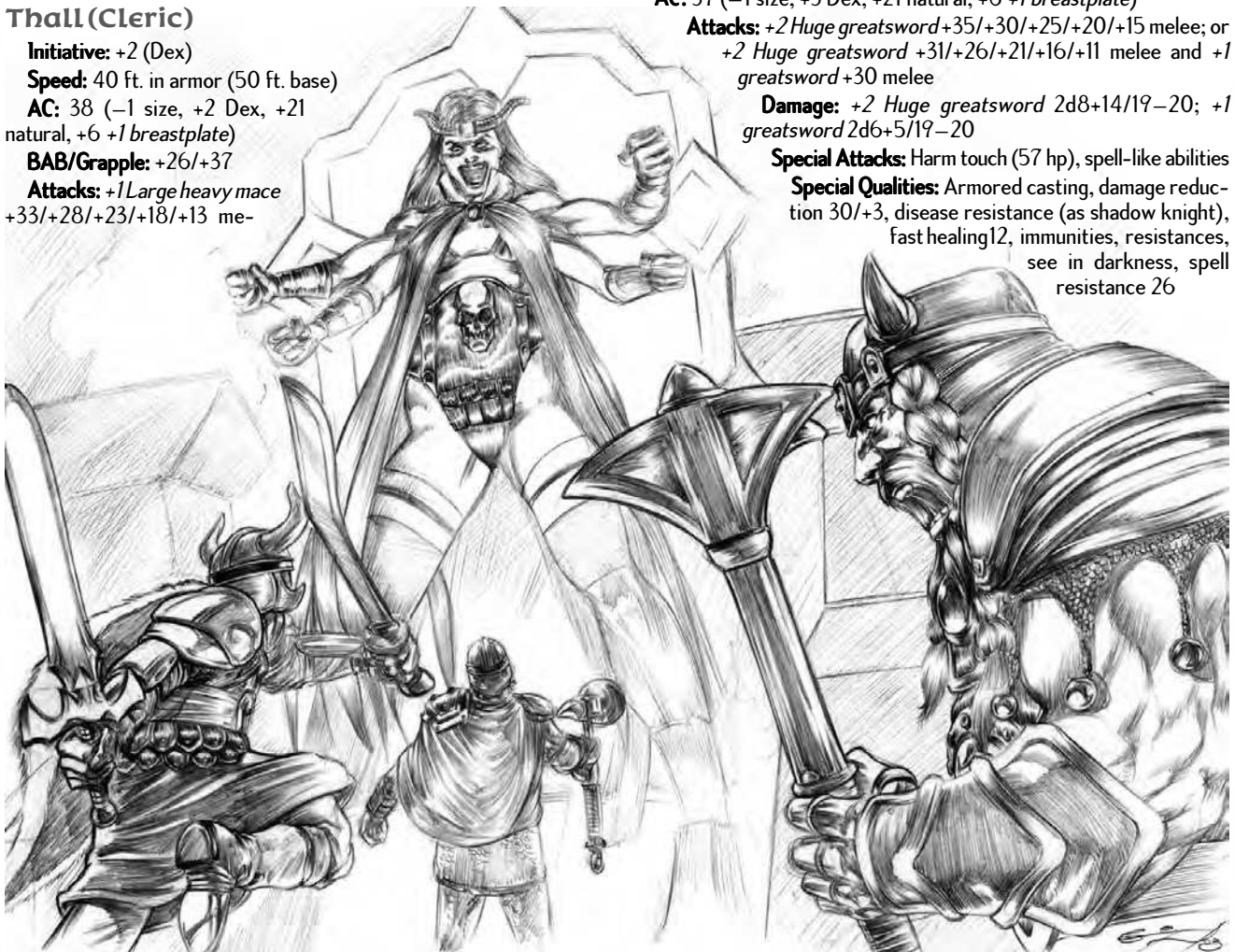
AC: 39 (–1 size, +3 Dex, +21 natural, +6 +1 breastplate)

Attacks: +2 Huge greatsword +35/+30/+25/+20/+15 melee; or +2 Huge greatsword +31/+26/+21/+16/+11 melee and +1 greatsword +30 melee

Damage: +2 Huge greatsword 2d8+14/19–20; +1 greatsword 2d6+5/19–20

Special Attacks: Harm touch (57 hp), spell-like abilities

Special Qualities: Armored casting, damage reduction 30/+3, disease resistance (as shadow knight), fast healing 12, immunities, resistances, see in darkness, spell resistance 26



Saves: Fort +21, Ref +18, Will +20

Abilities: Str 27, Dex 16, Con 19, Int 24, Wis 17, Cha 18

Skills: Balance +13, Bluff +17, Channeling +30, Climb +18, Diplomacy +20, Hide +10, Intimidate +32, Jump +18, Knowledge (monster lore [undead]) +33, Knowledge (mysticism) +33, Knowledge (religion) +33, Listen +31, Meditation +33, Search +33, Sense Motive +16, Sneak +13, Spot +31, Taunt +18, Trade Skill (poison making) +20

Feats: Alertness, Combat Reflexes, Double Attack, Finishing Blow, Great Fortitude, Iron Will, Multidexterity, Multiweapon Fighting, Parry

Challenge Rating: 21

Spell-Like Abilities: A typical Zun Va Liako's spell-like abilities (and the mana cost for each) are as follows: *Abduction of strength* (1), *dooming darkness* (20), *grim aura* (4), *invoke fear* (20), *mental corruption* (17), *shroud of pain* (17), *siphon life* (12), *word of spirit* (22). These are as the spells cast by a 19th-level shadow knight (caster level 15th; save DC 17 + spell level) with a pool of 168 mana.

Zethon (Wizard)

Initiative: +4 (Dex)

AC: 34 (–1 size, +4 Dex, +21 natural)

BAB/Grapple: +26/+35

Attacks: +2 *Huge quarterstaff* +32/+27/+22/+17/+12 melee

Damage: +2 *Huge quarterstaff* 1d8+9

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 30/+3, fast healing 12, Greater Specialization (evocation), greater wizardry (mana burn), immunities, quicken mastery, resistances, see in darkness, spell resistance 26

Saves: Fort +21, Ref +19, Will +21

Abilities: Str 20, Dex 19, Con 19, Int 28, Wis 18, Cha 16

Skills: Balance +17, Bluff +16, Channeling +33, Climb +18, Diplomacy +20, Hide +14, Intimidate +31, Jump +18, Knowledge (mysticism) +38, Knowledge (religion) +35, Knowledge (any two) +35, Listen +32, Meditation +38, Search +35, Sense Motive +30, Sneak +18, Spellcraft +35, Spot +32, Trade Skill (any one) +35

Feats: Alertness, Combat Reflexes, Embed Enhancement, Great Fortitude, Iron Will, Multidexterity, Mystic Capacity, School Specialization (evocation), Spell-Like Ability Focus (evocation)

Challenge Rating: 21

Spell-Like Abilities: A typical Zun Zethon's spell-like abilities (and the mana cost for each, modified for the Greater Specialization ability) are as follows: *Bonds of force* (12), *concussion* (4), *Elnerick's entombment of ice* (35), *harvest* (0), *immobilize* (13), *lava storm* (30), *lesser evacuate** (10), *steelskin* (25), *thunderclap* (27). These are as the spells cast by a 19th-level wizard (save DC 19 + spell level, or DC 21 + spell level for evocation) with a pool of 342 mana.

* This new spell is found in Chapter 5 of EQ: Luclin.

Pli

Pli ("greater") are especially powerful and ancient Akheva.

For exceptional Pli that are members of a special caste, use the following statistics, as applicable, in place of those given above for Pli Akheva. Where there is no alternate given here, use the standard Pli stats.

Resistances (Ex): All Pli have bonuses of cold, electricity, fire, and magic resistance (35) and acid, disease, poison, and sonic resistance (50).

Centien (Warrior)

Hit Dice: 28d8+252+16 (394 hp)

Initiative: +3 (Dex)

AC: 40 (–2 size, +3 Dex, +23 natural, +6 +2 chain shirt)

BAB/Grapple: +28/+50

Attacks: +2 *Huge greatsword of speed* +43/+39/+35/+31/+27 melee; or +3 *Huge greatsword of speed* +39/+35/+31/+27/+23 melee and 3 +2 *Huge greatswords* +39/+39/+39 melee

Damage: +2 *Huge greatsword of speed* 2d8+18/17–20; +2 *Huge greatsword* 2d8+11/17–20

Special Attacks: Area Taunt

Special Qualities: Berserking, damage reduction 35/+3, disciplines (Fearless, Resistant), fast healing 14, immunities, resistances, see in darkness, spell resistance 28, Taunt bonus +5

Saves: Fort +27, Ref +19, Will +24

Abilities: Str 38, Dex 17, Con 29, Int 20, Wis 22, Cha 17

Skills: Balance +16, Bluff +17, Climb +27, Diplomacy +33, Gather Information +17, Heal +24, Hide +9, Intimidate +32, Jump +27, Knowledge (religion) +32, Knowledge (warcraft) +33, Listen +36, Search +20, Sense Motive +34, Sneak +16, Spot +36, Taunt +36, Trade Skill (blacksmithing) +34, Trade Skill (any one) +20

Feats: Alertness, Cleave, Combat Reflexes, Double Attack, Great Fortitude, Improved Critical (1-H greatsword), Iron Will, Multidexterity, Multiweapon Fighting, Parry, Power Attack, Riposte, Toughened, Weapon Focus (1-H greatsword), Weapon Specialization (1-H greatsword)

Challenge Rating: 23

Liako (Knight)

Initiative: +1 (Dex)

Speed: 40 ft. in armor (60 ft. base)

AC: 39 (–2 size, +1 Dex, +23 natural, +7 +2 breastplate)

BAB/Grapple: +28/+49

Attacks: +2 *Gargantuan greatsword* +41/+35/+29/+23/+17 melee; or +2 *Gargantuan greatsword* +37/+31/+25/+19/+13 melee and +2 *Huge greatsword* +37 melee

Damage: +2 *Gargantuan greatsword* 4d6+21/19–20; +2 *Huge greatsword* 2d8+8/19–20

Special Attacks: Slay undead, spell-like abilities

Special Qualities: Damage reduction 35/+3, discipline (Resistant), fast healing 14, improved lay on hands, poison resistance (as paladin), immunities, resistances, see in darkness, smithing, spell resistance 28

Saves: Fort +25, Ref +17, Will +25

Abilities: Str 36, Dex 13, Con 24, Int 18, Wis 24, Cha 18

Skills: Balance +12, Bluff +18, Channeling +24, Climb +24, Diplomacy +34, Gather Information +18, Heal +24, Hide +4, Intimidate +22, Jump +23, Knowledge (religion) +32, Knowledge (warcraft) +19, Listen +37, Meditation +25, Search +18, Sense Motive +34, Sneak +12, Spot +37, Taunt +32, Trade Skill (blacksmithing) +25

Feats: Alertness, Cleave, Great Fortitude, Iron Will, Multidexterity, Multiweapon Fighting, Parry, Power Attack

Challenge Rating: 23

Spell-Like Abilities: A typical Pli Liako's spell-like abilities (and the mana cost for each) are as follows: *Armor of faith* (25), *enstill* (10), *flame of light* (14), *pacify* (17), *symbol of Pinzarn* (33), *valor* (15), *words of tranquility* (33), *yaulp III* (4). These are as the spells cast by a 21st-level paladin (caster level 17th; save DC 17 + spell level) with a pool of 238 mana.

Thall (Cleric)

Initiative: +2 (Dex)

Speed: 40 ft. in armor (60 ft. base)

AC: 40 (–2 size, +2 Dex, +23 natural, +7 +2 breastplate)

BAB/Grapple: +28/+47

Attacks: +2 *Huge heavy mace* +39/+34/+29/+24/+19 melee; or +2 *Huge heavy mace* +35/+30/+25/+20/+15 melee and 2 +2 *Huge heavy maces* +35/+35 melee

Damage: +2 *Huge heavy mace* 2d8+13; off-hand +2 *Huge heavy mace* 2d8+7

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 35/+3, divine powers (celestial healer, purify soul, receive divine aura), fast healing 14, Greater Specialization (alteration), immunities, resistances, see in darkness, spell resistance 28

Saves: Fort +25, Ref +18, Will +26

Abilities: Str 32, Dex 14, Con 24, Int 19, Wis 26, Cha 20

Skills: Balance +5, Channeling +38, Diplomacy +24, Gather Information +13, Heal +36, Knowledge (mysticism) +22, Knowledge (religion) +36, Listen +38, Meditation +36, Search +19, Sense Motive +36, Spot +38, Taunt +16, Trade Skill (any one) +22

Feats: Alertness, Embed Divine, Great Fortitude, Iron Will, Multidexterity, Multiweapon Fighting, Quicken Spell-Like Ability, School Specialization (alteration)

Challenge Rating: 23

Spell-Like Abilities: A typical Pli Thall's spell-like abilities (and the mana cost for each, modified for the Greater Specialization and celestial healer abilities) are as follows: *Armor of faith* (25), *complete healing* (53), *earthquake* (62), *invoke fear* (18), *nullify magic* (8), *restoration* (90), *sacred word* (18), *word of souls* (28). These are as the spells cast by a 21st-level cleric (save DC 18 + spell level) with a pool of 336 mana.

Va Liako (Shadow Knight)

Hit Dice: 28d8+168 (294 hp)

Speed: 40 ft. in armor (60 ft. base)

AC: 40 (–2 size, +3 Dex, +23 natural, +6 +1 *breastplate*)

BAB/Grapple: +28/+49

Attacks: +3 *Gargantuan greatsword* +42/+37/+32/+27/+22 melee; or +3 *Gargantuan greatsword* +38/+33/+28/+23/+18 melee and +2 *Huge greatsword* +38 melee

Damage: +3 *Gargantuan greatsword* 4d6+22/19–20; +2 *Huge greatsword* 2d8+8/19–20

Special Attacks: Leech touch (63 hp), spell-like abilities

Special Qualities: Armored casting, damage reduction 35/+3, discipline (Resistant), disease resistance (as shadow knight), fast healing 14, immunities, resistances, see in darkness, spell resistance 28

Saves: Fort +24, Ref +19, Will +22

Abilities: Str 36, Dex 16, Con 23, Int 25, Wis 18, Cha 18

Skills: Balance +14, Bluff +20, Channeling +37, Climb +24, Diplomacy +23, Hide +9, Intimidate +35, Jump +23, Knowledge (monster lore [undead]) +36, Knowledge (mysticism) +36, Knowledge (religion) +36, Listen +34, Meditation +36, Search +36, Sense Motive +20, Sneak +14, Spot +34, Taunt +20, Trade Skill (poison making) +22

Feats: Alertness, Combat Reflexes, Double Attack, Finishing Blow, Great Fortitude, Iron Will, Multidexterity, Multiweapon Fighting, Parry

Challenge Rating: 23

Spell-Like Abilities: A typical Pli Va Liako's spell-like abilities (and the mana cost for each) are as follows: *Abduction of strength* (1), *dooming darkness* (20), *invoke fear* (20), *mental corruption* (17), *shroud of pain* (17), *siphon life* (12), *torrent of hate* (10), *word of spirit* (22). These are as the spells cast by a 21st-level shadow knight (caster level 17th; save DC 17 + spell level) with a pool of 238 mana.

Zethon (Wizard)

Initiative: +5 (Dex)

AC: 36 (–2 size, +5 Dex, +23 natural)

BAB/Grapple: +28/+44

Attacks: +2 *Gargantuan quarterstaff of frost* +36/+31/+26/+21/+16 melee

Damage: +2 *Gargantuan quarterstaff of frost* 2d6+14 plus 2d6 cold

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 35/+3, fast healing 14, Greater Specialization (evocation), greater wizardries (mana burn x2), immunities, quicken mastery, resistances, see in darkness, spell resistance 28

Saves: Fort +24, Ref +21, Will +23

Abilities: Str 27, Dex 20, Con 23, Int 30, Wis 20, Cha 16

Skills: Balance +19, Bluff +17, Channeling +35, Climb +22, Diplomacy +23, Hide +13, Intimidate +33, Jump +23, Knowledge (mysticism) +40, Knowledge (religion) +40, Knowledge (any two) +40, Listen +35, Meditation +40, Search +40, Sense Motive +32, Sneak +18, Spellcraft +42, Spot +35, Trade Skill (any two) +37

Feats: Alertness, Combat Reflexes, Embed Enhancement, Great Fortitude, Iron Will, Multidexterity, Mystic Capacity, School Specialization (evocation), Spell-Like Ability Focus (evocation)

Challenge Rating: 23

Spell-Like Abilities: A typical Pli Zethon's spell-like abilities (and the mana cost for each, modified for the Greater Specialization ability) are as follows: *Bonds of force* (12), *concussion* (4), *diamondskin* (39), *enticement of flame* (36), *force strike* (38), *frost storm* (47), *harvest* (0), *lesser evacuate** (10), *thunderclap* (27). These are as the spells cast by a 21st-level wizard (save DC 20 + spell level, or DC 22 + spell level for evocation) with a pool of 420 mana.

* This new spell is found in Chapter 5 of EQ: Luclin.

Eom

The Eom, or "arch" Akheva are among the mightiest of their race.

For exceptional Eom that are members of a special caste, use the following statistics, as applicable, in place of those given above for Eom Akheva. Where there is no alternate given here, use the standard Eom stats.

Resistances (Ex): All Eom have bonuses of cold, electricity, fire, and magic resistance (40) and acid, disease, poison, and sonic resistance (60).

Centien (Warrior)

Hit Dice: 30d8+300+17 (452 hp)

Initiative: +4 (Dex)

AC: 43 (–2 size, +4 Dex, +25 natural, +6 +2 *chain shirt*)

BAB/Grapple: +30/+52

Attacks: +3 *Huge greatsword of speed* +46/+42/+38/+34/+30 melee; or +3 *Huge greatsword of speed* +42/+38/+34/+30/+26 melee and 3 +3 *Huge greatswords* +42/+42/+42 melee

Damage: +3 *Huge greatsword of speed* 2d8+19/17–20; +3 *Huge greatsword* 2d8+12/17–20

Special Attacks: Area Taunt

Special Qualities: Berserking, damage reduction 40/+4, disciplines (Evasive, Fearless, Resistant), fast healing 15, immunities, resistances, see in darkness, spell resistance 30, Taunt bonus +5

Saves: Fort +29, Ref +21, Will +25

Abilities: Str 39, Dex 18, Con 30, Int 21, Wis 23, Cha 18

Skills: Balance +19, Bluff +19, Climb +28, Diplomacy +38, Gather Information +19, Heal +25, Hide +10, Intimidate +36, Jump +28, Knowledge (religion) +35, Knowledge (warcraft) +38, Listen +38, Search +20, Sense Motive +36, Sneak +18, Spot +38, Taunt +39, Trade Skill (blacksmithing) +36, Trade Skill (any one) +21

Feats: Alertness, Cleave, Combat Reflexes, Double Attack, Great Fortitude, Improved Critical (1-H greatsword), Iron Will, Multidexterity, Multiweapon Fighting, Parry, Power Attack, Riposte, Toughened, Weapon Focus (1-H greatsword), Weapon Specialization (1-H greatsword)

Challenge Rating: 25

Liako (Knight)

Initiative: +2 (Dex)

Speed: 40 ft. in armor (60 ft. base)

AC: 42 (–2 size, +2 Dex, +25 natural, +7 +2 breastplate)

BAB/Grapple: +30/+53

Attacks: +3 Gargantuan greatsword +46/+40/+34/+28/+22 melee; or +3 Gargantuan greatsword +42/+36/+30/+24/+18 melee and +3 Huge greatsword +42 melee

Damage: +3 Gargantuan greatsword 4d6+25/19–20; +3 Huge greatsword 2d8+10/19–20

Special Attacks: Slay undead, spell-like abilities

Special Qualities: Damage reduction 40/+4, discipline (Resistant), fast healing 15, improved lay on hands, poison resistance (as paladin), immunities, resistances, see in darkness, smithing, spell resistance 30

Saves: Fort +27, Ref +19, Will +28

Abilities: Str 40, Dex 15, Con 27, Int 20, Wis 28, Cha 20

Skills: Balance +16, Bluff +20, Channeling +28, Climb +27, Diplomacy +39, Gather Information +20, Heal +29, Hide +6, Intimidate +22, Jump +27, Knowledge (religion) +35, Knowledge (warcraft) +20, Listen +41, Meditation +29, Search +20, Sense Motive +39, Sneak +14, Spot +41, Taunt +35, Trade Skill (blacksmithing) +32

Feats: Alertness, Cleave, Great Fortitude, Iron Will, Multidexterity, Multiweapon Fighting, Parry, Power Attack

Challenge Rating: 25

Spell-Like Abilities: A typical Eom Liako's spell-like abilities (and the mana cost for each) are as follows: *Armor of faith* (25), *flame of light* (14), *pacify* (17), *symbol of Pinzarn* (33), *valor* (15), *wave of healing* (75), *words of tranquility* (33), *yaulp III* (4). These are as the spells cast by a 22nd-level paladin (caster level 18th; save DC 19 + spell level) with a pool of 324 mana.

Thall (Cleric)

Initiative: +3 (Dex)

Speed: 40 ft. in armor (60 ft. base)

AC: 43 (–2 size, +3 Dex, +25 natural, +7 +2 breastplate)

BAB/Grapple: +30/+50

Attacks: +3 Huge heavy mace +43/+38/+33/+28/+23 melee; or +3 Huge heavy mace +39/+34/+29/+24/+19 melee and 2 +3 Huge heavy maces +39/+39 melee

Damage: +3 Huge heavy mace 2d8+15; off-hand +3 Huge heavy mace 2d8+9

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 40/+4, divine powers (celestial healer, purify soul, receive divine aura), fast healing 15, Greater Specialization (alteration), immunities, resistances, see in darkness, spell resistance 30

Saves: Fort +27, Ref +20, Will +28

Abilities: Str 35, Dex 16, Con 26, Int 21, Wis 29, Cha 22

Skills: Balance +5, Channeling +41, Diplomacy +28, Gather Information +16, Heal +39, Knowledge (mysticism) +35, Knowledge (religion) +38, Knowledge (any one) +35, Listen +41, Meditation +42, Search +20, Sense Motive +40, Spot +41, Taunt +21, Trade Skill (any one) +39, Trade Skill (any one) +25

Feats: Alertness, Embed Divine, Great Fortitude, Iron Will, Multidexterity, Multiweapon Fighting, Quicken Spell-Like Ability, School Specialization (alteration)

Challenge Rating: 25

Spell-Like Abilities: A typical Eom Thall's spell-like abilities (and the mana cost for each, modified for the Greater Specialization and celestial healer abilities) are as follows: *Armor of faith* (25), *complete healing* (53), *earthquake* (62), *invoke fear* (18), *nullify magic* (8), *restoration* (90), *sacred word* (18), *word of souls* (28). These are as the spells cast by a 22nd-level cleric (save DC 19 + spell level) with a pool of 396 mana.

Va Liako (Shadow Knight)

Hit Dice: 30d8+210 (345 hp)

Speed: 40 ft. in armor (60 ft. base)

AC: 43 (–2 size, +3 Dex, +25 natural, +7 +2 breastplate)

BAB/Grapple: +30/+52

Attacks: +3 Gargantuan greatsword +45/+40/+35/+30/+25 melee; or +3 Gargantuan greatsword +41/+36/+31/+26/+21 melee and +3 Huge greatsword +41 melee

Damage: +3 Gargantuan greatsword 4d6+24/19–20; +2 Huge greatsword 2d8+10/19–20

Special Attacks: Leech touch (66 hp), spell-like abilities

Special Qualities: Armored casting, damage reduction 40/+4, discipline (Resistant), disease resistance (as shadow knight), fast healing 15, immunities, resistances, see in darkness, spell resistance 30

Saves: Fort +26, Ref +21, Will +24

Abilities: Str 38, Dex 18, Con 25, Int 28, Wis 20, Cha 20

Skills: Balance +16, Bluff +20, Channeling +40, Climb +26, Diplomacy +25, Hide +13, Intimidate +37, Jump +26, Knowledge (monster lore [undead]) +39, Knowledge (mysticism) +39, Knowledge (religion) +39, Knowledge (any one) +24, Listen +37, Meditation +42, Search +39, Sense Motive +20, Sneak +16, Spot +37, Taunt +25, Trade Skill (poison making) +39, Trade Skill (any one) +33

Feats: Alertness, Combat Reflexes, Double Attack, Finishing Blow, Great Fortitude, Iron Will, Multidexterity, Multiweapon Fighting, Parry

Challenge Rating: 25

Spell-Like Abilities: A typical Eom Va Liako's spell-like abilities (and the mana cost for each) are as follows: *Abduction of strength* (1), *dooming darkness* (20), *invoke fear* (20), *mental corruption* (17), *shroud of pain* (17), *siphon life* (12), *torrent of hate* (10), *word of spirit* (22). These are as the spells cast by a 22nd-level shadow knight (caster level 18th; save DC 19 + spell level) with a pool of 342 mana.

Zethon (Wizard)

Initiative: +6 (Dex)

AC: 39 (–2 size, +6 Dex, +25 natural)

BAB/Grapple: +30/+47

Attacks: +2 Gargantuan quarterstaff of frost +39/+34/+29/+24/+19 melee

Damage: +2 Gargantuan quarterstaff of frost 2d6+15 plus 2d6 cold

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 40/+4, fast healing 15, Greater Specialization (evocation), greater wizardries (mana burn x2), immunities, quicken mastery, resistances, see in darkness, spell resistance 30

Saves: Fort +25, Ref +23, Will +25

Abilities: Str 29, Dex 22, Con 25, Int 32, Wis 23, Cha 20

Skills: Balance +21, Bluff +20, Channeling +40, Climb +24, Diplomacy +24, Hide +16, Intimidate +35, Jump +25, Knowledge (mysticism) +44, Knowledge (religion) +41, Knowledge (any two) +41, Listen +38, Meditation +44, Search +41, Sense Motive +36, Sneak +21, Spellcraft +43, Spot +38, Trade Skill (any three) +37

Feats: Alertness, Combat Reflexes, Embed Enhancement, Great Fortitude, Iron Will, Multidexterity, Mystic Capacity, School Specialization (evocation), Spell-Like Ability Focus (evocation)

Challenge Rating: 25

Spell-Like Abilities: A typical Eom Zethon's spell-like abilities (and the mana cost for each, modified for the Greater Specialization ability) are as follows: *Bonds of force* (12), *concussion* (4), *diamondskin* (39), *enticement of flame* (36), *force strike* (38), *frost storm* (47), *harvest* (0), *lesser evacuate** (10), *thunderclap* (27). These are as the spells cast by a 22nd-level wizard (save DC 21 + spell level, or DC 23 + spell level for evocation) with a pool of 484 mana.

* This new spell is found in Chapter 5 of *EQ: Luclin*.

Atenha'Ra

Gargantuan Outsider (Evil)

Cleric 35

Hit Dice:	36d8+432 (base) plus 35d8+420 (Clr) (1,171 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	80 ft.
AC:	53 (−4 size, +5 Dex, +28 natural, +14 divine)
BAB/Grapple:	+62/+90
Attacks:	4 slams +74 melee
Damage:	Slam 3d8+16 plus stun
Face/Reach:	20 ft. by 20 ft./20 ft.
Special Attacks:	Fear aura, spell-like abilities, spells, stun
Special Qualities:	Cleric abilities, damage reduction 50/+5, divinity, immunities, fast healing 30, resistances, see in darkness, spell resistance 40, telepathy
Saves:	Fort +49, Ref +38, Will +54
Abilities:	Str 43, Dex 20, Con 35, Int 33, Wis 36, Cha 30
Skills:	Appraise +47, Balance +43, Bluff +46, Channeling +86, Climb +52, Diplomacy +44, Gather Information +46, Heal +78, Hide +29, Intimidate +46, Jump +52, Knowledge (art and literature) +31, Knowledge (folklore) +31, Knowledge (geography) +47, Knowledge (history) +47, Knowledge (local lore) +31, Knowledge (mysticism) +46, Knowledge (planar travel) +31, Knowledge (religion) +79, Listen +51, Meditation +81, Search +47, Sense Motive +48, Sneak +41, Spellcraft +63, Spot +51, Taunt +46, Tumble +41, Undead Empathy +46, Wilderness Lore +49
Feats:	Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mental Clarity, Mobility, Multidexterity, Multiweapon Fighting, Mystic Capacity [x2], Parry, Power Attack, School Specialization (alteration), Spring Attack, Whirlwind Attack
Climate/Terrain:	Any land
Organization:	Solitary (unique)
Challenge Rating:	36
Treasure:	Triple standard
Alignment:	Neutral evil
Advancement Range:	By character class
Faction:	Followers of Atenha'Ra

Description

In ages past, the goddess Luclin sent her avatar, an Akheva-like being she called Akelha'Ra, to rule over her subjects as high priestess. Though her love for Luclin was unparalleled, Akelha'Ra wished to do more. Accordingly, she decided to create a twin of herself from the living shadows on the dark side of Luclin. After great labors, Akelha'Ra and the other Akheva succeeded, and the result was the being now known as Atenha'Ra.

For many years, all was well between the twins. Each oversaw the affairs of the Akheva in her own way and followed the will of the goddess. In time, however, the dark twin began to change. She grew arrogant and proud, and saw that the Akheva had begun to wander from the paths of righteousness. They began to shun the sacred language of the Akheva — the Fleshless Tongue — and to speak the

languages of the lesser races of Luclin. Akelha'Ra saw no blasphemy in this, for in speaking the languages of the other races, the Akheva could more easily rule and control them.

Atenha'Ra, however, found such explanations to be repugnant and demanded that the other Akheva abandon their heretical practices: Only the Fleshless Tongue was to be spoken by the Akheva, and the penalty for further disobedience was death. Soon, the entire Akheva nation was plunged into civil war, and Luclin's people felt their grasp on power slipping away.

The war lasted for untold years until at last Atenha'Ra and her followers conspired to summon up a mighty storm known as the Maiden's Scar. This storm — its fury unprecedented on the surface of Luclin's Moon — descended upon the followers of Akelha'Ra, smashing their cities, devastating their estates, and utterly destroying the last vestiges of Akhevan authority. Akelha'Ra perished in the disaster — her essence and her name were reduced to mere wisps, and she was therefore called Akelha'ra — and her followers were scattered. Utterly defeated, Akelha'ra's faction retreated to the ruins of their cities in the blasted region now called the Maiden's Eye.

Though victorious, Atenha'Ra now lacked the power to pursue her foes. Most of the Akheva had perished in the war, and the sole surviving aspect of Luclin's avatar re-



treated to the fastness of Vex Thal, the last surviving Akheva city. There she dwells even today, along with her few living followers and the shades of those who perished in the war, and she constantly plots a return to power.

Akelha'ra (and thus Atenha'Ra) were made in the image of the goddess Luclin, and so differ somewhat from their androgynous fellow Akheva. Atenha'Ra stands well over 30 feet in height and resembles a four-armed humanoid female with pale skin and a fierce expression. She is nearly as beautiful as the goddess Luclin herself, but, as with her patroness, Atenha'Ra's beauty is a fearsome thing, and she does not tolerate the presence of lessers in her fortress.

Combat

Atenha'Ra's power rivals that of the most ancient dragons and even of certain demigods. She does not shy away from combat, eagerly attacking intruders, although she normally allows her Akheva to take the brunt of enemies' physical attacks while she casts spells to aid them and keeps their enemies in a state of confusion; she then typically enters battle when her foes' morale and strength begins to falter.

Fear Aura (Su): Atenha'Ra can radiate a fear aura in a 50-foot radius as a free action. A Will save (DC 38) negates the effect. Once a creature successfully saves against the aura, it cannot be affected by Atenha'Ra's aura for 24 hours. The power otherwise works like a *fear* spell cast by a 36th-level caster.

Spell-Like Abilities (mana cost): *Cloak of the Akheva* (25), *devouring darkness* (67), *funeral pyre of Kelador* (75), *gangrenous touch of Zum'uul* (69), *mind wrack* (100), *splurt* (40), *trepidation* (7), *Zevfeer's theft of vitae* (92).

Further, Atenha'Ra may summon any mortal creature within 115 feet to any location within 15 feet of herself as if by the wizard spell *decession* (mana cost 17; no save, though SR applies). She need not be able to see the target to use this ability.

Where applicable, Atenha'Ra's spell-like abilities are as the spells cast by a 36th-level caster (save DC 20 + spell level) and use the same mana pool as her spells.

Cleric Spells Typically Prepared (mana cost, modified for Greater Specialization and celestial healer divine power): *Annul magic* (13), *banish summoned* (37), *bulwark of faith* (58), *enforced reverence* (33), *hammer of souls** (42), *judgement* (54), *Marzin's mark* (96), *the Unspoken Word* (64), *wake of tranquility* (45), *word of redemption* (147). Save DC 23 + spell level. Mana Pool: 1,846.

* This new spell is found in Chapter 5 of EQ: Luclin.

Stun (Ex): Anyone struck by Atenha'Ra's slam attack must make a Fortitude save (DC 57) or be stunned for 1d4 rounds.

Cleric Abilities (Ex): Atenha'Ra has all the powers and abilities of a 35th-level cleric (see *Heroes of Norrath*). Her divine powers are bestow divine aura, celestial healer, purify soul, and receive divine aura (x2), and her high divine powers (see *Heroes of Norrath*) are divine resurrection, hastened aura, and improved purify soul. Her Greater Specialization ability applies to alteration magic.

Divinity (Ex): Although Atenha'Ra is an avatar of sorts and not fully a god, she is still divine in nature and thus is not affected by any spell or effect that can target only mortals. She does not automatically fail at attack rolls or skill or ability checks on a natural roll of 1, as do mortals. She has no need of food, water, air, or any other condition or commodity that mortals consider necessary to life, nor need she use material components for any spell or ability. She may assume any size from Large to Colossal at will as a move action; her ability scores are unaffected by size changes, but all other modifiers, including attack bonuses, damage dice, and AC, are altered as applicable.

Immunities (Ex): Atenha'Ra is immune to *charm*, *fear*, *hypnotism*, *mesmerization*, *sleep*, and *paralysis* effects. She is also immune to acid, disease, poison, and sonic attacks or damage.

See In Darkness (Su): Atenha'Ra has the supernatural ability to see perfectly well in darkness of any kind, even magical darkness created by spells or magic items.

Telepathy (Su): Atenha'Ra has the ability to communicate telepathically with any creature within 300 feet, as long as that creature speaks a language.

Resistances (Ex): Atenha'Ra has cold, electricity, fire, and magic resistance (60).

Aegis of Judgment

Description: This great shield was granted to Atenha'Ra by the goddess Luclin herself. Atenha'Ra rarely uses it, but if she knows dangerous foes are nearby, she may gird herself with the great blue-black *aegis of judgement*.

Powers: This metal shield is equivalent to a +6 *large steel shield*, but sized for a Gargantuan being. When carried, the *aegis of judgement* grants the bearer a +8 bonus on Channeling checks.

Aegis of Judgement (AC +8, arcane 15%, check -1; hardness 18, 66 hp, Break DC 32).

Con +5, Wis +5, hp +30, mana +20, all resistances (7), all energy-based saves +2.

Bonus types: Ability scores = augmentation. AC = armor/augmentation. Hit points = divine. Mana = divine. Resistance = augmentation. Save = augmentation. Skill = divine.

Caster Level: 30th.

Market Price: 3,875,310 gp.

Slot: Shield.

Weight: 95 lbs.

Va Xi Atenha'Ra

Huge Outsider (Evil)

Cleric 27

Hit Dice:	36d8+396 plus 27d8+297 (976 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	70 ft.
AC:	43 (−2 size, +5 Dex, +30 natural)
BAB/Grapple:	+56/+75
Attacks:	4 slams +65 melee
Damage:	Slam 3d6+11 plus stun
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Fear aura, spell-like abilities, spells, stun
Special Qualities:	Cleric abilities, damage reduction 35/+5 and 17/−, fast healing 30, immunities, resistances, see in darkness, spell resistance 39, telepathy
Saves:	Fort +43, Ref +36, Will +46
Abilities:	Str 33, Dex 20, Con 33, Int 29, Wis 32, Cha 30
Skills:	Appraise +47, Balance +43, Bluff +46, Channeling +86, Climb +52, Diplomacy +44, Gather Information +46, Heal +78, Hide +29, Intimidate +46, Jump +52, Knowledge (art and literature) +31, Knowledge (folklore) +31, Knowledge (geography) +47, Knowledge (history) +47, Knowledge (local lore) +31, Knowledge (mysticism) +46, Knowledge (planar travel) +31, Knowledge (religion) +79, Listen +51, Meditation +81, Search +47, Sense Motive +48, Sneak +41, Spellcraft +63, Spot +51, Taunt +46, Tumble +41, Undead Empathy +46, Wilderness Lore +49
Feats:	Alertness, Cleave, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mental Clarity, Mobility, Multidexterity, Multiweapon Fighting, Mental Clarity, Mystic Capacity (x2), Parry, Power Attack, School Specialization (alteration), Spring Attack, Whirlwind Attack
Climate/Terrain:	Any land
Organization:	Solitary (unique)
Challenge Rating:	32
Treasure:	Triple standard
Alignment:	Neutral evil
Advancement Range:	By character class
Faction:	Followers of Atenha'Ra

Description

The being called Va Xi Atenha'Ra (Fl. "Shadow of Atenha'Ra") is a lesser clone of the great mistress of Vex Thal, yet she is nevertheless a terrifyingly powerful opponent in her own right; naïve adventurers may believe that, when fighting her, they are actually fighting the true Atenha'Ra.

Va Xi Atenha'Ra is discernible from her greater counterpart only in size — she stands only about 26 feet tall, or roughly shoulder height beside Atenha'Ra.

Combat

Va Xi Atenha'Ra's power is considerable, matched by only a few of the most ancient Akheva remaining on Luclin

today. In combat, she operates much as Atenha'Ra herself, and she always fights to defend her counterpart to the best of her ability.

Fear Aura (Su): Va Xi Atenha'Ra can radiate a fear aura in a 40-foot radius as a free action. A Will save (DC 38) negates the effect. Once a creature successfully saves against the aura, it cannot be affected by Va Xi Atenha'Ra's aura for 24 hours. The power otherwise works like a *fear* spell cast by a 36th-level caster.

Spell-Like Abilities (mana cost): *Cloak of the Akheva* (25), *devouring darkness* (67), *funeral pyre of Kelador* (75), *gangrenous touch of Zum'uul* (69), *mind wrack* (100), *splurt* (40), *trepidation* (7), *Zevfeer's theft of vitae* (92).

Further, Va Xi Atenha'Ra may summon any mortal creature within 115 feet to any location within 15 feet of herself as if by the wizard spell *decession* (mana cost 17; no save, though SR applies). She need not be able to see the target to use this ability.

Where applicable, Va Xi Atenha'Ra's spell-like abilities are as the spells cast by a 36th-level caster (save DC 20 + spell level), and use the same mana pool as her spells.

Cleric Spells Prepared (mana cost, modified for Greater Specialization and celestial healer divine power): *Annul magic* (13), *banish summoned* (37), *complete healing* (54), *enforced reverence* (33), *hammer of divinity** (42), *judgement* (54), *Naltron's mark* (83), *paralyzing earth* (16), *stun command* (25), *word of vigor* (100). Caster level 27th; save DC 21 + spell level. Mana Pool: 1,314.

* This new spell is found in Chapter 5 of *EQ: Luclin*.

Stun (Ex): Anyone struck by Va Xi Atenha'Ra's slam attack must make a Fortitude save (DC 49) or be stunned for 1d4 rounds.

Cleric Abilities: Va Xi Atenha'Ra has all the powers and abilities of a 27th-level cleric. Her divine powers are bestow divine aura, celestial healer, purify soul, and receive divine aura, and her Greater Specialization ability applies to alteration magic.

Immunities (Ex): Va Xi Atenha'Ra is immune to *charm*, *fear*, *hypnotism*, *mesmerization*, *sleep*, and *paralysis* effects. She is also immune to acid, disease, poison, and sonic attacks.

Resistances (Ex): Va Xi Atenha'Ra has cold, electricity, fire, and magic resistance (50).

See In Darkness (Su): Va Xi Atenha'Ra has the supernatural ability to see perfectly well in darkness of any kind, even magical darkness created by spells or magic items.

Telepathy (Su): Va Xi Atenha'Ra has the ability to communicate telepathically with any creature within 100 feet, as long as that creature speaks a language.

Blood of Ssraeshza

Hit Dice:	Huge Construct 48d10 (480 hp)
Initiative:	-1 (Dex)
Speed:	20 ft. (can't run)
AC:	36 (-2 size, -1 Dex, +29 natural)
BAB/Grapple:	+36/+60
Attacks:	2 slams +50 melee
Damage:	Slam 4d6+16
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Improved grab, rampage, rend 8d6+32
Special Qualities:	Alternate form, blood link, construct, damage reduction 20/+4, magic immunity, resistances, weapon immunities
Saves:	Fort +16, Ref +15, Will +16
Abilities:	Str 42, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	—
Feats:	—
Climate/Terrain:	Any
Organization:	Solitary (unique)
Challenge Rating:	24
Treasure:	None
Alignment:	Always neutral
Advancement Range:	None
Faction:	Emperor of Ssraeshza

Description

This unique construct, appearing as an enormous imperial golem apparently formed of nothing more than congealed blood, acts as the personal guardian of the shissar emperor. It was first created centuries ago by combining the blood of shissar nobles with that of their emperor, well after they had fled Norrath in the face of the Green Death.

Today, the Blood of Ssraeshza resides in a deep trough that runs through the emperor's throne room, transforming into its material form if any intruder approaches to within 10 feet.

Combat

The Blood of Ssraeshza is a mindless guardian of the shissar ruler. It fights with absolutely no concern for its own destruction, attacking intruders as brutally and violently as it can, grab-

bing and crushing opponents until they are dead, and then moving on to the next.

Improved Grab (Ex): In order to use this ability, the Blood of Ssraeshza must hit with a slam attack.

Rampage (Ex): Once every 1d6 rounds as a full attack action, the Blood of Ssraeshza can make a single slam attack against every opponent within its reach (15 feet).

Rend (Ex): If the Blood of Ssraeshza hits a single opponent with both slam attacks in the same round, it rends the target for additional 8d6+32 points of damage. If the Blood of Ssraeshza pins a target by grappling, it can also rend automatically as an attack action each round.

Alternate Form (Ex): The Blood of Ssraeshza exists as an enormous pool of blood when at rest. It flows about as a normal viscous liquid, and circulates slowly in any container it which it is placed. As a full-round action, it can transform into its humanoid form.

Blood Link (Su): The Blood of Ssraeshza is linked inextricably and inviolably to the shissar emperor. As long as the Blood of Ssraeshza has at least 1 hit point and remains within one mile of Ssraeshza, the Emperor is protected as if by the spell *divine aura*.

Magic Immunity (Ex): The Blood of Ssraeshza is immune to all spells, spell-like abilities, and supernatural effects, except as follows: Any spell of the *ice* line reduces its movement by half for 2 rounds; a *boil blood* spell deals 4d10 points of damage per round; and a *lava bolt* spell deals half its normal damage and bypasses the construct's normal fire resistance. The Blood of Ssraeshza gets no saving throw against any of these effects.

Resistances (Ex): The Blood of Ssraeshza has bonuses of fire and sonic resistance (25) and acid, cold, and electricity resistance (50).

Weapon Immunities (Ex): The Blood of Ssraeshza takes half damage from blunt or slashing attacks.



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UDON

Cht'thk

Hit Dice:	Bloodling
Initiative:	Small Vermin
Speed:	1d8 (4 hp)
AC:	+1 (Dex)
BAB/Grapple:	20 ft., burrow 10 ft., climb 10 ft.
Attacks:	16 (+1 size, +1 Dex, +4 natural)
Damage:	+0/-5
Face/Reach:	Gore +2 melee and bite -5 melee
Special Qualities:	Gore 1d6-1; bite 1d3-1
	5 ft. by 5 ft./5 ft.
	Hive mind, scent, tremorsense 30 ft., vermin
Saves:	Fort +2, Ref +1, Will +0
Abilities:	Str 8, Dex 12, Con 11, Int —, Wis 10, Cha 3
Skills:	Hide +9*, Listen +5, Sneak +4, Spot -2
Feats:	Weapon Finesse (gore) ^B
Climate/Terrain:	Any temperate or warm land and underground
Organization:	Solitary, pair, brood (3-8), swarm (9-15), or colony (10-30)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement Range:	2-3 HD (Small)
Faction:	None

	Ash Beetle
	Large Vermin
Hit Dice:	6d8+18 (45 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., climb 10 ft.
AC:	21 (-1 size, +1 Dex, +11 natural)
BAB/Grapple:	+4/+15
Attacks:	Gore +10 melee and bite +8 melee
Damage:	Gore 1d10+7; bite 1d8+3
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Fearsome charge 3d6+10
Special Qualities:	Damage reduction 4/-, hive mind, scent, tremorsense 30 ft., vermin
Saves:	Fort +8, Ref +3, Will +3
Abilities:	Str 25, Dex 12, Con 17, Int —, Wis 12, Cha 6
Skills:	Hide +1*, Listen +6, Sneak +4, Spot -1
Feats:	Multiattack
Climate/Terrain:	Temperate or warm forest
Organization:	Solitary, pair, swarm (3-6), or colony (5-20)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement Range:	7-14 HD (Large); 15-18 HD (Huge)
Faction:	None

Swarmer
Medium-Size Vermin
3d8+3 (36 hp)
+1 (Dex)
30 ft., climb 20 ft.
18 (+1 Dex, +7 natural)
+2/+3
Bite +3 melee and gore +1 melee
Bite 1d8+1; gore 1d8
5 ft. by 5 ft./5 ft.
Damage reduction 2/-, hive mind, scent, tremorsense 30 ft., vermin
Fort +4, Ref +2, Will +1
Str 13, Dex 12, Con 13, Int —, Wis 10, Cha 5
Hide +5*, Listen +5, Sneak +4, Spot -2
Multiattack ^B
Any temperate or warm land and underground
Pair, brood (3-6), swarm (7-15), or colony (15-50)
3
None
Always neutral
4 HD (Medium-size); 5-9 HD (Large)
None

Bloodbulk
Small Vermin
9d8+36 (76 hp)
+0
20 ft., climb 10 ft.
24 (+1 size, +1 Dex, +12 natural)
+6/+5
2 claws +10 melee and gore +8 melee
Claw 1d6+3; gore 1d6+1
5 ft. by 5 ft./5 ft.
Improved grab, rend 2d6+6
Damage reduction 5/-, hive mind, scent, tremorsense 30 ft., vermin
Fort +10, Ref +4, Will +4
Str 16, Dex 12, Con 19, Int —, Wis 12, Cha 7
Hide +10, Listen +6, Sneak +7, Spot +0
Multiattack
Temperate or warm desert and underground
Solitary, pair, brood (3-8), swarm (9-15), or colony (10-30)
6
None
Always neutral
10-14 HD (Small); 15-27 HD (Medium-size)
None

Description

Part of a racially polymorphic class of insects easily as diverse as termites, the beetle-like cht'thk are generally slow-moving and sturdy. Although their appearances vary widely from type to type, cht'thk share a few traits in common. All have a remarkably hard, often colorful exoskeleton, though they appear in different shades and with unique markings; all have six multi-jointed legs and promi-

nent horns — both a central, upward-jutting horn (prompting the inevitable comparisons to the rhino beetle) and a second set of curving horns like those of a prize bull. Most also have rather large, protruding mandibles, but, unlike actual beetles, cht'thk usually use their horns as weapons as opposed to merely biting. As a whole they have poor eyesight, relying instead on their keen smell and other senses common among insects to find prey or to defend themselves and their colonies.

The primary difference between cht'thk and typical (giant) beetles is that cht'thk are carnivorous hunters rather than omnivorous scavengers. Cht'thk often burrow into the earth and lie just inches below the surface awaiting prey, sensing the approach of creatures through vibrations in the tiny bristles that grow on their legs. A traveler could pass quite close to a colony without being aware of its presence — and be unpleasantly surprised as the hostile creatures swarm in defense of their home. Cht'thk normally never venture more than five miles away from their nest.

Certain humanoid tribes are known to make vividly colored hide armor and breastplates from the hard shells of cht'thk.

Combat

Cht'thk are mindless, like any vermin, but they possess a rudimentary collective awareness, making them extremely dangerous in large groups. They are aggressive and territorial, known to attack suddenly and without any apparent provocation, particularly if they sense or learn of creatures too near their underground nests.

Hive Mind (Ex): All cht'thk within 5 miles of their colony or nest are in constant communication with their hive-mates. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No cht'thk in a group is considered flanked unless all of them are.

Skills: All cht'thk receive a +2 racial bonus on Listen checks and a –2 racial penalty on Spot checks.

Bloodling

These creatures were named by explorers who took them for larval forms of other cht'thk, but in fact bloodlings are a subspecies unto themselves, rarely growing larger than 3 feet in length.

Adult bloodlings are a pale yellow-pink color, not unlike that of a summer sunset, with delicate dark pink and red

striations along their length, often darkening to a rosy red at their extremities. Like all cht'thk, they sport a large central horn and a second set of curving horns, as well as oversized mandibles. In bloodlings, the central horn is a dull yellow in color, while the secondary horns are generally a rosy peach or pale reddish color.

Combat

Despite their size, bloodlings are aggressive creatures, not hesitating to attack creatures considerably larger than themselves.

Skills: *When partially buried in loose sand or silt, a cht'thk bloodling receives a +4 racial bonus on Hide checks.

Swarmer

Swarms are large beetle-like creatures, flat and broad but with long legs; some larger specimens can reach lengths of 9 or 10 feet. Adult swarms are a dull grey in color, with darkened patches appearing, seemingly at random, across their backs. This relatively bland coloration is a great boon when the swarmer wishes to hide in one of Luclin's many shadowy regions, as it often does while waiting for prey to pass by.

Swarmer mandibles can reach several feet in length, sometimes nearly half that of the cht'thk itself, and are weapons every bit as deadly as any sword. Cht'thk swarms are rarely if ever encountered alone; they always travel in numbers, and pose a considerable risk to those who are unprepared for their great numbers.

Combat

As their name suggests, swarms are given to attacking in a mass; given their hive mind and tremorsense abilities, a creature moving through swarmer territory rarely does so without battling past these effective pack hunters.



Skills: *In shadowy surroundings, a cht'thk swarmer receives a +6 racial bonus on Hide checks.

Ash Beetle

These large, heavily armored cht'thk are a bright yellow in color, tinged slightly grey near the extremities and having occasional black patches on the backs of their shells. They are rarely found outside of Shadeweaver's Thicket, where they hide in the loose earth or among foliage that reflects the light, thus camouflaging the creature amid the sun's dappled yellow glare.

Combat

Ash beetles are more likely to be encountered alone than other cht'thk; this does not mean, however, that more ash beetles are not nearby. They usually begin combat by charging foes, smashing into them and dealing tremendous damage with their large horns.

Fearsome Charge (Ex): An ash beetle generally begins a battle by charging at an opponent. If it hits, its gore attack deals 3d6+10 points of damage.

Skills: *In forest terrain, a cht'thk ash beetle receives a +4 racial bonus on Hide checks during daylight hours.

Bloodbulk

This variety of cht'thk is quite rare, and no one has ever reported encountering one outside of Shadeweaver's Thicket. Bloodbulks are bright red in color, with a rela-

tively high, dome-shaped carapace. Unlike other cht'thk, they have an elongated pair of pincers, almost like those of a crab or lobster. By comparison, their mandibles are quite small, hardly large enough to raise a welt on human skin. Their claws and horns are more than sufficient for defense and hunting purposes, however. Bloodbulks eat by tearing their food into tiny morsels, much like the crabs they resemble.

Cht'thk bloodbulks get their name from their superficial resemblance — barring the difference in size — to the great underbulks that dwell elsewhere on Luclin. Bloodbulk claws are considered a great delicacy among many of the moon's various inhabitants, but the bloodbulk's scarcity and ferocity make acquiring its claws a time-consuming and dangerous enterprise.

Combat

Cht'thk bloodbulks attack with their remarkably powerful claws, clutching and crushing prey while tearing with the claws' serrated edges.

Improved Grab (Ex): To use this ability, a bloodbulk must hit with a claw attack. If it gets a hold, it can rend.

Rend (Ex): If the bloodbulk hits with two claws in the same round, or if it hits with a second claw against an opponent already held in the first, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+6 points of damage.

Skills: Bloodbulks receive a +4 racial bonus on Hide and Sneak checks.

Elysian

	Disturbed Remains Medium-Size Undead
Hit Dice:	30d12 (195 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	30 (+3 Dex, +13 natural, +4 chain shirt)
BAB/Grapple:	+15/+24
Attacks:	Slam +25/+22/+19/+16/+13 melee
Damage:	Slam 2d6+13 plus Con drain
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Constitution drain, magic attack +5, rapid blows
Special Qualities:	Damage reduction 8/—, immunities, infravision, lifesense, see invisible, SR 24, undead
Saves:	Fort +10, Ref +13, Will +17
Abilities:	Str 28, Dex 17, Con —, Int 7, Wis 10, Cha 8
Skills:	Hide +15*, Jump +19, Listen +21, Sneak +22, Spot +21
Feats:	Alertness, Cleave, Double Attack, Finishing Blow, Improved Initiative, Power Attack, Riposte, Weapon Focus (slam)
Climate/Terrain:	Any temperate or warm land and underground
Organization:	Solitary, pair, or squad (3–6)
Challenge Rating:	21
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always disorderly neutral
Advancement Range:	31–60 HD (Medium-size)
Faction:	None

	Elder Medium-Size Undead
Hit Dice:	35d12 (227 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	31 (+4 Dex, +17 natural)
BAB/Grapple:	+17/+25
Attacks:	Slam +25/+21/+17/+13/+9 melee
Damage:	Slam 2d6+12 plus Con drain
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Constitution drain, magic attack +5, rapid blows, spell-like abilities
Special Qualities:	Damage reduction 9/—, Greater Specialization (evocation), immunities, infravision, lifesense, see invisible, SR 29, undead
Saves:	Fort +11, Ref +17, Will +26
Abilities:	Str 26, Dex 19, Con —, Int 13, Wis 25, Cha 14
Skills:	Channeling +26, Hide +12*, Listen +24, Meditation +37, Spellcraft +11, Spot +22, Wilderness Lore +15
Feats:	Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mental Clarity, Power Attack, School Specialization (evocation), Spell Focus (alteration), Spell Focus (evocation), Track
Climate/Terrain:	Any temperate or warm land and underground
Organization:	Solitary or squad (1 Elysian elder plus 3–6 disturbed remains)
Challenge Rating:	25
Treasure:	No coins; 50% goods; standard items
Alignment:	Always disorderly neutral
Advancement Range:	36–70 HD (Medium-size)
Faction:	None

Description

A pioneering noble family of the Combine Empire, the members of House Elysian left the early settlement of the followers of Katta many centuries ago, looking for more land to call their own. Known for both their prowess in druidic magics and their fierce household warriors, this family was judged to be the best equipped to explore the new territories of Luclin.

Sadly, the Elysians never returned after crossing the Dawnshroud Mountains to the south. Legend tells that they encountered the Akheva and were slaughtered to the last. Now, when one refers to the Elysians, she means those poor members of the ancient House Elysian that have been animated by foul Akheva magics and commanded to attack intruders into their realm.

The disturbed Elysian undead of Luclin are mighty, not to be taken lightly by even the most experienced and hardy of adventurers. Worse, they are easily mistaken for simple dark-boned skeletons or the like, a fact that has cost more than one explorer's life in the last few decades since Luclin's (re)discovery.

Combat

Disturbed Elysians are terrible opponents, unflagging and persistent. Their bony hands strike rapidly with the force of mauls, and their bony forms are resistant to most punishment. They use solid tactics, having some memory of their training as soldiers, but are not particularly intelligent and can sometimes be fooled by well-played stratagems.

However, Elysians do not always attack living creatures if the intruders seem properly respectful and relatively harmless. Any act of spellcasting or drawing of weapons is liable to be interpreted as hostility, though, and dealt with accordingly.

Constitution Drain (Su): An opponent hit by an Elysian's slam attack must make a Fortitude save (DC 24) or suffer 1d6 points of permanent Constitution drain.

Magic Attack (Su): For purposes of overcoming a target's damage reduction, an Elysian's body and hands are considered +5 magic weapons. This grants no actual bonus to the Elysian's attack or damage rolls.

Rapid Blows (Ex): The Elysian's slam attacks are treated as unarmed attacks for the purpose of determining iterative attacks (base delay 4).

Immunities (Ex): Elysians are immune to cold damage and take only half damage from slashing or piercing attacks.

Lifesense (Su): Elysians can sense the presence and location of any living creature within 60 feet as if with the blindsight ability.

See Invisible (Su): Elysians can continuously *see invisible* as the spell.

Skills: *In darkened or shadowy conditions, Elysians receive a +8 racial bonus on Hide checks.

Elder

"Elder Elysians" refers not to chronologically older Elysians, but to the former rulers and heroes of House

Elysian: "Elder" is an honorific to denote those Elysians who were once both warriors of renown and masters of druidic magic. Now, animated against their will to serve the fell Akhevans, they simply wander Luclin, usually hovering about ancient Elysian holdings.

Combat

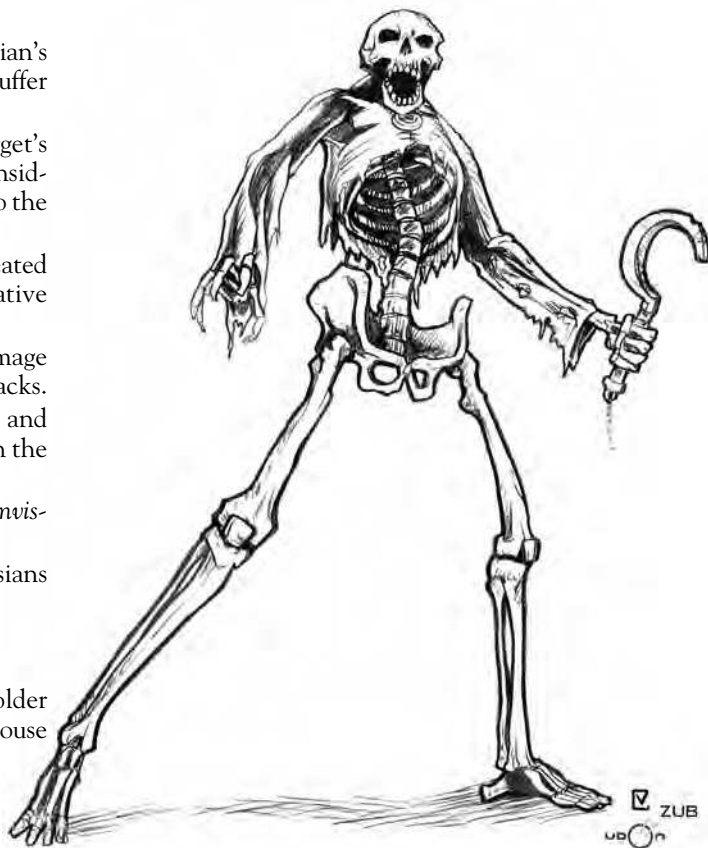
Elysian elders wield great magical power in the form of druid spells, and are doughty foes in melee as well. Only the very powerful should think to attack them. Fortunately, like the lesser Elysians, elders are not necessarily hostile to the contrite or gentle. Those who would pillage the ancient holdings of House Elysian, though, had best be warned.

Spell-Like Abilities: A typical Elysian elder's spell-like abilities (and the mana cost for each, modified for the elder's Greater Specialization) are as follows: *Blizzard* (50), *egress* (17), *engulfing roots* (17), *ice* (38), *levitation* (10), *scoriae* (38), *upheaval* (94), and *winged death* (58). An Elysian elder may summon any creature to within 30 feet of itself as if by the wizard spell *decession* (mana cost 20). It need not be able to see the target of the *decession* to use this ability.

These abilities are as the spells cast by a 25th-level druid (save DC 16 + spell level, DC 18 + spell level for alteration and evocation effects) with a mana pool of 350.

Corrupted Elysians

Many Elysians, both disturbed and elders — many of whom, despite their undead state, have managed to retain their neutrality and to some extent their "humanity" — have been wholly corrupted over the centuries by the experience of undeath and the black magic of the Akheva. To get the statistics for these evil, much more violent Elysians, simply apply the corrupted template (see EQ: *Monsters of Norrath*, p. 152).



Fungus Fiend

Medium-Size Aberration

Hit Dice:	5d8+10 (32 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	17 (+2 Dex, +5 natural)
BAB/Grapple:	+3/+5
Attacks:	Bite +5 melee and 2 claws +3 melee
Damage:	Bite 1d6+2; claw 1d3+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Rake 1d4+2
Special Qualities:	Low-light vision, scent
Saves:	Fort +3, Ref +3, Will +5
Abilities:	Str 15, Dex 14, Con 15, Int 5, Wis 12, Cha 6
Skills:	Hide +5*, Listen +6, Sneak +6, Spot +6, Wilderness Lore +2
Feats:	Multattack
Climate/Terrain:	Any underground
Organization:	Pack (3–24)
Challenge Rating:	2
Treasure:	No coins or goods; standard items
Alignment:	Always neutral
Advancement Range:	6–10 HD (Medium-size); 11–15 HD (Large)
Faction:	None



Description

Those who first glimpse a fungus fiend in the darkness of the caverns beneath Luclin's Moon may be forgiven for thinking them to be humanoid or reptilian creatures. They are upright and bipedal, with heavy ridged heads and small squinty eyes. Their hands are equipped with clawed fingers, and their legs have an extra joint and end in two sharp-clawed toes. Their hides are tough, with thick bony plating down their backs and leathery skin that shrugs off even powerful sword blows. Their legs are equipped with an extra backward-pointing claw, and their deadly jaws have a double row of teeth, the better to tear apart prey or graze on tough fungus growths.

Fungus fiends are named for the patches of fungus that grow on their scaly hides, which help them hide in the gloom of Luclin's rocky caverns. Their true nature isn't certain, for they seem to combine characteristics of mammals, reptiles, and amphibians. Aggressive and violent, they attack any intruders in their realm, often ripping a victim to pieces rather than settling for a quick kill. Their claws are greatly prized as knives, for they are very sharp and hold an edge almost as well as steel.

Found throughout Luclin's underground, fungus fiends serve a useful function, acting as predators and scavengers for the subterranean world. Omnivorous, they eat anything, and are well-equipped as hunters and foragers. Their innate aggression keeps non-native species at bay, and their flesh sometimes provides food for galorians, tegi, and other tribal cultures that dwell in the caves.

Highly social, fungus fiends appear to communicate by some form of ultrasonic signaling, too high in pitch for most other creatures to hear.

Rumors persist, even among well-traveled cave explorers, of fungus fiends with spell-like abilities that resemble those of shamans, although these rumors have yet to be confirmed.

Combat

Fungus fiends are possessed of a certain malignant intelligence, and their ultrasonic communications enable them to coordinate attacks frighteningly well. It is known that fungus fiends respond when one of their number is in distress, and they sometimes use crude tactics against hunters, prey, and other foes.

A small group of fungus fiends often engages foes from the front, causing as much damage and mayhem as possible, while a second group circles around behind, catching opponents unawares from behind. They are fond of using trip attacks, especially against unwary or surprised foes.

Rake (Ex): If a fungus fiend hits an opponent with both claw attacks in the same round, it can then make two additional rake attacks (+5 melee) against that opponent with its clawed feet for 1d4+1 points of damage each.

Skills: *In underground surroundings or among Luclin's forests of fungal growth, fungus fiends receive a +4 racial bonus on Hide checks.

Galorian

Common
Medium-Size Humanoid
Hit Dice: 6d8+12 (39 hp)
Initiative: +0
Speed: 20 ft. in armor (30 ft. base)
BAB/Grapple: +4/+7
AC: 15 (+2 natural, +3 hide armor)
Attacks: Slam +7 melee; or greatclub +7 melee; or javelin +4 ranged
Damage: Slam 1d4+3; greatclub 1d12+4; javelin 1d6+3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: —
Special Qualities: Home ground, low-light vision, sturdiness
Saves: Fort +7, Ref +2, Will +2
Abilities: Str 16, Dex 10, Con 15, Int 7, Wis 11, Cha 8
Skills: Climb +2, Jump +1, Knowledge (local lore) -1, Listen +1, Profession or Trade Skill (any one) +1, Spot +1, Swim +4, Wilderness Lore +1
Feats: Endurance, Power Attack
Climate/Terrain: Any land and underground
Organization: — Tribe (10–200 galorians, plus 1–6 shamans and 1 chief)—
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral
Advancement Range: By character class
Faction: By tribe

Trog
Medium-Size Humanoid
Hit Dice: 8d8+16 (52 hp)
Initiative: +0
Speed: 20 ft. in armor (30 ft. base)
BAB/Grapple: +6/+10
AC: 15 (+2 natural, +3 hide armor)
Attacks: Slam +10/+5 melee; or greatclub +10/+4 melee; or rock +6 ranged
Damage: Slam 1d4+4; greatclub 1d12+6; rock 1d3+4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: —
Special Qualities: Home ground, low-light vision, sturdiness
Saves: Fort +8, Ref +2, Will +2
Abilities: Str 18, Dex 10, Con 15, Int 5, Wis 11, Cha 6
Skills: Climb +3, Jump +3, Knowledge (local lore) +0, Listen +2, Spot +2, Swim +5
Feats: Endurance, Power Attack
Climate/Terrain: Any land and underground
Organization: —
Challenge Rating: 3
Treasure: Standard
Alignment: Usually neutral evil
Advancement Range: By character class
Faction: Trog Tribesmen

Tarmok
Medium-Size Humanoid
Hit Dice: 10d8+30+7 (82 hp)
Initiative: +0
Speed: 20 ft. in armor (30 ft. base)
BAB/Grapple: +7/+11
AC: 16 (+3 natural, +3 hide armor)
Attacks: Slam +11/+6 melee; or greatclub +11/+5 melee; or javelin +7 ranged
Damage: Slam 1d4+4; greatclub 1d12+6; javelin 1d6+4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: —
Special Qualities: Home ground, low-light vision, sturdiness
Saves: Fort +10, Ref +3, Will +3
Abilities: Str 18, Dex 10, Con 17, Int 7, Wis 11, Cha 10
Skills: Climb +3, Handle Animal +1, Jump +3, Knowledge (local lore) +0, Listen +2, Profession or Trade Skill (any one) +1, Spot +1, Swim +5, Wilderness Lore +1
Feats: Endurance, Power Attack, Toughened
Climate/Terrain: Any land and underground
Organization: —
Challenge Rating: 4
Treasure: Standard
Alignment: Usually neutral
Advancement Range: By character class
Faction: Tarmok Tribesmen

Goranga
Medium-Size Humanoid
Hit Dice: 12d8+48 (102 hp)
Initiative: +0
Speed: 20 ft. in armor (30 ft. base)
BAB/Grapple: +9/+14
AC: 17 (+4 natural, +3 hide armor)
Attacks: Slam +14/+9 melee; or two-handed hammer +14/+8 melee; or longbow +9/+4 ranged
Damage: Slam 1d4+5; two-handed hammer 2d6+7; longbow 1d8/x3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: —
Special Qualities: Home ground, low-light vision, sturdiness
Saves: Fort +12, Ref +4, Will +4
Abilities: Str 20, Dex 10, Con 19, Int 9, Wis 11, Cha 10
Skills: Climb +5, Handle Animal +1, Jump +4, Knowledge (local lore) +1, Listen +2, Profession or Trade Skill (any one) +2, Spot +2, Swim +6, Wilderness Lore +1
Feats: Cleave, Endurance, Power Attack
Climate/Terrain: Any land and underground
Organization: — Tribe (10–120 galorians, plus 1–6 shamans and 1 chief) —
Challenge Rating: 5
Treasure: Standard
Alignment: Usually neutral
Advancement Range: By character class
Faction: Goranga Tribesmen

Gantru
Medium-Size Humanoid
Hit Dice: 15d8+60+9 (136 hp)
Initiative: +1 (Dex)
Speed: 20 ft. in armor (30 ft. base)
BAB/Grapple: +11/+16
AC: 18 (+1 Dex, +4 natural, +3 hide armor)
Attacks: Slam +16/+11/+6 melee; or spear +16/+11/+6 melee; or javelin +12 ranged
Damage: Slam 1d6+5; spear 1d8+7/x3; javelin 1d6+5
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: —
Special Qualities: Home ground, low-light vision, sturdiness
Saves: Fort +13, Ref +6, Will +5
Abilities: Str 20, Dex 12, Con 19, Int 9, Wis 11, Cha 8
Skills: Climb +5, Handle Animal +1, Jump +4, Knowledge (local lore) +1, Listen +3, Profession or Trade Skill (any one) +2, Spot +2, Swim +6, Wilderness Lore +3
Feats: Cleave, Endurance, Power Attack, Toughened
Climate/Terrain: Any land and underground
Organization: —
Challenge Rating: 6
Treasure: Standard
Alignment: Usually neutral
Advancement Range: By character class
Faction: Gantru Tribesmen

Description

Galorians are primitive humanoids that dwell upon the Moon of Luclin, most commonly on the light side or in the Moon's Twilight regions, and in cavern complexes scattered beneath the surface. They are of roughly human height, although some approach the size of barbarians, with sloping foreheads and jet black hair, dressing primarily in animal skins. Their faces are decidedly simian in cast, but they have sharply pointed ears like those of a troll.

Galorians are split into tribes ranging from the Trog (or "trogloodytes") of the Netherbian Lair to the mighty Gantru of the Umbral Plains. They are ruled by chieftains who may be the strongest and most brutal (in the case of the Trog), the wisest and most accomplished in the shamanic arts (the Tarmok), or the greatest hunters (the Goranga). These chiefs are assisted by tribal shamans, warriors, hunters, or other advisors.

A highly spiritual race, the galorians worship ancestral and natural spirits, and their shamans manipulate the unseen forces around them. Each tribe has its own distinct homeland, from which it gains its spiritual force and identity. A tribe that is driven from its homeland must give up its ancestral name and be simply referred to as "galorians of [insert tribal location]" until the lost homeland is regained. This unfortunate event recently befell the Sambata tribe of the Dawnshroud Peaks when their ancestral cave complex was overrun by rock hoppers; today, they are simply the "galorians of the Dawnshroud," but they hope to retake the caves and their rightful name.

Galorian tribes vary greatly in their outlook and attitude toward outsiders. The primitive Trogs of the Netherbian Lair attack all outsiders on sight, while the Tarmok of the Fungus Grove are relatively peaceful, occasionally negotiating and trading with the inhabitants of nearby Shadow Haven. Some tribes, especially those dwelling in regions where food is scarce (such as the fierce Gantru), are rumored to be cannibalistic. Galorians do not keep slaves, although they have sometimes been enslaved by others, such as the grimplings or the Inquisitors of Seru.

Galorians speak their own guttural tongue.

Combat

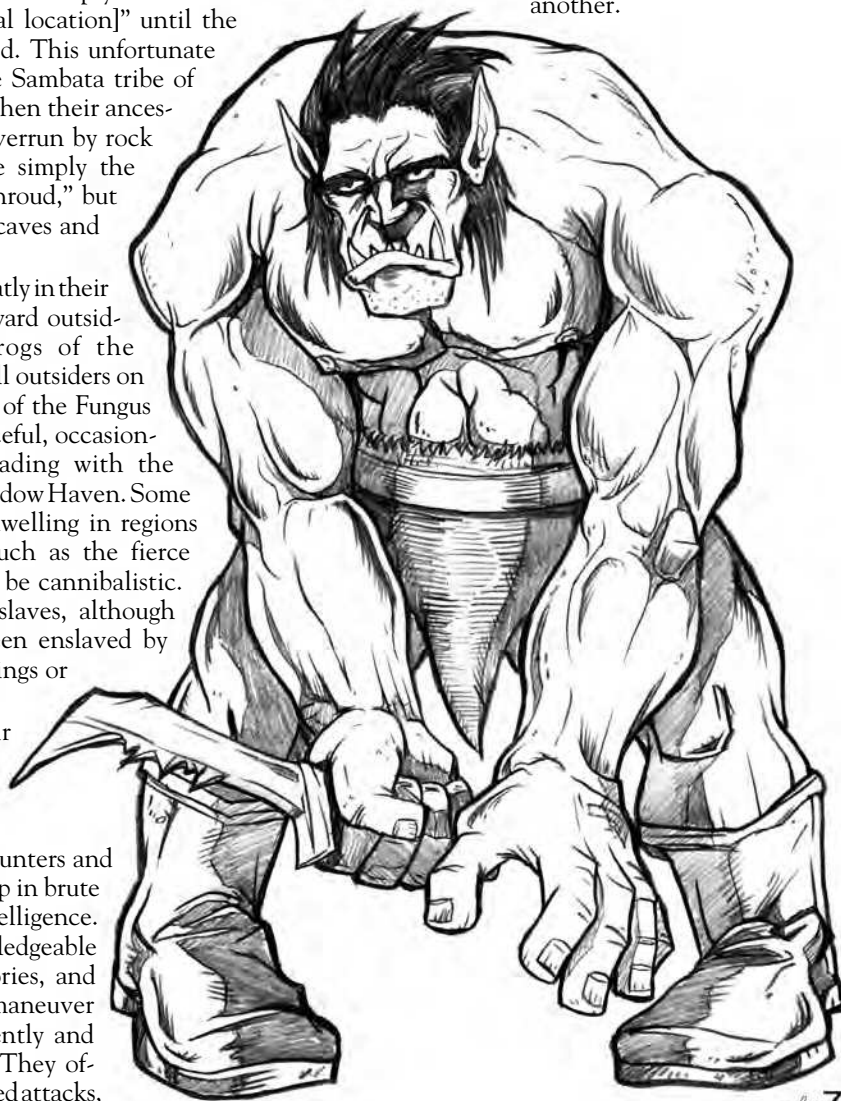
Galorians are skilled hunters and savage fighters, making up in brute force what they lack in intelligence. They are extremely knowledgeable about their tribal territories, and use this knowledge to maneuver around foes, moving silently and attacking from ambush. They often distract foes with ranged attacks,

then assault enemies from the rear as they move to meet the perceived threat.

More advanced galorians, such as the Tarmok or the Goranga, also use nets to trap opponents. Their great strength makes them very difficult to immobilize, even by magic, as several overconfident spellcasters have discovered.

Home Ground (Ex): Galorians have an intimate knowledge of the terrain within five miles of their home village or cavern, receiving a +2 racial bonus on all Hide, Knowledge (local lore), Sneak, Spot, and Wilderness Lore checks in this area. However, if a galorian tribe has lost its name due to being driven out of its ancestral area, all of its members instead suffer a -2 penalty on all Hide, Knowledge (local lore), Sneak, Spot, and Wilderness Lore checks until such time as the hereditary area is recovered, or else until a new territory has been claimed and one generation has passed.

Sturdiness (Ex): Galorians receive a +4 racial bonus on any saving throw or skill or ability check to avoid being held, pinned, or immobilized, whether physically or magically. Note that this bonus does not apply to the galorian's grapple bonus, for example, when he is trying to hold or pin another.



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Galorian Shaman

Galorian spellcasters practice shamanic magic in keeping with their reverence for the living world. When encountering a typical galorian shaman, use the following statistics in place of those given above for common galorians. Where there is no alternate given here, use the common galorian stats.

The sample shaman below has the *strengthen* spell in effect on himself at all times, due to his totem spirit ability (this is included in his statistics).

Initiative: -1 (Dex)

Speed: 20 ft. in armor (30 ft. base)

BAB/Grapple: +4/+7

AC: 14 (-1 Dex, +2 natural, +3 hide armor)

Attacks: Slam +7 melee; or club +7 melee; or javelin +3 ranged

Damage: Slam 1d4+3; club 1d6+3; javelin 1d6+3

Special Attacks: Spell-like abilities

Special Qualities: Home ground, low-light vision, spirit mastery (totem spirit), sturdiness

Saves: Fort +7, Ref +1, Will +5

Abilities: Str 17, Dex 8, Con 15, Int 7, Wis 16, Cha 8

Skills: Channeling +6, Climb +1, Jump +1, Knowledge (local lore) +1, Listen +4, Meditation +7, Trade Skill (alchemy) +5, Swim +4, Wilderness Lore +4

Feats: Combat Casting, Endurance

Challenge Rating: 4

Spell-Like Abilities: A typical galorian shaman's spell-like abilities (and the mana cost for each) are as follows: *Cure poison* (3), *drowsy* (3), *fleeting fury* (2), *frost rift* (3), *minor healing* (2), *scale skin* (4). These are as spells cast by a 4th-level shaman (save DC 13 + spell level) with a pool of 24 mana.

Trog Galorian

Found in the Netherbian Lair, these brutish galorians attack anyone who ventures near their realm. Ruled at all times by a single chieftain who rose to his position simply by killing all his rivals (possibly including the chieftain before him), the Trog are the least intelligent and most savage of the galorian tribes. They boast a single shaman and his lone apprentice (use common shaman stats) at any given time, who alone among the tribe have the knowledge and power to control the spirits.

Trog Shaman

Trog shamans are every bit as crude and brutal as their fellows, but they are blessed with slightly greater spiritual authority and force. They usually serve the chieftain only for mutual benefit, enforcing their leader's edict in exchange for favored treatment.

Use the following statistics in place of those given above for Trog galorians; where there is no alternate given here, use Trog galorian stats.

Initiative: -1 (Dex)

BAB/Grapple: +6/+8

AC: 14 (-1 Dex, +2 natural, +3 hide armor)

Attacks: Slam +8/+3 melee; or greatclub +8/+2 melee

Damage: Slam 1d4+2; greatclub 1d12+3

Special Attacks: Spell-like abilities

Special Qualities: Home ground, low-light vision, spirit mastery (hungry spirits), sturdiness

Saves: Fort +8, Ref +1, Will +5

Abilities: Str 14, Dex 8, Con 15, Int 7, Wis 17, Cha 4

Skills: Channeling +7, Climb +0, Knowledge (local lore) +0, Listen +4, Meditation +11, Spot +4, Swim +3

Feats: Endurance, Skill Talent (Meditation)

Challenge Rating: 6

Spell-Like Abilities: A typical Trog shaman's spell-like abilities (and the mana cost for each) are as follows: *Drowsy* (3), *frost rift* (3), *scale skin* (4), *sicken* (5), *spirit sight* (4), *tainted breath* (7), *talisman of the beast* (4). These are as spells cast by a 6th-level shaman (save DC 13 + spell level) with a pool of 36 mana.

Tarmok Galorian

The Tarmok live in the Fungus Caves deep beneath the surface of the Moon of Luclin. More intelligent and powerful than the Trog, the Tarmok are not a particularly violent race, often interacting with outsiders. They are ruled by several powerful shamans known as Callers, who are able to summon creatures out of the caverns to test the bravery, skill, and integrity of their own warriors, or of those who seek alliance with from the Tarmok. Those who pass the Callers' ordeal earn the loyalty and trust of the tribe.

Caller

Tarmok Callers are tribal rulers. They combine the abilities of warriors and shamans, and have an innate ability to summon large numbers of fungus fiends (and some, it is rumored, can call other creatures of the underground). Use the following statistics in place of those of those given for Goranga (not Tarmok) galorians; where there is no alternate given below, use the standard Goranga stats.

The sample shaman below has the *spirit of bear* spell in effect on himself at all times, due to his totem spirit ability (this is included in his statistics).

BAB/Grapple: +9/+12

Attacks: Slam +12/+7 melee; or heavy flail +12/+7 melee

Damage: Slam 1d4+3; heavy flail 1d10+4/19-20

Special Attacks: Call fiends, spell-like abilities

Special Qualities: Alchemy mastery, home ground, low-light vision, spirit mastery (totem spirit), sturdiness

Saves: Fort +12, Ref +4, Will +10

Abilities: Str 16, Dex 10, Con 19, Int 9, Wis 19, Cha 10

Skills: Channeling +14, Climb +1, Handle Animal +2, Jump +1, Knowledge (local lore) +4, Listen +6, Meditation +16, Spellcraft +5, Spot +6, Swim +6, Trade Skill (alchemy) +14, Wilderness Lore +6

Feats: Endurance, Iron Will, Power Attack, School Specialization (conjuration)

Challenge Rating: 9

Call Fiends (Sp): Three times per day as an attack action, a Tarmok Caller can conjure up 1d4 fungus fiends. These fiends are not at all under the Caller's control once they arrive, appearing within (2d10)x10 feet and usually attacking immediately. The Caller can also undertake a ceremony using common herbal substances and shamanic procedures to conjure the fiends. In this case, the conjuring takes (1d4)x10 minutes, but can be performed any number of times as long as the caller has access to the correct substances (which may differ from Caller to Caller).

Spell-Like Abilities: A typical Tarmok Caller's spell-like abilities (and the mana cost for each) are as follows:

Affliction (13), *cancel magic* (5), *healing* (10), *insidious fever* (5), *spirit of cat* (10), *spirit of wolf* (7), *spirit strike* (12), *waking sleep* (10). These are as spells cast by a 9th-level shaman (save DC 14 + spell level) with a pool of 72 mana.

Goranga Galorian

The Goranga tribe inhabits the wastelands of the Maiden's Eye, west of Marus Seru. Culturally, they are somewhat more sophisticated than their underground cousins and are significantly stronger. The Goranga are engaged in a constant struggle against the other creatures of the Eye — agents of the Akheva, undead predators, tegi, and others — and occasionally attempt to recruit adventurers and the like to aid them. Though they are spiritually advanced and fairly intelligent, the Goranga are nevertheless a primitive race, entranced with trinkets and shiny objects. They readily trade for attractive jewelry or iron weapons and tools, or for other goods produced by more technologically advanced cultures.

Goranga Shaman

For Goranga shamans, simply use the stats for Tarmok Callers, but without the call fiend ability.

Gantru Galorian

The most powerful and fearsome of the known galorian tribes, the Gantru dwell in the harsh environs of the Umbral Plains. Brave and exceedingly loyal to their own, the Gantru are also highly xenophobic and aggressive, attacking outsiders with little or no provocation. Fighters by nature, they also have a number of shamans who command considerable power and influence. The Gantru are a distrustful lot, and do not lightly — if ever — make alliance or even trade with non-galorians.

Gantru Shaman

Gantru shamans are among the most powerful of galorian spellcasters. For a Gantru shaman, use the following statis-

tics in place of those given for Gantru galorians above; where there is no alternate given here, use the standard Gantru stats.

The sample shaman below has the *spirit of bear* spell in effect on himself at all times, due to his totem spirit ability, and wears a *Gantru bracelet of sense* (see *Al'Kabor's Arcana*). These benefits are included in his statistics.

Hit Dice: 15d8+75 (142 hp)

Initiative: +0

BAB/Grapple: +11/+14

AC: 17 (+4 natural, +3 hide armor)

Attacks: Slam +14/+9/+4 melee; or +1 *spear* +15/+10/+5 melee; or javelin +11 ranged

Damage: Slam 1d6+3; +1 *spear* 1d8+5/x3; javelin 1d6+3

Special Attacks: Spell-like abilities

Special Qualities: Alchemy mastery, home ground, low-light vision, spirit mastery (totem spirit), sturdiness

Saves: Fort +14, Ref +5, Will +13

Abilities: Str 16, Dex 11, Con 20, Int 9, Wis 23, Cha 8

Skills: Channeling +20, Climb +1, Handle Animal +3, Jump +1, Knowledge (local lore) +4, Listen +8, Meditation +24, Spellcraft +5, Spot +8, Swim +7, Trade Skill (alchemy) +16, Wilderness Lore +8

Feats: Endurance, Iron Will, Mystic Capacity, Power Attack, School Specialization (conjunction)

Challenge Rating: 11

Spell-Like Abilities: A typical Gantru shaman's spell-like abilities (and the mana cost for each) are as follows: *Cancel magic* (5), *creeping vision* (4), *envenomed breath* (17), *healing* (10), *poison storm* (21), *spirit of monkey* (7), *spirit of wolf* (7), *turtle skin* (8), *waking sleep* (10). These are as spells cast by a 11th-level shaman (save DC 16 + spell level) with a pool of 132 mana.

Galorian Characters

By far the most common class among galorians is militia-man, although leader types tend to advance as warriors instead. Shamans are common as well, although there are usually only a few shamans in any given tribe. A few hunters of the Goranga tribe have learned the skills of the ranger, and some Trog leaders have been known to take levels in rogue.

Grimling

Grimling
Small Humanoid (Grimling)
Hit Dice: 3d8+7 (22 hp)
Initiative: +1 (Dex)
Speed: 30 ft., climb 20 ft.
AC: 14 (+1 size, +1 Dex, +2 natural)
BAB/Grapple: +2/-2
Attacks: 2 claws +3 melee; or short sword +3 melee
Damage: Claw 1d3; short sword 1d6/19-20
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Berserking, hated races
Special Qualities: Ultravision
Saves: Fort +4, Ref +4, Will +1
Abilities: Str 10, Dex 13, Con 16, Int 7, Wis 11, Cha 6
Skills: Climb +8, Hide +5*, Listen +3, Sneak +5, Spot +3, Swim +1, Wilderness Lore +1
Feats: Alertness
Climate/Terrain: Temperate or cold hills and mountains
Organization: — Solitary, pair, patrol (3-7), band (10-40 plus 10-20 noncombatants plus 1 warrior per 10 adults, 1-3 priests and/or necromancers, and 1 chieftain), or tribe (40-80 plus 100% noncombatants plus 1 warrior per 10 adults, 1-3 chieftains, 2-5 priests and/or necromancers, 1 priest or necromancer of 5th-9th level, and 1 chieftain of 5th-9th level) —
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral evil
Advancement Range: By character class
Faction: Grimlings of the Forest or Grimlings of the Moor

Grimling Warrior
Small Humanoid (Grimling)
Hit Dice: 6d8+18 (45 hp)
Initiative: +2 (Dex)
Speed: 30 ft., climb 20 ft.
AC: 18 (+1 size, +2 Dex, +3 natural, +2 leather armor)
BAB/Grapple: +4/+1
Attacks: 2 claws +6 melee; or short sword +6 melee; or javelin +7 ranged
Damage: Claw 1d3+1; short sword 1d6+1/19-20; javelin 1d6+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Berserking, hated races
Special Qualities: Ultravision
Saves: Fort +5, Ref +7, Will +2
Abilities: Str 12, Dex 15, Con 16, Int 7, Wis 11, Cha 6
Skills: Climb +9, Hide +6*, Listen +4, Sneak +5, Spot +4, Swim +1, Wilderness Lore +1
Feats: Alertness, Combat Reflexes
Climate/Terrain: Temperate or cold hills and mountains
Organization: — Solitary, pair, patrol (3-7), band (10-40 plus 10-20 noncombatants plus 1 warrior per 10 adults, 1-3 priests and/or necromancers, and 1 chieftain), or tribe (40-80 plus 100% noncombatants plus 1 warrior per 10 adults, 1-3 chieftains, 2-5 priests and/or necromancers, 1 priest or necromancer of 5th-9th level, and 1 chieftain of 5th-9th level) —
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral evil
Advancement Range: By character class
Faction: Grimlings of the Forest or Grimlings of the Moor

Grimling Necromancer
Small Humanoid (Grimling)
Hit Dice: 8d8+8 (44 hp)
Initiative: +1 (Dex)
Speed: 30 ft., climb 20 ft.
AC: 14 (+1 size, +1 Dex, +2 natural)
BAB/Grapple: +6/+1
Attacks: 2 claws +6 melee; or dagger +6/+2 melee
Damage: Claw 1d3-1; dagger 1d3-1/19-20
Face/Reach: 5 ft. by 5 ft. / 5 ft.
Special Attacks: Berserking, death mastery (fear-storm), hated races, spell-like abilities
Special Qualities: Ultravision
Saves: Fort +3, Ref +7, Will +2
Abilities: Str 8, Dex 13, Con 12, Int 15, Wis 11, Cha 6
Skills: Climb +7, Channeling +9, Hide +9*, Knowledge (mysticism) +8, Listen +6, Meditation +13, Sneak +5, Spellcraft +10, Spot +6, Swim +1, Wilderness Lore +1
Feats: Alertness, Combat Casting, School Specialization (conjuration)
Climate/Terrain: Temperate or cold hills and mountains
Organization: — Solitary, pair, patrol (3-7), band (10-40 plus 10-20 noncombatants plus 1 warrior per 10 adults, 1-3 priests and/or necromancers, and 1 chieftain), or tribe (40-80 plus 100% noncombatants plus 1 warrior per 10 adults, 1-3 chieftains, 2-5 priests and/or necromancers, 1 priest or necromancer of 5th-9th level, and 1 chieftain of 5th-9th level) —
Challenge Rating: 6
Treasure: Standard
Alignment: Usually neutral evil
Advancement Range: By character class
Faction: Grimlings of the Forest or Grimlings of the Moor

Grimling Priest
Small Humanoid (Grimling)
Hit Dice: 8d8+16 (52 hp)
Initiative: +1 (Dex)
Speed: 30 ft., climb 20 ft.
AC: 19 (+1 size, +1 Dex, +3 natural, +4 chain shirt)
BAB/Grapple: +6/+2
Attacks: 2 claws +6 melee
Damage: Claw 1d3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Berserking, hated races, spell-like abilities
Special Qualities: Divine power (receive divine aura), ultravision
Saves: Fort +4, Ref +7, Will +5
Abilities: Str 10, Dex 13, Con 14, Int 9, Wis 17, Cha 8
Skills: Climb +6, Channeling +7, Hide +4*, Knowledge (religion) +0, Listen +5, Meditation +8, Sneak +2, Spellcraft +1, Spot +5, Swim +1
Feats: Alertness, Combat Casting, School Specialization (conjuration)
Climate/Terrain: Temperate or cold hills and mountains
Organization: — Solitary, pair, patrol (3-7), band (10-40 plus 10-20 noncombatants plus 1 warrior per 10 adults, 1-3 priests and/or necromancers, and 1 chieftain), or tribe (40-80 plus 100% noncombatants plus 1 warrior per 10 adults, 1-3 chieftains, 2-5 priests and/or necromancers, 1 priest or necromancer of 5th-9th level, and 1 chieftain of 5th-9th level) —
Challenge Rating: 7
Treasure: Standard
Alignment: Usually neutral evil
Advancement Range: By character class
Faction: Grimlings of the Forest or Grimlings of the Moor

Grimling Chieftain
Medium-Size Humanoid (Grimling)
Hit Dice: 10d8+30 (75 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft., climb 20 ft.
AC: 23 (+2 Dex, +5 natural, +4 chain shirt, +2 large shield) +7/+10
Attacks: 2 claws +10; or longsword +10/+5 melee; or javelin +9 ranged
Damage: Claw 1d4+3; longsword 1d8+3/19-20; javelin 1d6+3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Berserking, hated races
Special Qualities: Ultravision
Saves: Fort +6, Ref +9, Will +4
Abilities: Str 16, Dex 15, Con 16, Int 11, Wis 13, Cha 8
Skills: Climb +9, Hide +3*, Knowledge (warcraft) +3, Listen +6, Sneak +5, Spot +6, Swim +4, Wilderness Lore +3
Feats: Alertness, Combat Reflexes, Improved Initiative
Climate/Terrain: Temperate or cold hills and mountains
Organization: — Solitary, pair, patrol (3-7), band (10-40 plus 10-20 noncombatants plus 1 warrior per 10 adults, 1-3 priests and/or necromancers, and 1 chieftain), or tribe (40-80 plus 100% noncombatants plus 1 warrior per 10 adults, 1-3 chieftains, 2-5 priests and/or necromancers, 1 priest or necromancer of 5th-9th level, and 1 chieftain of 5th-9th level) —
Challenge Rating: 4
Treasure: Standard
Alignment: Usually neutral evil
Advancement Range: By character class
Faction: Grimlings of the Forest or Grimlings of the Moor

Description

The primitive and brutal race of grimlings was inadvertently discovered by the Vah Shir as they delved beneath the surface of Luclin's Moon for acrylia ore. Short in stature with a somewhat spindly yet surprisingly strong build, grimlings are pale-skinned and have coarse black hair. There is little physical difference between male and female grimlings; males tend toward service as warriors and females favor spellcasting, but neither male spellcasters nor female warriors are uncommon.

Ferocious, violent, and sadistic, grimlings attack anyone they do not trust — and on Luclin, this includes just about everyone and everything. They especially hate Vah Shir, and take great delight in torturing captive kerrans. The grimlings are also engaged in a fierce struggle with the owlbears and sonic wolves for control of Hollowshade Moor.

Though the grimlings are as a rule crude and dull-witted, they nevertheless dwell in an extensive complex of chambers, galleries, hallways, and chambers deep beneath Luclin's surface. It is reported that the grimlings of the Grimling Forest have created an impressive subterranean city, said to be full of abstract geometric decorations and elaborate designs, but most scholars argue that such architecture and construction seem far beyond the grimlings' present skills and abilities. They are known to serve a mysterious ruler who may be the sole survivor of an ancient civilization, which the grimlings might have served as slaves or warriors, and this connection may shed light on the origin of the grimlings' great city.

Grimling necromancers and priests can wield considerable power in their culture, but the knowledge of magic is a jealously guarded secret among them. Captured enemies are ritualistically tortured and slain by grimlings under the supervision of priests and necromancers, and, worse still, many are then raised as undead to serve the grimlings in the acrylia mines. Some undead are released into the Grimling Forest to trouble the Vah Shir and other non-grimling inhabitants of the region.

Grimlings are not sophisticated in their dealings with outsiders, generally preferring bloodshed and mayhem to diplomacy, but some of their chieftains occasionally allow trade with other races — except Vah Shir — delighting in the unusual and the abstract. They sometimes trade acrylia ore for well-crafted weapons and tools of leather or wood. Grimlings forge their own weapons, but these are relatively crude, and they only rarely if ever craft heavy armors.

Combat

When encountered alone or faced by clearly superior foes, grimlings usually try to hide or flee. They take courage in numbers, though, and become ferocious when they think they have the upper hand. Warriors consider it their sacred duty to keep grimling spellcasters safe, while necromancers and priests cast destructive magics against enemies or summon undead reinforcements.

If they have at least equal numbers, grimlings always attack Vah Shir, owlbears, and wolves (both sonic and otherwise) on sight, for they are raised from birth to despise these foes.

Berserking (Ex): All grimlings have the berserking ability typical of characters of the warrior class (see "Warrior" in Chapter 3 of the *EQ: Player's Handbook*).

Hated Races (Ex): Grimlings hate most other living things, but reserve a particular hatred for wolves (both sonic and ordinary), owlbears, and Vah Shir. They receive a +1 bonus to both attack and damage rolls against such opponents.

Skills: Grimlings receive a +2 racial bonus on Sneak checks. *When underground, they receive a +4 racial bonus on Hide checks.

Grimling Warrior

Ordinary grimlings, usually called "grunts," can serve as guards and fighters at need, but grimling warriors are the elite defenders of the tribe. They are skilled in battle and braver than the average grimling, who only feels comfortable fighting in large groups.

At higher levels, warriors generally gain titles such as Skullcracker (with 2–4 additional levels), Marauder (5–8 additional levels), and Skullsplitter (9+ extra levels). Most grimling warriors advance in warrior, though a few also take levels in rogue. Grimlings with monk levels, while certainly not common, are not unheard of.



Combat

Grimling warriors are well-trained and less likely to flee than ordinary grimlings. They are especially dedicated to defending grimling priests and other noncombatants, often sacrificing themselves so that others can escape or cast spells. Sadistic and cruel to other races, warriors often set up deadly traps and arrange cunning ambushes. Traps that confine or cripple foes are preferred, for the grimlings like to take captives for sacrifice or torment.

Grimling Necromancer

Necromancers play a crucial role among the grimlings, providing their death-worshipping culture with a steady stream of undead servants to labor in the mines and to serve as low-grade, dispensable soldiery. Many grimling rituals revolve around the necromancers and their priestly counterparts, and include sacrifice, torture, and the raising of undead. Necromancers also aid grimling warriors outside the Acrylia Caves, and are especially hated by their Vah Shir foes.

Higher-level grimling necromancers' titles include "Cadaverist" (3–5 additional necromancer levels), "Deathbringer" (6–9 additional levels), and "Corpseraiser" (10+ additional levels).

Combat

Like most of their race, grimling necromancers delight in inflicting pain and suffering. In combat, they first summon undead creatures to defend them (if they do not already have pets present), then focus on especially painful and distracting spells. They usually expect ordinary grimlings and warriors and their undead servants to keep enemies at bay.

Spell-Like Abilities: A typical grimling necromancer's spell-like abilities (and the mana cost for each) are as follows: *Bone walk* (13), *disease cloud* (2), *fear* (7), *leach* (12), *leering corpse* (7), *lifespike* (3), *poison bolt* (5), *scent of dusk* (8). These are as the spells cast by an 8th-level necromancer (save DC 12 + spell level) with a pool of 32 mana.

Grimling Priest

Description

No one is sure where the grimling priests get their magical powers. They are not known to worship any gods, yet they wield divine energies all the same, aiding necromancers in the creation of undead, officiating at sacrificial rituals, and serving as leaders or as advisors to other grimlings.

Oddly, higher-level grimling priests are rarely given special titles like warriors and necromancers, even though they command a great deal of respect among their people.

Combat

Grimling priests prefer to stay out of any fray, instead casting spells from behind their followers. When forced to, a grimling priest can be a challenging opponent, but most other grimlings are required — under pain of death — to keep them from harm.

Spell-Like Abilities: A typical grimling priest's spell-like abilities (and the mana cost for each) are as follows: *Courage* (2), *fear* (7), *furor* (3), *hammer of wrath* (8), *holy armor* (3), *light healing* (5), *reckless strength* (5), *root* (5). These are as the spells cast by an 8th-level cleric (save DC 13 + spell level) with a pool of 48 mana.

Grimling Chieftain

Grimling chieftains are older, larger, and tougher than the rest — the simple ability to survive the brutal rigors of grimling society requires greater intelligence, skill, and low cunning, making grimling leaders among the most fearsome and dangerous of their kind. Grimling chieftains vary greatly — most advance as warriors, but some also gain levels as priests or necromancers, enhancing their already considerable combat skills.

Combat

Grimling chieftains did not rise so high in their tribe by taking unnecessary risks. They prefer to lead from the rear, allowing their more brave and fanatical followers to bear the brunt of any enemy attack. While their tactics are normally unsophisticated, grimlings led by a chieftain often employ unusual stratagems, such as feigned retreats, envelopments, missile attacks from the rear, traps, and subterfuge, making them especially challenging foes.

Horse

Hit Dice:	3d8+6 (19 hp)
Initiative:	+1 (Dex)
Speed:	50 ft.
AC:	14 (-1 size, +1 Dex, +4 natural)
BAB/Grapple:	+2/+8
Attacks:	2 hooves +3 melee
Damage:	Hoof 1d6+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +4, Will +2
Abilities:	Str 15, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills:	Listen +6, Spot +6
Feats:	Run ^B
Climate/Terrain:	Any temperate or warm land and underground
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement Range:	4–6 HD (Large)
Faction:	None

Warhorse	
Large Animal	
	4d8+12 (30 hp)
	+1 (Dex)
	50 ft.
	15 (-1 size, +1 Dex, +5 natural)
	+3/+11
	2 hooves +6 melee and bite +2 melee
	Hoof 1d6+4; bite 1d4+2
	5 ft. by 10 ft./5 ft.
	Low-light vision, scent
	Fort +7, Ref +5, Will +2
	Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6
	Listen +7, Spot +7
	Run ^B , Weapon Focus (bite) ^B
	Any temperate or warm land and underground
	Solitary
	2
	None
	Always neutral
	5–6 HD (Large); 7–8 HD (Huge)
	None



Description

These great, muscular beasts, so rare on Norrath, travel in large herds on the surface of Luclin. Careful and tenacious handlers might capture them and break them to serve as beasts of burden or even, though the training is difficult, as warriors' mounts.

Since they are so rare and expensive, horses on Luclin or on Norrath are never used as simple beasts of burden — they are invariably trained to bear riders.

Riding Horse

A riding horse cannot fight while carrying a rider.

Carrying Capacity: A light load for a riding horse is up to 200 pounds; a medium load, 201–400 pounds; a heavy load, 401–600 pounds.

Warhorse

A warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (DC 10).

Carrying Capacity: A light load for a warhorse is up to 300 pounds; a medium load, 301–600 pounds; a heavy load, 601–900 pounds.

Kaas Thox

Hit Dice:	30d10+300 (495 hp)
Initiative:	-3 (Dex)
Speed:	20 ft., climb 20 ft.
AC:	3 (-4 size, -3 Dex)
BAB/Grapple:	+22/+47
Attacks:	Slam +31 melee
Damage:	Slam 4d6+19
Face/Reach:	20 ft. by 40 ft./15 ft.
Special Attacks:	Constrict 4d6+19, engulf, improved grab
Special Qualities:	Blindsight, damage reduction 40/+4 and 10/- immunities, ooze, resistances, spell resistance 29
Saves:	Fort +20, Ref +7, Will +5
Abilities:	Str 36, Dex 4, Con 30, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	24
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	31–45 HD (Gargantuan); 46–60 HD (Colossal)
Faction:	Followers of Atenha'Ra

Description

These vast, amorphous black creatures were crafted by the Akheva from their own blood, infused with living shadow and the divine essence of the goddess Luclin. Once, there were dozens of Kaas Thox (literally “black blood”) that served the Akheva and helped enforce their rule, commonly sent against especially dogged or dangerous foes. They were a weapon of last resort, for few if any survived the Kaas Thox's onslaught.

Today, only three of these fearsome monstrosities are known to have survived the Akhevan civil war. Called

respectively Kaas Thox Xi Ans Dyek (“Black Blood of the Earth”), Kaas Thox Xi Vereor (“Black Blood of Terror”), and Kaas Thox Xi Aten Ha Ra (“Black Blood of Atenha'Ra”), they dwell in the heart of the last surviving Akhevan fortress, the black city of Vex Thal. They all serve Atenha'Ra in Vex Thal.

Combat

Kaas Thox are mindless, bred only for combat, and they instinctively follow their masters' orders. These creatures attack directly, attempting to engulf and crush foes as quickly and efficiently as possible.

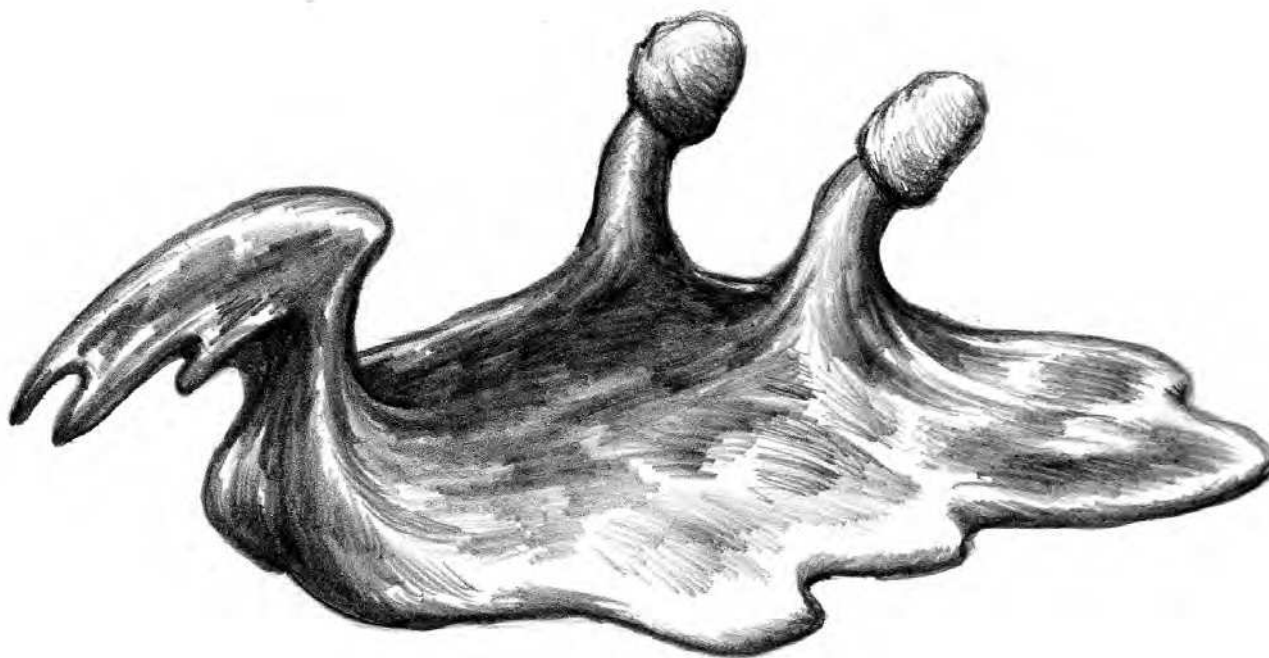
Constrict: A Kaas Thox deals automatic slam damage with a successful grapple check.

Engulf (Ex): Although it moves slowly, a Kaas Thox can simply flow over Huge or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The Kaas Thox merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the Kaas Thox, but if they do so they are not entitled to a saving throw: Those who do not attempt attacks of opportunity must succeed at a Reflex save (DC 38) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are considered to be grappled and trapped within the Kaas Thox's body (and are therefore subject to its constrict attack), and are affected as if they are drowning (see *EQ: Game Master's Guide*, “The Environment”).

Improved Grab: To use this ability, the Kaas Thox must hit with its slam attack. If it gets a hold it can constrict. A Kaas Thox is not considered grappled when it holds or engulfs a foe.

Immunities: A Kaas Thox is immune to acid, electricity, and sonic damage.

Resistances: A Kaas Thox has bonuses of cold and fire resistance (30).



Netherbian

	Netherbian Medium-Size Aberration	Swarmcaller Medium-Size Aberration	Hive Tyrant Huge Aberration
Hit Dice:	7d8+14 (45 hp)	7d8 (31 hp)	25d8+150 (262 hp)
Initiative:	+3 (Dex)	+3 (Dex)	+2 (Dex)
Speed:	40 ft., climb 30 ft.	40 ft., climb 30 ft.	60 ft., climb 30 ft.
AC:	18 (+3 Dex, +5 natural)	14 (+2 Dex, +2 natural)	25 (–2 size, +2 Dex, +15 natural)
BAB/Grapple:	+5/+7	+5/+5	+18/+35
Attacks:	2 claws +7 melee and bite +5 melee	2 claws +5 melee	2 claws +25 melee and bite +23 melee; or 2 claws +23 melee and bite +21 melee and slam +23 melee
Damage:	Claw 1d4+2; bite 1d3+1	Claw 1d4	Claw 2d6+7; bite 1d6+4; slam 1d8+9
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	10 ft. by 10 ft./15 ft.
Special Attacks:	Improved grab, pounce, rake 1d4+1	Pounce	Improved grab, spell-like abilities
Special Qualities:	Blindsight 60 ft., hive mind, scent	Blindsight 60 ft., control swarm, hive mind, scent, telepathy	Blindsight 60 ft., control swarm, hive mind, scent, telepathy
Saves:	Fort +4, Ref +5, Will +6	Fort +2, Ref +4, Will +7	Fort +14, Ref +8, Will +19
Abilities:	Str 15, Dex 17, Con 14, Int 6, Wis 12, Cha 7	Str 11, Dex 15, Con 10, Int 12, Wis 14, Cha 11	Str 29, Dex 15, Con 22, Int 16, Wis 16, Cha 19
Skills:	Climb +10, Hide +10, Jump +11, Listen +14, Sneak +10	Climb +11, Hide +11, Jump +5, Knowledge (local lore) +8, Listen +17, Search +4, Sense Motive +13, Sneak +7	Climb +17, Hide +2, Jump +19, Knowledge (local lore) +12, Listen +31, Search +11, Sense Motive +19, Sneak +10
Feats:	Multiattack	Dodge, Mobility	Cleave, Great Fortitude, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability, Skill Talent (Listen), Slam
Climate/Terrain:	Any underground	Any underground	Any underground
Organization:	— Cluster (5–12 netherbians), swarm (10–50 netherbians plus 1–4 swarmcallers), or hive (20–100 netherbians plus 2–8 swarmcallers and 1 hive tyrant) —		
Challenge Rating:	3	2	12
Treasure:	Standard	Standard	Double
Alignment:	Usually neutral evil	Usually neutral evil	Always neutral evil
Advancement Range:	8–13 HD (Medium-size); 14–21 HD (Large)	8–14 HD (Medium-size)	26–50 HD (Huge)
Faction:	None	None	None

Description

Blind, fleshless creatures, netherbians are among the most horrid-looking of monsters on all of Luclin. Though vaguely humanoid, they move with a hunched, crawling, yet surprisingly rapid gait, using both hands and feet to grip objects. They are skilled climbers and can easily scuttle up all but the sheerest of surfaces.

Normally elusive scavengers, netherbians are a fearsome challenge to most creatures when they band together into swarms. They infest many of Luclin's cave complexes, preying on small animals and any unfortunate travelers who pass nearby. Ravenous and persistent, netherbians often deplete their territories of prey animals, and then move to new locations. If food becomes too scarce, netherbians are not above cannibalism, feeding on their own or other swarms.

Like the tegi, netherbians appear to be entirely genderless, and are thought to reproduce asexually. Each swarm has at least one swarmcaller, a specialized netherbian who can communicate with and coordinate the actions of large groups of its kind. Legend holds that a single gigantic netherbian called a hive tyrant dwells deep beneath Luclin's

surface, but few if any can truly claim to have seen such a creature.

Combat

Individual netherbians prefer to attack lone, weak, or wounded individuals, rending them with claws and teeth. If faced by superior forces, they typically flee. If there is a swarmcaller nearby, netherbians fight more bravely, retreating only if their swarmcaller is killed or if the fight is clearly going against them. When coordinated in this manner, netherbians try to attack foes from all sides — including from above or below. While a combat proceeds, several netherbians attempt to scale nearby heights or cave walls and drop down upon their enemies. They may also scuttle behind and attack from the rear.

Netherbians under the command of a swarmcaller also favor hit-and-run tactics, inflicting minor damage on foes, forcing them to use healing magic or waste missile ammunition, falling back, and then attacking again later before foes have fully recovered.

Improved Grab (Ex): To use this ability, the netherbian must hit with a claw attack. If it gets a hold, it can rake.

Pounce (Ex): A netherbian can make a full attack on the first round of combat, even if it has already taken a move action.

Rake (Ex): A netherbian that gets a hold on a foe can then make two additional rake attacks (+7 melee) against that opponent with its clawed feet for 1d4+1 points of damage each. If the netherbian pounces on the target and hits with a claw attack, it can also rake as part of the pounce full attack sequence.

Hive Mind (Ex): All normal netherbians within 1 mile of a netherbian swarmcaller are in constant communication with their swarm-mates. If one of that swarm is aware of a particular danger, they all are. If one in that swarm is not flat-footed, none of them are. No netherbian in the swarm is considered flanked unless all of them are.

Skills: Netherbians receive a +4 racial bonus on Jump checks and a +8 racial bonus on Listen checks.

Netherbian Swarmcaller

Groups of netherbians attack in swarms of up to 50 individuals. These swarms are controlled by one or more individuals known as swarmcallers, and netherbians gain advantages in combat due to their coordination and instant communication. Netherbians fight fiercely to protect their swarmcaller, but often lose heart and disperse if their swarmcaller is slain.

Combat

Swarmcallers avoid combat wherever possible. They are usually smaller and weaker than normal netherbians, and rely on their fellows for protection. In extremis, a swarmcaller can defend itself, but it is not capable of standing up for long in open combat.

Control Swarm (Ex): A swarmcaller can control a swarm of netherbians as large as twice the swarmcaller's Hit Dice (thus, an 11-HD swarmcaller can control a swarm of 22 netherbians). Any netherbian belonging to the swarm receives a +1 to all saving throws, skill and ability checks, and attack and damage rolls as long as its swarmcaller is within 100 feet. If a swarmcaller is killed, each netherbian within 1 mile that belongs to its swarm must make a Will save (DC 17) or be *frightened* for 3d6 minutes.

Telepathy (Ex): At will, a swarmcaller can communicate telepathically with any netherbian within 500 feet. It may address any number of netherbians at once in this way, although maintaining a telepathic conversation with more than one netherbian at a time is just as difficult as it is for a human to simultaneously speak and listen to multiple people at the same time.

Skills: Netherbian swarmcallers receive a +2 racial bonus on Hide, Jump, and Sneak checks and a +8 racial bonus on Listen and Sense Motive checks.

Netherbian Hive Tyrant

Gigantic and fearsome in appearance, the monstrous abominations known as hive tyrants are said to dwell in deep, dark caverns; one is said to dwell somewhere near Sanctus Seru. Known only from dark

rumors and the terrified tales of travelers, the hive tyrant has never been seen by anyone presently alive.

A hive tyrant stands over 20 feet in height and wields powerful elemental magic. Served by dozens of netherbians, it wields the same powers as a swarmcaller, but its considerable intelligence makes the tyrant's guards even more powerful and dangerous.

Combat

The hive tyrant allows its minions to do the fighting, backing them up with magic. If drawn into combat, however, the tyrant buffs itself (assuming it has enough mana left) and fights with enormous ferocity, ripping foes limb from limb and swallowing great chunks of flesh. A hive tyrant always fights to the death.

Control Swarm (Ex): A hive tyrant can control a hive of netherbians as large as twice the tyrant's Hit Dice, not including its swarmcallers (thus, a 29-HD tyrant can control a hive of 58 netherbians). Any netherbian belonging to the hive receives a +3 to all saving throws, skill and ability checks, and attack and damage rolls as long as the tyrant is within 300 feet. If the tyrant is killed, each netherbian that belongs to its hive must make a Will save (DC 21) or be *frightened* for 2d4 hours.

Spell-Like Abilities: A typical hive tyrant's spell-like abilities (and the mana cost for each) are as follows: *Barrier of combustion* (17), *blaze* (26), *dismiss summoned* (15), *flame arc* (33), *greater shielding* (20), *monster summoning I* [16-HD netherbian] (33), *rain of lava* (42), *rain of spikes* (27). These are as the spells cast by a 20th-level magician (save DC 14 + spell level) with a pool of 160 mana.

Telepathy (Ex): At will, a hive tyrant can communicate telepathically with any netherbian (including swarmcallers) within 1 mile. It may address any number of netherbians at once in this way without difficulty.

Skills: A netherbian hive tyrant receives a +2 racial bonus on Jump checks and a +8 racial bonus on Listen and Sense Motive checks.



Owlbear

Hit Dice:	7d10+28 (66 hp)
Initiative:	+1 (Dex)
Speed:	30 ft., swim 20 ft.
AC:	18 (-1 size, +1 Dex, +8 natural)
BAB/Grapple:	+5/+16
Attacks:	2 claws +11 melee, bite +6 melee
Damage:	Claw 1d8+7; bite 1d6+3
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Low-light vision
Saves:	Fort +9, Ref +6, Will +3
Abilities:	Str 24, Dex 12, Con 18, Int 5, Wis 12, Cha 10
Skills:	Hide +3, Listen +4, Sneak +4, Spot +9
Feats:	—
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, sleuth (3–6), or parliament (7–15)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement Range:	8–15 HD (Large); 16–21 HD (Huge)
Faction:	None (or Owlbeards of the Moor)

Description

Oddly gentle-looking creatures that dwell primarily on Luclin's dark side and twilight regions, owlbeards are fierce and deadly predators. Locked in a three-way death struggle against the grimlings and the sonic wolves (a conflict at its deadliest and most evident in Hollowshade Moor), owlbeards are a surprisingly intelligent species.

Owlbeards are powerful creatures, as large as any normal bear of Norrath (although not as large as species such as the tundra Kodiak). Standing about 6 feet at the shoulder, an average male owlbear can reach heights of 10 feet when rearing up and weighs roughly 1,500 pounds. Owlbeards are covered in brown, feather-like fur and have round, beaked faces. Their eyes are large, a luminous gold in color, reminding Norrathian settlers of their namesake bird. Normally docile toward anything

other than grimlings and sonic wolves, they can nonetheless be quite dangerous if provoked.

Most owlbeards live in small family groups of two to six. Cubs are usually allowed to roam by themselves, but parents stay close and respond quickly to distress calls. In Hollowshade Moor, the owlbeards have grown quite intelligent and live in larger groups called "parliaments." Some experienced rangers and Vah Shir scouts insist that the owlbeards' strange, keening bellows are a form of communication far more advanced than most like to acknowledge. In some cases, especially in the Moor, the owlbeards have actually begun to organize into larger hordes that almost resemble military units, raiding into grimling and sonic wolf areas and often driving their foes from their territories entirely.

Distrustful of outsiders, owlbeards can nevertheless be befriended and tamed. Some bandit clans have been known to use them as guard creatures, and the Hollowshade owlbeards have shown considerable gratitude to outside adventurers who have aided them in their war with the grimlings and sonic wolves.

Adventurers have found that owlbear pelts make excellent waterproof cloaks, leading to a burgeoning industry. In some places, in fact, owlbeards have been hunted so extensively by the folk of Katta Castellum and Shadow Haven that their numbers have begun to decline.

Combat

Owlbeards usually fight in small groups. Families defend young owlbeards ferociously, forming defensive rings around cubs or wounded comrades. In general, they tend to fight only if attacked, though in some cases (again, most often in Hollowshade Moor), they have been known to band together for offensive action, raiding the villages and caves of their enemies.

In combat, an owlbear relies on sheer brawn to overwhelm opponents, overbearing or crushing foes with its mighty paws. Adults always attack foes who threaten their young, drawing off powerful opponents to give cubs a chance to escape.

Improved Grab (Ex): The owlbear must hit with a claw attack in order to use this ability.

Skills: Owlbeards receive a +2 racial bonus on Sneak checks and a +4 racial bonus on Spot checks.



Reishi

	Sporeling
	Small Plant
Hit Dice:	3d8+3 (16 hp)
Initiative:	+0
Speed:	20 ft.
AC:	13 (+1 size, +2 natural)
BAB/Grapple:	+2/-2
Attacks:	2 slams +3 melee
Damage:	Slam 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Sneak attack
Special Qualities:	Disease immunity, heat generation, plant, resistance to blunt, sentient, ultravision
Saves:	Fort +6, Ref +0, Will +2
Abilities:	Str 10, Dex 10, Con 13, Int 8, Wis 12, Cha 10
Skills:	Hide +9*, Knowledge (nature) +2, Listen +3, Profession (farmer or herbalist) +4, Sense Motive +2, Sneak +3, Spot +4, Wilderness Lore +3
Feats:	Great Fortitude
Climate/Terrain:	Underground
Organization:	Solitary, pair, gang (3–6)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	4–5 HD (Small); 6–9 HD (Medium-size)
Faction:	None

	Mature
	Large Plant
	10d8+40 (85 hp)
	–1 (Dex)
	30 ft.
	17 (–1 size, –1 Dex, +9 natural)
	+7/+16
	2 slams +12 melee
	Slam 2d6+5
	5 ft. by 5 ft./10 ft.
	Powerful blows, rain of spores, sneak attack
	Disease immunity, heat generation, plant, resistance to blunt, sentient, ultravision
	Fort +13, Ref +5, Will +2
	Str 21, Dex 9, Con 19, Int 14, Wis 18, Cha 16
	Hide +0*, Knowledge (nature) +7, Listen +9, Profession (farmer or herbalist) +9, Sense Motive +9, Sneak +2, Spot +11, Trade Skill (alchemy) +17, Wilderness Lore +9
	Alertness, Great Fortitude, Power Attack, Skill Talent (Trade Skill [alchemy]), Weapon Focus (slam)
	Underground
	Solitary, pair, gang (3–6), or tribe (12–48 plus 100% sporelings)
	6
	None
	Usually neutral
	11–20 HD (Large); 21–30 HD (Huge)
	None

Description

These bizarre creatures have many names, called reishi by some, “saprophytes” by others, and “myconids” or “shriekers” in other parts of Luclin. All are similar in appearance, though — overgrown mushrooms with small, beady eyes, ranging from the tiniest 18-inch tall sporelings to the enormous elder reishi that can reach heights of 18 feet or more. Reishi stalks are cream-colored with red streaks and their heads are usually yellow with red patterns, although the reds can run into purples and even blue-greens in some reishi. Regardless, they blend in well with the local underground vegetation and often attack the unwary as they pass by.

Different tribes of reishi can be as different in temperament and outlook as humanoid tribes — some are friendly and welcoming, others are hostile and xenophobic, and the rest can run the gamut in between. They subsist by farming fungus, a communal effort of the tribe in which even the most aged and powerful reishi do common labor amongst their fellows. Most tribes are led by a ancient reishi of great size.

Reishi have an average lifespan of roughly 30 years, although some have been known to live for as long as 50 years. It takes about 5 years for a sporeling to mature fully.

Combat

Reishi can be violent-natured or pacifistic, just as other standard races. When they fight, whether out of aggression or the simple need to defend themselves or their tribe, they

use their woody fists to deal powerful blows. Mature reishi are capable of spraying a cloud of spores that can be damaging to non-plant creatures, and use this ability freely in combat, knowing that they will not hurt themselves or their fellows.

Sneak Attack (Ex): When a reishi hits an opponent that is denied its Dexterity bonus to AC (whether the opponent has one or not), the opponent takes +1d4 points of additional damage from the blow. This ability improves by +1d4 for every 4 HD of the reishi beyond 3 HD, so a typical mature reishi deals +2d4 points of sneak attack damage, while a 19-HD elder deals +5d4 points of sneak attack damage. In all other ways, treat this ability as the “backstab” rogue class ability.

Rain of Spores (Ex): Three times per day, mature reishi can release a cloud of spores in a 20-foot radius. Any living non-plant creature in the area must make a Fortitude save (DC 10 + 1/2 the reishi’s HD + the reishi’s Constitution modifier) or take 1d4 points of damage plus 1 point for every HD of the reishi (thus, 1d4+10 points of damage from a typical mature reishi) and suffer a –2 penalty on all attack and damage rolls, saving throws, and skill or ability checks for the next 1d6 minutes. Creatures immune to natural poisons are unaffected by the rain of spores.

Powerful Blows (Ex): If a mature reishi hits a creature one or more sizes smaller than itself, it may initiate a bull rush as a free action without provoking attacks of opportunity. The bull rush is treated as if the reishi had traveled with the target, but the reishi need not actually do so; that

is, the reishi may knock foes back farther than 5 feet without moving.

Heat Generation (Ex): A reishi's odd plant metabolism allows it to channel thermal energy from its environment, releasing it as blasts of heat that harm its attackers. Treat this ability as a [fire] damage shield with a value equal to the reishi's Constitution modifier. Thus, a typical sporeling has a damage shield (1), while a mature reishi has a damage shield (4).

Resistance to Blunt (Ex): Reishi take only half damage from blunt attacks.

Sentient (Ex): Despite being plants, reishi gain skills and feats as monstrous humanoids.

Skills: Reishi receive a +2 racial bonus on Hide checks. *Among areas of natural fungal growth, reishi receive a +10 racial bonus on Hide checks.

Regional Reishi

Tall and imposing, an enormous reishi — reported to be over 25 feet tall — known as the Great Saprophyte dwells

with his large tribe, a vicious group of expansionist reishi, in the caverns near the Fungus Grove. Always guarded by four of his favored saprophyte spawns (12–15 HD each), he sits in his mighty cavern fearing no intruder.

Cousins of the saprophytes can be found in the Deep and in Fungus Grove. The members of these tribes are generally stronger and more powerful even than those of the Great Saprophyte's people, though not nearly as arrogant.

Sensate Reishi

Smaller than typical reishi, these mushroom-like creatures are known to inhabit only the Echo Caverns. Sensate reishi elders never reach heights greater than 4 or 5 feet, and should be treated as 9-HD sporelings at the most.

Sensate reishi do not have the heat generation ability of other reishi, but are otherwise similar to their larger cousins. They are ruled by a kindly, wise, and generous standard reishi known as the Reishicyben, who has taken on the role of steward and guardian to the sensates and is a fierce foe of the cruel Great Saprophyte.



Rhino Beetle, Giant

	Hatchling	Adult	Ancient
	Small Vermin	Medium-Size Vermin	Large Vermin
Hit Dice:	2d8+2 (11 hp)	5d8+15 (37 hp)	11d8+55 (104 hp)
Initiative:	+1 (Dex)	+0	+0
Speed:	20 ft., climb 10 ft., swim 10 ft.	30 ft., climb 15 ft., swim 10 ft.	30 ft., climb 15 ft., swim 10 ft.
AC:	16 (+1 size, +1 Dex, +4 natural)	18 (+8 natural)	22 (–1 size, –1 Dex, +14 natural)
BAB/Grapple:	+1/+1	+3/+12	+8/+30
Attacks:	Bite +6 melee or gore +6 melee	Bite +12 melee or gore +12 melee	Bite +25 melee or gore +25 melee
Damage:	Bite 2d4+4; gore 1d8+4	Bite 3d6+9; gore 2d8+9	Bite 4d8+18; gore 3d10+18
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Fearsome charge 2d6+6	Fearsome charge 3d8+13, improved grab	Fearsome charge 4d10+27, improved grab, trample 4d6+18
Special Qualities:	Ultravision, vermin	Ultravision, vermin	Ultravision, vermin
Saves:	Fort +4, Ref +1, Will +0	Fort +7, Ref +1, Will +1	Fort +12, Ref +2, Will +4
Abilities:	Str 19, Dex 12, Con 13, Int —, Wis 10, Cha 7	Str 28, Dex 10, Con 16, Int —, Wis 10, Cha 9	Str 46, Dex 9, Con 21, Int —, Wis 12, Cha 11
Skills:	Hide +12, Listen +3, Sneak +4, Spot +3	Hide +7, Listen +3, Sneak +3, Spot +3	Hide +2, Listen +4, Sneak +2, Spot +4
Feats:	—	—	—
Climate/Terrain:	Temperate or warm desert, forest, and plains, or underground	Temperate or warm desert, forest, and plains, or underground	Temperate or warm desert, forest, and plains, or underground
Organization:	Solitary, pair, or brood (3–8)	Solitary, pair, swarm (3–6), or colony (4–9 plus 50% noncombatant plus 3–8 hatchlings)	Solitary or pair
Challenge Rating:	2	4	9
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	3–4 HD (Small)	6–8 HD (Medium-size); 9–10 HD (Large)	12–20 HD (Large); 21–30 HD (Huge)
Faction:	None	None	None

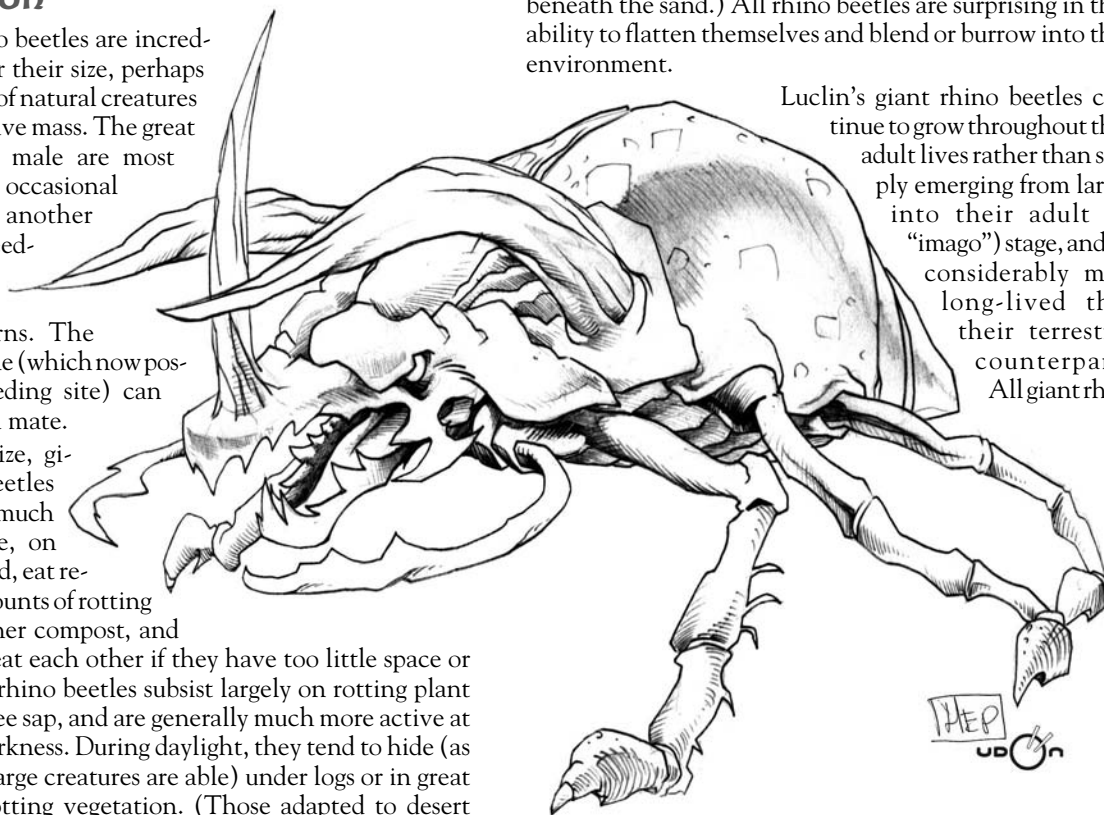
Description

Giant rhino beetles are incredibly strong for their size, perhaps the strongest of natural creatures for their relative mass. The great horns of the male are most often used in occasional battles with another male over a feeding site; females have no horns. The victorious male (which now possesses the feeding site) can then attract a mate.

For their size, giant rhino beetles don't eat very much (beetle larvae, on the other hand, eat remarkable amounts of rotting wood and other compost, and will kill and eat each other if they have too little space or food). Adult rhino beetles subsist largely on rotting plant matter and tree sap, and are generally much more active at night or in darkness. During daylight, they tend to hide (as well as such large creatures are able) under logs or in great mounds of rotting vegetation. (Those adapted to desert

terrain eat cactus sap and carrion, and rest during the day beneath the sand.) All rhino beetles are surprising in their ability to flatten themselves and blend or burrow into their environment.

Luclin's giant rhino beetles continue to grow throughout their adult lives rather than simply emerging from larvae into their adult (or "imago") stage, and are considerably more long-lived than their terrestrial counterparts. All giant rhino



beetles are actually “adults” in insect terms, but early travelers to Luclin were convinced — in their ignorance of insect life cycles — that the smaller beetles they encountered must indeed be newly “hatched” beetles. Yet there is more truth to the names than even the learned might guess.

The horns of the male beetle are said by some to have magical properties, and grimplings in particular pay handsomely for these treasures. Beetle carapaces are used by some races to create crude armor, and giant stag beetle legs are said to be a great delicacy in the City of Seru.

Combat

As might be expected, males are capable of inflicting terrible wounds to attackers with their great horns. Beetles of either sex can deliver bites every bit as deadly, however. When attacking creatures other than beetles, or those smaller than themselves, male beetles usually bite after their initial charge, rather than goring.

In combat or when threatened, giant rhino beetles tend to contract their spiracles, producing loud grating shrieks not unlike two boulders being rubbed together under pressure. Fortunately for most creatures, giant rhino beetles are not particularly aggressive, and usually simply shriek in warning until they no longer feel threatened. Once it is attacked, however, the beetle is a stalwart foe.

Fearsome Charge (Ex): Male giant rhino beetles generally begin a battle by charging at an opponent. If the beetle hits, its gore attack deals an amount of damage as indicated in each beetle’s entry, below.

Skills: Giant rhino beetles receive a +4 racial bonus on Hide checks

Hatchling

Adult giant rhino beetles go through three (and sometimes four) molts throughout their adult lives. No one can say with any degree of certainty what the average lifespan of the creature might be, since the name “giant rhino beetle” refers to at least 40 different species. The smallest stage is generally known as a “hatchling,” however, and these creatures are known to molt into the larger “adult” form after about one year.

A typical hatchling beetle ranges from 2 to 4 feet long, and comes in myriad shapes and colors.

Combat

Hatchling beetles tend to flee or hide from foes of Large size or larger.

Fearsome Charge (Ex): A hatchling giant rhino beetle deals 2d6+6 points of damage on a charge.

Adult

“Adult” giant rhino beetles can generally be anywhere from 1 to 5 years past their maturation into imagoes.

Combat

Adult beetles are fearless, and defend their territory against any who would attack them.

Fearsome Charge (Ex): An adult giant rhino beetle deals 3d8+13 points of damage on a charge.

Improved Grab (Ex): To use this ability, the giant rhino beetle must hit with its bite attack.

Ancient

The appellation for this variety of beetle is usually correct (but see “Regional Beetles” below), for these creatures have typically lived anywhere from 2 to 10 years past their first days as an imago.

Ancient giant rhinos can reach sizes of nearly 18 feet in length, and some have horns up to 5 full feet in length.

Combat

Ancient giant rhino beetles are no more aggressive than other varieties, but they are terrible foes when riled.

Fearsome Charge (Ex): An ancient giant rhino beetle deals 4d10+27 points of damage on a charge.

Improved Grab (Ex): To use this ability, the giant rhino beetle must hit with its bite attack.

Regional Beetles

Since there are so many varieties of giant rhino beetle, some smaller and some larger than others, it may come as no surprise that certain regions of Luclin are home to local varieties that are normally not encountered elsewhere. Vah Shir cubs often hone their fledgling fighting skills against the “hatchlings” found only near the city of Shar Vahl. Larger and stronger beetles can be found in the regions near Katta on the Twilight Sea. The largest tend to be found in the desert north of Sanctus Seru.

In game terms, those beetles that dwell near Shar Vahl rarely grow beyond the hatchling size (using the statistics presented above), despite having a lifespan approaching 4 years. Those that inhabit the Twilight Sea region usually emerge as imagoes already the size of the largest (4 HD) hatchlings, and quickly molt into larger beetles, often reaching sizes of 14 to 18 HD. Those that inhabit the desert north of Seru generally begin their adult lives with 8 to 10 HD, quickly outstripping the size of many ancient beetles found elsewhere.

Rock Burrower

Lesser Burrower

Medium-Size Magical Beast

Hit Dice: 5d10+25+4 (57 hp)
Initiative: -1 (Dex)
Speed: 20 ft., burrow 20 ft.
AC: 18 (-1 Dex, +9 natural)
BAB/Grapple: +5/+8
Attacks: Bite +8 melee
Damage: Bite 1d6+4 plus 1d6 acid
Face/Reach: 5 ft. by 5 ft. (coiled)/5 ft.
Special Attacks: Acid, crush, improved grab, swallow whole
Special Qualities: Blindsight, damage resistance 2/-, regeneration 1, vermin traits
Saves: Fort +11, Ref +3, Will +0
Abilities: Str 16, Dex 8, Con 21, Int —, Wis 8, Cha 3
Skills: Hide +9
Feats: Great Fortitude, Toughened Endurance
Climate/Terrain: Any underground
Organization: Solitary, pair, or swarm (3-12)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement Range: 6-9 HD (Medium-size)
Faction: None

Core Burrower

Huge Magical Beast

Hit Dice: 19d10+171+11 (286 hp)
Initiative: -2 (Dex)
Speed: 20 ft., burrow 20 ft.
AC: 25 (-2 size, -2 Dex, +19 natural)
BAB/Grapple: +19/+36
Attacks: Bite +26 melee; or bite +24 melee and slam +24 melee
Damage: Bite 3d6+13 plus 3d6 acid; slam 1d8+9
Face/Reach: 15 ft. by 15 ft. (coiled)/15 ft.
Special Attacks: Acid, crush, improved grab, swallow whole
Special Qualities: Blindsight, damage resistance 6/-, regeneration 4, vermin traits
Saves: Fort +22, Ref +9, Will +5
Abilities: Str 28, Dex 6, Con 29, Int —, Wis 8, Cha 5
Skills: Hide +0
Feats: Endurance, Great Fortitude, Slam, Toughened

Climate/Terrain: Any underground
Organization: Solitary
Challenge Rating: 13
Treasure: None
Alignment: Always neutral
Advancement Range: 20-57 HD (Huge)
Faction: None

Stone Carver

Large Magical Beast

Hit Dice: 10d10+60+7 (122 hp)
Initiative: -2 (Dex)
Speed: 20 ft., burrow 20 ft.
AC: 19 (-1 size, -2 Dex, +12 natural)
BAB/Grapple: +10/+20
Attacks: Bite +15 melee
Damage: Bite 1d8+9 plus 2d4 acid
Face/Reach: 10 ft. by 10 ft. (coiled)/10 ft.
Special Attacks: Acid, crush, improved grab, swallow whole
Special Qualities: Blindsight, damage resistance 4/-, regeneration 2, vermin traits
Saves: Fort +16, Ref +5, Will +2
Abilities: Str 22, Dex 6, Con 25, Int —, Wis 8, Cha 3
Skills: Hide +4
Feats: Great Fortitude, Toughened
Climate/Terrain: Any underground
Organization: Solitary or pair
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement Range: 11-18 HD (Large)
Faction: None

Burrower Beast

Gargantuan Magical Beast

Hit Dice: 60d10+660+32 (1,022 hp)
Initiative: +2 (-2 Dex, +4 Improved Initiative)
Speed: 30 ft., burrow 30 ft.
AC: 36 (-4 size, -2 Dex, +32 natural)
BAB/Grapple: +60/+83
Attacks: Bite +67 melee; or bite +65 melee and slam +65 melee
Damage: Bite 4d8+16 plus 4d6 acid; slam 2d8+11 and daze
Face/Reach: 25 ft. by 25 ft. (coiled)/20 ft.
Special Attacks: Acid, crush, improved grab, *summon burrowers*, swallow whole
Special Qualities: Blindsight, damage resistance 20/+4 and 9/-, regeneration 7, spell resistance 27, vermin traits
Saves: Fort +45, Ref +30, Will +20
Abilities: Str 32, Dex 6, Con 33, Int —, Wis 10, Cha 9
Skills: Hide +0
Feats: Blind-Fight, Cleave, Endurance, Great Cleave, Great Fortitude, Improved Initiative, Improved Resistance (fire), Improved Slam, Power Attack, Resistance (fire), Slam, Sunder
Climate/Terrain: Any underground
Organization: Solitary (unique)
Challenge Rating: 24
Treasure: None
Alignment: Always neutral
Advancement Range: 61+ HD (Gargantuan)
Faction: None

Description

The Moon of Luclin is actually two worlds in one — the wild lands of the surface and the labyrinthine tunnels of the underground. Endless miles of tube-like passages wind and twist beneath the mountains, plains, deserts, and even the seas of Luclin, providing homes to countless creatures including the inhabitants of the thriving settlement of Shadow Haven.

The origin of these tunnels was one of the first mysteries confronting the Combine refugees who arrived long ago on the moon. Some of the tunnels appeared to be volcanic in origin, while others were the natural result of the geological forces that created the moon. Still others were carved by subterranean rivers and water seepage from the surface. But while these phenomena accounted for some of the tunnels, they could not explain them all. The answer to this mystery came only after the refugees made their way from the caverns near the Nexus where they had first arrived to the surface, where they founded the city of Katta Castellum.

A unique species of invertebrate dwells beneath Luclin's surface: The so-called rock burrowers tunnel through the rock, dissolving it with their acidic digestive juices, breaking it down into component nutrients and minerals. The ingestion of solid rock gives the burrowers tough, stony hides and leaves behind the long, tubular tunnels that are so common in Luclin's underworld. Larger varieties of burrowers — known as stone carvers and core burrowers — make larger tunnels.

With the discovery of the enormous creature called the Burrower Beast in those caverns known only as the Deep, the full range of rock burrowers appears to now at last be fully known. Other aspects of the burrowers' biology — their lifespan, reproductive cycle, details of their digestion, etc. — remain unknown, but scholars from Katta, Seru, and Shadow Haven have begun to send expeditions into the underworld, seeking to learn more about these creatures, which appear to be a vital part of Luclin's ecosystems.

Combat

Rock burrowers are not truly aggressive, but they are unable to distinguish between moving things and the normally immobile rock upon which they feed. This explains the fact that the first scholars who investigated the creatures reported unprovoked attacks and inexplicably violent behavior. If a rock burrower finds its forward progress impeded (such as by another creature or a party of adventurers), it simply tries to eat its way through the obstruction.

Rock burrowers are often confused or disoriented by ranged attacks, since they cannot easily reach their attackers, and can sometimes be driven off by damaging spells.

Acid (Ex): A rock burrower's digestive acid dissolves organic material, stone, and metal equally quickly. Any melee hit or crush attack deals an additional 1d6 points of acid damage, and the opponent's armor and clothing may dissolve and become useless immediately unless each item succeeds on Reflex save (DC 18).

The rock burrower's acidic bite deals 18 points of damage per round to objects, but the burrower must remain in contact with the object for 1 full round to deal this damage.

Crush (Ex): A rock burrower that gets a hold on its opponent deals bite damage with each successful grapple check.

Improved Grab (Ex): To use this ability, the rock burrower must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can try to swallow or crush.

Swallow Whole (Ex): A rock burrower can try to swallow a held opponent of up to one size smaller than itself by making a successful grapple check. Once inside the burrower, the victim takes bite and acid damage every round. A swallowed creature can attempt to climb out of the rock burrower's gut with a successful grapple check. This returns the victim to the burrower's maw, where another successful grapple check is necessary to escape. A



Luclin
WATER READER

swallowed victim can also try to cut its way out using a Small or Tiny slashing weapon, by dealing 15 points of damage to the rock burrower's gut (AC 14); this attack ignores the burrower's damage reduction. The burrower can hold only 1 victim of one size smaller than itself in its gut at a time; this number increases by a factor of 2 for each size smaller of the swallowed creature (thus, 2 of two sizes smaller, 4 three sizes smaller, 8 four sizes, etc.).

Regeneration (Ex): A rock burrower takes normal damage only from electricity and fire, and it cannot regenerate such damage.

Vermin Traits (Ex): Despite being magical beasts, rock burrowers share many of the traits of vermin. They are immune to mind-influencing spells or effects.

Stone Carver

Somewhat larger than the more common rock burrower, stone carvers represent the second growth stage of the species.

Acid (Ex): A stone carver's melee hit or crush attack deals an additional 2d6 points of acid damage, and may dissolve the opponent's armor and clothing immediately unless each item succeeds on Reflex save (DC 22). The stone carver's acidic bite deals 22 points of damage per round to objects.

Swallow Whole (Ex): A swallowed victim can also try to cut its way out using a Small or Tiny slashing weapon, by dealing 20 points of damage to the stone carver's gut (AC 16).

Core Burrower

Description

Core burrowers are the largest and rarest of the rock burrower species, save for the mighty Burrower Beast itself.

Acid (Ex): A core burrower's melee hit or crush attack deals an additional 3d6 points of acid damage, and may dissolve the opponent's armor and clothing immediately

unless each item succeeds on Reflex save (DC 28). The core burrower's acidic bite deals 28 points of damage per round to objects.

Swallow Whole (Ex): A swallowed victim can also try to cut its way out using a Small or Tiny slashing weapon, by dealing 25 points of damage to the core burrower's gut (AC 19).

Burrower Beast

Although burrower biology provided some answers to Combine scholars' questions, the identity of the creature that made the largest tunnels remained a mystery for many decades. It was not until intrepid explorers began to map out the dangerous tunnels of the Deep that the last piece of the puzzle was finally located.

The Deep is home to the nightmarish monstrosities known as the thought horrors, and only a handful of adventurers have seen this region and survived. In the center of the labyrinth, however, is a single gargantuan rock burrower, the only one of its size ever observed. It appears to be either dormant or else somehow trapped in the Deep. This creature, since known as the Burrower Beast, is sluggish and relatively inactive, but it attacks if its territory is invaded.

Acid (Ex): The Burrower Beast's melee hit or crush attack deals an additional 4d6 points of acid damage, and may dissolve the opponent's armor and clothing immediately unless each item succeeds on Reflex save (DC 51). The stone carver's acidic bite deals 51 points of damage per round to objects.

Summon Burrowers (Sp): Once per round as an attack action, the Burrower Beast can summon 2d6 rock burrowers, 1d4+1 stone carvers, or 1d2 core burrowers. This ability otherwise functions as the spell *monster summoning I*.

Swallow Whole (Ex): A swallowed victim can also try to cut its way out using a Small or Tiny slashing weapon, by dealing 30 points of damage to the Burrower Beast's gut (AC 26).

Rock Hopper

Hit Dice:	1d10+2 (7 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	14 (+1 size, +1 Dex, +2 natural)
BAB/Grapple:	+0/-3
Attacks:	Bite +2 melee and claw -3 melee
Damage:	Bite 1d6+1; claw 1d2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Scent, ultravision
Saves:	Fort +4, Ref +3, Will +1
Abilities:	Str 13, Dex 12, Con 15, Int 2, Wis 12, Cha 5
Skills:	Balance +9, Hide +6*, Jump +12, Listen +6, Spot +4
Feats:	—
Climate/Terrain:	Warm desert, forest, or hills
Organization:	Solitary, pair, or clutch (3–6)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement Range:	2–3 HD (Small)
Faction:	None

Greyhopper
Medium-Size Beast
4d10+12 (34 hp)
+1 (Dex)
30 ft.
15 (+1 Dex, +4 natural)
+3/+6
Bite +6 melee and tail slap +1 melee
Bite 1d8+3; tail slap 1d6+1
5 ft. by 5 ft./5 ft.
—
Scent, ultravision
Fort +7, Ref +5, Will +2
Str 17, Dex 12, Con 17, Int 2, Wis 12, Cha 7
Balance +9, Hide +2*, Jump +14, Listen +6, Spot +4
—
Warm desert, hills, or mountains
Solitary, pair, or clutch (3–6)
2
None
Always neutral
5–12 HD (Medium-size)
None

Description

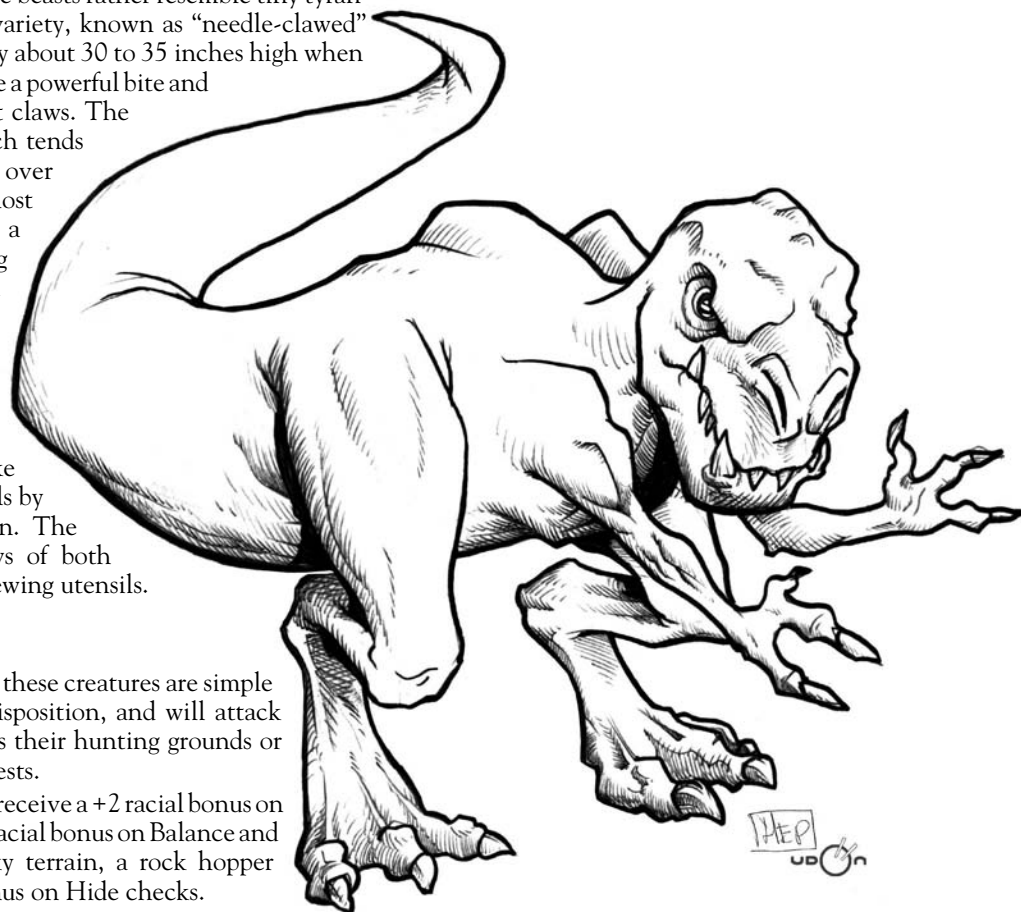
Small and quick, these beasts rather resemble tiny tyrannosaurs. The smallest variety, known as “needle-clawed” rock hoppers, stand only about 30 to 35 inches high when full grown, but they have a powerful bite and dangerously sharp front claws. The larger greyhopper, which tends to favor rockier terrain over forested, has tiny, almost useless front claws, but a tail large and strong enough to be used as a weapon. Sharp bony ridges grace the skulls of both types.

Rock hopper teeth are sharp and large, and are often used to make digging and cutting tools by many natives of Luclin. The small, razor-sharp claws of both varieties are prized as sewing utensils.

Combat

Fierce and territorial, these creatures are simple predatory animals in disposition, and will attack any creature that enters their hunting grounds or travels too near their nests.

Skills: Rock hoppers receive a +2 racial bonus on Listen checks and a +8 racial bonus on Balance and Jump checks. *In rocky terrain, a rock hopper receives a +2 racial bonus on Hide checks.



Saurek

Hit Dice:	Saurek Hopper
Initiative:	Small Magical Beast (Fire)
Speed:	3d10+9 (25 hp)
AC:	+1 (Dex)
BAB/Grapple:	30 ft.
Attacks:	15 (+1 size, +1 Dex, +3 natural)
Damage:	+3/+1
Face/Reach:	Bite +6 melee and claw +4 melee
Special Attacks:	Bite 1d6+1 plus 1d4 fire; claw 1d3
Special Qualities:	5 ft. by 5 ft./5 ft.
Saves:	Fiery bite
Abilities:	Damage shield (2), fire subtype, infravision, scent, ultravision
Skills:	Fort +6, Ref +4, Will +3
Feats:	Str 14, Dex 13, Con 16, Int 3, Wis 14, Cha 9
Climate/Terrain:	Balance +9, Hide +6*, Jump +12, Listen +9, Spot +9
Organization:	Multiattack
Challenge Rating:	Warm forest or hills
Treasure:	Solitary, pair, or clutch (3–5)
Alignment:	2
Advancement Range:	None
Faction:	Always neutral
	4–5 HD (Small); 6–9 HD (Medium-size)
	None

Hit Dice:	Firefall Hopper
Initiative:	Medium-Size Magical Beast (Fire)
Speed:	8d10+32 (76 hp)
AC:	+2 (Dex)
BAB/Grapple:	30 ft.
Attacks:	19 (+2 Dex, +7 natural)
Damage:	+8/+12
Face/Reach:	Bite +12 melee and 2 claws +10 melee
Special Attacks:	Bite 1d8+4 plus 1d6 fire; claw 1d6+2
Special Qualities:	5 ft. by 5 ft./5 ft.
Saves:	Fiery bite
Abilities:	Damage shield (4), fire subtype, infravision, scent, ultravision
Skills:	Fort +10, Ref +8, Will +4
Feats:	Str 19, Dex 14, Con 19, Int 4, Wis 15, Cha 12
Climate/Terrain:	Balance +9, Hide +4*, Jump +13, Listen +13, Spot +13
Organization:	Alertness, Multiattack
Challenge Rating:	Warm forest or hills
Treasure:	Solitary, pair, or talon (3–6)
Alignment:	6
Advancement Range:	None
Faction:	Always neutral
	9–14 HD (Medium-size); 15–24 HD (Large)
	Firefall Guardians

Description

Outwardly similar to the somewhat smaller rock hoppers, saureks have somehow been infused with the elemental power of fire — they have a scalding bite and exude an aura of intense heat. Otherwise, the two races are alike, aside from their coloration, which tends toward reds and greens in addition to the dull grey of the rock hoppers.

Saureks are found only within Shadeweaver's Thicket on Luclin.

Combat

Saureks are even more fierce than rock hoppers, with a disposition that matches their fiery nature. They are cunning hunters, often using sophisticated wolf-pack tactics, and have been known to pursue even flying prey for hours (if they can maintain visual contact) before giving up the chase.

Fiery Bite (Su): Saureks deal an additional 1d4 points of fire damage with a successful bite attack.

Damage Shield (Su): Saureks have a bonus of [fire] damage shield (2).

Skills: Saureks receive a +2 racial bonus on Spot checks, a +4 racial bonus on Listen checks, and a +8 racial bonus on Balance and Jump checks. *In rocky terrain, a saurek receives a +4 racial bonus on Hide checks.

Firefall Saureks

Firefall hoppers are a considerably larger and more dangerous than other hoppers, having been specially bred and raised for intelligence, size, and ferocity by the guardians of Firefall Pass. They do their duty well, having keen senses, and let none pass unmolested.

Combat

Fiery Bite (Su): Firefall saureks deal an additional 1d6 points of fire damage with a successful bite attack.

Damage Shield (Su): Firefall saureks have a bonus of [fire] damage shield (4).



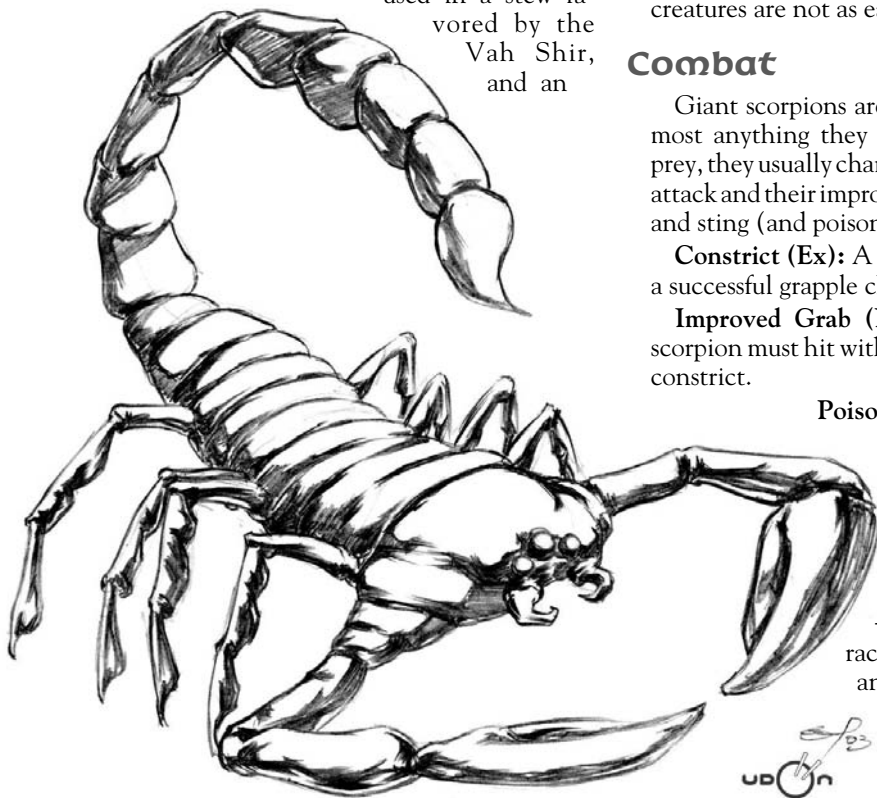
Scorpion, Giant

Hit Dice: 1d8+2 (6 hp)
Initiative: +0
Speed: 30 ft.
AC: 14 (+1 size, +3 natural)
BAB/Grapple: +0/-4
Attacks: 2 claws +1 melee and sting -4 melee
Damage: Claw 1d4; sting 1d3 plus poison
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Constrict 1d4, improved grab, poison
Special Qualities: Ultravision, tremorsense 60 ft., vermin
Saves: Fort +4, Ref +2, Will +0
Abilities: Str 10, Dex 11, Con 15, Int —, Wis 10, Cha 2
Skills: Climb +4, Hide +10, Jump +10, Spot +8
Feats: Special Ability Focus (poison)
Climate/Terrain: Warm desert
Organization: Solitary, pair, or colony (3-7)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement Range: 2 HD (Small)
Faction: None

**Giant Scorpion, Medium
Medium-Size Vermin**
 3d8+7 (19 hp)
 +0
 40 ft.
 14 (+4 natural)
 +2/+4
 2 claws +4 melee and sting -1 melee
 Claw 1d6+2; sting 1d4+1 plus poison
 5 ft. by 5 ft./5 ft.
 Constrict 1d6+2, improved grab, poison
 Ultravision, tremorsense 60 ft., vermin
 Fort +6, Ref +3, Will +1
 Str 14, Dex 11, Con 17, Int —, Wis 10, Cha 2
 Climb +6, Hide +6, Jump +12, Spot +8
 Special Ability Focus (poison)
 Warm desert
 Solitary, pair, or colony (3-7)
 2
 None
 Always neutral
 4-6 HD (Medium-size)
 None

Description

Closely resembling those great scorpions found elsewhere (such as on the continent of Kunark), but somewhat smaller, these creatures dwell solely around the region of Shar Vahl on Luclin. Their claws are used in a stew favored by the Vah Shir, and an



intelligent rogue can make good—or ill—use of the poison sacks found in the tail.

The biggest difference between the Luclin giant scorpion and the Norrathian variety is the moon scorpion's ability to jump great distances towards a fleeing adventurer. Many Vah Shir cubs have discovered to their dismay that these creatures are not as easy to avoid as they first seem.

Combat

Giant scorpions are aggressive hunters, and will attack most anything they can sense. When first approaching prey, they usually charge and try to capture a foe with a claw attack and their improved grab ability, then claw, constrict, and sting (and poison) repeatedly in subsequent rounds.

Constrict (Ex): A giant scorpion deals claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, the giant scorpion must hit with a claw attack. If it gets a hold, it can constrict.

Poison (Ex): Small scorpion — Sting, Fortitude DC 14; initial 1d3 Con/secondary 1d3 Con.

Medium-size scorpion — Sting, Fortitude DC 16; initial 1d4 Con/secondary 1d4 Con.

Skills: Giant scorpions receive a +2 racial bonus on Climb checks, a +4 racial bonus on Hide and Spot checks, and a +8 racial bonus on Jump checks.

Sea Turtle, Giant

Hit Dice:	Large Magical Beast 13d10+39 (110 hp)
Initiative:	+0
Speed:	10 ft., swim 40 ft.
AC:	24 (–1 size, +15 natural)
BAB/Grapple:	+13/+24
Attacks:	Bite +18 melee
Damage:	Bite 3d6+9
Face/Reach:	5 ft. by 10 ft./10 ft.
Special Attacks:	Constrict 3d6+9, improved grab
Special Qualities:	Cold resistance (10), lasting breath, ultravision, withdrawal
Saves:	Fort +13, Ref +8, Will +8
Abilities:	Str 23, Dex 10, Con 17, Int 8, Wis 14, Cha 16
Skills:	Hide +0*, Knowledge (nature) +5, Listen +10, Spot +10, Swim +16, Wilderness Lore +5
Feats:	Alertness, Great Fortitude, Iron Will
Climate/Terrain:	Aquatic
Organization:	Solitary or pair
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral
Advancement Range:	14–25 HD (Large); 26–39 HD (Huge)
Faction:	None

Description

Ponderous and lovely, graceful and intelligent, the great, pale blue-green turtles of the Twilight Sea are peaceful creatures. Nonetheless, they are often hunted in the sea around the city of Katta; their meat is also considered a

delicacy among the Vah Shir, who craft the beasts' shells into beautiful and magnificently strong shields.

It is rumored that some rare giant turtles are much wiser and more intelligent than those commonly encountered, and that these great and ancient beasts know the answers to many secrets. Giant sea turtles are thought to have a life expectancy surpassing even that of the elves.

Combat

Giant sea turtles generally fight only in self-defense, although some have been known to become deranged or vicious as they age. Like snapping turtles, they have surprisingly long necks, allowing them to bite foes up to 10 feet away. They typically bite and then latch on, slowly crushing enemies or prey with their terribly strong beak-like jaws.

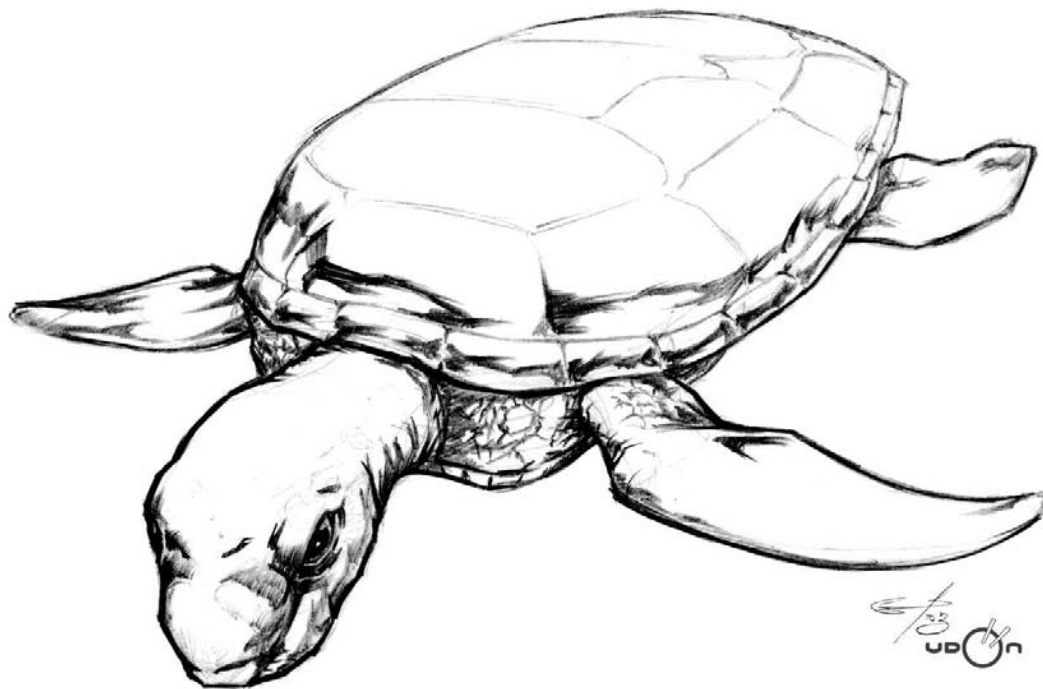
Constrict (Ex): A giant sea turtle deals 3d6+9 points of damage on a successful grapple check.

Improved Grab (Ex): To use this ability, the giant sea turtle must hit with its bite attack. If it gets a hold, it can constrict.

Lasting Breath (Ex): Giant sea turtles can hold their breath for up to 6 hours at a time, even while exerting themselves by swimming.

Withdrawal (Ex): As a free action, a giant sea turtle can draw its flippers and head back into its shell, effectively providing it with nine-tenths cover (+10 AC, +4 Ref). A creature with a piercing weapon that has reach (e.g., a longspear) can attack the turtle normally.

Skills: *In the aquamarine waters of the Twilight Sea, giant sea turtles receive a +8 racial bonus on Hide checks.



Shik'nar

	Hatchling	Adult
	Tiny Magical Beast	Medium-Size Magical Beast
Hit Dice:	2d10+2 (13 hp)	7d10+21 (59 hp)
Initiative:	+3 (Dex)	+2 (Dex)
Speed:	30 ft., burrow 10 ft., climb 20 ft.	40 ft., burrow 10 ft., climb 20 ft.
AC:	17 (+2 size, +3 Dex, +2 natural)	18 (+2 Dex, +6 natural)
BAB/Grapple:	+2/-7	+7/+13
Attacks:	2 claws +8 melee and bite -1 melee	2 claws +14 melee and bite +8 melee
Damage:	Claw 1d3-1; bite 1d2-1	Claw 1d8+6; bite 1d6+3
Face/Reach:	2-1/2 ft. by 2-1/2 ft./2-1/2 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, rear up	Improved grab, rear up
Special Qualities:	Tremorsense 30 ft., ultravision, vermin traits	Tremorsense 30 ft., ultravision, vermin traits
Saves:	Fort +3, Ref +6, Will +1	Fort +8, Ref +7, Will +3
Abilities:	Str 8, Dex 17, Con 13, Int 2, Wis 10, Cha 7	Str 22, Dex 15, Con 17, Int 6, Wis 12, Cha 9
Skills:	Hide +12, Listen +2, Sneak +5, Spot +2	Hide +2, Listen +8, Sneak +6, Spot +8
Feats:	Weapon Finesse (claws)	Alertness, Weapon Focus (claws)
Climate/Terrain:	Any land or underground	Any land or underground
Organization:	— Hive (100–1,000 hatchlings, 50–500 adults, 5–20 nobles, and 1 warlord) —	
Challenge Rating:	1	3
Treasure:	None	Standard
Alignment:	Usually neutral	Usually neutral
Advancement Range:	3 HD (Tiny); 4–6 HD (Small)	8–14 HD (Medium-size); 15–21 HD (Large)
Faction:	Shik'nar	Shik'nar

	Noble	Warlord
	Large Magical Beast	Huge Magical Beast
Hit Dice:	12d10+60 (126 hp)	18d10+108 (207 hp)
Initiative:	+3 (Dex)	+3 (Dex)
Speed:	40 ft., burrow 10 ft., climb 20 ft.	40 ft., burrow 10 ft., climb 20 ft.
AC:	20 (-1 size, +3 Dex, +8 natural)	24 (-2 size, +3 Dex, +13 natural)
BAB/Grapple:	+12/+28	+18/+43
Attacks:	2 claws +20 melee and bite +17 melee	2 claws +30 melee and bite +27 melee
Damage:	Claw 1d10+8; bite 1d10+4	Claw 2d8+13; bite 2d8+6
Face/Reach:	5 ft. by 10 ft./5 ft.	10 ft. by 20 ft./10 ft.
Special Attacks:	Improved grab, rear up, trample 1d8+8	Improved grab, rear up, trample 2d6+13
Special Qualities:	Tremorsense 30 ft., ultravision, vermin traits	Tremorsense 30 ft., ultravision, vermin traits
Saves:	Fort +12, Ref +11, Will +5	Fort +14, Ref +14, Will +7
Abilities:	Str 26, Dex 17, Con 19, Int 8, Wis 12, Cha 13	Str 36, Dex 17, Con 23, Int 10, Wis 14, Cha 17
Skills:	Hide +5, Listen +10, Sneak +9, Spot +10	Hide +3, Listen +13, Sneak +11, Spot +13
Feats:	Alertness, Multiattack, Weapon Focus (claws)	Alertness, Multiattack, Power Attack, Weapon Focus (claws)
Climate/Terrain:	Any land or underground	Any land or underground
Organization:	— Hive (100–1,000 hatchlings, 50–500 adults, 5–20 nobles, and 1 warlord) —	
Challenge Rating:	6	10
Treasure:	Standard	Double
Alignment:	Usually neutral	Usually neutral
Advancement Range:	13–16 HD (Large); 17–36 HD (Huge)	19–40 HD (Huge); 41–54 HD (Gargantuan)
Faction:	Shik'nar	Shik'nar

Description

These large insect-like creatures are found throughout the dark side and twilight regions of Luclin, both on the surface and in underground tunnel complexes. They are large creatures, with reddish abdomens and upper bodies armored in bluish chitin, sporting a pair of greenish vestigial wings.

Highly intelligent (for arthropods) and social, shik'nar maintain a sophisticated hive culture, with adults assigned to duties as nurses for the young, harvesters and herders, as well as warriors dedicated to the defense of the hive. Only the larger "noble" shik'nar can reproduce, and hives are under the control of a single large individual dubbed (by the other races of Luclin) the warlord.

As a rule, shik'nar hives are relatively peaceful, with workers going about their daily routine and staying clear of outsiders. If attacked, however, shik'nar fight with frightening precision, closing off the entrances to their hives, fearlessly battling foes, and sacrificing themselves to keep the young and reproductive nobles safe.

On occasion, though, shik'nar have been known to act more aggressively, exploding from their hives and attacking neighboring settlements. No one is sure why this happens — scholars in Shadow Haven postulate that it may be the result of some point of critical population density among the insectoids, or perhaps some little understood migratory instinct, but no one has yet found a definitive answer.

Combat

Shik'nar usually fight only in self-defense or in defense of their hive. When defending their home from attack, shik'nar close all entrances but one, and allow the enemy to attack, holding the opening and giving ground only if physically forced back. In areas of loose earth or rubble, adults may tunnel up from below the ground to attack foes from unexpected directions. Shik'nar deploy their strongest defenses around the warlord, the reproductive adults, and their hatchlings.

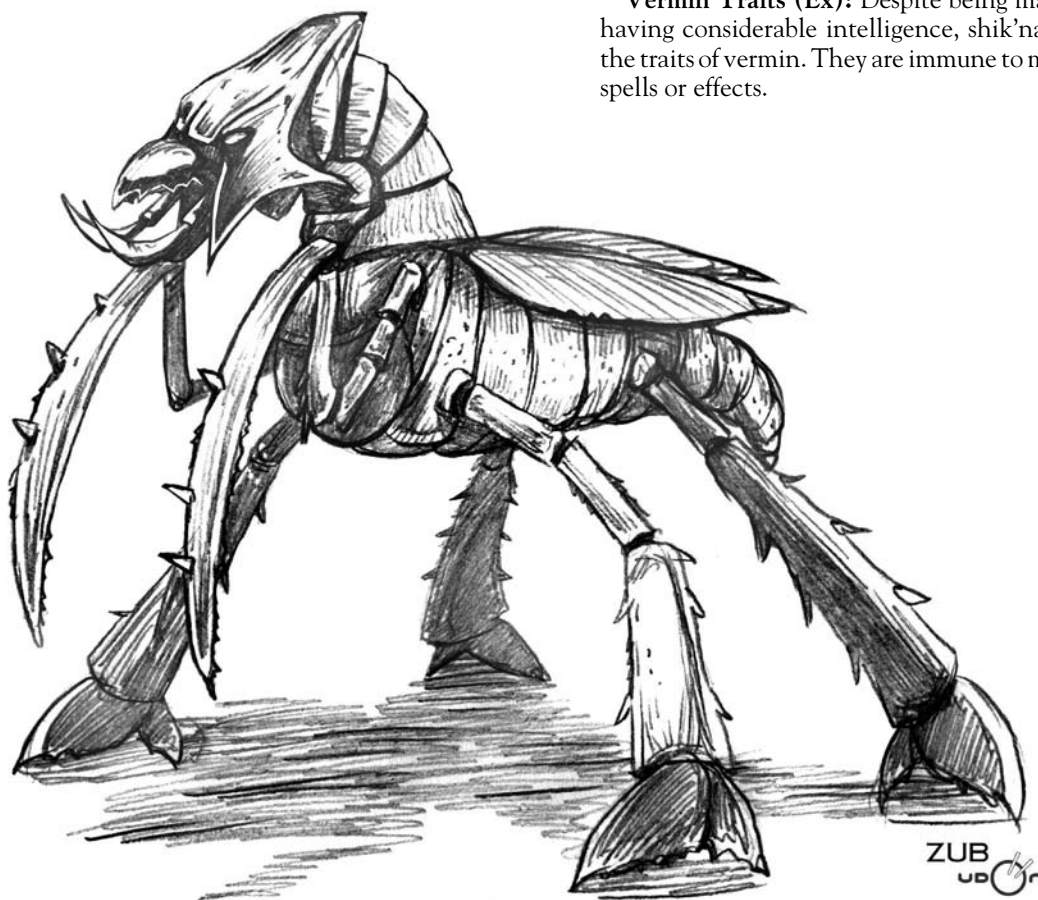
When taking offensive action, shik'nar swarm over enemy settlements in large numbers, focusing on strong points and fortifications. In these cases, they also burrow underground and attack their enemies from below.

Improved Grab (Ex): A shik'nar must hit with both claws to use this ability.

Rear Up (Ex): An attacking shik'nar can rear up onto its hindmost legs as a free action and then lunge downward to attack, gaining all the benefits and vulnerabilities associated with a charge attack for 1 full round (+2 to attack rolls, -2 AC). A shik'nar cannot move normally (although it may take a 5-foot step) while rearing up; thus, this tactic is usually used only as part of a full attack action.

Trample (Ex): A shik'nar of Large size or larger can trample creatures up to one size smaller than itself as an attack action each round, dealing blunt damage as shown above. A trampled opponent may either make an attack of opportunity at a -4 penalty, or else attempt a Reflex save (DC 10 + 1/2 the shik'nar's HD + the shik'nar's Str modifier) for half damage.

Vermin Traits (Ex): Despite being magical beasts and having considerable intelligence, shik'nar share many of the traits of vermin. They are immune to mind-influencing spells or effects.



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Shissar

	Shissar Large Monstrous Humanoid	Noble Huge Monstrous Humanoid	Lord Huge Monstrous Humanoid
Hit Dice:	12d8+36 (90 hp)	18d8+90 (171 hp)	24d8+120 (228 hp)
Initiative:	+9 (+1 Dex, +8 racial)	+9 (+1 Dex, +8 racial)	+9 (+1 Dex, +8 racial)
Speed:	30 ft., climb 20 ft., swim 20 ft.	30 ft., climb 20 ft., swim 20 ft.	30 ft., climb 20 ft., swim 20 ft.
AC:	21 (–1 size, +1 Dex, +11 natural)	27 (–2 size, +1 Dex, +14 natural, +4 masterwork chain shirt)	32 (–2 size, +1 Dex, +17 natural, +6 +2 chain shirt)
BAB/Grapple:	+12/+20	+18/+34	+24/+41
Attacks:	Masterwork falchion +16/+11/+6 melee and bite +11 melee and tail slap +10 melee; or bite +16 melee and 2 claws +10 melee and tail slap +10 melee; or masterwork Huge mighty (+3) composite longbow +13/+8/+3 ranged	+1 Huge falchion +25/+20/+15/+10 melee and bite +20 melee and tail slap +19 melee; or bite +25 melee and 2 claws +19 melee and tail slap +19 melee; or masterwork Gargantuan mighty (+3) composite longbow and +1 arrows +19/+14/+9/+4 ranged +1 Huge falchion 2d6+9/18–20; bite 2d6+4 plus poison (secondary) or bite 2d6+8 plus poison (primary); claw 1d6+4; tail slap 1d8+4; masterwork Gargantuan mighty (+3) composite longbow and +1 arrow 2d8+4	+2 Huge falchion of speed +33/+29/+25/+21/+17 melee and bite +27 melee and tail slap +26 melee; or bite +32 melee and 2 claws +26 melee and tail slap +26 melee; or +2 Gargantuan mighty (+3) composite longbow and +1 arrows +26/+21/+16/+11/+6 ranged +2 Huge falchion of speed 2d6+11/18–20; bite 1d8+4 plus poison (secondary) or bite 1d8+9 plus poison (primary); claw 1d6+4; tail slap 2d6+4; +2 Gargantuan mighty (+3) composite longbow and +1 arrow 2d6+3
Damage:	Masterwork falchion 2d4+4/18–20; bite 1d8+2 plus poison (secondary) or bite 1d8+4 plus poison (primary); claw 1d4+2; tail slap 1d6+4; masterwork Huge mighty (+3) composite longbow 2d6+3	10 ft. by 10 ft. (coiled)/15 ft.	10 ft. by 10 ft. (coiled)/15 ft.
Face/Reach:	5 ft. by 5 ft. (coiled)/10 ft.	Constrict 1d8+12, improved grab, <i>mesmerize</i> , poison	Constrict 2d6+13, improved grab, <i>mesmerization</i> , poison
Special Attacks:	Constrict 1d6+6, improved grab, <i>mesmerize</i> , poison	Damage reduction 15/+1, fast healing 4, initiative bonus, resistances, spell resistance 19, ultravision	Damage reduction 20/+2, fast healing 6, initiative bonus, resistances, spell resistance 22, ultravision
Special Qualities:	Damage reduction 10/+1, fast healing 3, initiative bonus, resistances, spell resistance 16, ultravision	Fort +11, Ref +14, Will +14	Fort +13, Ref +17, Will +18
Saves:	Fort +7, Ref +11, Will +7	Str 27, Dex 13, Con 20, Int 18, Wis 13, Cha 16	Str 29, Dex 13, Con 20, Int 20, Wis 15, Cha 18
Abilities:	Str 19, Dex 13, Con 16, Int 16, Wis 13, Cha 14	Balance +8, Bluff +12, Climb +17, Escape Artist +6, Hide +1, Listen +16, Search +10, Sense Motive +10, Sneak +7, Spot +16, Swim +18	Balance +8, Bluff +16, Climb +19, Escape Artist +9, Hide +1, Listen +20, Search +13, Sense Motive +11, Sneak +8, Spot +20, Swim +20
Skills:	Balance +9, Bluff +6, Climb +14, Escape Artist +7, Hide +5, Listen +13, Search +7, Sense Motive +9, Sneak +5, Spot +13, Swim +14	Alertness, Dodge, Improved Dodge, Iron Will, Lightning Reflexes, Mobility, Parry, Weapon Focus (bite)	Alertness, Cleave, Dodge, Great Fortitude, Improved Dodge, Iron Will, Lightning Reflexes, Mobility, Parry, Power Attack, Weapon Focus (bite)
Feats:	Alertness, Dodge, Improved Dodge, Lightning Reflexes, Parry, Weapon Focus (bite)	Any warm land or aquatic	Any warm land or aquatic
Climate/Terrain:	Any warm land or aquatic	Any warm land or aquatic	Any warm land or aquatic
Organization:	— Solitary, pair, squad (3–8), band (10–100 plus 1 shissar noble per 10 shissar plus 1 shissar lord per 100 shissar) —	—	plus 1 shissar lord), legion (20–240 plus 1 shissar lord) —
Challenge Rating:	8	14	18
Treasure:	Standard	Standard	Standard coins; standard goods; double items
Alignment:	Usually orderly evil	Usually orderly evil	Usually orderly evil
Advancement Range:	By character class	By character class	By character class
Faction:	Usually Emperor of Ssraeshza	Emperor of Ssraeshza	Emperor of Ssraeshza, Brood of Ssraeshza

Description

The shissar are a snake-like race that once dwelt on Norrath. Ordinary shissar stand approximately 8 feet in height, with a serpentine visage and a cobra-like hood. Their scaly bodies are normally green in color, fading to white on the belly, but some shissar are bluish or even black in hue. Their eyes range from glowing red to smoldering yellow. Shissar are fond of personal decoration, and wear

elaborate headdresses, armbands, rings, harnesses, and similar items of exquisite quality and great value.

Long ago, the shissar were masters of a vast, cruel slave empire. Many races fell under their yoke, but their favored slaves were the reptilian iksar. The shissar themselves claim that they created the iksar as a servitor race, but most scholars dismiss this as typical arrogance on the part of the snake-folk. It was, perhaps, this very arrogance that angered the gods and brought about the shissar's downfall.



For many years the snake-folk, under their apparently immortal Emperor Sraeshza, prospered, and their empire grew. In the empire's early days, the shissar worshipped the gods, but as time passed they became ever prouder and haughtier. At last they rejected the gods altogether, claiming that they, and not the great Cazic-Thule, had created the iksar, and that their powers were greater than those of any deity.

And so it was that Cazic-Thule, the god whom the snake-folk had most offended, took a fearsome vengeance against them. A green mist spread throughout the empire, choking and killing any shissar who encountered it; in a matter of days, the entire empire had collapsed. The emperor and his followers sought refuge in his Grand Temple, and his chief wizards contrived a spell that would allow them to flee Norrath altogether.

Once on the moon of Luclin, the surviving shissar spellcasters then performed a mighty ritual that drew all the air from their region, creating the wasteland now called the Grey. Safe from the Greenmist, the shissar remain locked away in their temple even to this day, still ruled by their deathless emperor and served by the descendants of their iksar slaves.

Combat

Shissar are fearsome opponents who do not shun combat. Lesser shissar typically form a screen in front of their spellcasters and rain arrows down upon their opponents at range, and then engage in melee as they are able. They also sometimes use iksar warrior slaves to absorb enemy missile fire and the initial brunt of melee before moving in to attack themselves.

Constrict (Ex): Common shissar squeeze for 1d6+6 points of damage with their tails on a successful grapple check.

Improved Grab (Ex): To use this ability, a shissar must hit its opponent with its tail attack. If it gets a hold, it may constrict.

Mesmerize (Sp): Three times per day, a common shissar can attempt to *mesmerize* an opponent, as if by the enchanter spell of the same name. Will save (DC 18).

Poison (Ex): Bite, Fortitude save (DC 19); initial 1d6 temporary Con/secondary 1d6 temporary Con.

Resistances (Ex): Common shissar have bonuses of acid, cold, electricity, and fire resistance (5) and magic, poison, and disease resistance (10).

Initiative Bonus (Ex): For all their bulk, shissar are blindingly fast in combat, receiving a +8 racial bonus to initiative.

Skills: Shissar receive a +4 racial bonus on Listen, Sneak, and Spot checks and a +8 racial bonus on Balance checks.

Shissar Priest

Exceptional shissar who serve as priests of the emperor use the following statistics, as applicable, in place of those given for standard shissar. Where there is no alternate given here, use the normal shissar stats.

AC: 25 (–1 size, +1 Dex, +11 natural, +4 chain shirt)

Special Attacks: Constrict 1d6+6, improved grab, *mesmerize*, poison, spell-like abilities

Special Qualities: Damage reduction 10/+1, divine power (receive divine aura), fast healing 3, initiative bonus, resistances, spell resistance 16, ultravision

Saves: Fort +7, Ref +11, Will +10

Abilities: Str 19, Dex 12, Con 16, Int 16, Wis 18, Cha 16

Skills: Balance +8, Bluff +7, Channeling +12, Climb +13, Escape Artist +6, Hide +2, Knowledge (religion) +9, Listen +16, Meditation +16, Search +7, Sense Motive +12, Sneak +4, Spot +16, Swim +14, Undead Empathy +4

Feats: Alertness, Combat Casting, Dodge, Lightning Reflexes, Quicken Spell-Like Ability, Weapon Focus (bite)

Challenge Rating: 10

Mesmerize (Sp): Due to the shissar priest's increased Charisma score, the Will save against its *mesmerize* ability is DC 19.

Spell-Like Abilities: A typical shissar priest's spell-like abilities (and the mana cost for each) are as follows: *Cancel magic* (5), *fear* (7), *healing* (10), *root* (5), *smite* (12), *spirit armor* (12), *symbol of Transal* (9), *word of shadow* (14). These are as the spells cast by a 9th-level cleric (save DC 14 + spell level) with a pool of 72 mana.

Shissar Noble

The nobles of the snake-folk are older and larger examples of their race, a few of the eldest standing up to 14 feet in height. They are more heavily decorated than common shissar, and often bear impressive titles. As the elite among an already proud and vain race, nobles are especially arrogant, disdaining lesser races, and usually acting as if slaves and non-shissar do not even exist. Many noble shissar have studied the arcane arts, having progressed as wizards or necromancers.

Combat

Shissar nobles tend to disdain combat, leaving such things to their subordinates. If a threat is great enough, however, they use their considerable abilities in defense of their race and their emperor. Spellcasters stand back and bombard foes with arcane energies, while warrior-types command slaves and lesser shissar fighters, moving to supplement any that seem in danger of being overwhelmed.

Constrict (Ex): Noble shissar squeeze for 1d8+12 points of damage with their tails on a successful grapple check.

Mesmerize (Sp): 3/day — Will DC 22.

Poison (Ex): Bite, Fort DC 24; initial 1d8 temporary Con/secondary 1d8 temporary Con.

Resistances (Ex): Shissar nobles have bonuses of acid, cold, electricity, and fire resistance (8) and magic, poison, and disease resistance (12).

Shissar Noble Necromancer

Some noble shissar command the powers of the dead, serving the emperor as necromancers; use the following statistics in place of those given above for noble shissar. Where there is no alternate given here, use the standard noble shissar stats.

Hit Dice: 18d8+72 (153 hp)

AC: 23 (–2 size, +1 Dex, +14 natural)

BAB/Grapple: +18/+33

Attacks: Bite +23 melee and 2 claws +18 melee and tail slap +18 melee

Damage: Bite 2d6+7 plus poison; claw 1d6+3; tail slap 1d8+3

Special Attacks: Constrict 1d8+10, improved grab, *mesmerize*, poison, spell-like abilities

Special Qualities: Damage reduction 15/+1, death mastery (rebuke undead), fast healing 4, Greater Specialization (conjuration), initiative bonus, resistances, spell resistance 19, ultravision

Abilities: Str 25, Dex 13, Con 18, Int 22, Wis 13, Cha 16

Skills: Balance +7, Bluff +12, Channeling +25, Climb +15, Escape Artist +7, Hide +3, Knowledge (monster lore [undead]) +15, Knowledge (mysticism) +18, Knowledge (religion) +15, Listen +16, Meditation +27, Search +10, Sense Motive +10, Sneak +5, Spellcraft +8, Spot +16, Swim +17, Undead Empathy +26

Feats: Alertness, Combat Casting, Dodge, Improved Dodge, Iron Will, Lightning Reflexes, Mystic Capacity (x2), Quicken Spell-Like Ability, School Specialization (conjuration)

Challenge Rating: 15

Poison (Ex): Bite, Fort DC 23; initial 1d8 temporary Con/secondary 1d8 temporary Con.

Spell-Like Abilities: A typical noble shissar necromancer's spell-like abilities (and the mana cost for each) are as follows: *Allure of death* (1), *cancel magic* (5), *harmshield* (14), *heat blood* (12), *infectious cloud* (12), *major shielding* (13),

scent of shadow (17), *screaming terror* (10), *shock of poison* (16), *word of shadow* (14). These are as the spells cast by a 13th-level necromancer (save DC 16 + spell level) with a pool of 156 mana.

Shissar Noble Priest

Noble shissar, like their lesser brethren, sometimes serve the emperor as priests; use the following statistics in place of those given above for noble shissar. Where there is no alternate given here, use the standard noble shissar stats.

Hit Dice: 18d8+72 (153 hp)

Special Attacks: Constrict 1d8+12, improved grab, *mesmerize*, poison, spell-like abilities

Special Qualities: Damage reduction 15/+1, divine powers (receive divine aura, turn undead), fast healing 4, initiative bonus, resistances, spell resistance 19, ultravision

Saves: Fort +10, Ref +14, Will +18

Abilities: Str 27, Dex 12, Con 19, Int 17, Wis 20, Cha 16

Skills: Balance +8, Bluff +12, Channeling +22, Climb +17, Escape Artist +6, Hide +0, Knowledge (mysticism) +12, Knowledge (religion) +12, Listen +16, Meditation +26, Search +12, Sense Motive +14, Sneak +6, Spellcraft +8, Spot +16, Swim +18

Feats: Alertness, Combat Casting, Dodge, Improved Dodge, Iron Will, Lightning Reflexes, Rebuke Undead*, Weapon Focus (bite), School Specialization (conjuration)

Challenge Rating: 15

Poison (Ex): Bite, Fort DC 23; initial 1d8 temporary Con/secondary 1d8 temporary Con.

Spell-Like Abilities: A typical noble shissar priest's spell-like abilities (and the mana cost for each) are as follows: *Bravery* (12), *enstill* (10), *greater healing* (25), *holy might* (10), *smite* (12), *spirit armor* (12), *wave of fear* (15), *yaulp II* (3). These are as the spells cast by a 13th-level cleric (save DC 15 + spell level) with a pool of 130 mana.

* This feat appears in *Realms of Norrath: Freeport* (p. 32).

Shissar Noble Shaman

No shissar serves as a shaman out of respect for the spirits of Luclin; rather, it seeks to enslave and use them for its own wicked purposes (and those of its emperor). Use the following statistics in place of those given for noble shissar; where there is no alternate given here, use the standard noble shissar stats.

Hit Dice: 18d8+72 (153 hp)

Special Attacks: Constrict 1d8+12, improved grab, *mesmerize*, poison, spell-like abilities

Special Qualities: Alchemy mastery, damage reduction 15/+1, fast healing 4, initiative bonus, resistances, spell resistance 19, spirit masteries (hungry spirits [x2]), ultravision

Saves: Fort +10, Ref +14, Will +18

Abilities: Str 27, Dex 12, Con 19, Int 17, Wis 20, Cha 16

Skills: Balance +8, Bluff +12, Channeling +22, Climb +17, Escape Artist +6, Hide +0, Knowledge (mysticism) +17, Knowledge (religion) +17, Listen +16, Meditation +26, Search +12, Sense Motive +14, Sneak +6, Spellcraft +16, Spot +16, Swim +18, Trade Skill (alchemy) +23

Feats: Alertness, Combat Casting, Dodge, Improved Dodge, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability, Weapon Focus (bite), School Specialization (alteration)

Challenge Rating: 15

Poison (Ex): Bite, Fort DC 23; initial 1d8 temporary Con/secondary 1d8 temporary Con.

Spell-Like Abilities: A typical noble shissar shaman's spell-like abilities (and the mana cost for each) are as follows: *Envenomed breath* (17), *frenzy* (4), *frost strike* (17), *grow* (8), *malise* (10), *poison storm* (21), *quickness* (13), *spirit of cheetah* (3). These are as the spells cast by a 13th-level shaman (save DC 15 + spell level) with a pool of 130 mana.

Shissar Noble Wizard

Shissar nobles who have trained as wizards use the following statistics in place of those given for noble shissar. Where there is no alternate given here, use the standard noble shissar stats.

Hit Dice: 18d8+72 (153 hp)

Initiative: +10 (+2 Dex, +8 racial)

AC: 24 (−2 size, +2 Dex, +14 natural)

BAB/Grapple: +18/+33

Attacks: Bite +24 melee and 2 claws +18 melee and tail slap +18 melee

Damage: Bite 2d6+7 plus poison; claw 1d6+3; tail slap 1d8+3

Special Attacks: Constrict 1d8+10, improved grab, *mesmerize*, poison, spell-like abilities

Special Qualities: Damage reduction 15/+1, fast healing 4, Greater Specialization (evocation), initiative bonus, quicken mastery, resistances, spell resistance 19, ultravision

Saves: Fort +11, Ref +14, Will +14

Abilities: Str 25, Dex 15, Con 18, Int 22, Wis 13, Cha 16

Skills: Balance +10, Bluff +12, Channeling +25, Climb +16, Escape Artist +8, Hide +2, Knowledge (mysticism) +27, Knowledge (any one)

+21, Listen +16, Meditation +27, Search +14, Sense Motive +10, Sneak +8, Spellcraft +26, Spot +16, Swim +16, Trade Skill (any one) +24

Feats: Alertness, Combat Casting, Dodge, Improved Dodge, Iron Will, Lightning Reflexes, Mystic Capacity, School Specialization (evocation), Spell Focus (evocation), Weapon Focus (bite)

Challenge Rating: 15

Poison (Ex): Bite, Fort DC 23; initial 1d8 temporary Con/secondary 1d8 temporary Con.

Spell-Like Abilities: A typical noble shissar wizard's spell-like abilities (and the mana cost for each) are as follows: *Cast force* (18), *enstill* (10), *fire spiral of Al'Kabor* (23), *force shock* (18), *frost shock* (17), *invisibility* (5), *levitate* (6), *lightning storm* (21), *major shielding* (13). These are as the spells cast by a 13th-level wizard (save DC 16 + spell level) with a pool of 156 mana.

Shissar Lord

The rarest of shissar, lords are second in authority only to the emperor himself. Most have grand and disturbing titles such as "Destroyer" and "Defiler," and they usually dwell in the hidden depths of the Sraeshza Temple, attending personally to the emperor and his needs. Anyone mad enough to face the emperor therefore has to deal first with the high-ranking nobles and lords who serve him.

Many shissar lords can also act as necromancers wizards (and rumor has it that some can also be enchanters and clerics). These individuals are among the most dangerous of their race.



Combat

Like shissar nobles, the lords tend to stay away from combat with lesser beings, especially if their subordinates seem able to handle things. Again, if their race or — even worse — their emperor is threatened, the lords fight bravely, sacrificing themselves if necessary rather than allowing an outsider's blade to defile the scales of the holy emperor.

Constrict (Ex): A shissar lord squeezes for 2d6+13 points of damage with their tails on a successful grapple check.

Mesmerization (Sp): Three times per day, a shissar lord can invoke an effect identical to the spell *mesmerization* (not merely *mesmerize*) on its foes, as if by the enchanter spell of the same name. Will save (DC 26).

Resistances (Ex): Shissar lords have bonuses of acid, cold, electricity, and fire resistance (10) and magic, poison, and disease resistance (15).

Poison (Ex): Bite, Fort DC 27; initial 2d6 temporary Con/secondary 2d6 temporary Con.

Shissar Lord Necromancer

Among the most powerful and dangerous of high-ranking shissar, the necromancers command the dead and wield horrific powers of darkness and poison. Use the following statistics in place of those given for shissar lords; where there is no alternate given here, use standard shissar lord stats.

Hit Dice: 24d8+96 (204 hp)

AC: 26 (–2 size, +1 Dex, +17 natural)

BAB/Grapple: +24/+40

Attacks: Bite +30 melee and 2 claws +25 melee and tail slap +25 melee

Damage: Bite 1d8+8 plus poison; claw 1d6+4; tail slap 2d6+4

Special Attacks: Constrict 2d6+12, improved grab, *mesmerization*, poison, spell-like abilities

Special Qualities: Damage reduction 20/+2, death masteries (fear storm [Will DC 19], rebuke undead), fast healing 6, Greater Specialization (conjunction), initiative bonus, resistances, spell resistance 22, ultravision

Saves: Fort +12, Ref +17, Will +18

Abilities: Str 26, Dex 13, Con 19, Int 26, Wis 15, Cha 18

Skills: Balance +9, Bluff +16, Channeling +31, Climb +18, Escape Artist +9, Hide +5, Knowledge (monster lore [undead]) +32, Knowledge (mysticism) +32, Knowledge (religion) +32, Listen +20, Meditation +35, Search +16, Sense Motive +14, Sneak +13, Spellcraft +34, Spot +20, Swim +18, Trade Skill (any two) +21, Undead Empathy +30

Feats: Alertness, Combat Casting, Dodge, Great Fortitude, Improved Dodge, Iron Will, Lightning Reflexes, Mental Clarity, Mobility, Mystic Capacity (x2), Power Attack, Quicken Spell-Like Ability, School Specialization (conjunction)

Challenge Rating: 20

Poison (Ex): Bite, Fort DC 26; initial 2d6 temporary Con/secondary 2d6 temporary Con.

Spell-Like Abilities: A typical shissar lord necromancer's spell-like abilities (and the mana cost for each) are as follows: *Boil blood* (25), *call of bones* (1), *chilling embrace* (33), *infectious cloud* (12), *invoke shadow* (52), *scent of shadow* (17), *spirit tap* (24), *steelskin* (25), *surge of enfeeblement* (17), *venom of the snake* (25). These are as the spells cast by an 18th-level necromancer (save DC 18 + spell level) with a pool of 288 mana.

Shissar Lord Wizard

Lord wizards command arcane energies in service to the emperor. Use the following statistics in place of those given for shissar lords; where there is no alternate given here, use standard shissar lord stats.

Hit Dice: 24d8+96 (204 hp)

AC: 27 (–2 size, +2 Dex, +17 natural)

BAB/Grapple: +24/+40

Attacks: Bite +31 melee and 2 claws +25 melee and tail slap +25 melee

Damage: Bite 1d8+8 plus poison; claw 1d6+4; tail slap 2d6+4

Special Attacks: Constrict 2d6+12, improved grab, *mesmerization*, poison, spell-like abilities

Special Qualities: Damage reduction 20/+2, fast healing 6, Greater Specialization (evocation), greater wizardry (rapid casting), initiative bonus, resistances, spell resistance 22, ultravision

Saves: Fort +12, Ref +18, Will +18

Abilities: Str 26, Dex 15, Con 18, Int 28, Wis 15, Cha 18

Skills: Balance +10, Bluff +16, Channeling +31, Climb +18, Escape Artist +10, Hide +6, Knowledge (mysticism) +36, Knowledge (any three) +33, Listen +20, Meditation +36, Search +20, Sense Motive +14, Sneak +14, Spellcraft +38, Spot +20, Swim +18, Trade Skill (any one) +26

Feats: Alertness, Combat Casting, Dodge, Enlarge Spell-Like Ability, Great Fortitude, Improved Dodge, Iron Will, Lightning Reflexes, Mental Clarity, Mystic Capacity (x3), Parry, School Specialization (evocation), Spell Focus (evocation), Weapon Focus (bite)

Challenge Rating: 20

Poison (Ex): Bite, Fort DC 26; initial 2d6 temporary Con/secondary 2d6 temporary Con.

Spell-Like Abilities: A typical shissar lord wizard's spell-like abilities (and the mana cost for each) are as follows: *Bonds of force* (12), *circle of force* (27), *energy storm* (25), *greater shielding* (20), *ice shock* (25), *lava storm* (30), *nullify magic* (8), *steelskin* (25), *thunder strike* (23), *thunderclap* (27), *yonder* (2). These are as the spells cast by an 18th-level wizard (save DC 19 + spell level) with a pool of 324 mana.

Shissar Emperor (Ssraeshza)

Gargantuan Monstrous Humanoid Warrior 20

Hit Dice:	30d8+360 plus 20d12+240 (928 hp)
Initiative:	+17 (+5 Dex, +8 racial, +4 Improved Initiative)
Speed:	40 ft. (Swift), climb 20 ft., swim 20 ft.
AC:	43 (–4 size, +5 Dex, +32 natural)
BAB/Grapple:	+50/+78
Attacks:	<i>Sword of Ssraeshza</i> +68/+63/+58/+53/+48 (or 2 claws +63) melee and bite +61 melee and tail slap +61 melee
Damage:	<i>Sword of Ssraeshza</i> 4d6+33/17–20 plus <i>serpent's bite</i> proc; claw 1d8+8; bite 2d6+8/19–20 plus poison; tail slap 2d8+16
Face/Reach:	15 ft. by 15 ft. (coiled)/20 ft.
Special Attacks:	Constrict 4d8+24, improved grab, <i>mesmerization</i> , poison
Special Qualities:	Blood link, damage reduction 30/+4 and 6/–, initiative bonus, resistances, spell resistance 33, ultravision, warrior abilities
Saves:	Fort +34, Ref +30, Will +30
Abilities:	Str 42, Dex 21, Con 35, Int 29, Wis 25, Cha 18
Skills:	Balance +12, Bluff +18, Climb +26, Diplomacy +15, Escape Artist +11, Hide +6, Intimidate +28, Knowledge (geography) +14, Knowledge (history) +14, Knowledge (peerage) +14, Knowledge (warcraft) +26, Listen +23, Search +20, Sense Motive +29, Sneak +7, Spot +23, Swim +28, Taunt +29
Feats:	Alertness, Cleave, Dodge, Double Attack, Finishing Blow, Great Cleave, Great Fortitude, Improved Critical (bite), Improved Critical (greatsword), Improved Initiative, Lightning Reflexes, Mobility, Parry, Power Attack, Riposte, Slam, Spring Attack, Sunder, Swift, Weapon Focus (bite), Weapon Focus (greatsword), Weapon Specialization (greatsword), Whirlwind Attack
Climate/Terrain:	Any warm
Organization:	Solitary (unique)
Challenge Rating:	33
Treasure:	Double
Alignment:	Orderly evil
Advancement Range:	By character class
Faction:	Emperor of Ssraeshza, Brood of Ssraeshza

Description

Ages ago, the wicked shissar snake-people ruled a vast empire from the continent of Kunark on the world of Norrath. Those races that were useful to them, such as the iksar, were enslaved; those who resisted were mercilessly exterminated. In the name of Cazic-Thule, who was at that time their patron, they conquered and destroyed all they encountered. In time, though, the shissar foolishly began to believe that their power rivaled that of the gods themselves.

The snake-folk were led by an ancient and powerful member of their species, the individual known only as "Ssraeshza." Emperor Ssraeshza himself was then (as he is even now) a supremely arrogant and aloof creature, rarely

deigning to communicate with or even to acknowledge the existence of lesser beings. After many centuries, the shissar and their emperor began to reject the worship of their master, Cazic-Thule, as being an obsolete and antiquated practice. They were not created by the gods, they claimed. Rather, the emperor was a favored child of the Wyrmsqueen herself, the great crystal dragon Veeshan. Their leader was, the shissar gradually convinced themselves, the foremost among Veeshan's most favored children — a demigod who created the entire shissar race from his own scales. This legend is generally held to be typical shissar arrogance, for since those days the emperor has never shown any similar divine creative ability.

The shissar themselves, though, argue that their emperor's full divine powers were stripped from him by other jealous and vengeful gods. Certainly the gods found the shissar's conceit to be troubling, and soon decided to punish them. The mysterious Greenmist soon spread throughout the snake-folks' empire, killing the shissar alone, and leaving other races unharmed. The gods had struck back.

The emperor and his followers retreated to their central stronghold, where the highest wizards cast a mighty spell that transported them to the Moon of Luclin. Safe for the moment from the deadly Greenmist, they crafted another spell that drained the air from the region where their newly built temple now stood. In the middle of this region of airless waste — known today as the Grey — the emperor and his minions live on and may one day seek to recreate their ancient slave empire on the world that has become their new home.

The emperor himself has grown no less arrogant. He rules the remnants of his empire with ruthless efficiency. His nobles oversee an army of iksar slaves, descendants of those luckless individuals who accompanied their masters to Luclin. His warriors, priests, wizards, and necromancers keep the temple safe from attack, and his timeless golems patrol the devastated wasteland of the Grey.

From time to time the isolation of the shissar is penetrated by adventurers who hope to ransack the great Ssraeshza Temple of its riches. These individuals invariably find the emperor and his followers to be far more deadly than first imagined, and only a handful over the course of many centuries have emerged to tell the tale.

The emperor is also troubled by incursions from the caves below the Grey, where the alien creatures known as thought horrors continually test his defenses, plotting from their fastness in the Deep to take over the temple and use the shissar's extensive resources for their own benefit.

Combat

Emperor Ssraeshza has grown increasingly more arrogant over the four-score or more centuries since his birth. He barely acknowledges the existence of other races unless they might be of some use to him. If attacked, he simply goes about his normal business even as combat rages nearby, allowing his closest minions — shissar nobles and lords — to fight on his behalf.

If foes prove sufficiently powerful to threaten him, however, the emperor fights (often buffed by magics from his followers), generally striking at the most powerful and dangerous foes first. He is especially savage in attacking

enemy spellcasters: As his followers engage warrior-types, the emperor and any other unengaged shissar move to attack magic-wielding enemies.

Ssraeshza's stats above include all modifiers for the *Sword of Ssraeshza* (see sidebar).

Constrict (Ex): The shissar emperor squeezes for 4d8+24 points of damage with his tail on a successful grapple check.

Improved Grab (Ex): To use this ability, the shissar emperor must hit his opponent with his tail attack.

Mesmerization (Sp): Three times per day, the shissar emperor can invoke an effect identical to the spell *mesmerization* (not merely *mesmerize*) on its foes, as if by the enchanter spell of the same name. Will save (DC 29).

Poison (Ex): Bite, Fortitude save (DC 37); initial damage 2d8 temporary Constitution, secondary damage 2d8 temporary Constitution.

Blood Link (Su): The enormous blood golem known as the Blood of Ssraeshza (q.v.) is linked inextricably to the shissar emperor. As long as the Blood of Ssraeshza has at least 1 hit point and remains within one mile of the emperor, Emperor Ssraeshza is protected as if by the spell *divine aura*, except the emperor may attack freely while under this effect.



Initiative Bonus (Ex): For all his bulk, the shissar emperor is blindingly fast in combat, receiving a +8 racial bonus to initiative.

Resistances (Ex): The shissar emperor has bonuses of acid, cold, electricity, fire, and sonic resistance (20) and disease, magic, and poison resistance (40).

Warrior Abilities: The shissar emperor has all the class abilities of a 20th-level warrior, including the area Taunt ability and the Resistant discipline.

Sword of Ssraeshza

Description: This great blade is carried by the shissar emperor, and grants him even greater power than he already wields. The blade is an enormous two-handed weapon of some blue-grey metal, harder than the finest steel, the whole engraved with sinuous runes and set with gems the size of a man's fist.

Powers: This Colossal greatsword has a +5 bonus to attacks and a +7 bonus to damage, as well as the *defending*, *ghost touch*, and *unholy* qualities. Once per round, it can process (Proc DC 22) the *serpent's bite* power on a successful attack: This power is for all intents and purposes identical to the spell *spirit tap* (save DC 31).

However, the sword functions fully only when wielded by a shissar; otherwise, it acts as a +3 *Colossal greatsword*, but retains none of its special qualities and offers none of the other benefits listed below.

Sword of Ssraeshza (4d8+7 plus *serpent's bite* proc, delay 6; AC 3, hardness 20, 65 hp, Break DC 39)

Str +5, Dex +5, Con +5, Int +5, Wis +5, hp +31, mana +20, all resistances (4), all energy-based saves +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit point = augmentation. Mana = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 21st.

Market Price: 5,273,160 gp.

Slot: Slashing.

Weight: 120 lbs.

Sonic Wolf

Hit Dice:	6d10+18 (51 hp)
Initiative:	+3 (Dex)
Speed:	50 ft.
AC:	18 (–1 size, +3 Dex, +6 natural)
BAB/Grapple:	+4/+12
Attacks:	Bite +7 melee
Damage:	Bite 1d8+6
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Blindsight, scent, sonic vulnerability
Saves:	Fort +8, Ref +8, Will +3
Abilities:	Str 19, Dex 16, Con 17, Int 4, Wis 13, Cha 10
Skills:	Hide +4, Listen +15, Sneak +7, Wilderness Lore +3*
Feats:	—
Climate/Terrain:	Any forest, hill, mountains, or plains
Organization:	Solitary, pair, or pack (4–12)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement Range:	7–21 HD (Large)
Faction:	None, or Sonic Wolves of the Moor

Description

Sonic wolves are a fierce and intelligent species of pack predator that dwells on the moon of Luclin. Similar in body shape and behavior to the familiar wolves of Norrath, sonic wolves are in fact an entirely different species. Up close, however, the differences between sonic and ordinary wolves become plain. Taller than an ordinary wolf, a sonic wolf's body is lean and gangly, with slender arms and legs ending in wickedly sharp claws. The head resembles that of a leaf-nosed bat with large, webbed ears that are often brightly colored — blue, red, orange, or even green. There are no visible eyes, and the sonic wolves appear to entirely lack any sense of sight.

Sonic wolves are in fact entirely blind, relying instead on their acute scent and bat-like sonar senses to locate prey. They are also surprisingly intelligent, and many believe (correctly) that sonic wolves sometimes serve the vampyres of the Tenebrous Mountains. Particularly intelligent even for their species, the sonic wolves of Hollowshade Moor are said to have their own crude language, and are always looking for help from outsiders in their struggle against the owlbears and grimlings there.

These creatures are quite common on Luclin's dark side, ranging from the Tenebrous Mountains to the Grimling Forest and Shadeweaver's Thicket. On Hollowshade Moor, they battle continuously against owlbears and grimlings for control of the region. Their numbers fluctuate as the tide of battle changes, yet neither they nor their foes ever seem to gain the upper hand.

Sonic wolves live in packs of up to a dozen individuals. These are usually family groups, with two or three pairs and their pups. Even sonic wolf pups can be challenging foes to the unprepared, and their parents are likely to be lurking nearby, ready to protect their offspring.

Combat

Sonic wolves are cunning and inventive in combat, and have been known to use ambush and surprise attacks against foes. Their high intelligence enables them to gauge opponents' strengths and weaknesses, to draw them into restricted space with feigned retreat, and to strike from the rear and then fall back before foes can respond.

Adult sonic wolves are always careful to remain close by their offspring, and move swiftly to attack should the pups be threatened. Certain particularly cunning adults have even been known to feign injury or death in order to lull foes into a false sense of security.

Skills: Sonic wolves receive a +2 racial bonus on Hide checks and a +8 racial bonus on Listen checks. The bonus to Listen checks is lost if the sonic wolf's blindsight is negated.

*A sonic wolf receives a +6 racial bonus on Wilderness Lore checks when tracking by scent.



Spire Spirit

	Lesser Medium-Size Outsider (Incorporeal)	Greater Large Outsider (Incorporeal)	Lord Large Outsider (Incorporeal)
Hit Dice:	15d8+30 (98 hp)	24d8+48 (156 hp)	35d8+105 (262 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)	+8 (+4 Dex, +4 Improved Initiative)	+10 (+6 Dex, +4 Improved Initiative)
Speed:	Fly 30 ft. (perfect)	Fly 30 ft. (perfect)	Fly 30 ft. (perfect)
AC:	14 (+3 Dex, +1 deflection)	16 (–1 size, +4 Dex, +3 deflection)	20 (–1 size, +6 Dex, +5 deflection)
BAB/Grapple:	+15/–	+24/–	+35/–
Attacks:	Incorporeal touch +18 melee	Incorporeal touch +27 melee	Incorporeal touch +40 melee
Damage:	Incorporeal touch (2d6 cold plus sapping touch)	Incorporeal touch (2d8 cold plus sapping touch and paralysis)	Incorporeal touch (3d6 cold plus sapping touch and paralysis)
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Sapping touch	Fear aura, paralysis, sapping touch	Fear aura, paralysis, sapping touch, spell-like abilities
Special Qualities:	Damage reduction 10/+2, fast healing 3, immunities, incorporeal, resistances, see in darkness	Damage reduction 15/+3, fast healing 5, immunities, incorporeal, resistances, see in darkness	Damage reduction 20/+4, fast healing 8, immunities, incorporeal, resistances, see in darkness
Saves:	Fort +11, Ref +12, Will +11	Fort +16, Ref +20, Will +17	Fort +22, Ref +27, Will +24
Abilities:	Str —, Dex 16, Con 15, Int 15, Wis 14, Cha 12	Str —, Dex 18, Con 15, Int 17, Wis 16, Cha 16	Str —, Dex 22, Con 17, Int 25, Wis 20, Cha 20
Skills:	Bluff +16, Hide +21, Intimidate +21, Listen +20, Search +20, Sense Heading +17, Sense Motive +17, Spot +20, Taunt +16	Bluff +27, Hide +24, Intimidate +28, Knowledge (any one) +27, Listen +27, Search +27, Sense Heading +27, Sense Motive +27, Spot +27, Taunt +27, Undead Empathy +27	Bluff +40, Hide +39, Intimidate +42, Knowledge (any five) +42, Listen +42, Search +42, Sense Heading +40, Sense Motive +40, Spot +42, Taunt +40, Undead Empathy +40
Feats:	Combat Reflexes, Dodge, Improved Dodge, Improved Initiative	Combat Reflexes, Dodge, Flyby Attack, Improved Dodge, Improved Initiative, Lightning Reflexes, Mobility	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Dodge, Improved Initiative, Lightning Reflexes, Mobility, Parry
Climate/Terrain:	Any land	Any land	Any land
Organization:	Solitary, pair, gang (3–6), or pack (7–12)	Solitary, pair, gang (3–6), or pack (7–12)	Solitary
Challenge Rating:	13	15	18
Treasure:	Standard	Standard	Standard
Alignment:	Usually neutral evil	Usually neutral evil	Usually neutral evil
Advancement Range:	16–30 HD (Medium-size)	25–50 HD (Large)	36+ HD (Large)
Faction:	None, Order of Autarkic Umbrage, or Spire Spirits	None, Order of Autarkic Umbrage, or Spire Spirits	None, Order of Autarkic Umbrage, or Spire Spirits

Description

These enigmatic beings frequent deserted and barren landscapes and ruins, the most famous of their holdings being the mysterious Spire located in the Mons Letalis mountain range (whence comes their name, even though many such spirits have been reported in locales far from the Spire). Physically, spire spirits resemble tall, roughly humanoid figures cloaked in dark, tattered robes. No other human features are immediately visible, although some few claim to have seen gleaming eyes in the depths of the spirits' hoods. The more powerful among them, such as the fearsome Spire Lord, sometimes wear ephemeral decorations such as crowns, necklaces, and the like, but this is uncommon.

No one knows what exactly the spire spirits are or what happens to them when they are slain. They may rejuvenate themselves, reconstitute themselves elsewhere, or perhaps be completely and utterly destroyed. It is known that most such spirits actively seek to avoid destruction, although if their collective existence is seriously threatened, they may act selflessly to prevent disaster.

Combat

Spire spirits defend their territory doggedly, yet their purposes in doing so are as nebulous as their physical form. Independent shades that behave in an extremely erratic manner have sometimes been encountered alone, and it is thought that these are mad or outcast specimens. These mad spirits sometimes engage in confusing behaviors, breaking away from foes and simply flying off immediately after attacking, or acting in a friendly or neutral manner at first then suddenly attacking, and so on.

Sapping Touch (Su): Any creature hit by a minor spirit's incorporeal touch must make a Fortitude save (DC 10 + 1/2 the spirit's HD + the spirit's Con modifier) or take 1d4 points of temporary Strength and Dexterity damage (i.e., 1d4 points to each ability, rolled separately).

Immunities (Ex): All spire spirits are immune to acid, cold, disease, and poison. They are also immune to mind-affecting spells or effects, and to attacks that damage or drain ability scores or levels/HD.

Resistances (Ex): Spire spirits have bonuses of electricity and fire resistance (10) and sonic resistance (40).

See in Darkness (Ex): All spire spirits can see perfectly in darkness of any kind, even magical darkness created by spells.

Greater Spire Spirit

Greater spire spirits are larger and more intimidating than their lesser fellows, and often seem to take on a leadership role among their smaller brethren.

Combat

Greater spire spirits are utterly fearless, attacking any number of foes and relying on its fear aura and paralyzing touch to keep its enemies weakened and in disarray.

Fear Aura (Su): Greater spire spirits can radiate a fear aura in a 10-foot radius as a free action. A Will save (DC 10 + 1/2 the spirit's HD + the spirit's Cha modifier) negates the effect. Once a creature successfully saves against the aura, it cannot be affected by the same spirit's fear aura for 24 hours. The power otherwise works like an *invoke fear* spell cast by a 24th-level necromancer.

Paralysis (Su): Any creature hit by a greater spirit's incorporeal touch must make a Will save (DC 10 + 1/2 the spirit's HD + the spirit's Cha modifier) or be *paralyzed* for 1 round.

Sapping Touch (Su): Any creature hit by a greater spirit's incorporeal touch must make a Fortitude save (DC 10 + 1/2 the spirit's HD + the spirit's Con modifier) or take 1d6 points of temporary Strength and Dexterity damage (i.e., 1d6 points to each ability, rolled separately).

Spire Spirit Lord

Spire spirit lords are (fortunately) rare, and include such creatures as the Spire Lord of the Mons Letalis. They are fell and terrible creatures, capable of evoking dread in even the most stalwart of foes.

Combat

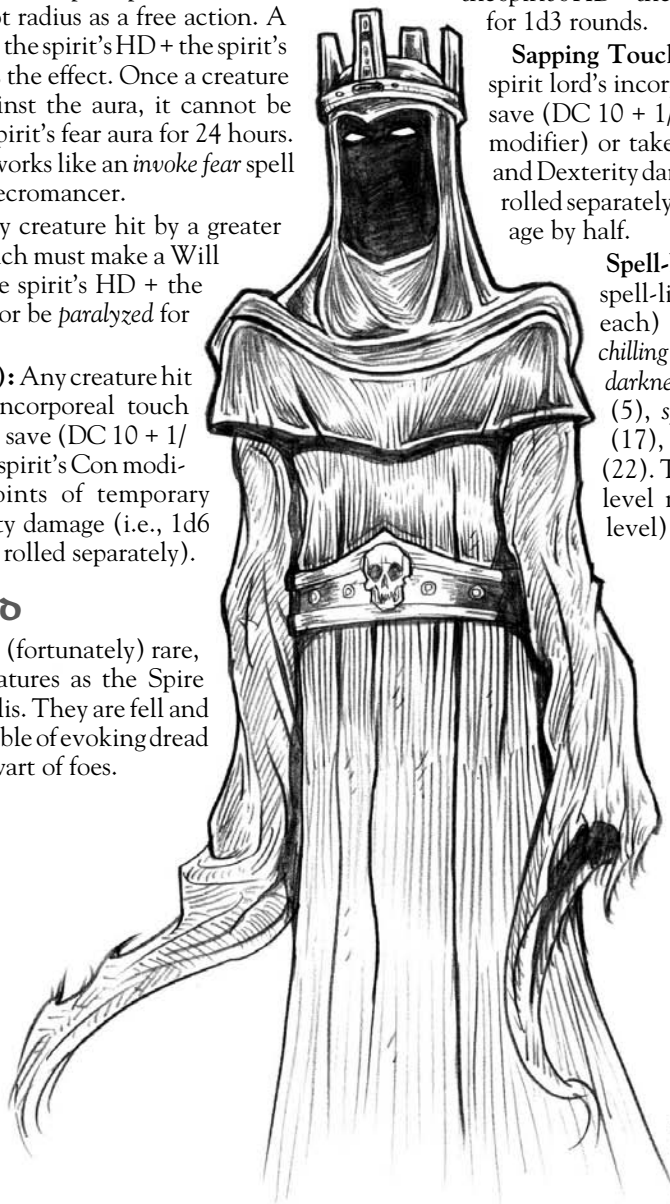
A spire spirit lord most often relies on its magical attacks, but is fully capable, if necessary, of defeating even the most heroic warriors in melee combat.

Fear Aura (Su): A spire spirit lord can radiate a fear aura in a 30-foot radius as a free action. A Will save (DC 10 + 1/2 the spirit's HD + the spirit's Cha modifier) negates the effect. Once a creature successfully saves against the aura, it cannot be affected by the same spirit lord's fear aura for 24 hours. The power otherwise works like an *invoke fear* spell cast by a 35th-level necromancer.

Paralysis (Su): Any creature hit by a spire spirit lord's incorporeal touch must also make a Will save (DC 10 + 1/2 the spirit's HD + the spirit's Cha modifier) or be *paralyzed* for 1d3 rounds.

Sapping Touch (Su): Any creature hit by a spire spirit lord's incorporeal touch must make a Fortitude save (DC 10 + 1/2 the spirit's HD + the spirit's Con modifier) or take 2d4 points of temporary Strength and Dexterity damage (i.e., 2d4 points to each ability, rolled separately); a successful save reduces this damage by half.

Spell-Like Abilities: A spire spirit lord's spell-like abilities (and the mana cost for each) are as follows: *Beguile undead* (28), *chilling embrace* (33), *defoliate* (17), *dooming darkness* (20), *eternity's torment* (23), *root* (5), *spirit tap* (24), *surge of enfeeblement* (17), *vampiric curse* (24), *word of spirit* (22). These are as the spells cast by a 17th-level necromancer (save DC 17 + spell level) with a pool of 238 mana.



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Stone Guardian

Hit Dice: 22d8+220 (319 hp)
Initiative: -1 (Dex)
Speed: 20 ft., burrow 20 ft.
AC: 29 (-2 size, -1 Dex, +22 natural)
BAB/Grapple: +16/+38
Attacks: Slam +28/+23/+18/+13 melee
Damage: Slam 4d8+21 plus knockback and *daze*
Face/Reach: 10 ft. by 10 ft./15 ft.
Special Attacks: Knockback, magic attack +5, trample 3d8+14
Special Qualities: Damage reduction 15/+3, disease immunity, elemental, fast recovery, ultravision
Saves: Fort +23, Ref +6, Will +7
Abilities: Str 39, Dex 8, Con 30, Int 5, Wis 10, Cha 7
Skills: Listen +17, Spot +17
Feats: Cleave, Great Cleave, Improved Slam, Power Attack, Sunder
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 14
Treasure: None
Alignment: Always neutral
Advancement Range: 23–32 HD (Huge); 33–44 HD (Gargantuan)
Faction: None

Description

The Akheva of Luclin summoned many different creatures to help them defend their territory and enforce their edicts. Among these were the stone guardians, powerful earth elementals that resembled great, rough beings bristling with chunks of raw crystal. Many of these guardians were destroyed in the violence of the Akhevan civil war, and only a handful survive today. Those that remain guard the approaches to Akheva territory in the Umbral Plains and the Maiden's Eye. There are several powerful and infamous stone guardians in these regions, with names like Rumblecrush and Doomstone.

Combat

Stone guardians are not terribly imaginative opponents, for their task is simple: the defense of Akhevan territories and the destruction of all who might oppose Akhevan civilization. A stone guardian will attempt to knock back its most dangerous melee opponents (usually focusing first on armored warriors and other martial types), then move against more lightly-armored targets such as spellcasters and missile-armed foes.

Knockback (Ex): Any opponent hit by the guardian's slam attack must make a Reflex save (DC 35) or be knocked back (1d4)x5 feet (and might also be dazed due to the guardian's Improved Slam feat). An opponent who is knocked back in this way is also knocked prone.

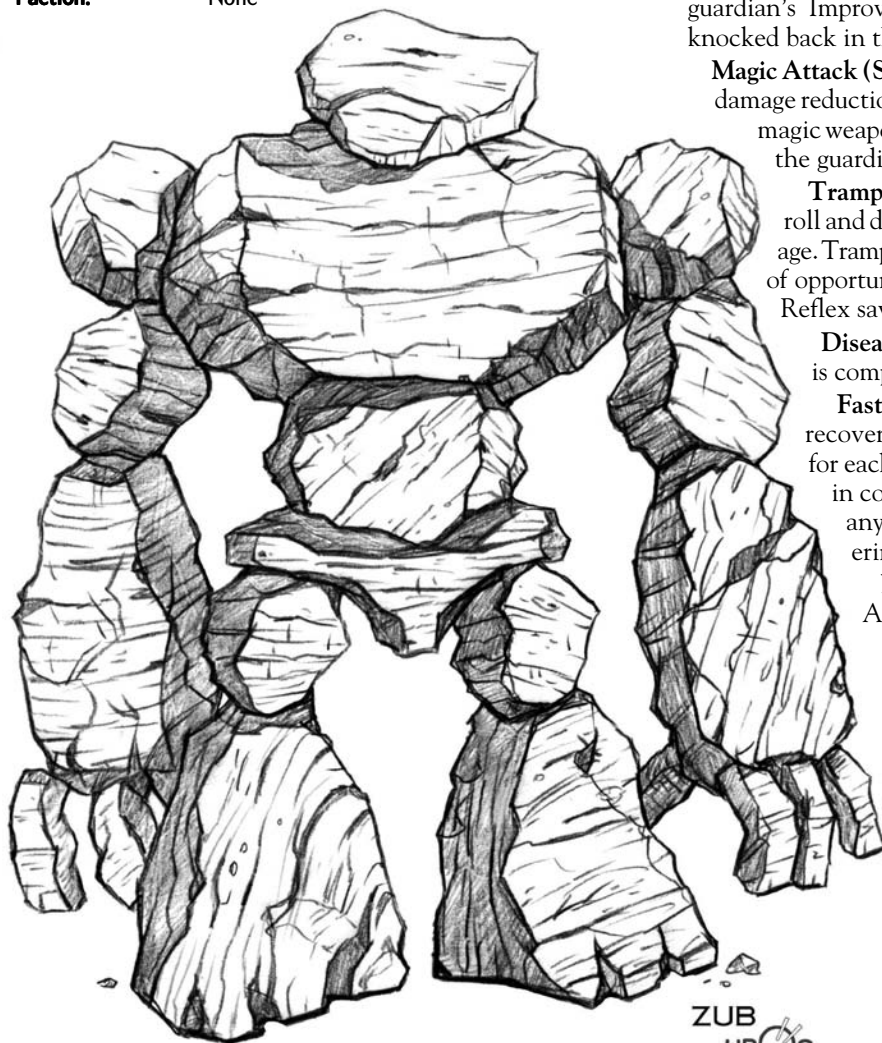
Magic Attack (Su): For purposes of overcoming a target's damage reduction, the stone guardian is considered a +5 magic weapon. This ability grants no actual bonus to the guardian's attack or damage rolls.

Trample (Ex): This attack requires no attack roll and deals 3d8+14 points of bludgeoning damage. Trampled opponents can either attempt attacks of opportunity at -4 on the attack roll, or make a Reflex save (DC 35) for half damage.

Disease Immunity (Ex): The stone guardian is completely immune to disease.

Fast Recovery (Ex): The stone guardian recovers a number of hit points equal to its HD for each hour of rest or light activity. Engaging in combat or other strenuous activity during any hour prevents the guardian from recovering hit points for that hour.

Feats: Stone guardians receive Power Attack and Sunder as bonus feats.



Stonegrabber

Qua Va Dyn
Large Construct
Hit Dice: 13d10 (66 hp)
Initiative: +0
Speed: 20 ft. (can't run)
AC: 22 (-1 size, +13 natural)
BAB/Grapple: +9/+20
Attacks: 2 slams +15 melee
Damage: Slam 2d6+7
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Trample 1d8+7
Special Qualities: Construct, damage reduction 5/+1, magic immunity, ultravision
Saves: Fort +4, Ref +4, Will +4
Abilities: Str 24, Dex 10, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: —
Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement Range: 14–16 HD (Large)
Faction: None

Zov Va Dyn
Large Construct
Hit Dice: 17d10 (93 hp)
Initiative: +0
Speed: 30 ft. (can't run)
AC: 26 (-1 size, +17 natural)
BAB/Grapple: +12/+25
Attacks: 2 slams +20 melee
Damage: Slam 2d8+9
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Trample 1d10+9
Special Qualities: Construct, damage reduction 10/+1, magic immunity, ultravision
Saves: Fort +5, Ref +5, Will +5
Abilities: Str 28, Dex 10, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: —
Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement Range: 18–21 HD (Large)
Faction: None

Zun Va Dyn
Huge Construct
Hit Dice: 22d10 (121 hp)
Initiative: +0
Speed: 30 ft. (can't run)
AC: 30 (-2 size, +22 natural)
BAB/Grapple: +16/+35
Attacks: 2 slams +25 melee
Damage: Slam 2d10+11
Face/Reach: 10 ft. by 10 ft./15 ft.
Special Attacks: Trample 2d6+11
Special Qualities: Construct, damage reduction 10/+2, magic immunity, ultravision
Saves: Fort +7, Ref +7, Will +7
Abilities: Str 32, Dex 10, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: —
Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 11
Treasure: None
Alignment: Always neutral
Advancement Range: 23–26 HD (Huge)
Faction: None

Pli Va Dyn
Huge Construct
Hit Dice: 27d10 (148 hp)
Initiative: +0
Speed: 30 ft. (can't run)
AC: 35 (-2 size, +27 natural)
BAB/Grapple: +20/+41
Attacks: 2 slams +31 melee
Damage: Slam 3d8+13
Face/Reach: 10 ft. by 10 ft./15 ft.
Special Attacks: Trample 2d8+13
Special Qualities: Construct, damage reduction 20/+3, magic immunity, reform, ultravision
Saves: Fort +9, Ref +9, Will +9
Abilities: Str 36, Dex 10, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: —
Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 14
Treasure: None
Alignment: Always neutral
Advancement Range: 28–33 HD (Huge)
Faction: None

Eom Va Dyn
Gargantuan Construct
Hit Dice: 34d10 (187 hp)
Initiative: +0
Speed: 40 ft. (can't run)
AC: 40 (-4 size, +34 natural)
BAB/Grapple: +25/+50
Attacks: 2 slams +47 melee
Damage: Slam 3d10+18
Face/Reach: 20 ft. by 20 ft./20 ft.
Special Attacks: Trample 2d10+18
Special Qualities: Construct, damage reduction 30/+4, magic immunity, reform, ultravision
Saves: Fort +11, Ref +11, Will +11
Abilities: Str 44, Dex 8, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: —
Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 18
Treasure: None
Alignment: Always neutral
Advancement Range: 35–68 HD (Gargantuan)
Faction: None

Description

Magical constructs made from the native rock of Luclin, the creatures called Va Dyn in the Akhevan tongue were the most common guardians and laborers in the Akhevan Empire. Physically, they resemble masses of natural stone assembled in roughly humanoid shape, moving with a rolling, surprisingly graceful gait.

The smallest and most common type of construct was called the Qua Va Dyn in the Fleshless Tongue, but today most Luclinites call these smallest specimens simply "stonegrabbers." Many Va Dyn remain under the control of the surviving Akheva, but some have become independent creatures, wandering the moon beyond their old masters' control and acting in a confusing or random fashion. The shissar have managed to take control of several of these, and today they are as likely to be seen serving the Ssraeshza Emperor as the Akheva. Rumors claim that the shissar have actually learned how to duplicate stonegrabbers, but these stories remain unconfirmed.

Combat

Stonegrabbers fight and work at the command of their masters. Those that are set to act as guards or warriors fight tirelessly, assaulting their foes with their stony fists and battling on until completely destroyed or recalled by their masters.

Uncontrolled stonegrabbers often act erratically, attacking one round, wandering off the next, and engaging in an entirely irrational task such as digging through rock walls or picking up burdens the next.

Trample (Ex): This attack requires no attack roll and deals bludgeoning damage as listed above. Trampled opponents can either attempt attacks of opportunity at -4 on the attack roll, or make a Reflex save (DC 10 + 1/2 the stonegrabber's HD + the stonegrabber's Str modifier) for half damage.

Magic Immunity (Ex): A stonegrabber is immune to all spells, spell-like abilities, and supernatural effects, except as follows: A *grasping roots* spell slows the stonegrabber's base speed by 25%, while an *enveloping roots* or *engulfing roots* spell slows it by 50%. The stonegrabber gets no saving throw against these effects.

Pli and Eom Va Dyn

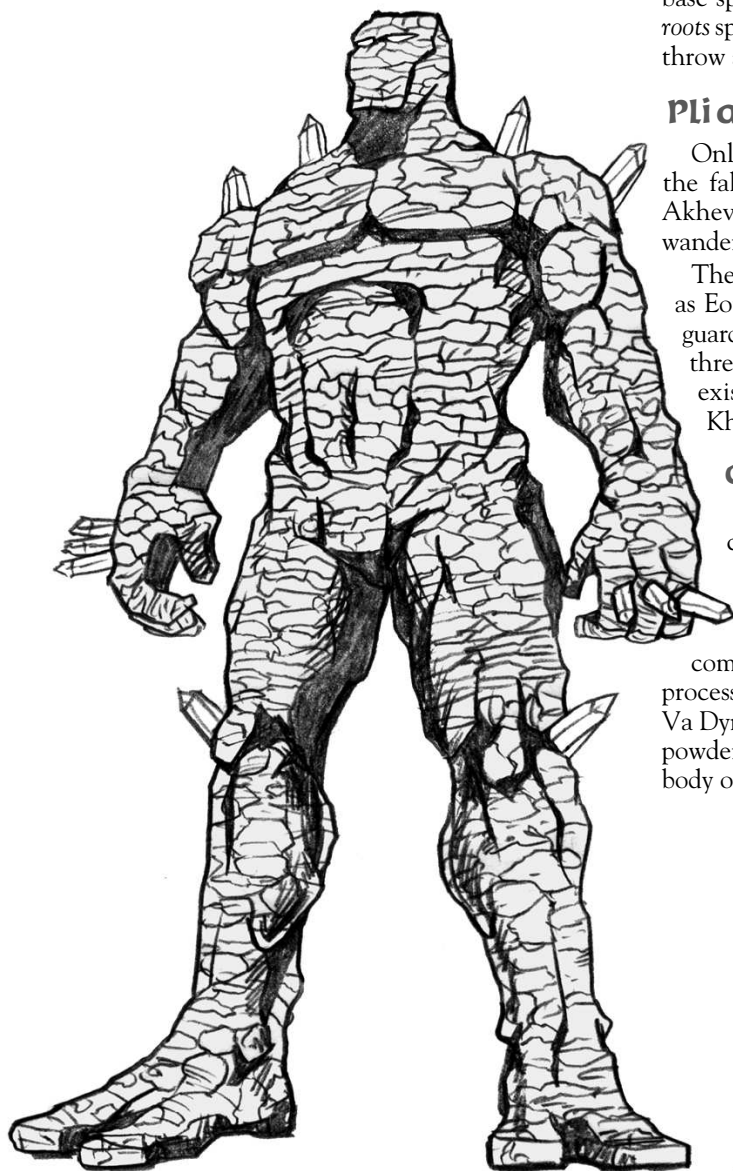
Only a handful of these dangerous constructs survived the fall of the Akhevan Empire. A few still serve the Akheva in their ruins and settlements, and a few more wander Luclin aimlessly.

The largest and most powerful stonegrabbers were known as Eom Va Dyn among the Akheva; they were used as guardians of the greatest Akhevan cities. Today only three or four Va Dyn of this magnitude are known to exist, the largest of which — commonly called Va Dyn Khar — defends the Akhevan fortress of Vex Thal.

Combat

A Pli Va Dyn or Eom Va Dyn walks a continuous circuit around the city it was set to guard. It moves immediately toward any intruders and attacks.

Reform (Ex): A stonegrabber of Pli or greater magnitude has the ability to reform fully from its composite parts even after it is reduced to rubble. This process takes roughly 24 hours. The only way to destroy the Va Dyn completely is to disintegrate it or to smash it into powder and scatter the dust in a powerful wind or a large body of water.



Sun Revenant

	Medium-Size Humanoid (Sun Revenant)
Hit Dice:	16d8+48 (120 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	20 (+2 Dex, +5 natural, +3 studded leather armor)
BAB/Grapple:	+12/+15
Attacks:	Spear +15/+10/+5 melee; or clawed handwrap +15/+11/+7 melee; or shuriken +13/+9/+5 ranged
Damage:	Spear 1d8+3; clawed handwrap 1d4+2 plus poison; shuriken 1 hp (x 3 shurikens) plus poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Evasion, infravision, poison use, resistances, spell resistance 19
Saves:	Fort +10, Ref +12, Will +7
Abilities:	Str 14, Dex 15, Con 17, Int 11, Wis 10, Cha 12
Skills:	Hide +5, Listen +5, Profession or Trade Skill (any one) +4, Sneak +5, Spot +5, Wilderness Lore +3
Feats:	Alertness, Great Fortitude, Iron Will, Power Attack
Climate/Terrain:	Warm desert
Organization:	Solitary, pair, squad (3–4), patrol (3–6 plus 1 leader of 3rd level), hunting band (3–8 plus 1 leader of 3rd–4th level), raiding band (8–15 plus commander of 5th–7th level), or clan (15–30 plus 10% noncombatants plus 2–4 leaders of 3rd–4th level, military commander of 5th–7th level, and ruler of 6th–9th level)
Challenge Rating:	8
Treasure:	1/2 coins; standard goods; standard items
Alignment:	Usually orderly evil
Advancement Range:	By character class
Faction:	Sun Revenants

Description

A dangerous and mysterious race of red-eyed humanoids, the sun revenants are, despite their name, not undead, nor are they in any way related to the other undead “revenants” of Norrath’s populous moon. In fact, the sun revenants are the lasting remnants of an ancient civilization that predated the Shissar Empire’s occupation of Luclin.

Over the centuries during the time of shissar colonialism, and ever since then, the sun revenants have dwindled into a few tiny clans that endure in the barren desert by virtue of their small numbers (less mouths to feed means less mortality due to starvation) and their incredible hardness. It is not known how the sun revenants manage to keep their population so carefully controlled, but some theorize that the difficult life of their people leaves little time for child-rearing and has perhaps even rendered many of their women infertile. This theory is supported by the fact that sun revenant women are as common among their raiding parties as men, and every bit as ferocious — as opposed to other warlike races familiar to scholars, such as the orcs of Norrath, for instance, among whom women are kept strictly at home as breeding devices and little more.

Sun revenants still occupy and maintain several ruins throughout the Scarlet Desert, and given their incredible hostility to all other races have so far prevented any further

investigation of their cultural or architectural relics. They are said to trade occasionally with certain tribes of tegi (or galorians, depending on the speaker), but otherwise attack without hesitation any individuals of other races they encounter.

The sun revenants of today are a rigorously military society of loosely knit clans, each clan ruled by the smartest and strongest among them. One of the most (in)famous of their leaders is called Sunlord Wedazi (see the *Luclin* sourcebook for Wedazi’s stats). This powerful sun revenant is said to wander the desert, returning to the plateau occupied by his people for important events, rituals, sacrifices, or to defend it against incursion.

Combat

Sun revenants are mighty warriors, both men and women, for their survival depends on the skills of even the lowliest among them; even young children of the sun revenant clans (Small, 3–15 HD) are a match for grown warriors of other races.

Poison (Ex): Sun revenants often use poisons on their weapons. Most commonly, they use the poisons of the giant scorpions they hunt for this very purpose, but some among them are skilled at concocting much more deadly poisons.

Giant scorpion venom—*injury*, Fortitude DC 16; initial 1d4 Con/secondary 1d4 Con.

Evasion (Ex): This ability functions as the rogue class ability of the same name.

Poison Use (Ex): Sun revenants are so used to using poisons that they run no risk of accidentally poisoning themselves when applying or using poison.

Resistances (Ex): Sun revenants have bonuses of poison resistance (10) and fire resistance (15). They receive a +2 racial bonus on saves against poison of any kind.

Spell Resistance (Ex): Sun revenants have spell resistance 11 + 1 per 2 HD (including HD from class levels).

Sun Revenant Characters

Sun revenants’ favored classes are monk and rogue. Warriors are also very common among them, as are magicians and shamans.



Tegi

	Tegi Small Humanoid (Tegi) Hit Dice: 1d8 (4 hp) Initiative: +0 Speed: 20 ft. AC: 12 (+1 size, +1 natural) BAB/Grapple: +0/−5 Attacks: Club +0 melee Damage: Club 1d6−1 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: — Special Qualities: Group mind, low-light vision, resistances/subtype Saves: Fort +2, Ref +2, Will +0 Abilities: Str 8, Dex 10, Con 11, Int 9, Wis 11, Cha 10 Skills: Hide +4*, Listen +1, Profession or Trade Skill (any one) +2, Sneak +3, Spot +1 Feats: Great Fortitude Climate/Terrain: Any land Organization: — Hunting party (3–10 tegi plus 1–4 warriors) or tribe (10–200 tegi plus 5–40 warriors and 1 high shaman) — Challenge Rating: 1/3 Treasure: Standard Alignment: Usually neutral Advancement Range: By character class Faction: By tribe	Warrior Small Humanoid (Tegi) Hit Dice: 5d8+5 (27 hp) Initiative: +1 (Dex) Speed: 20 ft. AC: 15 (+1 size, +1 Dex, +1 natural, +2 leather) BAB/Grapple: +3/−1 Attacks: Shortspear +5 melee; or dart +5 ranged Damage: Shortspear 1d6/x3; dart 1d3 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: — Special Qualities: Berserking, group mind, low-light vision, resistances/subtype, Saves: Fort +4, Ref +5, Will +1 Abilities: Str 10, Dex 12, Con 13, Int 9, Wis 11, Cha 8 Skills: Climb +2, Hide +7*, Listen +3, Profession or Trade Skill (any one) +1, Sneak +4, Spot +3, Taunt +2 Feats: Alertness, Great Fortitude, Weapon Focus (shortspear) Climate/Terrain: Any land Organization: — Hunting party (3–10 tegi plus 1–4 warriors) or tribe (10–200 tegi plus 5–40 warriors and 1 high shaman) — Challenge Rating: 1 Treasure: Standard Alignment: Usually neutral Advancement Range: By character class Faction: By tribe	Chieftain Small Humanoid (Tegi) Hit Dice: 10d8+20 (65 hp) Initiative: +2 (Dex) Speed: 20 ft. AC: 17 (+1 size, +2 Dex, +1 natural, +3 studded leather) BAB/Grapple: +7/+4 Attacks: Masterwork shortspear +10/+5 melee; or dart +10/+6 ranged Damage: Shortspear 1d6+3/x3; dart 1d3+1 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: — Special Qualities: Taunt +2 Berserking, group mind, low-light vision, resistances/subtype, Taunt +2 Saves: Fort +7, Ref +9, Will +6 Abilities: Str 12, Dex 14, Con 15, Int 11, Wis 13, Cha 12 Skills: Climb +2, Diplomacy +3, Hide +7*, Listen +5, Profession or Trade Skill (any one) +3, Sneak +5, Spot +5, Taunt +4 Feats: Alertness, Great Fortitude, Iron Will, Parry, Weapon Focus (shortspear), Weapon Specialization (shortspear) Climate/Terrain: Any land Organization: — Hunting party (3–10 tegi plus 1–4 warriors) or tribe (10–200 tegi plus 5–40 warriors and 1 high shaman) — Challenge Rating: 3 Treasure: Standard Alignment: Usually neutral Advancement Range: By character class Faction: By tribe
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	Tegi Shaman Small Humanoid (Tegi) Hit Dice: 6d8 (27 hp) Initiative: +0 Speed: 20 ft. AC: 12 (+1 size, +1 natural) BAB/Grapple: +4/−2 Attacks: Medium-size staff +3 melee Damage: Medium-size staff 1d4−2 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Spell-like abilities Special Qualities: Group mind, low-light vision, resistances/subtype, spirit mastery (any one) Saves: Fort +4, Ref +2, Will +7 Abilities: Str 6, Dex 10, Con 11, Int 11, Wis 15, Cha 10 Skills: Channeling +6, Hide +6*, Knowledge (folklore) +3, Knowledge (religion) +3, Listen +3, Meditation +8, Trade Skill (alchemy) +8, Sneak +4, Spot +3 Feats: Great Fortitude, Silent Spell Climate/Terrain: Any land Organization: — Tribe (10–200 tegi plus 5–40 warriors plus 1 chieftain, 1–4 shamans, and 1 high shaman) — Challenge Rating: 3 Treasure: Standard Alignment: Usually neutral Advancement Range: By character class Faction: By tribe	Tegi High Shaman Small Humanoid (Tegi) Hit Dice: 10d8 (45 hp) Initiative: +0 Speed: 20 ft. AC: 12 (+1 size, +1 natural) BAB/Grapple: +7/+1 Attacks: Medium-size staff +6/+1 melee Damage: Medium-size staff 1d4−2 Face/Reach: 5 ft. by 5 ft./5 ft. Special Attacks: Spell-like abilities Special Qualities: Group mind, low-light vision, resistances/subtype, spirit mastery (any one) Saves: Fort +5, Ref +3, Will +11 Abilities: Str 6, Dex 10, Con 11, Int 13, Wis 19, Cha 14 Skills: Channeling +13, Hide +6*, Knowledge (folklore) +6, Knowledge (mysticism) +5, Knowledge (religion) +8, Listen +5, Meditation +17, Trade Skill (alchemy) +14, Sneak +4, Spot +5 Feats: Great Fortitude, Mystic Capacity, Silent Spell Climate/Terrain: Any land Organization: — Tribe (10–200 tegi plus 5–40 warriors plus 1 chieftain, 1–4 shamans, and 1 high shaman) — Challenge Rating: 5 Treasure: Standard Alignment: Usually neutral Advancement Range: By character class Faction: By tribe
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Description

Tegi are small, androgynous creatures with oversized heads and large eyes. They are common throughout Luclin, living in primitive tribal societies. Though inoffensive and sometimes comical at first glance, tegi can be vicious and resourceful if attacked or when defending their territory.

Tegi tribes are differentiated by color and element; genotypes include the red-skinned fire tegi, blue-white ice tegi, dark blue water tegi, light blue wind tegi, grey or brown stone tegi, and grey or black shadow tegi. There are reports of other tegi — rock, mud, snow, storm, sun, and others — but these may simply be variants on the known groups of tegi rather than distinct breeds. Tegi of different breeds are usually hostile toward each other, though there are exceptions, such as in a certain hidden valley near the Twilight Sea, where it is said that several different tegi breeds dwell together in peace.

Shadow tegi are a breed apart, apparently created (or modified) by the Akheva as a servitor race, infused with dark magical energies and given greater powers than other tegi tribes.

Within their own tribe, tegi can communicate through a common psychic link. In fact, they have never evinced a spoken language (making it very difficult for them to communicate with outsiders), yet tribes appear to act with a single mind, always knowing when one of their kin is in trouble and appearing seemingly out of nowhere to assist.

Though some tegi are expansive and aggressive, most are relatively benign, ignoring outsiders as long as they themselves are left alone. Some attack outsiders who enter their territory, but these generally stop immediately once the intruders have left the area. Some tegi dwell in subterranean cave complexes, while others pursue a semi-nomadic existence on the surface, setting up tents and shelters near hunting grounds and moving with their prey species.

Tegi biology remains something of a mystery. Scholars believe they must reproduce asexually, possibly by budding or dividing, although such behaviour has never been observed. Tegi offspring or children have likewise never been seen — all individuals in a tribe look almost exactly alike, and the species has no apparent gender distinction. Some stories tell of different tegi “queens” for each breed that dwell deep inside Luclin, and say that this is the true source of new tegi. No one has ever reported actually seeing one of these fabled creatures, though, and the lack of effective communication with the tegi has prevented anyone from asking them directly. Scholars in Katta, Seru, Shadow Haven, and Shar Vahl have offered sizeable rewards for more information regarding these elusive and inscrutable creatures.

Tegi magic is shamanistic, and each tribe’s magic and abilities are associated with their specific element or terrain, such as fire, wind, ice, and so on.

Combat

Tegi are well-organized and move with a single will due to their psychic connection to one another. They begin attacks from cover, throwing darts at foes while tribal shamans cast spells and magi (if any are present) summon elemental assistance.

In their home territory, tegi often set traps and ambushes to aid hunting and in turning back intruders. If outnumbered or clearly facing defeat, tegi usually flee rather than face slaughter, although they may regroup elsewhere, gathering their strength and attacking the invaders from ambush at a later time.

Group Mind (Ex): Tegi share a limited consciousness with their fellows, and may effectively communicate with other tegi (but not with other creatures) by telepathy at distances of up to 500 feet. They always communicate with one another if they are in danger, and if a tegi is attacked, all tegi of the same breed immediately become aware of the attack and come to the victim’s defense.

Further, if more than 10 tegi of the same subtype are all within 500 feet of one another, they all receive a +1 bonus to attack, damage, and skill rolls and to all saving throws. If there are more than 50 tegi of a subtype within 500 feet, this bonus increases to +2.

Resistances/Subtype (Ex): Tegi all have either a subtype (fire, cold, etc.) or a set of resistances based on their type. See each individual entry below for details.

Skills: Tegi receive a +2 racial bonus on Sneak checks.*In their native terrain (by genotype; see below), tegi receive a +4 racial bonus on all Hide checks.

Tegi Warrior

The defenders of the tribe are chosen from among the strongest and most capable hunters. They are trained in the use of spears and hit-and-run tactics. Though individually weak, when they are in proximity to large numbers of their fellows, tegi warriors’ attacks are far more accurate and deadly.

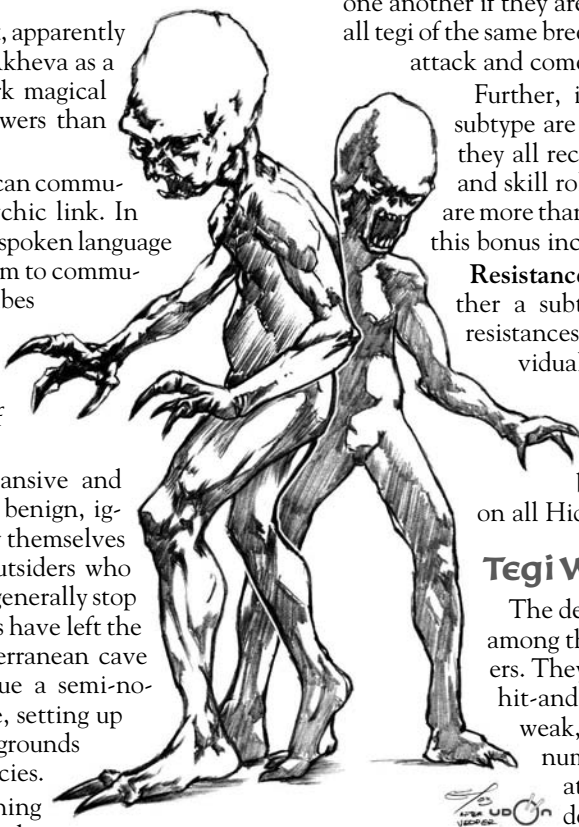
Tegi Chieftain

Tegi chieftains are usually the strongest and most capable among their tribe. Given the tegi’s collective mind, it is not certain how exactly a chieftain leads or is chosen.

Tegi Shaman

Most tegi spellcasters are shamans who manipulate the forces of nature to protect and defend their tribe.

Spell-Like Abilities: A typical tegi shaman’s spell-like abilities (and the mana cost for each) are as follows: *Cure disease* (3), *cure poison* (3), *inner fire* (2), *minor healing* (2), *sicken* (5), *strengthen* (2). In addition to these six spell-like abilities, the shaman has one other spell effect appropriate to his subtype: *burst of flame* (1) for fire tegi; *frost rift* (3), ice; *scale skin* (4), stone; *summon drink* (2), water; and *drowsy*



(3), wind. These are as the spells cast by a 4th-level shaman (save DC 12 + spell level) with a pool of 16 mana.

Tegi High Shaman

Tegi high shamans are usually found in the tegi's home territory, defending the chief or other important individuals who, despite the species' group mind, remain vital to the tegi's survival.

Spell-Like Abilities (Sp): A typical tegi high shaman's spell-like abilities (and the mana cost for each) are as follows: *Burst of strength* (3), *disempower* (8), *light healing* (5), *sense animal* (1), *spirit of bear* (7), *tainted breath* (7), *talisman of the beast* (4). In addition to these seven spell-like abilities, the shaman has two other spell effects appropriate to his subtype: *burst of fire* (3) and *endure cold* (3) for fire tegi; *endure fire* (3) and *frost rift* (3), ice; *root* (5) and *turtle skin* (8), stone; *endure acid* (3) and *waking sleep* (10), water; and *enduring breath* (6) and *levitate* (6), wind. These are as the spells cast by a 7th-level shaman (save DC 14 + spell level) with a pool of 56 mana.

Tegi Mage

Some tegi shamans among the fire, stone, water and wind tribes are also capable of summoning powerful elementals to serve the tribe as defenders or laborers; as a result, they are referred to as magi. Although magi are normally arcane spellcasters, tegi magi are divine casters who have access to certain magician spells due to their unique spiritual alignment.

When encountering a tegi mage, use the statistics given below in place of those for a tegi high shaman; where no alternate is given here, use the standard tegi high shaman stats.

Hit Dice: 10d8+10 (55 hp)

Saves: Fort +6, Ref +3, Will +12

Abilities: Str 6, Dex 10, Con 13, Int 13, Wis 21, Cha 10

Skills: Channeling +14, Hide +6*, Knowledge (folklore) +6, Knowledge (mysticism) +10, Knowledge (religion) +8, Listen +6, Meditation +18, Trade Skill (alchemy) +10, Sneak +4, Spot +6

Feats: Great Fortitude, Mystic Capacity, Silent Spell

Challenge Rating: 5

Spell-Like Abilities: A typical tegi mage's spell-like abilities (and the mana cost for each) are as follows: *Burnout* (6), *cancel magic* (5), *gate* (12), *light healing* (5), *spirit of bear* (7), *ward summoned* (5). In addition to these six spell-like abilities, the shaman has three other spell effects appropriate to his subtype: *column of fire* (11), *elemental: fire* (20), and *flame bolt* (7) for fire tegi; *elemental: earth* (20), *root* (5), and *turtle skin* (8), stone; *elemental: water* (20), *waking sleep* (10), and *rain of blades* (10) water; and *elemental: air* (20), *enduring breath* (6) and *levitate* (6), wind. These are as the spells cast by a 7th-level shaman (save DC 15 + spell level) with a pool of 70 mana.

Tegi Genotypes

Fire Tegi

Red-skinned fire tegi can easily be taken for some sort of fire goblin or even fire imp (even though they lack the wings of imps) by the uninformed. They are fierce and volatile in temperament, often making war on neighboring tribes.

Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Skills: *In areas of billowing flame or volcanic activity, fire tegi receive a +4 racial bonus on all Hide checks.

Ice Tegi

Ice tegi dwell in cold regions, mountaintops, and deep caverns. They are aggressive and usually hostile to outsiders. To Norrathian strangers, they are often mistaken — at least from a distance — as ice goblins.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Skills: *In snowy or icy regions, ice tegi receive a +4 racial bonus on all Hide checks.

Stone Tegi

Stone tegi dwell in caverns, ravines, and similarly rocky regions. They tend to be more primitive than most other tegi.

Resistances (Ex): Stone tegi receive bonuses of acid, fire, and sonic resistance (10).

Skills: *In rocky or subterranean areas, stone tegi receive a +4 racial bonus on all Hide checks.

Water Tegi

Inhabiting rivers, streams, lakes, and seas, water tegi are generally inoffensive creatures, but fight fiercely to defend themselves. To the untrained eye, these creatures may resemble aqua goblins from a distance.

Resistances (Ex): Water tegi receive bonuses of cold and sonic resistance (10).

Water Breathing (Ex): Water tegi have a swim speed of 20 feet and can breathe underwater indefinitely; they can use all their abilities while submerged.

Skills: *While submerged, water tegi receive a +4 racial bonus on all Hide checks.

Wind Tegi

Wind tegi inhabit high mountain peaks, wind-swept plains, and wilderness areas. They are shy and retiring, usually preferring flight to combat.

Resistances (Ex): Wind tegi receive bonuses of cold, electricity, and fire resistance (10).

Skills: *In barren or rocky terrain, wind tegi receive a +4 racial bonus on all Hide checks.

Shadow Tegi

Shadow tegi dwell in dark and hidden places, and are highly protective of their territories. In general, use the stats for tegi warriors for the weakest shadow tegi, while shadow tegi warriors are the equivalent of chieftains among other tribes. They have no chieftains, since they normally serve Akheva masters. Most shadow tegi shamans are considerably more powerful than those of other tribes, having at least a few levels of shaman in addition to their tegi HD.

Resistances (Ex): Shadow tegi receive bonuses of acid, cold, disease, electricity, magic, poison, and sonic resistance (10).

Skills: Shadow tegi receive a +2 racial bonus on Hide checks and a +4 racial bonus on Sneak checks. *In darkened or shadowy surroundings, they receive a +8 racial bonus on all Hide checks.

Thought Horror

	Thought Horror
	Medium-Size Aberration
Hit Dice:	9d8+45 (85 hp)
Initiative:	+4 (Dex)
Speed:	Fly 40 ft. (good)
AC:	21 (+4 Dex, +3 natural, +4 deflection)
BAB/Grapple:	+6/+8
Attacks:	2 claws +8 melee and bite +3 melee
Damage:	Claw 1d6+2; bite 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	<i>Domination</i> , mind attack, <i>permanent domination</i>
Special Qualities:	Damage reduction 10/+1, flight, partial insubstantiality, resistances, spell resistance 19, telepathy, ultravision
Saves:	Fort +10, Ref +7, Will +12
Abilities:	Str 14, Dex 18, Con 21, Int 15, Wis 19, Cha 18
Skills:	Animal Empathy +16, Bluff +17, Diplomacy +14, Escape Artist +12, Hide +12, Intimidate +19, Knowledge (mysticism) +6, Listen +10, Search +6, Sense Motive +16, Spot +10, Taunt +16
Feats:	Alertness, Dodge, Great Fortitude, Iron Will
Climate/Terrain:	Any underground
Organization:	Solitary, pair, squad (3–6), or horde (20–200)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always orderly evil
Advancement Range:	10–17 HD (Medium-size); 18–27 (Large)
Faction:	Thought Horrors

Description

Thought horrors are frightening to behold; outwardly humanoid, their bodies are translucent, fading into insubstantiality below their knees, hovering above the ground as they move. The hides of their corporeal upper bodies are tough and dark green in color, with considerable upper body strength and muscular arms ending in clawed hands. The horror's face is its most terrifying aspect — gape-jawed and bestial, bristling with teeth, sporting squinting red eyes, a high bony forehead, and waving snake-like tentacles in place of hair.

These creatures are thought to be one of the goddess Luclin's creations. Aggressive and xenophobic, the thought horrors react violently to any intrusion into their realms. They are highly intelligent, and have constructed a number of sadistic traps to prevent foes from entering their territory.

The horrors dwell in the caverns beneath the Mons Letalis and surrounding areas. Their stronghold is the complex cave network called the Deep, where they are guarded by countless enthralled creatures that do their masters' fighting, sparing the horrors the dangers of entering combat. Their absolute ruler, the Overfiend, controls its people ruthlessly, and plots to expand their influence throughout Luclin's moon.

Enthralled creatures are truly pitiful individuals, unable to resist the domination of their frightful masters. They are sent throughout the caves of the Deep in mixed groups including fungusfiends, underbulks, humans, dwarves, and others. Enthralled creatures seem to know instinctively if one of their number succeeds in throwing off the thought horrors' domination, and immediately

Overfiend

Huge Aberration

Hit Dice:	30d8+330+10 (475 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	Fly 60 ft. (good)
AC:	38 (–2 size, +3 Dex, +19 natural, +8 deflection)
BAB/Grapple:	+22/+40
Attacks:	2 claws +30 melee and bite +25 melee
Damage:	Claw 2d8+10; bite 2d4+5
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	<i>Domination</i> , mind attack, <i>permanent domination</i>
Special Qualities:	Damage reduction 25/+5, flight, immunities, partial insubstantiality, resistances, spell resistance 36, telepathy, ultravision
Saves:	Fort +23, Ref +13, Will +28
Abilities:	Str 30, Dex 16, Con 33, Int 25, Wis 29, Cha 26
Skills:	Animal Empathy +20, Bluff +26, Diplomacy +16, Escape Artist +12, Hide +4, Intimidate +28, Knowledge (mysticism) +17, Listen +21, Search +17, Sense Motive +26, Spot +21, Taunt +26
Feats:	Alertness, Cleave, Endurance, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Leadership, Parry, Power Attack, Quicken Spell-Like Ability, Sunder, Toughened
Climate/Terrain:	Any underground
Organization:	Solitary (unique)
Challenge Rating:	27
Treasure:	Double standard
Alignment:	Always orderly evil
Advancement Range:	31+ HD (Huge)
Faction:	Thought Horrors

kill anyone who does. Otherwise, they are generally commanded to defend the cave complex, and do so with absolute disregard for their own health and safety.

The thought horrors encountered the shissar several centuries ago, now, and conflict between the two powers has continued ever since. The shissar initially drove the horrors out at great cost to themselves, but the Overfiend has maintained entrances to the lower levels of the Sraeshza Temple, and intends to renew hostilities as soon as his minions are ready. Should the secrets and wealth of the shissar fall into the horrors' hands, they will surely become a far more dangerous threat.

Combat

Thought horrors can inflict considerable damage with their claws and bite. However, they prefer to allow their enthralled slaves to fight enemies, whittling down invaders' strength and possibly even capturing prisoners whom the horrors can later dominate and turn against their former allies.

In direct combat, thought horrors are fearless, relying upon their partial insubstantiality to protect them from attack, and using both domination and mind attacks on those who seek to assault them at close quarters.

Domination (Sp): As an attack action, a thought horror can dominate any single foe within 45 feet. The victim must make a Will save (DC 18) or be affected as if by the spell *charm* (including the effect's duration). A thought horror cannot make a domination attempt on the same round that it makes a mind attack. This ability otherwise functions as a 5th-level spell, with a caster level of 9th.



Mind Attack (Ex): As an attack action, a thought horror can make a nonmagical mental attack against any single foe within 45 feet. The victim must make a Will save (DC 18) or take 3d8 points of damage and be *stunned* for 1 round; on a successful save, the target takes half damage but is not stunned. The thought horror cannot use its mind attack ability on the same round that it made a *domination* attack.

Permanent Domination (Sp): When not engaged in any other activity, a thought horror can attempt to permanently dominate a single target within 5 feet. When using this ability, the thought horror's target must be immobile (e.g. *held* or *paralyzed*) for (1d4+1)x10 minutes. At the end of this time, the target must make a Will save (DC 18) or be permanently under the effects of the thought horror's *domination* ability. Every week thereafter, the subject can make another Will save (DC 18) to shake off the effects of this ability.

Partial Insubstantiality (Su): Immune to disease and poison; not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Thought horrors make no noise unless they wish to and thus, at will, cannot be located by opposed Listen checks.

Flight (Ex): Thought horrors can dismiss or resume flight as a standard action.

Resistances (Ex): Thought horrors have racial bonuses of electricity, fire, and magic resistance (8) and acid, cold, and sonic resistance (15).

Telepathy (Ex): Thought horrors can communicate telepathically with any creature within 100 feet as long as the creature speaks a language.

Skills: Thought horrors receive a +4 racial bonus on Diplomacy, Escape Artist, and Hide checks, and a +8 racial

bonus on Animal Empathy, Bluff, Intimidate, Sense Motive, and Taunt checks.

Thought Horror Overfiend

Description

The thought horrors are ruled by an enormous 20-foot-tall monstrosity known as the Overfiend. Powerful, ruthless, and highly intelligent, the Overfiend is one of the dominant powers in the caves beneath Mons Letalis, currently plotting to attack and destroy the shissar and to take their magic and secure their fortress for its own purposes.

Combat

The Overfiend has no qualms about wading directly into combat, but it enjoys making its opponents suffer. It uses its mass mind attack, disabling as many opponents as possible, followed by a mass domination attack, commanding enthralled foes to immediately attack their allies. Survivors are then captured and subjected to its terrible permanent domination ability. Those who successfully resist the Overfiend are simply slain.

Domination (Sp): As an attack action, the Overfiend can dominate any single foe within 125 feet. The victim must make a Will save (DC 33) or be affected as if by the spell *charm* (including the effect's duration). By using its Quickened Spell-Like Ability feat, the Overfiend can use both *domination* and its mind attack ability in the same round. This ability otherwise functions as a 15th-level spell, with a caster level of 30th.

Once per day, the Overfiend can use its *domination* ability on all foes within 50 feet as an attack action. It cannot use this *mass domination* and its mass mind attack ability in the same round.

Mind Attack (Ex): As an attack action, the Overfiend can make a nonmagical mental attack against any single foe within 125 feet. The victim must make a Will save (DC 33) or take (2d4)x10 points of damage and be *stunned* for 1d2 rounds.

Three times per day, the Overfiend can use its mind attack ability on all foes within 50 feet as an attack action. It cannot use mass mind attack and *mass domination* in the same round.

Permanent Domination (Sp): When not engaged in any other activity, the Overfiend can attempt to permanently dominate a single target within 15 feet. When using this ability, the Overfiend's target must be immobile (e.g. *held* or *paralyzed*) for 2d4 minutes. At the end of this time, the target must make a Will save (DC 33) or be permanently under the effects of the Overfiend's *domination* ability. Every 1d4 weeks thereafter, the subject can make another Will save (DC 33) to shake off the effects of this ability.

Once per day, the Overfiend can attempt a *permanent domination* attempt on any number of targets within 25 feet. When using this ability, all of the targets must be immobile for (1d4)x10 minutes. At the end of this time, each target must make a Will save (DC 28) or be affected as per *permanent domination*.

Immunities (Ex): The Overfiend is immune to all mind-affecting spells and abilities.

Resistances (Ex): The Overfiend has racial bonuses of electricity, fire, and magic resistance (15) and acid, cold, and sonic resistance (40).

Telepathy (Ex): The Overfiend can communicate telepathically with any creature within 300 feet as long as the creature speaks a language.

Timeless Golem

Hit Dice:	Large Construct 24d10 (132 hp)
Initiative:	–1 (Dex)
Speed:	20 ft. (can't run)
AC:	26 (–1 size, –1 Dex, +18 natural)
BAB/Grapple:	+18/+32
Attacks:	2 slams +27 melee
Damage:	Slam 2d10+10
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Crush
Special Qualities:	Construct, damage reduction 30/+3 and 5/–, magic immunity, ultravision
Saves:	Fort +8, Ref +7, Will +8
Abilities:	Str 30, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	14
Treasure:	None
Alignment:	Always neutral
Advancement Range:	25–36 HD (Large); 37–48 HD (Huge)
Faction:	None

Description

When the shissar ruled their empire on Norrath, they did so with the aid of these great constructs, mighty animated statues used to guard their temples and perform basic labor. When the shissar fled the Greenmist and made their way to the Moon of Luclin, they brought many timeless golems along, and also began to create new ones in the depths of the Ssraeshza Temple.

Today, timeless golems patrol the temple and the airless reaches of the Grey. In many ways they are the perfect slaves — huge, mindless, extremely strong, and utterly loyal to the shissar. As a result, they are commonly built in the image of an idealized (at least to shissar eyes) iksar slave: huge, thick-limbed and heavy-bodied, with a small and expressionless head.

Combat

Like other constructs, timeless golems are not terribly inventive in combat, but instead wade into battle, smashing foes with their fists and crushing them underfoot. They fight tirelessly until completely destroyed.

Crush (Ex): If a timeless golem hits a single opponent with both slam attacks in the same round, it crushes its target using its stony hands and feet, dealing an additional 2d10+10 points of blunt damage.

Magic Immunity (Ex): A timeless golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows: Any spell of the *tremor* spell line deals 1d10 points of damage for every 2 spell levels to the golem and stuns it for 1 round (no save). Thus, a cleric's *tremor* spell cast upon the golem deals 4d10 points of damage and stuns the golem for 1 round.



Underbulk

Lesser Underbulk
Medium-Size Aberration

Hit Dice: 3d8+9 (22 hp)
Initiative: +0
Speed: 20 ft., burrow 15 ft.
AC: 17 (+7 natural)
BAB/Grapple: +2/+7
Attacks: 2 claws +7 melee
Damage: Claw 1d8+5
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Constrict 1d8+5, improved grab
Special Qualities: Damage reduction 1/—, ultravision
Saves: Fort +4, Ref +1, Will +4
Abilities: Str 20, Dex 11, Con 16, Int 1, Wis 13, Cha 4
Skills: Hide +2, Listen +5, Spot +5
Feats: Alertness
Climate/Terrain: Underground
Organization: Solitary, pair, or kine (3–7)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement Range: 4–6 HD (Medium-size); 7–9 HD (Large)

Faction: None

Greater Underbulk
Huge Aberration

Hit Dice: 25d8+175 (287 hp)
Initiative: –1 (Dex)
Speed: 20 ft., burrow 15 ft.
AC: 29 (–2 size, –1 Dex, +32 natural)
BAB/Grapple: +18/+39
Attacks: 2 claws +27 melee and slam +27 melee
Damage: Claw 2d10+13; slam 2d6+13 plus *daze*
Face/Reach: 15 ft. by 15 ft./10 ft.
Special Attacks: Constrict 2d10+13, improved grab
Special Qualities: Damage reduction 5/—, ultravision
Saves: Fort +13, Ref +5, Will +15
Abilities: Str 36, Dex 8, Con 25, Int 1, Wis 13, Cha 7
Skills: Hide +0, Listen +21, Spot +21
Feats: Alertness, Cleave, Improved Slam, Power Attack, Slam
Climate/Terrain: Underground
Organization: Solitary or pair
Challenge Rating: 14
Treasure: None
Alignment: Always neutral
Advancement Range: 26–40 HD (Huge); 41–65 HD (Gargantuan); 66–75 HD (Colossal)

Faction: None

Description

Resembling some bizarre cross between a giant flea and a crab, underbulks have formidable pincers and a hard domed carapace over their body. They are generally a ruddy red color, but some underbulks, particularly the smaller varieties, can range from bright red to a deep purple-brown color. All have six strong, jointed legs and a small head with beady eyes. They make relatively loud clicking noises as they move, and defend their nests to the death.

Lesser underbulks are often called stoneclaw burrowers or stoneclaw diggers, and are sometimes known locally by such names mud burrowers, muck diggers, grime tunnelers, sediment delvers, or any other such evocative name indicating the creature's habitat and behavior. This smaller variety of underbulk is most common in areas around the Paludal Caverns and elsewhere in the many caverns under Shadeweaver's Thicket.

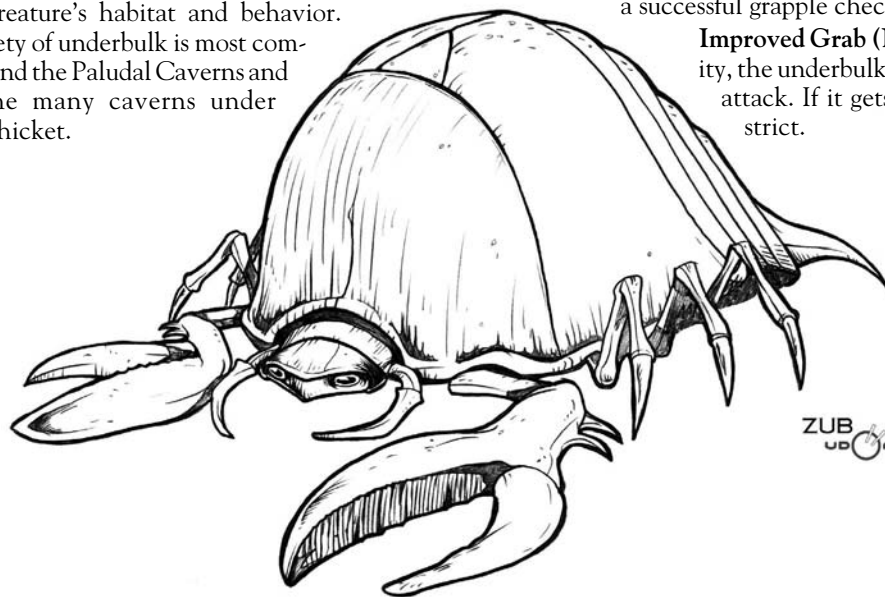
Underbulk shells are very strong, and are sometimes used to make digging implements or other tools by various Lucin races. Their pincers are serrated and sharp, and are also sometimes used as cutting implements.

Combat

Underbulks, regardless of size, are dangerous predators. They rely on their great strength to catch and hold prey, crushing foes that struggle until they are still. The greater underbulks are tremendously powerful, and can slam opponents who would stop them from crushing allies in their mighty claws.

Constrict (Ex): An underbulk deals claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, the underbulk must hit with a claw attack. If it gets a hold, it can constrict.



Vampyre

	Vampyre Medium-Size Undead	Vampyre Centurion Medium-Size Undead	Vampyre Officer Medium-Size Undead
Hit Dice:	10d12 (65 hp)	13d12 (84 hp)	16d12 (104 hp)
Initiative:	+7 (+3 Dex, +4 racial)	+9 (+4 Dex, +5 racial)	+11 (+5 Dex, +6 Initiative Bonus)
Speed:	40 ft., climb 30 ft.	40 ft., climb 30 ft.	40 ft., climb 30 ft.
AC:	20 (+3 Dex, +7 natural)	22 (+4 Dex, +8 natural)	25 (+5 Dex, +10 natural)
BAB/Grapple:	+5/+9	+6/+11	+8/+14
Attacks:	Bite +7 melee and 2 claws +7 melee; or by weapon +9 melee and claw +7 melee	Bite +11/+6 melee and 2 claws +9 melee; or by weapon +11 melee and claw +9 melee	Bite +14/+9 melee and 2 claws +12 melee; or by weapon +14/+9 melee and claw +12 melee
Damage:	Bite 1d6+4 plus paralysis; claw 1d4+2	Bite 1d6+5 plus paralysis; claw 1d4+2	Bite 1d8+6 plus paralysis; claw 1d4+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Create spawn, drain blood, mesmerize, paralysis, vampyre's bite	Create spawn, drain blood, mesmerize, paralysis, vampyre's bite	Create spawn, drain blood, mesmerize, paralysis, vampyre's bite
Special Qualities:	Damage reduction 5/special, daylight vulnerability, infravision, lightning reactions, mist form, resistances, ultravision, undead	Damage reduction 5/+1 and special, daylight vulnerability, infravision, lightning reactions, mist form, resistances, ultravision, undead	Damage reduction 10/+2 and special, daylight vulnerability, infravision, lightning reactions, mist form, resistances, ultravision, undead
Saves:	Fort +3, Ref +6, Will +9	Fort +4, Ref +8, Will +10	Fort +5, Ref +12, Will +12
Abilities:	Str 18, Dex 17, Con —, Int 13, Wis 14, Cha 16	Str 20, Dex 19, Con —, Int 13, Wis 14, Cha 18	Str 22, Dex 21, Con —, Int 15, Wis 16, Cha 20
Skills:	Bluff +12, Climb +14, Diplomacy +5, Hide +16, Intimidate +9, Jump +19, Knowledge (any one) +6, Language (any one) 4 ranks, Listen +11, Search +5, Sense Motive +6, Sneak +16, Spot +11, Taunt +5, Tumble +10, Undead Empathy +7	Bluff +13, Climb +15, Diplomacy +6, Hide +17, Intimidate +11, Jump +20, Knowledge (any one) +6, Language (any one) 4 ranks, Listen +12, Search +5, Sense Motive +6, Sneak +17, Spot +12, Taunt +7, Tumble +12, Undead Empathy +9	Bluff +14, Climb +16, Diplomacy +8, Hide +18, Intimidate +13, Jump +21, Knowledge (any one) +8, Language (any one) 4 ranks, Listen +14, Search +6, Sense Motive +8, Sneak +18, Spot +14, Taunt +8, Tumble +13, Undead Empathy +10
Feats:	Combat Reflexes, Dodge, Multiattack, Power Attack	Combat Reflexes, Dodge, Mobility, Multiattack, Power Attack	Dodge, Lightning Reflexes, Mobility, Multiattack, Power Attack
Climate/Terrain:	Any land	Any land	Any land
Organization:	— Solitary, pair, flight (3–7), band	5–20 vampyres, plus 2–3 centurions and 1–2 officers, or coterie (50–500 vampyres, plus 1 centurion for every 10 vampyres, plus 5–20 officers, 3–10 generals, and 1–5 lords) —	11
Challenge Rating:	7	9	11
Treasure:	Standard	Standard	Standard
Alignment:	Always evil	Always evil	Always evil
Advancement Range:	By character class	By character class	By character class
Faction:	Usually Coterie of the Eternal Night	Usually Coterie of the Eternal Night	Usually Coterie of the Eternal Night

Description

The vampyres of Luclin differ in appearance from their namesakes on Norrath, resembling pale-skinned humans rather than sallow dark elves. Despite their physical differences, Luclin vampyres share their gruesome dietary habits with the counterparts of Norrath, and are equally malevolent and deadly.

The darkness of Luclin's night side seems made for the vampyres. They are vulnerable to daylight and it has been theorized that if they were taken to a world with a normal day-night cycle, vampyres would have to sleep in shadow during daylight hours. On the dark side of the moon, however, there are no such problems and the vampyres seem able to stay awake and alert at all hours.

The first Luclin vampyres were encountered by merchants from Katta Castellum, who reported that the creatures wore the garb of Shadow Haven merchants, suggesting that they had once been humans. Since then, this theory of the creatures' origin has been confirmed, given that several individuals slain by vampyres are known

to have risen as undead and joined the Coterie of the Eternal Night. Dedicated foes of both the Kattan Loyalists and the Vah Shir, these creatures now infest the Tenebrous Mountains and nearby regions, and have begun to move into the Umbral Plains. Old Loyalist fortresses have been taken over by the vampyres, and the Concilium Universus has all but ceded control of the region to the bloodsuckers.

In the gloom of Luclin's dark side, vampyres appear at first to be normal humans, if somewhat pale-skinned. Their loping, bent gait can be disguised somewhat, allowing many vampyres to pass undetected even in the teeming streets of Katta Castellum. Vampyre infiltrators are a constant threat in the city, and rumor claims that some particularly human-appearing vampyres have actually risen to high rank.

No one knows where the first vampyres came from. Some have speculated that exposure to Akheva blood may turn ordinary mortals into vampyres, and that more blood can transform normal vampyres into the powerful winged variety known as vampyres volatilis (see below).

	Vampyre General Medium-Size Undead
Hit Dice:	20d12 (130 hp)
Initiative:	+13 (+6 Dex, +7 racial)
Speed:	50 ft., climb 40 ft.
AC:	28 (+6 Dex, +12 natural)
BAB/Grapple:	+10/+17
Attacks:	Bite +17/+13/+9 melee and 2 claws +15 melee; or by weapon +17/+13/+9 melee and claw +15 melee
Damage:	Bite 1d8+7 plus paralysis; claw 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Create spawn, drain blood, mesmerization, paralysis, vampyre's bite
Special Qualities:	Damage reduction 15/+2 and special, daylight vulnerability, infravision, lightning reactions, mist form, resistances, ultravision, undead
Saves:	Fort +6, Ref +14, Will +16
Abilities:	Str 24, Dex 23, Con —, Int 17, Wis 18, Cha 22
Skills:	Bluff +17, Climb +17, Diplomacy +10, Hide +20, Intimidate +15, Jump +22, Knowledge (any one) +10, Language (any one) 4 ranks, Listen +17, Search +7, Sense Motive +9, Sneak +20, Spot +17, Taunt +9, Tumble +14, Undead Empathy +14
Feats:	Combat Reflexes, Dodge, Double Attack, Lightning Reflexes, Mobility, Multiattack, Power Attack, Spring Attack, Ability Focus (mesmerization),
Climate/Terrain:	Any land
Organization:	— Solitary, pair, flight (3–7), band (5–20 vampyres, plus 2–3 centurions and 1–2 officers), or coterie (50–500 vampyres, plus 1 centurion for every 10 vampyres, plus 10–40 officers, 3–12 generals, and 1–5 lords) —
Challenge Rating:	13
Treasure:	Standard
Alignment:	Always evil
Advancement Range:	By character class
Faction:	Usually Coterie of the Eternal Night

	Vampyre Lord Medium-Size Undead
Hit Dice:	24d12 (156 hp)
Initiative:	+16 (+8 Dex, +8 racial)
Speed:	50 ft., climb 40 ft.
AC:	31 (+7 Dex, +14 natural)
BAB/Grapple:	+12/+20
Attacks:	Bite +20/+16/+12 melee and 2 claws +18 melee; or by weapon +20/+16/+12 melee and claw +18 melee
Damage:	Bite 1d10+8 plus paralysis; claw 1d6+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Create spawn, drain blood, mesmerization, paralysis, vampyre's bite
Special Qualities:	Damage reduction 20/+3 and special, daylight vulnerability, infravision, lightning reactions, mist form, resistances, ultravision, undead
Saves:	Fort +8, Ref +18, Will +19
Abilities:	Str 26, Dex 27, Con —, Int 19, Wis 20, Cha 26
Skills:	Bluff +19, Climb +18, Diplomacy +12, Hide +23, Intimidate +18, Jump +24, Knowledge (any two) +12, Language (any one) 4 ranks, Listen +18, Search +8, Sense Motive +10, Sneak +23, Spot +18, Taunt +12, Tumble +16, Undead Empathy +16
Feats:	Combat Reflexes, Dodge, Double Attack, Lightning Reflexes, Mobility, Multiattack, Power Attack, Spring Attack, Whirlwind Attack
Climate/Terrain:	Any land
Organization:	— Solitary, pair, flight (3–7), band (5–20 vampyres, plus 2–3 centurions and 1–2 officers), or coterie (50–500 vampyres, plus 1 centurion for every 10 vampyres, plus 10–40 officers, 3–12 generals, and 1–5 lords) —
Challenge Rating:	16
Treasure:	Standard
Alignment:	Always evil
Advancement Range:	By character class
Faction:	Usually Coterie of the Eternal Night

The bite of a vampyre can also transform a mortal, but so far all documented vampyre encounters have been with human-seeming undead. Rumors of other types of vampyre abound, however, including Vah Shir, elven, dwarven, and even halfling vampyres, each type with its own unique powers and character. These rumors so far remain unconfirmed.

Combat

Vampyres are deadly opponents in combat, both alone and in groups. Their most common tactic is to mesmerize opponents, and then to close with claw and bite attacks. Those who resist mesmerization might still fall prey to the paralysis caused by the vampyre's bite. If it can grapple and maintain a hold on its prey, the vampyre can often win without a fight.

Create Spawn (Su): A victim who dies as a result of a vampyre's drain blood attack rises in (2d4)x10 hours as a vampyre, unless their bodies are staked or burnt.

Drain Blood (Ex): A vampyre that successfully grapples and pins a foe may drain the victim's blood with its bite attack, dealing 1d4 points of temporary Constitution damage with each successful grapple check. For each point drained in this way, the vampyre gains 5 temporary hit points. If the victim is successfully *paralyzed* (see below), the vampyre is automatically considered to have grappled

the foe and continues to drain blood each round without attack rolls or grapple checks required.

Mesmerize (Su): At will as an attack action, a vampyre can invoke an effect identical to the spell *mesmerize*, as if by the enchanter spell of the same name (Will negates, DC 10 + 1/2 the vampyre's HD + the vampyre's Cha modifier). A target that saves against this power is immune to that vampyre's mesmerize ability for 24 hours.

Paralysis (Ex): A victim hit by a vampyre's bite attack must make a Fortitude save (DC 10 + 1/2 the vampyre's HD + the vampyre's Wis modifier) or be paralyzed for 1 round.

Damage Reduction (Ex): Vampyres have powerful damage reduction that applies against any weapon not made of wood and that does not deal piercing or slashing damage. Thus, the vampyre's DR applies against a normal spear (since it has a metal head) or a wooden club (since it deals blunt damage), but a fully wooden arrow or a spear made completely of hardened wood (or a simple wooden stake) deals damage normally.

For vampyre centurions and more powerful types, the weapon must also be magical (+1 or better, as noted in the stats above) to work normally. Thus, to function effectively against a vampyre general, a wooden spear must also be +2 or better.

Daylight Vulnerability (Ex): Vampyres take 2d6 points of damage per round while exposed to sunlight or spells that duplicate natural sunlight.

Lightning Reactions (Ex): A vampyre receives a +4 racial bonus to initiative rolls due to its unnatural speed and agility. More powerful vampyre's become even faster, as indicated under the individual entries below.

Mist Form (Ex): At will as an attack action, a vampyre can assume a cloudy, insubstantial, translucent form. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses (if any), and armor bonuses from force effects still apply. It can't attack or cast spells with verbal, somatic, material, or focus components while in mist form. (This does not rule out the use of certain spells the vampyre may have prepared using the feats Silent Spell or Still Spell, however.) The vampyre also loses all supernatural abilities while in mist form. If it has a touch spell ready to use, that spell is discharged harmlessly when it assumes mist form.

A vampyre in mist form can't run, but it can fly at a speed of 20 feet (maneuverability perfect). It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The misty vampyre is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its mist form. Continuously active items remain active, though in some cases their effects may be moot.

A vampyre in mist form also gains the benefit of fast healing 5.

Resistances (Ex): A vampyre has bonuses of cold and electricity resistance (20).

Vampyre's Bite (Ex): A vampyre makes a number of bite attacks per round as if its bite were a hand-held weapon with a standard delay of 5.

Skills: A vampyre has a +4 racial bonus on Bluff, Listen, Search, Sense Motive, and Spot checks, and a +8 racial bonus on Hide, Jump, and Sneak checks.

Vampyre General or Lord

These powerful vampyres function as leaders and warlords among the coterie, and are usually deferred to even by those lesser vampyres that bear the general or lord a personal hatred.

Mesmerization (Su): A vampyre general or lord can invoke an effect identical to the spell *mesmerization* (not merely *mesmerize*) on its foes, as if by the enchanter spell of the same name (Will negates, DC 10 + 1/2 the vampyre's HD + the vampyre's Cha modifier).

Vampyres Volatilis

Volatilis (or winged) vampyres are those that have drunk the blood of the Akheva. Wings sprout from their shoulders, their nails and teeth grow even longer, and their bodies are imbued with terrible strength and speed. Vampyres volatilis are elite among vampyre society, and are generally given respect even by those vampyres technically of a higher rank.

Modify the vampyre stats listed above (depending on the type of vampyre being made into a volatilis — i.e., centurion, general, etc.) as follows.

Speed: Gains fly 60 ft. (good).

Damage: Increase base die type for each natural weapon by one (claw 1d6 becomes 1d8, etc.).

Abilities: Str +4, Dex +2.

Challenge Rating: +1.

Vampyre Necromancer

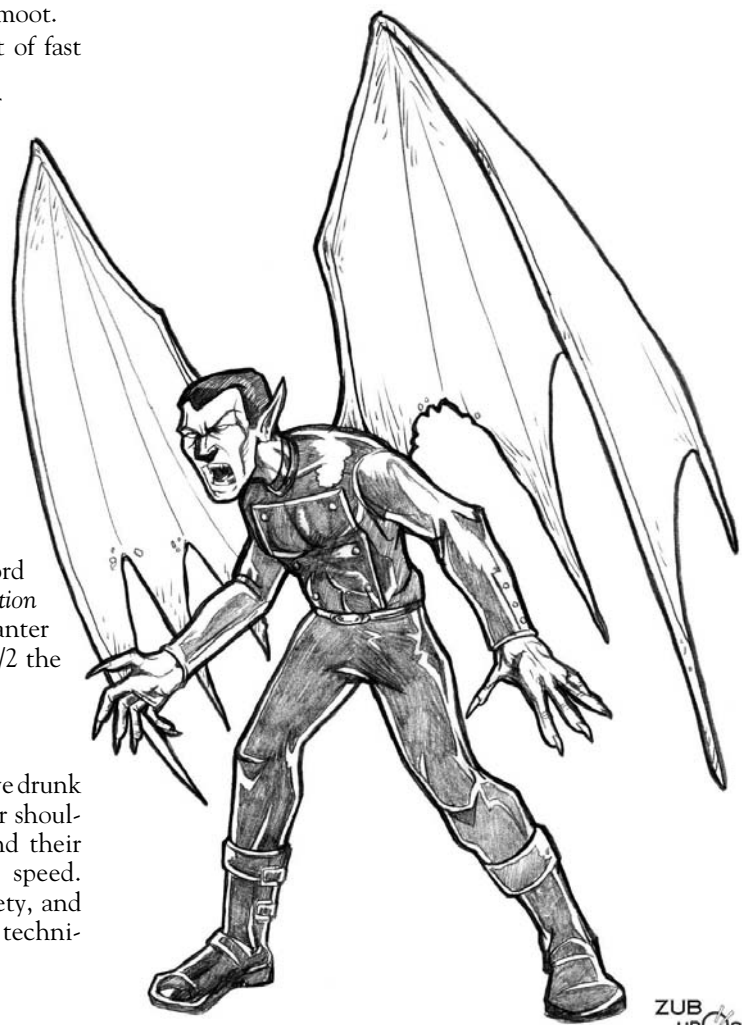
Unsurprisingly, some vampyres dabble in the dark arts of necromancy. These individuals can call up the undead or use their powers to drain the life from their opponents. Where these vampyres obtain this knowledge is another mystery — some believe that these individuals were necromancers in life, while others claim that another power has taught dark arts to the vampyres. When encountering a vampyre necromancer, use the following statistics in place of those given above.

Modify the vampyre stats listed above (depending on the type of vampyre being made into a necromancer — i.e., centurion, general, etc.) as follows.

Abilities: Str -2, Int +4, Wis +2, Cha -2.

Spells: Casts spells as a necromancer of level equal to the vampyre's Hit Dice, with the appropriate mana pool.

Challenge Rating: Equal to HD +2.



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Appendix One: Templates

Fallen

Those known as the fallen — or alternately, the “tormented” — are the animate skeletal remains of mighty adventurers who have died. This template is similar to the skeleton template found in Appendix One of *EQ: Monsters of Norrath* (p. 158), except that, due to the exceptionally powerful arts that animated them, fallen creatures retain most of their abilities from life.

Fallen are usually formed only from those who were accomplished adventurers or heroes in life (usually characters of 10th level or higher or the equivalent).

Creating a Fallen Creature

“Fallen” is a template that can be added to any corporeal giant, humanoid, or monstrous humanoid (hereafter referred to as the “base creature”). The creature’s type changes to “undead.”

Hit Dice: Increase to d12. All bonus hit points due to Constitution are lost.

Speed: As the base creature. If the base creature had a climb or burrow speed, the skeleton retains those modes of locomotion. A fallen creature can no longer fly (except by supernatural means) or swim (it merely walks along the bottom).

AC: Natural armor depends on the base creature’s size. The base creature loses any previous natural armor bonus and replaces it as detailed in the table below.

Base Creature Size Natural Armor Bonus

Tiny or smaller	+2
Small	+3
Medium-size	+6
Large	+10
Huge	+15
Gargantuan	+21
Colossal	+27

Attacks: The fallen creature uses the base creature’s natural attacks or weapon proficiencies. (It is often carrying a rusty or battered weapon and may even be wearing decaying armor.) It also gains two claw attacks if it did not have them before; these are secondary attacks if it already had another natural attack form, and primary attacks if it

had no natural weapons or used claws as a primary natural attack when alive.

Damage: The fallen creature deals normal damage with weapons. Its claw attacks deal damage according to the base creature’s size, as detailed in the following table. If the base creature already had a claw attack, use whichever deals more damage.

Base Creature Size Claw Damage

Tiny or smaller	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	3d6
Colossal	4d6

Special Attacks: A fallen creature retains the base creature’s special attacks only if they are not rendered inoperative or redundant by the loss of flesh; the power that animates it allows it to use the extraordinary abilities it had in life. For example, if the base creature used a trip or bash attack, the skeleton can use those, as well as poison, constriction, etc. It cannot use the swallow whole ability, for example, or other extraordinary abilities that logically require living tissue to function.

The fallen creature retains all spell-like and supernatural abilities, and also gains the following:

Harm Touch (Su): A fallen may use the shadow knight’s harm touch ability a number of times per day equal to 1 + the fallen creature’s Cha modifier (minimum 1 per day), with a Fortitude save DC of 10 + 1/2 the fallen creature’s HD + the fallen’s Intelligence modifier. The fallen deals 3 points of damage per HD with this attack.

Special Qualities: The fallen creature gains the undead type. It retains those extraordinary special qualities of the base creature that do not rely on flesh. For example, a fallen creature can no longer use scent or fast healing.

The fallen creature retains all spell-like and supernatural abilities, and also gains the following:

Damage Reduction (Ex): A fallen creature’s skeletal body is highly resistant to harm, giving it damage reduction 15/+3.

Infravision (Ex): A fallen creature gains infravision if the base creature did not already have it.

Resistances (Ex): A fallen creature receives bonuses of cold and fire resistance (30).

See Invisible (Su): A fallen creature can continuously see invisible as the spell.

Turn Resistance (Ex): A fallen creature has turn resistance +2 (see EQ: Monsters of Norrath, p. 17).

Wound Resistance (Ex): A fallen creature suffers only half damage from slashing and piercing attacks.

Saves: A fallen creature's base saving throws do not change.

Abilities: Being undead, a fallen creature has no Constitution score. Other ability scores are modified as follows: Str +4, Int +2, Cha +2.

Skills: As the base creature.

Feats: As the base creature, plus Improved Initiative.

Climate/Terrain: Any.

Challenge Rating: +2.

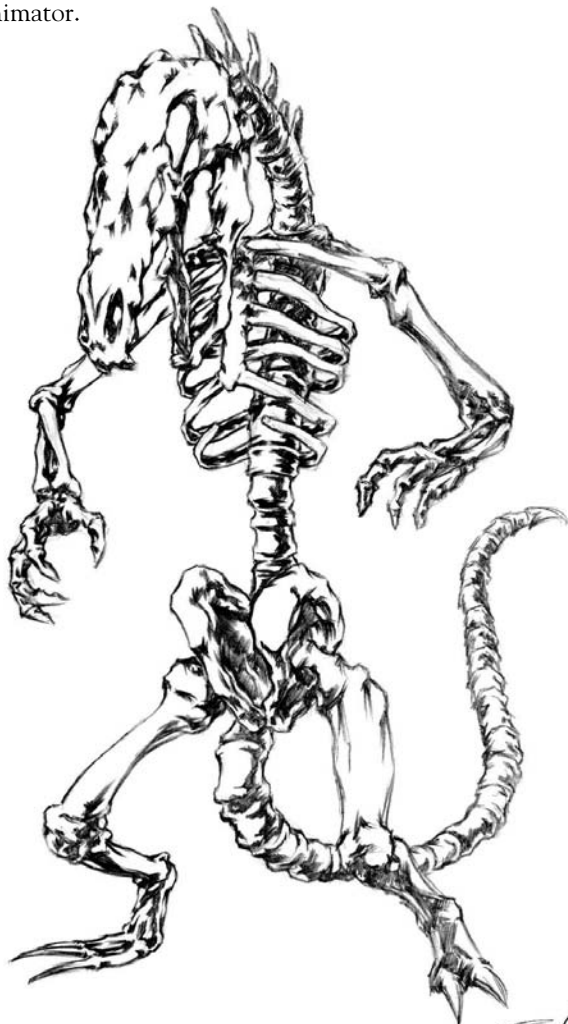
Organization: Solitary.

Treasure: No coins; 50% objects; standard items.

Alignment: Usually discordant and non-good.

Advancement Range: As the base creature.

Faction: Varies; usually the same as the fallen creature's animator.



Sample Fallen Creature

This example uses a 24th-level lizard man warrior as the base creature. (The base statistics for lizard men can be found in EQ: The Temple of Solusek Ro, p. 38.)

Fallen Lizard Man, 24th-Level Warrior

Medium-Size Undead

Hit Dice:	26d12 (169 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	19 (+3 Dex, +6 natural)
BAB/Grapple:	+26/+33
Attacks:	Bite +33 melee and 2 claws +28 melee; or unarmed +33/+30/+27/+24/+21 melee and off-hand unarmed +28 melee
Damage:	Bite 1d4+7; claw 1d6+3; unarmed 1d3+7 subdual; off-hand 1d3+3 subdual
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Area taunt, berserking, discipline (Warrior's Charge), harm touch
Special Qualities:	Damage reduction 15/+3, disciplines (Resistant, Fearless, Evasive), fast recovery, infravision, resistances, see invisible, Taunt bonus +6, turn resistance +2, undead Fort +15, Ref +12, Will +11
Saves:	Str 24, Dex 16, Con —, Int 12, Wis 14, Cha 8
Abilities:	Animal Empathy +2, Climb +19, Handle Animal +7, Hide +9, Intimidate +12, Jump +14, Listen +4, Sense Motive +3, Search +4, Sneak +6, Spot +10, Taunt +21, Trade Skill (blacksmithing) +10, Wilderness Lore +5
Skills:	
Feats:	Alertness, Cleave, Double Attack, Dual Wield, Hand to Hand, Improved Initiative, Great Cleave, Parry, Power Attack, Riposte
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	26
Treasure:	Standard
Alignment:	Usually discordant evil
Advancement Range:	By character class
Faction:	Emperor of Ssraeshza

Description

This fallen warrior can be encountered on the plains south of the Dawnshroud Mountains of Lucin. A slave of the Akheva, it has no memory of its previous life.

Combat

This fallen lizard man warrior attempts to kill any living thing it encounters, and never retreats from battle.

Harm Touch (Su): 1/day—Fortitude half, DC 24; 78 points of damage.

Resistances (Ex): The fallen warrior receives bonuses of cold and fire resistance (30).

See Invisible (Su): The fallen warrior can continuously see invisible as the spell.

Mutant Outcast

Early in the history of Shadow Haven, a deadly disease ravaged its population. Many died as a result, and others were permanently changed, transformed into hairless, pale creatures with elongated fingers and severely degraded intelligence. The clerics and healers of Shadow Haven did their best to save these unfortunates, but by the time the disease had run its course, there were dozens of them, and soon they became violent and began to endanger the other inhabitants of the city.

With varying degrees of reluctance, the leaders of Shadow Haven finally decided to banish the outcasts, sending them to live in the depths of Echo Cavern, where they would not trouble the citizens of the Haven. The Haven Defenders maintain a garrison in the caverns to keep the mutants from attacking caravans or causing other problems.

For the most part the disease — which appears to have been caused by clouds of fungal spores — has not returned in its original strength, but victims still turn up now and then. These individuals are sent to join the exiles.

Scholars from Shadow Haven and elsewhere (including several samaritans from the Norrathian city of Qeynos) continue to research the disease and hope to find a cure. In the meantime, the mutants remain in their caves, sometimes emerging to cause trouble, but generally keeping to themselves.

Creating A Mutant Outcast

“Mutant outcast” is a template that can be added to any humanoid or monstrous humanoid creature (hereafter referred to as the “base creature”). A mutant outcast gains the mutant subtype if the base creature is a humanoid, and this type replaces the humanoid’s normal racial type (e.g. human, elf, etc.). The mutant uses all the base creature’s statistics and special abilities except as noted below.

Hit Dice: Same as base creature.

Speed: Reduce by one-quarter (round to nearest 5 ft.)

AC: Same as base creature (may be reduced by lowered Dex score).

Attacks: The mutant uses the base creature’s natural attacks or weapon proficiencies. It also gains a slam attack if it did not have one before; this is a secondary attack if it already had another natural attack form, and a primary attack if it had no natural weapons or used a slam as a primary natural attack when alive.

Damage: The mutant deals normal damage with weapons. Its slam attacks deal damage according to the base creature’s size, as detailed in the following table. If the base creature already had a slam attack, use whichever deals more damage.

Base Creature Size	Slam Damage
Tiny or smaller	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6

Special Attacks: A mutant outcast retains all the special attacks of the base creature and also gains the following.

Infectious Touch (Ex): Foes hit by the mutant’s slam attack must make a Fortitude save (DC 10 + 1/2 the mutant’s HD + the mutant’s Con

modifier) or take 2d6 points of disease damage immediately, plus 2d4 more points on the 2nd round after being hit and 1d4 on the 3rd round. A successful save reduces this damage by half. A character whose hit points are reduced to 0 or less by infectious touch damage does not die, but instead gains the mutant outcast template.

Special Qualities: A mutant outcast retains all the special qualities of the base creature and also gains the following.

Hunger (Ex): If a mutant outcast kills a foe, it must make a Will save (DC 15) or stop fighting and attempt to feed on the corpse. The mutant need not make this save if the foe fell due to its infectious touch attack.

Abilities: Dex –2, Con +2. Decrease Int and Cha by half (round down, to a minimum of 1).

Skills: Same as base creature, minus any ranks lost to decreased Intelligence (and some skills may be increased or decreased by changed ability scores).

Skills: Same as base creature, plus Toughened (if the creature doesn’t already have that feat).

Alignment: Always neutral.

Faction: Mutant Outcasts.

Mutant Outcast Characters

A character who contracts the fungal disease is an unfortunate individual indeed, for there is no known cure for the illness. The victim is transformed into a mutant and forbidden from entering Shadow Haven.

Sample Mutant Outcast

This example uses a 5th-level human rogue as the base creature.

Mutant Outcast Rogue

	Medium-Size Humanoid (Mutant)
Hit Dice:	5d8+10+2 (34 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	20 ft.
AC:	14 (+2 Dex, +2 leather armor)
BAB/Grapple:	+4/+5
Attacks:	Slam +5 melee
Damage:	Slam 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Backstab +1d6, infectious touch
Special Qualities:	Evasion, hunger, rogue ability (improved evasion), sense traps
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 13, Dex 14, Con 14, Int 7, Wis 10, Cha 5
Skills:	Climb +6, Hide +7, Jump +4, Listen +5, Pick Lock +7, Pick Pocket +7, Search +3, Sneak +7, Swim +3
Feats:	Dodge, Improved Initiative, Toughened
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Neutral
Advancement Range:	By character class
Faction:	Mutant Outcasts

Description

This fellow is disgusting in appearance, covered in reeking, weeping sores and walking with a heavy, shambling gait. His wispy hair is falling out in large clumps, and his



skin has a greasy, greenish look about it. He cares only about his next meal.

Combat

Generally, mutants are not intelligent enough to formulate complex plans of attack and defense, but this mutant rogue retains sufficient memory of his old life to be able to sneak behind foes and use his backstab abilities, retreating if necessary and then attacking again if the enemy falls back.

Infectious Touch (Ex): Slam, Fort half (DC 14), 2d6 disease in the 1st round, 2d4 disease in the 2nd round, and 1d4 disease in the 3rd round. A character whose hit points are reduced to 0 or less by infectious touch damage does not die, but instead gains the mutant outcast template.

Hunger (Ex): If a mutant outcast kills a foe, it must make a Will save (DC 15) or stop fighting and attempt to feed on the corpse. The mutant need not make this save if the foe fell due to its infectious touch attack.

Revenant

Eventually, even spellcasters of great power realize that the end of their mortal lives is near. Wishing to extend their time on the physical plane for one reason or another, some of these priests and arcanists turn to black arts and evil gods to suspend mind and spirit within their dead bodies. Dwelling on in unlife, these evil creatures work to attain whatever goals kept them occupied in life.

Unlike liches, revenants retain their fleshly bodies (rather than becoming skeletal), although they often appear rather more like zombies than living creatures.

Creating A Revenant

“Revenant” is a template that can be added to any living, corporeal creature with levels in an arcane or divine spellcasting class (hereafter referred to as the “base creature”). The creature’s type changes to undead. A revenant uses all the base creature’s statistics and special abilities, except as noted below.

Hit Dice: Increase to d12.

Speed: Same as base creature.

AC: The revenant gains a bonus of +3 to natural armor.

Attacks: The revenant retains all the attacks it had in life. Do not change the base attack bonus.

Special Attacks: A revenant retains all the special attacks of the base creature and also gains the following.

Frightful Presence (Su): As a free action once per round, a revenant may cause one of its dramatic gestures or some other action (e.g., brandishing a magic staff, charging) to be terrifying to onlookers. Any living creature with fewer HD than the revenant that sees this action must make a Will save (DC 10 + 1/2 the revenant’s HD + the revenant’s Cha modifier) or be *shaken* for 5d6 rounds. If the creature has less than half of the revenant’s HD, it *covers* for 5d6 rounds instead. A creature that succeeds on the saving throw is immune to the revenant’s frightful presence for one day.

Magic Attack (Su): For purposes of overcoming a target’s damage reduction, a revenant’s melee attacks (including wielded weapons) are considered to be magic weapons with an enhancement bonus equal to the revenant’s Charisma modifier. This ability grants no actual bonus to its attack or damage rolls.

Special Qualities: A revenant retains all the special qualities of the base creature and also gains the following.

Damage Reduction (Su): The body of a revenant is resistant to harm, giving the creature damage reduction according to the base creature’s size, as detailed in the following table.

Base Creature Size	Damage Reduction
Small or smaller	1/–
Medium-size	2/–
Large	3/–
Huge	5/–
Gargantuan	7/–
Colossal	10/–

Turn Resistance (Ex): A revenant has turn resistance +4.

Immunities (Ex): Revenants are immune to cold and electricity, and to attacks and effects that would hamper or halt their movement or change their physical form to that of another creature.

Spell Resistance: A revenant has SR equal to 10 + 1/2 its HD, to a maximum of 30.

Saves: Same as base creature.

Abilities: As an undead creature, a revenant does not possess a Constitution score. Its other abilities are modified as follows: Str +2, Dex –2, Wis +2, Cha +4.

Skills: Revenants receive a +8 racial bonus on Hide, Sense Motive, Sneak, and Undead Empathy checks. Otherwise, same as base creature.

Feats: Same as base creature.

Climate/Terrain: Any.

Organization: Solitary or pair, often with undead guards.

Challenge Rating: Same as base creature +2.

Treasure: Double.

Alignment: Always evil.

Advancement Range: By character class.

Faction: Same as base creature.

Sample Revenant

This example uses a shissar noble wizard with 5 additional levels of wizard as the base creature.

Revenant Shissar Noble Wizard

Hit Dice:	Huge Undead 18d12 plus 5d12 (149 hp)
Initiative:	+7 (+1 Dex, +8 racial)
Speed:	30 ft., climb 20 ft., swim 20 ft.
AC:	26 (–2 size, +1 Dex, +17 natural)
BAB/Grapple:	+20/+36
Attacks:	Bite +26 melee and 2 claws +21 melee and tail slap +21 melee
Damage:	Bite 2d6+8 plus poison; claw 1d6+4; tail slap 1d8+4
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Constrict 1d8+12, frightful presence, improved grab, magic attack +2, <i>mesmerize</i> , poison, spells
Special Qualities:	Damage reduction 15/+1 and 5/–, fast healing 4, Greater Specialization (evocation), greater wizardry (spell fury), initiative bonus, quicken mastery, resistances, spell resistance 21, ultravision, +4 turn resistance
Saves:	Fort +8, Ref +14, Will +19
Abilities:	Str 27, Dex 13, Con —, Int 23, Wis 15, Cha 20
Skills:	Balance +9, Bluff +14, Channeling +31, Climb +17, Escape Artist +7, Hide +9, Knowledge (mysticism) +29, Knowledge (any two) +21, Listen +19, Meditation +32, Search +14, Sense Motive +19, Sneak +11, Spellcraft +31, Spot +23, Swim +17, Trade Skill (any one) +24, Trade Skill (any one) +16, Undead Empathy +13
Feats:	Alertness, Combat Casting, Dodge, Improved Dodge, Iron Will, Lightning Reflexes, Mental Clarity, Mystic Capacity, School Specialization (evocation), Spell Focus (evocation), Weapon Focus (bite)
Climate/Terrain:	Any warm
Organization:	Solitary
Challenge Rating:	22
Treasure:	Standard
Alignment:	Usually orderly evil
Advancement Range:	By character class
Faction:	Emperor of Ssraeshza

Description

Even in death the shissar still serve their emperor. This revenant shissar wizard has taken upon itself the task of patrolling the lower levels of the Temple and the airless areas surrounding the shissar stronghold. Its body is surprisingly well preserved, given the airless environment, and it can easily be mistaken for a living shissar.

Combat

This revenant is a devout servant of its emperor's will, and serves fearlessly and gleefully. It attacks using its spell-like abilities until it gauges the competence of its foes, and then closes for melee if it finds its magic ineffective or it

feels that its enemies are easily dispatched — its greatest weakness is its overwhelming arrogance.

Constrict (Ex): A shissar noble wizard revenant squeezes for 1d8+12 points of damage with its tail on a successful grapple check.

Frightful Presence (Su): Free action once per round; any living creature with 22 or fewer HD must make a Will save (DC 26) or be *shaken* for 5d6 rounds. If the creature has 11 HD or less, it *cowers* for 5d6 rounds instead. A creature that succeeds on the save is immune to the revenant's frightful presence for one day.

Improved Grab (Ex): To use this ability, the shissar noble wizard revenant must hit its opponent with its tail attack. If it gets a hold, it may constrict.

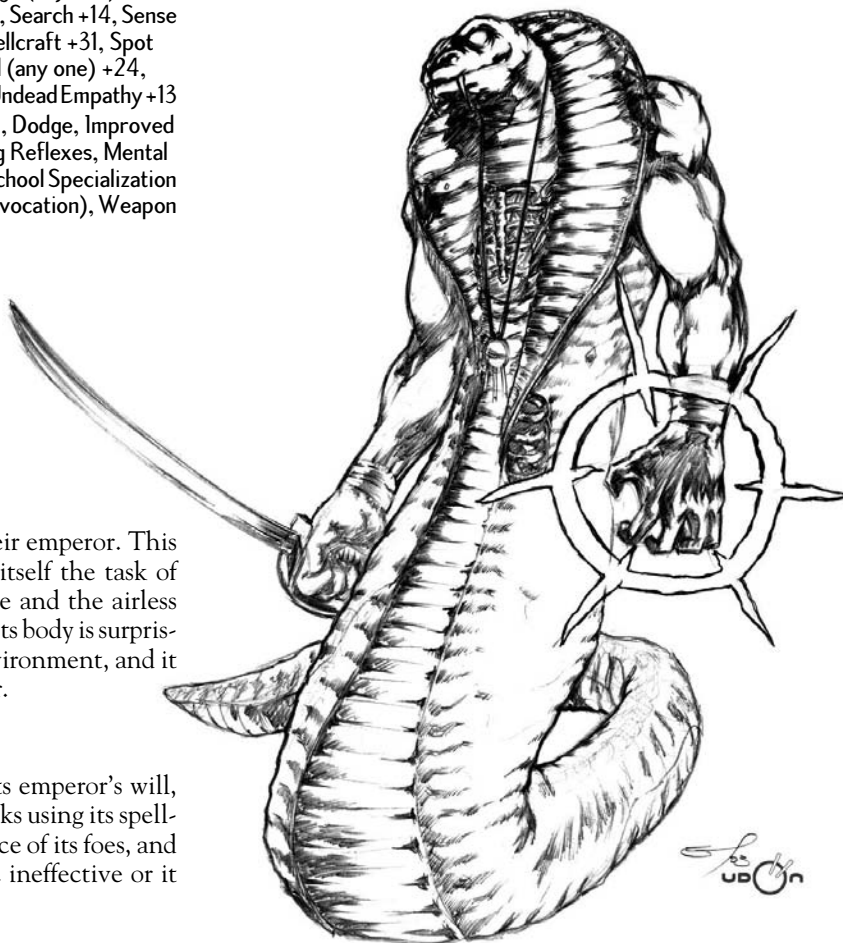
Mesmerize (Sp): 3/day — Will DC 23.

Poison (Ex): Bite, Fort DC 19; initial 1d8 temporary Con/secondary 1d8 temporary Con.

Typical Wizard Spells Prepared: *Bonds of force* (12), *energy storm* (8), *force shock* (18), *ice shock* (25), *lava storm* (30), *levitate* (6), *nullify magic* (8), *steelskin* (25), *thunderclap* (27). Caster level 18th; save DC 16 + spell level (DC 18 + spell level for evocation). Mana Pool 216.

Immunities (Ex): Revenants are immune to cold and electricity, and to attacks and effects that would hamper or halt their movement or change their physical form to that of another creature.

Resistances (Ex): A shissar noble wizard revenant has bonuses of acid and fire resistance (8) and magic resistance (12).



Shadow

Shadows are creatures of darkness, bodiless patches of evil that both hate and hunger after the living. The very touch of a shadow can be fatal to living creatures, and they are difficult to notice, often surprising foes by lashing out from the darkness, their chill touch settling around their victims' hearts and draining their strength.

Shadows are harmed and held at bay by bright light, and always seek to avoid or quench it if possible. They can speak if they wish to, but do so only in the most barely audible whisper.

Creating A Shadow

"Shadow" is a template that can be added to any living, corporeal creature (hereafter referred to as the "base creature"). The creature's type changes to undead and it gains the incorporeal subtype. A shadow uses all the base creature's statistics and special abilities, except as noted below.

Hit Dice: Increase to d12.

Speed: The base creature's base speed becomes a fly speed (maneuverability good).

AC: The shadow loses all natural armor, but gains a deflection bonus to AC equal to its Charisma modifier.

Attacks: The shadow retains all the natural attacks it had in life, although these all become incorporeal touch attacks; being incorporeal, it uses its Dexterity modifier rather than Strength for attack rolls. Do not change the base attack bonus. The shadow is incorporeal, and thus cannot use weapons.

Attacks: The shadow deals damage with its incorporeal touch attack as described under its Strength damage special attack.

Special Attacks: A shadow retains all the special attacks of the base creature and also gains the following.

Create Spawn (Su): Any creature reduced to Strength 0 by a shadow's touch becomes a shadow under the control of its killer 1d6 rounds later.

Strength Damage (Su): The touch of a shadow deals 1d4 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies.

Special Qualities: A shadow retains all the special qualities of the base creature and gains the following.

Immunities (Ex): Shadows are immune to acid, cold, and electricity, and to spells or effects with the shadow descriptor.

Lifesense (Su): Shadows can sense the presence and location of any living creature within 60 feet as if with the blindsight ability.

Resistances: Shadows have bonuses of magic and sonic resistance (40).

Saves: Same as base creature.

Abilities: As an incorporeal undead creature, a shadow does not possess a Strength or a Constitution score. Its other abilities are modified as follows: Dex +2, Int -2, Cha +2.

Skills: Shadows receive a +4 racial bonus on Listen, Search, Spot, and Undead Empathy checks. In darkened conditions, they receive a +8 racial bonus on Hide checks;

in well-lit conditions, they suffer a -8 penalty on Hide checks. Otherwise, same as base creature.

Feats: Same as base creature, plus Improved Initiative.

Climate/Terrain: Any.

Organization: Solitary, pair, gang (3-5), or swarm (6-12).

Challenge Rating: Same as base creature +1.

Treasure: None.

Alignment: Always evil.

Advancement Range: By character class.

Faction: Same as shadow's creator. If the shadow's creator is killed, the shadow becomes free-willed and may resume its previous factions (although it does not have to do so).

Sample Shadow

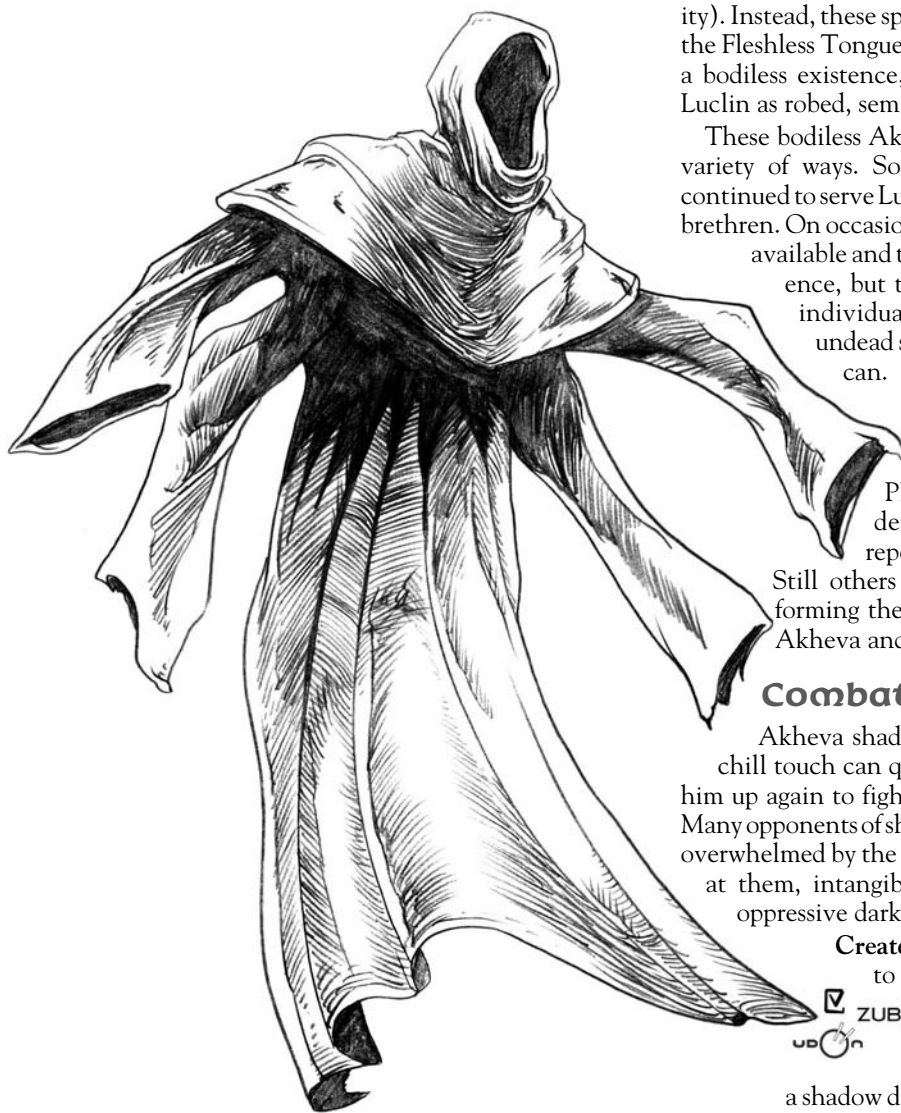
This example uses a Zov Akheva as the base creature.

Lesser Akheva Shadow

	Large Undead (Incorporeal)
Hit Dice:	24d12 (156 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	Fly 50 ft. (good)
AC:	16 (-1 size, +3 Dex, +4 deflection)
BAB/Grapple:	+24/-
Attacks:	4 incorporeal touches +27 melee
Damage:	1d4 Strength damage
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Create spawn, Strength damage
Special Qualities:	Damage reduction 25/+2, fast healing 10, immunities, incorporeal, lifesense, resistances, see in darkness, spell resistance 24, undead Fort +13, Ref +21, Will +23
Saves:	Str —, Dex 17, Con —, Int 19, Wis 20, Cha 18
Abilities:	Balance +15, Bluff +16, Diplomacy +32, Gather Information +16, Heal +17, Hide +11*, Intimidate +30, Knowledge (religion) +28, Knowledge (any two) +16, Listen +34, Search +16, Sense Motive +29, Sneak +19, Spot +35, Taunt +28, Trade Skill (any one) +17, Undead Empathy +8
Skills:	
Feats:	Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Multidexterity, Multiweapon Fighting
Climate/Terrain:	Any
Organization:	Solitary, pair, gang (3-5), or swarm (6-12)
Challenge Rating:	18
Treasure:	None
Alignment:	Usually neutral evil
Advancement Range:	By character class
Faction:	Followers of Atenha'ra, Followers of Akelha'ra

Description

Sometimes encountered around the Twilight Sea outside of Katta, these undead are shadows of the Akheva. Malevolent and cunning, they hide in the shadows, attacking without warning any living creatures that approach. They appear as very tall, vaguely humanoid forms in robes, with no readily apparent facial features or appendages — at times, one can see the shadowy image of a second set of



new bodies were no longer being created with any regularity). Instead, these spirits — now called shades, or *Xakra* in the Fleshless Tongue of the Akheva — were forced to live a bodiless existence, persisting in the material world of Luclin as robed, semi-insubstantial specters.

These bodiless Akheva reacted to their new status in a variety of ways. Some retained their old wisdom and continued to serve Luclin, working alongside their physical brethren. On occasion, a new Akheva body would become available and they would regain their material existence, but this was increasingly rare. Most such individuals have become resigned to their undead status and simply carry on as best they can.

Others were not so lucky or resourceful. Those left in isolation in the Maiden's Eye and the Umbral Plains went slowly mad, and today wander their old homeland, mindlessly repeating the tasks they performed in life. Still others shunned their old lives altogether, forming their own societies, independent of the Akheva and their goddess.

Combat

Akheva shadows are terrible opponents, for their chill touch can quickly dispatch a living foe and raise him up again to fight for the shadows in mere moments. Many opponents of shadows have found themselves quickly overwhelmed by the rapidly multiplying enemies that lash at them, intangible and virtually invisible, from the oppressive darkness.

Create Spawn (Su): Any creature reduced to Strength 0 by a Zov shadow's touch becomes a shadow under the control of its slayer 1d6 rounds later.

Strength Damage (Su): The touch of a shadow deals 1d4 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies.

Immunities (Ex): Zov shadows are immune to acid and electricity, and to spells or effects with the shadow descriptor.

Lifesense (Su): Shadows can sense the presence and location of any living creature within 60 feet as if with the blindsight ability.

Resistances: Zov shadows have bonuses of electricity and fire resistance (25) and acid, magic, and sonic resistance (40).

See in Darkness (Ex): Akheva shadows can see perfectly in darkness of any kind, even magical darkness created by spells.

Skills: Shadows receive a +4 racial bonus on Listen, Search, Spot, and Undead Empathy checks. In darkened conditions, they receive a +8 racial bonus on Hide checks; in well-lit conditions, they suffer a -8 penalty on Hide checks. Otherwise, same as base creature.

arms, but their exact forms are usually hard to discern. They are very loyal to each other, and often attack in numbers, seemingly coming out of nowhere.

The Akheva were the most favored offspring of the goddess Luclin. Created in her image and given dominion over the goddess' moon, these multi-armed, semi-immortal creatures ruled in Luclin's name for many ages before collapsing in a bloody civil conflict. When an Akheva was slain, its spirit was freed, and quickly moved to inhabit a new Akheva body, created by Luclin or by the Akheva themselves. In this way, the Akheva race achieved a near-endless existence, gaining knowledge and wisdom as centuries stretched into eons.

When the Akheva descended into violence and began to kill one another, however, the situation changed. As Akheva were slain and their bodies destroyed in such catastrophes as the storm known as the Maiden's Scar, their spirits were unable to move into new physical shells (since

Appendix Two: Luclin Villains

There are a number of memorable antagonists to be found on Luclin, many of whom are something slightly more than human for one reason or another. Even those that do not have unusual abilities beyond those of other people of their classes are exceptional in some way, making these individuals the “cream of the villainous crop,” as it were.

The following villains all appear in brief stat block form in the *Luclin* sourcebook, but we include them here more fully for those GMs who like a slightly more thorough treatment for their arch-villains. (The observant reader might also notice that, not content to leave well enough alone, we’ve added a few interesting tidbits to the NPCs in this chapter from their previous appearance in *Luclin*....)

All modifiers for magic items and special abilities have been incorporated into these characters’ stat blocks. As always, the GM should feel free to make any changes necessary to suit her own needs and to integrate these NPCs more fully into her own games.

Black Lotus

	Medium-Size Humanoid (Dark Elf)
	Shadow Knight 20
Hit Dice:	20d10+40 (172 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	25 (+3 Dex, +8 armor, +2 shield, +2 dodge)
BAB/Grapple:	+20/+25
Attacks:	+3 <i>chaotic warhammer</i> +28/+24/+20/+16/+12 melee; or <i>knifed light-mithril-strung shadowwood single-cam longbow</i> and <i>arrows of pain</i> +24/+24/+20/+16/+12 ranged
Damage:	+3 <i>chaotic warhammer</i> 1d8+8/x3; <i>knifed light-mithril-strung shadowwood single-cam longbow</i> and <i>arrow of pain</i> 1d8+8/x4 plus <i>wounding</i> and <i>pain</i>
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Leech touch, spells
Special Qualities:	Dark elf traits, haste (3), reanimation efficiency I, resistances, shadow knight abilities, summoning haste II, ultravision
Saves:	Fort +14, Ref +9, Will +10
Abilities:	Str 20, Dex 16, Con 14, Int 25, Wis 13, Cha 12

Skills:

Bluff +12, Channeling +17, Climb +6 [boots], Diplomacy +3, Disguise +11 (+13 acting), Hide +28 [armor, cloak], Intimidate +7, Knowledge (monster lore [humanoids]) +11, Knowledge (monster lore [undead]) +11, Knowledge (mysticism) +11, Knowledge (warcraft) +11, Listen +6, Meditation +17, Search +9, Sneak +18 [armor, boots], Spellcraft +22, Spot +3, Trade Skill (fletching) +20, Undead Empathy +5

Feats:

Combat Reflexes, Deflect Arrows [gloves], Double Attack, Finishing Blow, Leadership, Mystic Capacity, Parry, Point Blank Shot, Power Attack, Rapid Shot, Riposte, Silent Spell

Climate/Terrain:

Any

Organization:

Shadel bandit camp (unique)

Challenge Rating:

20

Treasure:

Triple standard (includes possessions below)

Alignment:

Discordant evil

Advancement Range:

By character class

Faction:

Shadel Bandits

Description

A mysterious and nearly legendary figure among those who know of the Shadel Bandits, the Lotus is in actuality a disarmingly beautiful female dark elf shadow knight. Black Lotus is a cunning and ruthless woman who rules the Shadel bandit camp with an iron hand and leads her raiders against galorians and Shadow Haveners alike. She may be the supreme leader of all the Shadel bandits, or she may answer to an even higher-ranking superior — no one aside from herself and perhaps the folk of her faction can even say for certain who Black Lotus is, or what her true intentions are.

Combat

Black Lotus always prefers to attack from ambush, and preferably from a well-hidden and often elevated position from which she can fire her deadly arrows or use spells with cover and/or concealment, generally without ever being spotted by her beleaguered foes.

Black Lotus unfailingly directs her followers from the rear, never allowing herself to be approached too closely by enemies and fading into the shadows as soon as a raid or

dose of magician's bane), *archer's gloves*, *goo boots*, *scrollcase of sending*, 3 doses of poison (thoughtweave suspension).

* See Chapter 5: New Magic in the *Luclin* sourcebook.

Draz Nurakk

Medium-Size Undead

Iksar Revenant Beastlord 28

Hit Dice:	28d12+13 (216 hp)
Initiative:	+3 (Dex)
Speed:	40 ft. [Swift], swim 30 ft.
AC:	27 (+3 Dex, +6 natural, +6 armor, +2 enhancement)
BAB/Grapple:	+28/+35
Attacks:	<i>Fireclaw talon</i> +36/+33/+30/+27/+24 melee and <i>gleaming short sword</i> +35 melee
Damage:	<i>Fireclaw talon</i> 1d4+9 plus <i>shock of flame</i> proc; <i>gleaming short sword</i> 1d6+5/19–20
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Frightful presence, magic attack +4, spells
Special Qualities:	Beastlord abilities, damage reduction 2/—, Draz's ward, extended range I, fast recovery, iksar traits, immunities, infravision, reagent conservation I, resistances, SR 24, undead, +4 turn resistance
Saves:	Fort +12, Ref +21, Will +19
Abilities:	Str 25, Dex 16, Con —, Int 19, Wis 25, Cha 20
Skills:	Animal Empathy +21, Balance +10, Channeling +23, Climb +17, Handle Animal +27, Heal +13, Hide +22, Jump +16, Knowledge (nature) +18, Listen +18, Meditation +17, Ride +9, Sense Heading +10, Sense Motive +20, Sneak +19, Spellcraft +19, Spot +20, Swim +16, Undead Empathy +13, Wilderness Lore +18
Feats:	Combat Reflexes, Dual Wield, Double Attack, Hand to Hand, Improved Hand to Hand, Lightning Reflexes, Parry, Power Attack, Riposte, Swift, Toughened
Climate/Terrain:	Any
Organization:	Solitary (unique)
Challenge Rating:	31
Treasure:	Triple standard (includes possessions below)
Alignment:	Neutral evil
Advancement Range:	By character class
Faction:	None

Description

Draz is a scarred, black-scaled iksar revenant, and a rather unpleasant megalomaniac. He draws spiritual energy from both Luclin and Norrath to feed his own unnatural life and to power the wards with which he protects his physical form. Soon, he hopes, he will use his ill-gotten powers to create a new iksar empire — with himself as emperor. So far, his "empire" consists of only a small island in the Timorous Deep, where he has a variety of tigerraptors and other dangerous animals under his control, but he remains a significant challenge for even the best-equipped party.

Combat

For more on Draz Nurakk and his powers, goals, and activities, see the "Claws of the Savage Spirit" quest in the *Luclin* sourcebook.

skirmish is won (or if it appears hopelessly lost). Her skeletal companion is never far away — certainly always close enough to be called to her side with a simple gesture (using her silent *summon companion* spell).

Shadow Knight Spells Usually Prepared (mana cost, modified for *gold ruby earring*): *Abduction of strength* (1), *cancel magic* (7; silent), *dooming darkness* (19), *grim aura* (3), *invoke fear* (19), *life leech* (52), *shroud of pain* (16), *siphon life* (17; silent), *summon companion* (11; silent). Caster level 16th; save DC 17 + spell level. Mana Pool: 237.

Resistances (Ex): Due to her various magic items and inherent augmentations, Black Lotus has bonuses of fire, electricity, magic, and sonic resistance (3), acid and poison resistance (5), cold resistance (6), and disease resistance (9). She receives a +1 bonus on saves against disease-based attacks.

Shadow Knight Abilities: Black Lotus has all the class abilities of a 20th-level shadow knight.

Possessions: +3 *chainmail of shadow and silent moves* (fine mesh acts as chain shirt), *swordsman's armband**, *imbued Teir'Dal dragoon shield*, +3 *chaotic warhammer*, *knifed light-mithril-strung shadewood single-cam longbow*, 2 quivers and 40 *arrows of pain*, *hooded black cloak*, *shawl of the blood shadows**, *dark circle*, *torque of tongues*, *jasper kundan earring**, *gold ruby earring*, *Shadel bandit ring*, *kin magi earring* (worn as nose-ring; face item), *assassin's ring* (contains 1

Appendix Two:
Villains



Any fight with Draz is sure to be a tough one. He has control over most of the animals on his island, and uses them to defend him while he casts spells. D'Fidz, his type 9 scaled wolf warder, also fights for its master as long as it lives. Draz is partial to buffing himself with the spells *alacrity*, *strength of stone*, and *talisman of Altuna* before entering combat, although he becomes more arrogant with each passing day and, due to overconfidence in the strength of his ward, might dispense with one or more of his usual defensive spells when he meets his foes.

Frightful Presence (Su): As a free action once per round, Draz may make a dramatic gesture that terrifies onlookers. Any living creature with 28 HD or less that sees this action must make a Will save (DC 29) or be *shaken* for 5d6 rounds. If the onlooker has fewer than 14 HD, it *cowers* for 5d6 rounds instead. A creature that succeeds on the saving throw is immune to Draz's frightful presence for 24 hours.

Beastlord Spells Usually Prepared (mana cost): *Alacrity* (19), *greater healing* (25), *incapacitate* (28), *nullify magic* (8), *spirit of the storm* (17), *strength of stone* (11), *talisman of Altuna* (42), *Yekan's quickening* (33). Caster level 24th; save DC 17 + spell level. Mana Pool: 347.

Beastlord Abilities: Draz has all the class abilities of a 28th-level beastlord, including the various animal-related abilities and all appropriate class disciplines.

Draz's Ward (Su): Due to the spiritual energy Draz uses to sustain himself, he has the benefits of damage reduction 18/- and spell resistance 34 as long as the ward remains in place. The ward may be broken only by Draz's death (or by other means that might nullify supernatural powers); how-

ever, if he is slain by any weapons or any attack other than the *claws of the savage spirit*, he simply shatters and reforms into 6 fragments, lesser images of himself (see the "Draz Fragments" sidebar).

Immunities (Ex): Draz is immune to cold and electricity and to effects that would hamper or halt his movement or change his physical form to that of another creature. (Being undead, he is also immune to disease and poison effects.)

Resistances (Ex): Due to his various magic items and his inherent augmentations, Draz has bonuses of acid and sonic resistance (5), magic resistance (10), and fire resistance (14).

Possessions: +4 *leather armor*, *grim pauldrons*, *hero bracers*, *cloak of torment**, *fireclaw talons*, *gleaming short sword*, *unholy visage**, *terror boots*, *girdle of the nereid*, *drake-hide leggings*, *drake-hide sleeves*, *gloves of altered reality**, *kin magi earring*, *ear of the blind wolf*, *ring of stone*, *ring of power* (type 7), *gold black sapphire bracelet*, *electrum amber medallion*.

* See Chapter 5: New Magic in the Luclin sourcebook.

Draz Fragments

Draz Nurakk Fragment, Male Iksar Revenant, Bst 21: CR 23; Medium-size undead; HD 21d12+10; hp 146; Init +2 (Dex); Spd 40 ft. [Swift], swim 30 ft.; AC 22 [flat-footed 20, touch 12] (+2 Dex, +6 natural, +4 armor); BAB +21; Grap +25; Atk +26/+23/+20/+17/+14 melee (1d4+5, +1 *clawed handwrap*) and +21 melee (1d6+3, crit 19–20, +1 *short sword*), or +23 ranged; SA frightful presence, magic attack +3, spells; SQ animal aura (5/day), animal skills, animal speech (beasts, magical beasts), damage reduction 2/–, discipline (Resistant), fast recovery, iksar traits, immunities, infravision, SR 20, undead, +4 turn resistance; Res AR 5, CR —, DR —, ER —, FR 14, MR 10, PR —, SoR 5; AL NE; Fac None; SV Fort +9, Ref +16, Will +15; Str 18, Dex 14, Con —, Int 14, Wis 22, Cha 16.

Skills: Animal Empathy +14, Balance +6, Channeling +15, Climb +9, Handle Animal +18, Heal +9, Hide +15, Jump +8, Knowledge (nature) +12, Listen +12, Meditation +12, Ride +6, Sense Heading +7, Sense Motive +14, Sneak +13, Spellcraft +13, Spot +14, Swim +16, Undead Empathy +8, Wilderness Lore +13.

Feats: Combat Reflexes, Dual Wield, Double Attack, Hand to Hand, Improved Hand to Hand, Parry, Power Attack, Swift, Toughened.

Frightful Presence (Su): As a free action once per round, a Draz fragment may make a dramatic gesture that terrifies onlookers. Any living creature with 20 HD or less that sees this action must make a Will save (DC 23) or be *shaken* for 5d6 rounds. If the onlooker has 10 or fewer HD, it *cowers* for 5d6 rounds instead. A creature that succeeds on the saving throw is immune to that Draz fragment's frightful presence for one day.

Beastlord Spells Prepared (mana cost): *Cancel magic* (5), *frenzy* (4), *healing* (10), *invisibility* (5), *listless power* (15), *Sha's lethargy* (8), *strength of stone* (11), *turtle skin* (8). Save DC 16 + spell level.

Mana Pool: 192.

Immunities (Ex): Draz's fragments are immune to attacks and effects that would hamper or halt their movement or change their physical form to that of another creature.

Possessions: +2 *leather armor*, +1 *clawed handwrap*, +1 *short sword*.

General Jared Blaystich

Medium-Size Humanoid (Human)

Warrior 22

Hit Dice:	22d12+44 (205 hp)
Initiative:	+3 (Dex)
Speed:	30 ft. in armor, 40 ft. base (boots)
AC:	30 (+2 Dex, +11 armor, +5 shield, +2 deflection)
BAB/Grapple:	+22/+30
Attacks:	<i>Ornate sword of the General</i> +34/+30/+26/+22/+18 melee; or <i>ornate sword of the General</i> +32/+28/+24/+20/+16 melee and shield bash +28 melee
Damage:	<i>Ornate sword of the General</i> 1d10+14/17–20; shield bash 1d4+5
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Area Taunt
Special Qualities:	Can't be surprised or caught flat-footed (brooch), flight (belt), process defense (armor), resistances, warrior abilities
Saves:	Fort +15, Ref +10, Will +11
Abilities:	Str 22, Dex 17, Con 15, Int 16, Wis 14, Cha 19
Skills:	Alcohol Tolerance +10, Bluff +8 (+12 to gnomes) [cape], Climb +10, Handle Animal +9, Intimidate +24 (+28 to gnomes) [cape], Jump +11 [boots], Knowledge (warcraft) +17, Listen +8, Ride +9, Search +6, Sense Motive +12, Spot +8, Swim +15, Taunt +29 (+33 to gnomes) [cape, gloves], Trade Skill (blacksmithing) +16
Feats:	Blind-Fight, Cleave, Dodge, Double Attack, Improved Critical (bastard sword), Improved Parry, Iron Will, Leadership (x2), Mobility, Parry, Power Attack, Riposte, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)
Climate/Terrain:	Any
Organization:	Bandit camp leader (unique)
Challenge Rating:	22
Treasure:	Triple standard (includes possessions below)
Alignment:	Orderly evil
Advancement Range:	By character class
Faction:	Shadow Haven Rogues

Description

Jared Blaystich is a former Centurion of the Hand of Seru who was banished for crimes against Seru. After eventually making his way to the Echo Caverns near Shadow Haven, he welded the various loose bands of criminals he found there into a single alliance of smugglers, and is now their undisputed leader. He is a truly merciless man, willing to kill anyone who gets in his way or who threatens to reveal the smugglers' secret ways and methods.

Blaystich insists on being called "General," even though his military days are far behind him, and has been known to have people whipped (or worse) for not observing this practice. He is a very distinguished-looking man roughly 40 years of age, with long, straight brown hair, slightly graying

around the temples, and an immaculately trimmed salt-and-pepper goatee.

Combat

General Blaystich is a cold-hearted and ruthless fighter — although his principles and convictions are strong, he has few real morals. He is not above ordering assassinations or floggings simply to make a point, and few tricks are too underhanded for him to use in personal combat. He is virtually always flanked by one or both of his two cohorts (*one male and one female human*, War 12/Rog 12, NE; *Shadow Haven Rogues*), who function as his bodyguards, assassins, and lieutenants, each chosen for their loyalty and skill (and their willingness to kill on command with little or no provocation).

The description of Blaystich in the *Luclin* sourcebook does not include a number of the items located in the statistics presented herein; his stats there (in *Luclin*) might be used for the General when he is "at ease."

Resistances (Ex): Due to his various magic items and his inherent augmentations, Blaystich has bonuses of acid, electricity, and fire resistance (3), disease and sonic resistance (4), magic resistance (6), poison resistance (7), and cold resistance (10). He receives a +1 bonus on saves against cold-based attacks.

Warrior Abilities: Blaystich has all the class abilities of a 22nd-level warrior, including the area Taunt and berserking abilities and the appropriate disciplines.

Possessions: *Combine plate armor**, *barbed armplates*, *scutum veritas**, *ornate sword of the General* (see sidebar), *Combine warhammer*, *loam-encrusted amice*, *brooch of wariness*, *foreigner's cape* (bonus applies to gnomes), *ruffian gloves*, *belt of the zephyr*, *gold amber earring*, *gold cat's eye agate earring*, *platinum fire emerald bracer*, *basilisk bracer*, *miner's ring*, *iced ring**, *traveler's boots*, *fetish of the nimble*.

* See Chapter 5: New Magic in the *Luclin* sourcebook.



Ornate Sword of the General

Description: This finely crafted, perfectly balanced weapon is decorated from pommel to tip of blade with gold and silver scrollwork. Such beautiful blades are reserved for use by generals of the Combine Empire — or, today, by those who command the armies of Katta Castellum or Sanctus Seru. The weapons are a symbol of honor, loyalty, and bravery, and are not granted lightly.

Nonetheless, the best known of these blades is carried by the traitorous General Blaystich, leader of the criminals that hide in the Echo Caverns near Shadow Haven. Both the Shadow Haveners and the Inquisitors have offered a substantial reward for Blaystich's death or capture.

Powers: This remarkably light steel weapon acts as a bastard sword with a +3 bonus to attacks and a +4 bonus to damage.

Ornate Sword of the General (1d10+4, delay 5; AC 6, hardness 14, 13 hp, Break DC 29)

Str +2, Con +2, Wis +2, hp +9.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Hit points = enhancement.

Caster Level: 10th.

Market Price: 66,660 gp.

Slot: Slashing.

Weight: 3 lbs.

Grieg Venerificus

Medium-Size Undead

Human Revenant Wizard 30 / Warrior 9

Hit Dice:	30d12 plus 9d12+16 (370 hp + <i>manaskin</i>)
Initiative:	+13 (+8 Dex, +5 arcane)
Speed:	30 ft.
AC:	44 (+5 Dex, +3 natural, +9 armor, +2 augmentation, +5 deflection, +2 dodge, +3 enhancement, +2 haste, +3 luck)
BAB/Grapple:	+24/+31
Attacks:	<i>Bonecurse</i> +37/+35/+33/+31/+29 melee and touch +26 melee
Damage:	<i>Bonecurse</i> 1d3+10/19–20 plus <i>ignite bones</i> proc; touch Grieg's vengeance
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Grieg's vengeance, spells
Special Qualities:	Damage reduction 2/—, extended range III, flowing thought IV, Greater Specialization (alteration), greater wizardries (<i>manaburn</i> , <i>rapid casting</i> x2), <i>haste</i> (5), immunities, process defense [armor], quicken mastery, SR 29, teleportation mastery, ultravision, undead, warrior abilities, +4 turn resistance
Saves:	Fort +16, Ref +21, Will +21

Abilities:

Skills:

Str 25, Dex 26, Con —, Int 43, Wis 18, Cha 22
Bluff +14, Channeling +48, Diplomacy +16, Escape Artist +16, Gather Information +12, Handle Animal +13, Hide +19, Intimidate +20, Knowledge (geography) +58, Knowledge (history) +36, Knowledge (mysticism) +49, Knowledge (planar travel) +58, Knowledge (religion) +36, Listen +14, Meditation +62, Ride +17, Search +26, Sense Heading +14, Sense Motive +20, Sneak +15, Spellcraft +51, Spot +14, Taunt +14, Trade Skill (blacksmithing) +32, Trade Skill (jewelrycraft) +27, Trade Skill (pottery) +27, Undead Empathy +14

Feats:

Combat Casting, Combat Reflexes, Dodge, Double Attack, Dual Wield, Enlarge Spell, Extend Spell, Hand to Hand, Mental Clarity, Mobility, Mystic Capacity (x4), Parry, School Specialization (alteration), Spell Focus (evocation), Toughened

Climate/Terrain:

Any

Organization:

Solitary (unique)

Challenge Rating:

33

Treasure:

Triple standard (includes possessions below)

Alignment:

Discordant neutral

Advancement Range:

By character class

Faction:

Grieg, Luclin

Description

This terrifying, vaguely wraith-like being is all that remains of the powerful geomancer Grieg. After helping the Combine Loyalists escape to Luclin, Venerificus was distraught to discover that he could not find a way to return. Forced to leave both Shadow Haven and Katta Castellum, Grieg wandered for a time before finally settling in the northern wastes of Luclin's moon, where he built his home, Grieg's End.

Here, safe from outsiders, Grieg continued his research, hoping to find a way to escape from Luclin and undo the harm he had caused. In the end, though, his research was his undoing, for when he called upon the goddess Luclin for guidance, she sent him more knowledge than even his substantial intellect could contain. Driven to madness, Grieg allowed his home to fall into disrepair; today he lingers on in a vague semblance of life, surrounded by Luclin's shades and the shambling undead remains of his former servants.

Combat

Grieg's madness has made him an even more fearsome opponent than he was in life. When approached by foes (or those he perceives as foes — which is to say everyone), he usually allows his shade companions or summoned creatures to initiate the attack. Once an enemy has fully engaged with Venerificus, he uses his touch attack to disorient that individual so he can attack freely with *Bonecurse*. If engaged in melee by multiple foes, he teleports away and then casts area effect spells upon his opponents.

Grieg's Vengeance (Su): Rather than the frightful presence ability typical to revenants, Grieg has the ability to disorient his foes with a mere touch. If his touch attack succeeds, the target must make a Will save (DC 35) or be



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subject to one of the following randomly determined effects:

d4 Result	Effect
1	Target is effectively <i>paralyzed</i> for 1d4 rounds.
2	Target is <i>blinded</i> and <i>deafened</i> for 1d4 rounds.
3	Target is <i>confused</i> for 1d4 rounds.
4	Target is immobilized as if by a <i>root</i> spell for 1d4 rounds.

Wizard Spells Usually Prepared (mana cost, modified for Greater Specialization): *Ancient destruction of ice* (40 plus 1 Int; see Ancient Songs and Spells appendix), *annul magic* (13), *decession* (8), *evacuate* (8), *flaming sword of Xuzl* (117), *Garrison's superior sundering* (90), *levitation* (9), *lure of lightning* (53), *manaskin* (55), *Nexus portal** (23), *tears of Solusek* (68), *thunderbolt* (50). Save DC 26 + spell level, or DC 28 + spell level for evocation. Mana Pool: 991.

Immunities (Ex): Grieg is immune to cold and electricity, and to attacks and effects that would hamper or halt his movement or change his physical form to that of another creature. (Being undead, he is also immune to disease and poison effects.)

Resistances (Ex): Due to his various magic items and his inherent augmentations, Grieg has bonuses of acid resistance (20), sonic resistance (21), fire resistance (36), and magic (44). He receives a +1 bonus on saves against sonic-based attacks and a +2 bonus against cold-, fire-, and magic-based attacks. In addition, he receives a +5 bonus on all saves against spells or other effects of a magical nature.

Teleportation Mastery (Su): Grieg need pay only 50% of the usual mana cost for any spell with the [teleportation] descriptor. In fact, so great is his mastery of geomancy and

teleportation magic that Grieg can teleport himself at will to any location within 300 feet as a move action (no mana cost). Moreover, he may summon any creature within 100 feet to any location within 10 feet of himself as if by the wizard spell *decession* (mana cost 8; no save, though SR applies). He need not be able to see his target to use this ability.

Warrior Abilities: Grieg has all the class abilities of a 9th-level warrior, including the berserking ability.

Possessions: *Jenny's two-tone cuirass**, *raw-hide mantle*, *cloak of warding*, *Bonecurse**, *crown of torment**, *warmaster's mask of battle**, *wistful tunic of the void*, *belt of virility**, *enduring pants*, *boots of repulsion*, *earring of the icecaster*, *earring of the frozen skull*, *velium carnelian pendant*, *supple scale armband*, *bracers of might*, *ring of power* (type 15), *ring of power* (type 11), *geomantic fingers of focus**.

* See Chapter 5: New Magic in the Luclin sourcebook.

Lord High Inquisitor Seru

**Medium-Size Humanoid (Augmented Human)
Warrior 30**

Hit Dice:	30d12+390 (666 hp)
Initiative:	+9 (Dex)
Speed:	20 ft. in armor, 30 ft. base
AC:	35 (+3 Dex, +10 armor, +4 arcane, +5 deflection, +2 divine, +1 haste), or 43 with <i>bladestopper</i>
BAB/Grapple:	+30/+47
Attacks:	<i>Sword of truth</i> +55/+52/+49/+46/+43 melee (1-handedly) or +55/+52/+49/+46/+43 melee (2-handedly); or <i>bow of storms</i> and +5 arrows +48/+48/+44/+40/+36/+32 ranged
Damage:	<i>Sword of truth</i> 1d10+24/15–20 (1-handedly) or 1d10+32/15–20 (2-handedly); <i>bow of storms</i> and +5 arrows 1d8+17/x3 plus 2d6 electricity plus <i>lightning bolt</i> proc
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Enduring breath, energy-based saves +9, extended range III, fast healing 2, flowing thought V, freedom of movement, haste (3), resistances, spell haste III, warrior abilities
Saves:	Fort +36, Ref +25, Will +32
Abilities:	Str 45, Dex 29, Con 36, Int 34, Wis 43, Cha 23
Skills:	Climb +19, Diplomacy +16, Escape Artist +19 [armor], Gather Information +9, Handle Animal +10, Intimidate +39 [gauntlets], Jump +18, Knowledge (warcraft) +30, Meditation +16, Ride +13, Search +15, Sense Motive +23, Spot +18, Swim +21, Taunt +33, Trade Skill (blacksmithing) +21
Feats:	Cleave, Dodge, Double Attack, Finishing Blow, Great Cleave, Hand to Hand [gauntlets], Improved Critical (bastard sword), Improved Hand to Hand [gauntlets], Improved Parry, Leadership, Mobility, Parry, Point Blank Shot, Power Attack, Rapid Shot, Riposte, Spring Attack, Weapon Focus (longbow), Weapon

	Focus (bastard sword), Weapon Specialization (longbow), Weapon Specialization (bastard sword), Whirlwind Attack
Climate/Terrain:	Any
Organization:	Solitary (unique)
Challenge Rating:	34
Treasure:	Quintuple standard (includes possessions below)
Alignment:	Orderly evil
Advancement Range:	By character class
Faction:	Seru, Eye of Seru, Heart of Seru, Hand of Seru

Description

Dark-eyed and dark of complexion, Seru broods in his sanctum, an unwilling prisoner of the magics that give him his great power and unnaturally extended life. Considered an arch-traitor by the Loyalists of Katta and a savior by his own Inquisitors, Seru remains obsessed by his own dreams of once again founding a new Combine Empire in his own rigid and joyless image.

Following the imperial Loyalists when they fled Norrath, Seru led his people to Luclin, leaving behind the chaos that he had helped create, yet it soon became apparent that the Loyalists would not be destroyed easily. He ordered the construction of a mighty city on Luclin's light side, and called it Sanctus Seru in his own honor. The Lord High Inquisitor was canny enough to know that the Loyalists would not fall in his own natural lifetime, so he set his spellcasters to creating a magical citadel — the Arx Seru — in which he would be protected from the ravages of time. Seru has not left the Arx since it was raised, instead watching events unfold throughout Luclin via a number of scrying crystals, all the while plotting vengeance upon the Loyalists. He has bid the spellcasters of the Pectoris Seru (Com. "Heart of Seru") to find a way to let him leave the Arx and still avoid aging, but so far they have been unsuccessful and Seru grows impatient.

A side-effect of the preservative magics used upon him has given Seru terrible spell-like abilities — again, only as long as he stays within his citadel-prison. These powers, combined with his own might and that of his weapons and armor, make him a truly formidable opponent, capable of fending off veritable armies of lesser foes.

Combat

The Lord High Inquisitor is a frightful opponent, comparing in might to some ancient dragons and likened by some to a demigod. In addition to his greatly augmented combat abilities, he wields terrible spell-like powers that he hurls at intruders with little thought for his own followers' safety (if any are present). An archer almost without peer on Luclin, Seru uses the great pillars of his sanctum for cover while he strafes opponents with electrically charged arrows or dashes them with his magic before closing for the pleasure of close combat.

Spell-Like Abilities (mana cost): *Aegolism* (150), *ancient feral avatar* (55 plus 1 Wis; see Ancient Songs and Spells appendix), *banishment* (83), *cascading darkness* (50), *ice*



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spear of Solist (50), *rapture* (85), *shield of words* (50), *shock of fiery blades* (56). Caster level 30th; save DC 31 (Wisdom-based). Mana Pool: 528.

Resistances (Ex): Due to his various magic items and his inherent augmentations, Seru has bonuses of acid, electricity, and magic resistance (34) and cold, disease, fire, poison, and sonic (40). He receives a +7 bonus on saves against all energy-based attacks.

Warrior Abilities: Seru has all the class abilities of a 30th-level warrior, including the area Taunt and berserking abilities and all appropriate class disciplines.

Possessions: *Heavy yttrium chestplate**, *helm of resistance* +6 (arcane bonus to all saves), *Seru's torque**, *gauntlets of potency*, *fancy velvet mantle*, *bladestopper** (fully charged), *cloak of truth**, *sword of truth* (see sidebar), *bow of storms**, quiver and 20 +5 arrows, *fishbone earring*, *velium imbued jade ear stud*, *lightbringer's earring** (on wrist), *glowing amber band**, *starred yttrium ring**, *ring of lords*, *sleeves of power*, *sunlord's leggings*, *yttrium-studded leather boots*, *High Inquisitor's belt* (as *ruined bolster belt*).

* See Chapter 5: New Magic in the Luclin sourcebook.

Master Tashakhi

Large Outsider (Augmented Vah Shir, Discordant, Evil)

Beastlord 30

Hit Dice:	10d8+110 plus 30d8+330 (684 hp)
Initiative:	+13 (+9 Dex, +4 Improved Initiative)
Speed:	20 ft. in armor, 30 ft. base; fly 50 ft. (good)
AC:	46 (−1 size, +3 Dex, +13 natural, +9 armor, +2 arcane, +5 augmentation, +5 deflection)
BAB/Grapple:	+40/+54

Attacks:	+6 massive falchion of speed +51/+47/+43/+39/+35 melee and off-hand +6 massive falchion of speed +51/+47 melee
Damage:	+6 massive falchion of speed 2d6+16/15–20; off-hand +6 massive falchion of speed 2d6+11/15–20
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Call minions, spells
Special Qualities:	Affliction haste II, beastlord abilities, damage reduction 20/+4, flowing thought III, regeneration 10, see in darkness, spell resistance 37, wound resistance
Saves:	Fort +31, Ref +33, Will +33
Abilities:	Str 30, Dex 29, Con 33, Int 24, Wis 36, Cha 24
Skills:	Animal Empathy +29, Balance +13, Channeling +41, Climb +16, Handle Animal +32, Heal +29, Hide +16, Intimidate +27, Jump +16, Knowledge (nature) +17, Knowledge (religion) +17, Knowledge (warcraft) +20, Listen +45, Meditation +49, Ride +21, Sense Heading +18, Sense Motive +33, Sneak +20, Spot +45, Swim +14, Taunt +26, Undead Empathy +20, Wilderness Lore +28
Feats:	Alertness, Cleave, Combat Casting, Combat Reflexes, Dodge, Double Attack, Dual Wield, Hand to Hand, Improved Critical (falchion), Improved Hand to Hand, Improved Initiative, Improved Two-Weapon Fighting, Parry, Power Attack, Riposte, Track
Climate/Terrain:	Any
Organization:	Solitary (unique)
Challenge Rating:	34
Treasure:	Quadruple standard (includes possessions below)
Alignment:	Discordant evil
Advancement Range:	By character class
Faction:	Tashakhi

Description

Once, ages ago, a mighty kerran beastlord named Khati Sha faithfully served his King, Vah Kerrath. When the city of Shar Vahl was transported to the Moon of Luclin, Khati Sha immediately set out to explore this new world. As always, he served with honor and distinction, expanding his people's knowledge of the moon and its strange inhabitants. After a time, Khati Sha heard tales of a strange place on the light side of Luclin where the evil shissar snake-folk purportedly held sway.

Fearful of the threat that the shissar might present — and perhaps just slightly too curious for his own good — Khati Sha ventured into the blazing eternal day of the light side and sought out the region known as the Grey. He never returned, and eventually the Vah Shir mourned the loss of their greatest beastlord. Today, the Shar Vahl guild of beastlords bears the name of their greatest hero. Most believe that the legendary Khati Sha perished, while others believe that he lives on still, watching over his people from the wilds of Luclin.

The Shar Vahl and their king would be horrified if they knew the truth.

In the Grey, Khati Sha was captured by the shissar and taken to their Temple, where he was subjected to unbelievable torments. Curious about the world's newest inhabitants,

the snake-folk twisted Khati Sha's body and mind, transforming him into a cruel and terribly powerful creature of evil. Infected by the shissars' xenophobia and lust for power, what was once Khati Sha escaped from the Grey and wandered Luclin's moon for a time, a twisted parody of the noble creature he had recently been.

At length, he found his way back to the Mushroom Forest, where his people managed the thriving Acrylia Mines. Coming secretly into the depths of the mines, Khati Sha encountered a primitive race of bestial humanoids there, which he dubbed grimplings. Handling the grimplings as cruelly as he himself had been manipulated by the shissar, Khati Sha transformed them into a cruel, sadistic race bent on spreading death and suffering — particularly among Khati Sha's former people. By the thousands, the grimplings burst from the Acrylia Mines, slaying countless Vah Shir and driving the kerrans from the forest. Renamed the Grimpling Forest, this realm is today a bloody battleground.

For their part, the grimplings worshipped their new leader as a god, who now called himself "Tashakhi," a twisted version of his old name. Few if any have realized the similarities, although some newer grimpling architecture is said to mirror the Vah Shir style of design — a fading remnant of Khati Sha's old existence.

Today, Tashakhi is a brooding, skeletal being who dwells in the depths of the Acrylia Caverns, with the terrible powers of a malevolent nascent godling, plotting with his grimpling followers the ultimate conquest and destruction of his own people. Once the Vah Shir are utterly destroyed, Tashakhi intends to turn his insane wrath against the tegi and then the Combine refugees (in Katta Castellum, Sanctus Seru, and Shadow Haven alike). Only then will he crush the shissar, in a final and self-destructive act of vengeance against the race that turned him from hero into monster.

Combat

Once Tashakhi decides to attack, he first uses his crown's power and his various defensive and buff spells upon himself, and then attacks spellcasters (especially healers) before all others. He fights with the two great, backward-curving blades attached to the ends of his arms; for all intents and purposes, these function as +6 massive falchions of speed, save that they cannot be disarmed or taken from Tashakhi.

However, Tashakhi prefers not to fight directly until he must, leaving combat to his defiled minions and grimpling followers. He uses his oddly small yet fully functional metallic wings to stay out of opponents' reach, while using his items to monitor the thoughts of foes and the condition of allies. His defiled minions (see below) can be affected by any of his spells that would normally affect his warder. As long as four or more of his minions and servants are still fighting, he hovers in the background and casts spells to assist them and frustrate his foes.

Call Minions (Sp): As a full-round action, Tashakhi can conjure up a defiled minion (see sidebar) that remains for up to 1 hour. However, conjuring each minion costs Tashakhi 63 hit points, so he usually calls them only when he has enough mana or time to heal himself or when he is not presently threatened (note Tashakhi's regeneration, however). A conjured minion appears anywhere that Tashakhi wishes within 20 feet of himself; once conjured,

a minion may move any distance from its master. If Tashakhi himself is slain, all minions collapse into piles of bone, and the enslaved Vah Shir spirits that once occupied them are freed. Tashakhi may use this ability up to 8 times per day; he may have any number of minions (up to the maximum of 8 per day) active at one time.

Beastlord Spells Prepared (mana cost): *Alacrity* (19), *greater healing* (25), *nullify magic* (8), *Sha's advantage* (21), *Sha's ferocity* (58), *Sha's restoration* (50), *spiritual strength* (71), *talisman of Altuna* (42). Caster level 36th; save DC 23 + spell level. Mana Pool: 972.

Spell Prepared with Burning Gauntlets (mana cost): *Health* (13). Caster level 36th; save DC 23 + spell level.

Beastlord Abilities: Tashakhi has all the abilities and powers of a 30th-level beastlord. Rather than having a warder, however, Tashakhi can call forth a number of "defiled minions" each day; see his "Call Minions" ability for more details.

Immunities (Ex): Tashakhi is immune to disease, poison, and sonic damage.

Regeneration (Ex): Holy and lawful attacks deal normal damage to Tashakhi. He may regrow severed limbs in 2d6 minutes. If he holds the severed limb against the stump, he may reattach it instantly.

Resistances (Ex): Due to his various magic items, race, and inherent augmentations, Tashakhi has bonuses of electricity resistance (62), acid and cold resistance (64), and fire and magic resistance (66).

Wound Resistance (Ex): Due to his skeletal composition, Tashakhi takes only half damage from slashing and piercing attacks.

Possessions: *Shissar scaled armor*, *cape of the corpsemaster**, *Tashakhi's cloak* (as sheer black crusader's cloak), *acrylia-studded boots**, *silken cat-fur girdle*, *grey flesh trousers**, *shadow crown*, *deathmask*, *medallion of the hero of Shar Vahl**, *armband of serenity**, *adamantite wristguard**, *burning gauntlets* (type IV), *ring of thoughts*, *ring of lords*.

* See Chapter 5: New Magic in the *Luclin* sourcebook.

Defiled Minions

Tashakhi created these minions from the corpses of slain Vah Shir heroes; for game purposes, use the stats below for each. (The stats are those of a corrupted, fallen 15th-level Vah Shir warrior.)

Defiled Minion: CR 18; Medium-size undead; HD 15d12; hp 97; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 23 [flat-footed 20, touch 13] (+3 Dex, +10 natural); BAB +15; Grap +21; Atk 2 claws +22 melee (1d6+6) and bite +19 melee (1d4+3); SA harm touch, rage; SQ berserking, damage reduction 15/+3, infravision, minion of Tashakhi, see invisible, immunities, spell resistance 18, Taunt bonus +4, undead, wound resistance, +2 turn resistance; Res CR 30, DR —, FR 30, PR —; AL DE; Fac Tashakhi; SV Fort +9, Ref +8, Will +4; Str 22, Dex 16, Con —, Int 10, Wis 8, Cha 10.

Skills: Climb +14, Jump +14, Intimidate +8, Listen +3, Safe Fall +13, Sneak +13, Spot +3, Taunt +14.

Feats: Alertness, Combat Reflexes, Improved Initiative, Multiattack, Parry, Power Attack, Riposte, Weapon Focus (claw), Weapon Specialization (claw).

Harm Touch (Su): 1/day — 45 points, Fort DC 17 half.

Rage (Ex): Defiled minions go into a spectacular rage the instant they are damaged in combat, thereafter granting them a +4 bonus to Strength until either they or their foe is dead.

Immunities (Ex): A defiled minion is immune to mind-affecting spells and effects.

Minion of Tashakhi (Ex): Whenever Tashakhi conjures a defiled minion, that minion appears with two of the following special abilities. (Roll twice on the table below, and apply the resulting bonuses or abilities to the minion.)

d12 Roll	Result
1	+4 natural armor
2	+4 Strength
3	+4 Dexterity
4	+4 Intelligence (increases harm touch DC by +2)
5	+4 Charisma (harm touch may be used 2 extra times per day)
6	Damage reduction 15/+4 [DR 20/+4 if rolled a second time]
7	Spell resistance 23 [SR 28 if rolled a second time]
8	Sonic resistance (60) [sonic immunity if rolled a second time]
9	Acid resistance (25) [AR (50) if rolled a second time]
10	Electricity resistance (25) [ER (50) if rolled a second time]
11	Magic resistance (25) [MR (50) if rolled a second time]
12	Regeneration 5 [regeneration 10 if rolled a second time]

See Invisible (Su): A defiled minion can continuously *see invisible* as the spell.

Wound Resistance (Ex): A defiled minion takes only half damage from slashing and piercing attacks.

Nathyn Illuminious

Medium-Size Undead

Vampyre Lord Enchanter 29

Hit Dice:	24d12 plus 29d12 (404 hp)
Initiative:	+19 (+11 Dex, +8 racial)
Speed:	50 ft., climb 40 ft.
AC:	47 (+9 Dex, +14 natural, +6 armor, +1 arcane, +2 dodge, +3 enhancement, +2 haste)
BAB/Grapple:	+26/+39
Attacks:	<i>Katta staff of peace</i> +41/+36/+31/+26/+21 melee; or bite +39/+35/+31/+27/+23 melee and 2 claws +37 melee
Damage:	<i>Katta staff of peace</i> 1d6+21; bite 1d10+13 plus paralysis; claw 1d6+6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Create spawn, drain blood, mesmerization, paralysis, spells, vampyre's bite
Special Qualities:	Damage reduction 20/+3 and special, daylight vulnerability, greater enchantments (dire charm, gather mana x2), Greater Specialization (alteration), haste (5), infravision, lightning reactions, mist form, ultravision, undead
Saves:	Fort +17, Ref +30, Will +34
Abilities:	Str 37, Dex 33, Con —, Int 45, Wis 18, Cha 44
Skills:	Appraise +22, Balance +16, Bluff +39, Channeling +70, Climb +20, Diplomacy +39, Disguise +24 (+26 acting), Escape Artist +19, Gather Information +23, Hide +25, Intimidate +41, Jump +21, Knowledge (local lore) +22, Knowledge (monster lore [undead]) +32, Knowledge (mysticism) +43, Listen +20, Meditation +70, Read Lips +20, Sense Motive +23, Search +26, Sneak +25, Spellcraft +53, Spot +22, Taunt +27, Trade Skill (jewelcraft) +23, Tumble +20, Undead Empathy +33
Feats:	Ability Focus (mesmerization), Combat Reflexes, Dodge, Double Attack, Enlarge Spell, Lightning Reflexes, Mental Clarity, Mobility, Multiattack, Mystic Capacity (x2), Power Attack, Quicken Spell, School Specialization (alteration), School Specialization (divination), Silent Spell, Spring Attack, Still Spell, Whirlwind Attack
Climate/Terrain:	Any
Organization:	Solitary (unique)
Challenge Rating:	34
Treasure:	Quadruple standard (includes possessions below)
Alignment:	Orderly evil
Advancement Range:	By character class
Faction:	None

Description

One of the city's leading citizens and a long-time Magistrate of the Concilium Universus of Katta Castellum, Nathyn Illuminious is a mysterious, insular man who spends much of his time in his dark, stone mansion, well guarded by loyal, veteran Custodus legionnaires as well as two trained sonic wolves, Tero and Basirus. Illuminious' mansion is a wonder of traditional imperial architecture, with leaded glass windows, carved stone archways, gloomy gargoyles, soaring spires, and vaulted ceilings. It reflects its

owner's character well, for Nathyn is said to be a quiet, brooding sort who does not welcome visitors and dislikes intrusions.

Nathyn's isolation and dark nature have prompted many odd rumors — some claim he is secretly a demonologist who summons fell creatures to do his bidding, while others believe him to be an agent of the Inquisition, or a vampyre who is plotting to destroy Katta and the council from within. The reality of the matter is not certain to anyone but Nathyn himself — and it is a dark reality indeed, for he is a vampyre lord who plots nothing less than the destruction of Katta Castellum and the subjugation of all its peoples as his fodder. However, he is not particularly friendly with the Coterie of Eternal Night, pursuing his own agenda at all times.

All that is commonly known to Katta's general public is the fact that Illuminious is one of the city's most successful citizens, with a vast fortune and considerable talent in the magical arts. He is known to have done a great deal of research on the various environments of Luclin, and to have many maps and models of the moon to aid in his studies.

Combat

Nathyn Illuminious is not a foe to be trifled with, for he never plays with his enemies as some vampyres are wont to do. If faced with adversaries that pose a credible threat, Nathyn opens with his mesmerization ability, followed by *ancient chaotic visions* on the most dangerous-seeming opponent (he can use both abilities in the same round due to the haste conferred by his belt) and a quickened *color slant*, if necessary. In following rounds, he uses his tremendous speed and mobility to great advantage, although he tries to pass this off as some sort of magical haste unless his foes already know he is a vampyre or if he is sure he can kill them to protect his dark secret.

Under no circumstances will Illuminious willingly close for melee, at least until his mana is utterly depleted (and note his gather mana enchanter ability — if possible, he will retreat to a hidden sanctum to recover his mana over the course of a single hour, then hunt down his would-be assailants for a second fight, before they have had a chance to recover their resources fully).

Create Spawn (Su): A victim who dies as a result of Nathyn's drain blood attack rises in (2d4)x10 hours as a vampyre, unless her body is staked or burnt.

Drain Blood (Ex): If Nathyn successfully grapples and pins a foe, he may drain the victim's blood with his bite attack, dealing 1d4 points of temporary Constitution damage with each successful grapple check. For each point drained in this way, Nathyn gains 5 temporary hit points. If the victim is successfully *paralyzed* (see below), Nathyn is automatically considered to have grappled the foe and continues to drain blood each round without attack rolls or grapple checks required.

Mesmerization (Su): At will, as an attack action, Nathyn can invoke an effect identical to the spell *mesmerization* on his foes, as if by the enchanter spell of the same name (Will negates, DC 39). A target that saves against this power is immune to his mesmerization ability for 24 hours.

Paralysis (Ex): A victim hit by Nathyn's bite attack must make a Fortitude save (DC 26) or be paralyzed for 1 round.

Enchanter Spells Usually Prepared (mana cost, modified for Greater Specialization and *velium ruby ring*): *Annul magic* (10), *asphyxiate* (34), *color slant* (81; quickened), *ancient chaotic visions* (43 plus 1 Int; see Ancient Songs and Spells appendix), *dictate* (109), *fetter* (8), *memory flux* (75; enlarged), *rune V* (55), *visions of grandeur* (17), *wind of tashanian* (12). Save DC 29 + spell level (due to his *platinum sapphire pendant*). Mana Pool: 1,007.

Vampyre's Bite (Ex): Nathyn may make a number of iterative bite attacks per round as if his bite were a hand-held weapon with a standard delay of 5.

Damage Reduction (Ex): Vampyre lords have powerful damage reduction that applies against any weapon of less than +3 magic enhancement and that is not made of wood and does not deal piercing or slashing damage. Thus, Nathyn's DR applies against even a +5 *spear* (since it has a metal head) or a wooden +5 *club* (since it deals blunt damage), but a fully wooden arrow or a spear made completely of hardened wood (or a simple wooden stake) of +3 or better value deals damage to him normally.

Daylight Vulnerability (Ex): Vampyres take 2d6 points of damage per round while exposed to sunlight or spells that duplicate natural sunlight.

Lightning Reactions (Ex): A vampyre lord receives a +8 racial bonus to initiative rolls due to its unnatural speed and agility.

Mist Form (Ex): At will as an attack action, Nathyn can assume a cloudy, insubstantial, translucent form. His material armor (including natural armor) becomes worthless, though his size, Dexterity, deflection bonuses (if any), and armor bonuses from force effects still apply. He can't attack or cast spells with verbal, somatic, material, or focus components while in mist form. (This does not rule out the use of certain spells he may have prepared using the feats Silent Spell or Still Spell, however.) Nathyn also loses all supernatural abilities while in mist form. If he has a touch spell ready to use, that spell is discharged harmlessly when he assumes mist form.

Nathyn can't run in mist form, but he can fly at a speed of 20 feet (maneuverability perfect). He can pass through small holes or narrow openings, even mere cracks, with all he was wearing or holding in its hands, as long as the ability persists. He is subject to the effects of wind while in mist form, and he can't enter water or other liquid. He also can't manipulate objects or activate items, even those carried along with the mist form. Continuously active items remain active, though in some cases their effects may be moot.

Nathyn also gains the benefit of fast healing 5 while in mist form.

Resistances (Ex): Due to his various magic items, race, and inherent augmentations, Nathyn has bonuses of acid and sonic resistance (12), fire resistance (17), magic resistance (24), electricity resistance (31), and cold resistance (33). (Being undead, he is immune to disease and poison effects.)

Skills: A vampyre has a +4 racial bonus on Bluff, Listen, Search, Sense Motive, and Spot checks, and a +8 racial

bonus on Hide, Jump, and Sneak checks. (These bonuses are all included in the stat block above.)

Possessions: *Robe of dark beguilement**, *cloak of destruction**, *charlatan's sleeve*, *elder wolf hide*, *Katta staff of peace**, *bloodweave-lined shoes**, *belt of virility**, *death mask of the Elysians*, *Cazicite diamond headband*, *dream-caller gloves**, *platinum sapphire pendant*, *velium ruby ring*, *gold star rose quartz ring*, *crypt master's conjuring stone*.

* See Chapter 5: New Magic in the Luclin sourcebook.

Nightmaster Kelador

Medium-Size Humanoid (Human)

Magician 3 / Necromancer 23

Hit Dice:	3d4+12 plus 23d4+92 (199 hp)
Initiative:	+6 (Dex)
Speed:	30 ft., climb 10 ft. [mask]
AC:	26 (+6 Dex, +4 armor, +1 arcane, +2 dodge, +3 natural)
BAB/Grapple:	+12/+15
Attacks:	+2 <i>chaotic unholy dagger</i> +17/+13/+9 melee
Damage:	+2 <i>chaotic unholy dagger</i> 1d3+5/19–20
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spells
Special Qualities:	Affliction haste II, blindsight 30 ft., <i>dead man floating</i> (spell always in effect), death masteries (fear storm [DC 21], rebuke undead 3/day, restore undead [207 hp]), extended affliction II, Greater Specialization (conjuration), reanimation efficiency II, summoning efficiency I, +6 bonus on saves against fear
Saves:	Fort +15, Ref +14, Will +21
Abilities:	Str 17, Dex 23, Con 19, Int 29, Wis 16, Cha 14
Skills:	Channeling +33, Climb +11, Gather Information +16, Heal +20, Hide +16 [mask], Knowledge (monster lore [undead]) +27, Knowledge (mysticism) +38, Knowledge (planar travel) +15, Knowledge (religion) +18, Listen +9 [mask], Meditation +42, Sense Motive +9, Spellcraft +37, Spot +9, Swim +10, Trade Skill (jewelcraft) +27, Trade Skill (poison making) +28, Undead Empathy +27
Feats:	Enlarge Spell, Extend Spell, Iron Will, Mental Clarity, Mystic Capacity (x2), Quickened Spell, School Specialization (conjuration), Silent Spell, Spell Focus (conjuration), Still Spell
Climate/Terrain:	Any
Organization:	Solitary (unique)
Challenge Rating:	26
Treasure:	Double standard (includes possessions below)
Alignment:	Discordant evil
Advancement Range:	By character class
Faction:	None

Description

Nightmaster Kelador is a highly skilled necromancer loosely allied with General Jared Blaystich and the Shadow Haven smugglers. He is a devout worshipper of Cazic-Thule, thoroughly evil and self-serving, but he has been known to take on apprentices from time to time if his applicants can prove their worth and sincerity.

While Kelador dwells near the Echo Cavern smugglers and trades with them regularly, it is uncertain precisely how



loyal he is to General Blaystich's cause. He has never given Blaystich good reason to doubt his worth, but the Nightmaster is thought to serve no one but himself. (For his part, the General suspects that Kelador would be a formidable enemy if angered, so he tends to tread surprisingly lightly where the necromancer is concerned.)

Despite the fact that he rarely leaves his cavern home, Kelador always proves remarkably knowledgeable regarding events on Luclin and even across Norrath. He has an enormous network of spies and informants from whom he collects his news, presumably via some sort of magical contact, and the commands he issues to his widespread servants can cause ripples in surprisingly distant locations.

Combat

Kelador is not a fighter, being well aware of death's proximity, so he prefers to let his many undead minions deal with unwanted intruders. If forced to defend himself, he pulls no punches, using his most powerful spells to the best effect he can muster; he spends little time buffing himself, believing that the best defense is a fast and lethal offense. He tries to fight from hiding, if possible, using his various spells and items to blend into the nearby shadows and preparing spells with the Silent and Quicken Spell feats to optimize his furtive, deadly attacks.

Necromancer Spells Usually Prepared (mana cost, modified for Greater Specialization): *Bond of death* (60), *cascading darkness* (45), *coldlight* (8; quickened), *gather shadows* (12; silent, still), *harmshield* (14), *incinerate bones* (35), *insidious retrogression* (32), *lich* (4; quickened), *nullify magic* (32; quickened), *summon companion* (8). Caster level 23rd; save DC 19 + spell level, or DC 21 + spell level for conjuration. Mana Pool: 498.

Resistances (Ex): Due to his various magic items and inherent augmentations, Kelador has bonuses of fire and magic resistance (2), disease and electricity resistance (4), cold resistance (9), acid resistance (13), and poison resistance (35). He receives a +1 bonus on saves against electricity- and poison-based attacks, and a +2 bonus against acid.

Possessions: *Green silken drape, obulus mantle, withered leather cloak, +2 chaotic unholy dagger, Myotis mask, sun-soaked tunic, chromatic girdle*, boots of shadow walking*, velium fire opal circlet, choker of pestilence, saprophyte eye, claw of the sonic howler*, dusty bloodstained gloves, serpentine bracer, velium imbued amber bracelet, band of flesh, platinum skull ring, golden idol of Cazic-Thule.*

* See Chapter 5: New Magic in the Luclin sourcebook.

Valdanov Zevfeer

Medium-Size Undead

Vampyre Volatilis Lord Necromancer

Warrior 18 / Necromancer 6

Hit Dice: 24d12 plus 18d12 plus 6d12 (342 hp + *manaskin*)
Initiative: +25 (+13 Dex, +4 Improved Initiative, +8 racial)
Speed: 50 ft., climb 40 ft., fly 60 ft. (good)
AC: 46 (+9 Dex, +14 natural, +8 armor, +2 arcane, +3 dodge)
BAB/Grapple: +33/+47
Attacks: *Mithril two-handed sword* +53/+48/+43/+38/+33 melee and bite +46 melee; or bite +48/+44/+40/+36/+32 melee and 2 claws +45 melee
Damage: *Mithril two-handed sword* 2d6+28/17–20 plus *alacrity* proc; bite 1d12+7 plus paralysis (secondary) or bite 1d12+14 plus paralysis (primary); claw 1d8+7
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Create spawn, drain blood, mesmerization, paralysis, spells, vampyre's bite
Special Qualities: Damage reduction 20/+3 and special, daylight vulnerability, death masteries (fear storm [Will DC 25], rebuke undead 9/day, restore undead [330 hp]), flowing thought II, Greater Specialization (alteration), infravision, lightning reactions, mist form, reanimation haste III, ultravision, undead, warrior abilities
Saves: Fort +26, Ref +35, Will +35
Abilities: Str 38, Dex 37, Con —, Int 37, Wis 22, Cha 27
Skills: Appraise +16, Balance +20, Bluff +22, Channeling +44, Climb +24, Diplomacy +17, Disguise +13 (+15 acting), Escape Artist +20, Gather Information +10, Hide +28, Intimidate +35, Jump +40, Knowledge (folklore) +14, Knowledge (geography) +14, Knowledge (history) +18, Knowledge (local lore) +19, Knowledge (monster lore [undead]) +40, Knowledge (mysticism) +31, Knowledge (peerage) +18, Knowledge (warcraft) +31, Listen +28, Meditation +65, Sense Motive +23, Search +20, Sneak +28, Spellcraft +55, Spot +28, Taunt +40, Trade Skill (blacksmithing) +37, Tumble +21, Undead Empathy +17

Feats:	Ability Focus (mesmerization), Cleave, Combat Reflexes, Dodge, Double Attack, Finishing Blow, Improved Critical (greatsword), Improved Initiative, Lightning Reflexes, Mental Clarity, Mobility, Multiattack, Mystic Capacity (x2), Parry, Power Attack, Quicken Spell, Riposte, School Specialization (alteration), Silent Spell, Spring Attack, Still Spell, Weapon Focus (bite), Weapon Focus (greatsword), Weapon Specialization (greatsword), Whirlwind Attack
Climate/Terrain:	Any
Organization:	Solitary (unique)
Challenge Rating:	34
Treasure:	Quadruple standard (includes possessions below)
Alignment:	Orderly evil
Advancement Range:	By character class
Faction:	None

Description

The most infamous and dangerous of the vampires of Luclin is Valdanov Zevfeer, Master of the Coterie of Eternal Night and reputed creator of the vampires volatilis. Researchers have discovered that Valdanov was once — and not too long ago — a Loyalist alchemist and close associate of Nathyn Illuminious. How and why Zevfeer became a vampire is not known, but reliable rumor claims that he continues to experiment and has attempted to transform Vah Shir as well as other races not normally thought able to become vampires.

Combat

Valdanov Zevfeer is likely the mightiest vampire on Luclin, with the possible exception of his former colleague Nathyn Illuminious. As such, Zevfeer knows he can afford to toy with most of his victims as a cat does a mouse — he delights in the chase, and, knowing he has all the time in the world, he often sets up his chosen prey with elaborate ploys and tricks that can sometimes be months in the making.

In combat, Zevfeer uses his speed, mobility, strength, and magic to dishearten and demoralize his enemies; he is rarely happier than when he has turned the tables on and dashed all hope from a prospective vampire hunter. If Zevfeer actually grows concerned for his own safety, he rarely continues the fight when he can simply fly away or assume his mist form and escape that way, returning when the field of battle is firmly tilted in his favor — he almost always fights on his own terms.

If Zevfeer is somehow caught in sunlight (an unlikely event on the dark side of Luclin), he simply uses his *spade of digging* to make himself a nice safe spot deep in the soft earth.

Create Spawn (Su): A victim who dies as a result of Valdanov's drain blood attack rises in (2d4)x10 hours as a vampire, unless her body is staked or burnt.

Drain Blood (Ex): If Valdanov successfully grapples and pins a foe, he may drain the victim's blood with his bite attack, dealing 1d4 points of

temporary Constitution damage with each successful grapple check. For each point drained in this way, Valdanov gains 5 temporary hit points. If the victim is successfully *paralyzed* (see below), Valdanov is automatically considered to have grappled the foe and continues to drain blood each round without attack rolls or grapple checks required.

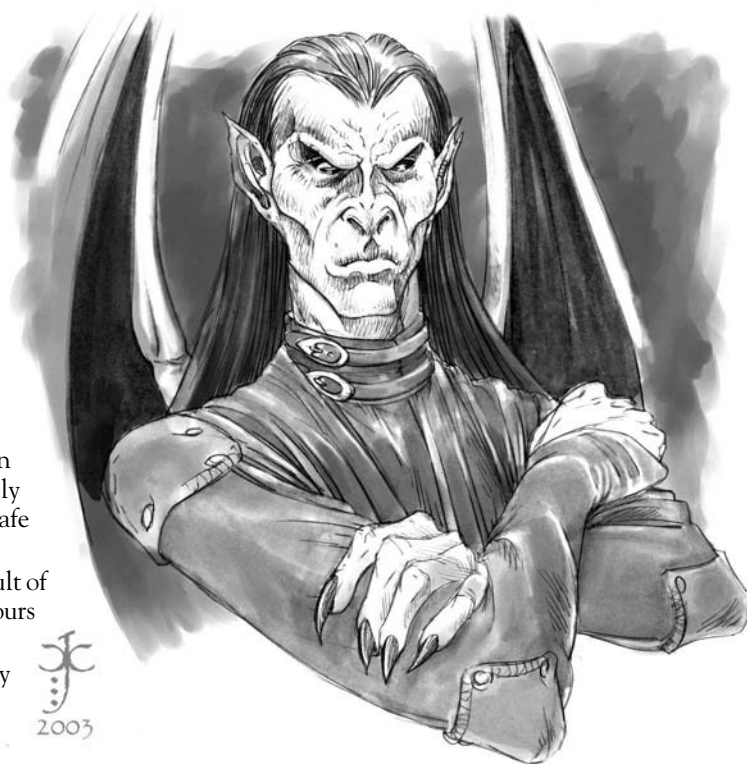
Mesmerization (Su): At will, as an attack action, Valdanov can invoke an effect identical to the spell *mesmerization* on his foes, as if by the enchanter spell of the same name (Will negates, DC 30). A target that saves against this power is immune to his mesmerization ability for 24 hours.

Paralysis (Ex): A victim hit by Valdanov's bite attack must make a Fortitude save (DC 27) or be paralyzed for 1 round.

Necromancer Spells Usually Prepared (mana cost, modified for Greater Specialization): *Ancient master of death* (1 plus 1 Int; see Ancient Songs and Spells appendix), *conjure corpse* (117), *devouring darkness* (67), *enslave death* (75), *funeral pyre of Kelador* (68), *gangrenous touch of Zum'uul* (63), *gate* (11), *levant* (75), *trucidation* (57), *Zevfeer's theft of vitae* (83). Caster level 30th; save DC 21 + spell level. Mana Pool: 809.

Vampire's Bite (Ex): Valdanov may make a number of iterative bite attacks per round as if his bite were a hand-held weapon with a standard delay of 5.

Damage Reduction (Ex): Vampire lords have powerful damage reduction that applies against any weapon of less than +3 magic enhancement and that is not made of wood and does not deal piercing or slashing damage. Thus, Valdanov's DR applies against even a +5 *spear* (since it has a metal head) or a wooden +5 *club* (since it deals blunt damage), but a fully wooden arrow or a spear made completely of hardened wood (or a wooden stake, for instance) of +3 or better magic value deals damage to him normally.



Daylight Vulnerability (Ex): Vampyres take 2d6 points of damage per round while exposed to sunlight or spells that duplicate natural sunlight.

Lightning Reactions (Ex): A vampyre lord receives a +8 racial bonus to initiative rolls due to its unnatural speed and agility.

Mist Form (Ex): At will as an attack action, Valdanov can assume a cloudy, insubstantial, translucent form. His material armor (including natural armor) becomes worthless, though his size, Dexterity, deflection bonuses (if any), and armor bonuses from force effects still apply. He can't attack or cast spells with verbal, somatic, material, or focus components while in mist form. (This does not rule out the use of certain spells he may have prepared using the feats Silent Spell or Still Spell, however.) Valdanov also loses all supernatural abilities while in mist form. If he has a touch spell ready to use, that spell is discharged harmlessly when he assumes mist form.

Valdanov can't run in mist form, but he can fly at a speed of 20 feet (maneuverability perfect). He can pass through small holes or narrow openings, even mere cracks, with all he was wearing or holding in its hands, as long as the ability persists. He is subject to the effects of wind while in mist form, and he can't enter water or other liquid. He also can't manipulate objects or activate items, even those carried

along with the mist form. Continuously active items remain active, though in some cases their effects may be moot.

Valdanov also gains the benefit of fast healing 5 while in mist form.

Resistances (Ex): Due to his various magic items, race, and inherent augmentations, Valdanov has bonuses of acid resistance (10), sonic resistance (11), magic resistance (18), electricity resistance (21), fire resistance (23), and cold resistance (30). (Being undead, he is immune to disease and poison effects.) He receives a +1 bonus against magic-based attacks and a +2 bonus against fire-based.

Skills: A vampyre has a +4 racial bonus on Bluff, Listen, Search, Sense Motive, and Spot checks, and a +8 racial bonus on Hide, Jump, and Sneak checks. (These bonuses are all included in the stat block above.)

Possessions: *Loam-encrusted robe, cloak of resistance +4 (arcane bonus to all saves), shawl of the blood shadows*, mithril two-handed sword, death mask of the Elysians, follower's sleeves, gloves of fire, fetid flesh belt, rotting flesh trousers*, bloodweave-lined shoes*, gold opal circlet, saprophyte eye, gold onyx earring, ring of living ore*, platinum jade ring, spade of digging, fetish of the nimble, scroll of cackling bones, Word of Psyche, 2 globs of gooey goo.*

* See Chapter 5: New Magic in the Luclin sourcebook.

Appendix Three: Ancient Songs and Spells

As far as anyone can determine, magic has existed on Norrath since the beginning of time. It's safe to assume that it has been studied for untold ages as well, and — since magic is a means to win and hold power and because so many people of Norrath have sought such power — rituals and spells of great potency have therefore been discovered. But with the rise and fall of the most magically gifted nations and the personal deaths of even the most long-lived spellcasters of old, much ancient magic has been lost.

Almost impossible to find and extremely difficult to cast, these so-called “ancient spells” also have benefits that make the great difficulty and danger of finding them quite worthwhile: Ancient spells are generally more powerful than other spells of the same level, plus they cost less mana to cast and are harder to resist.

As already indicated, such ancient spells have been lost and are therefore very hard to find. Most likely they can be found only in eldritch places of power and in long-forgotten crypts. A handful of powerful adventurers have reported finding such spells upon the Moon of Luclin, leading many to believe these spells are a product of the Combine Empire (or perhaps of the shissar or Akheva cultures, or even that belonging to the civilization from which the sun revenants have descended).

Ancient spells are marked with the [ancient] descriptor, and in addition to the benefits gained within the spell itself there are some other factors that go in common with all ancient spells, as follows.

Preparing an Ancient Spell

The spellcaster must be of a sufficient caster level and must have a number of ranks in Spellcraft equal to 3 + twice the ancient spell's level (e.g. 33 ranks if the ancient spell is a 15th-level spell) to attempt to prepare any ancient spell. Lower-level casters simply do not have the vast magical knowledge or power to prepare and cast such potent spells. In addition, it is impossible to prepare an [ancient] spell from anything but the original scroll (or tablet or other object) upon which it was found — it cannot be copied to another book, scroll, or other writing surface by any mortal means.

Actually preparing an ancient spell is a mixed blessing for the rare caster powerful enough to even attempt the feat.

First, the preparation requires an uninterrupted day of effort. At the end of the day, the caster must make a Spellcraft check (DC 50). No retry for a failed roll is allowed until the caster gains at least 1 rank in Spellcraft (even if she finds another scroll containing the same ancient spell). Success means the caster suffers 1 point of permanent Constitution loss, and the ancient spell is permanently prepared in one of the caster's spell preparation slots (which can be an additional slot gained through the Mystic Capacity feat). An undead spellcaster who prepares an ancient spell in this manner instead loses 1 point from the key ability score dictating the spell learned: thus, an undead arcane caster loses a point of Intelligence, a divine caster loses Wisdom, and an undead bard loses a point of Charisma.

Once prepared, the ancient spell cannot then be “unprepared” whether the caster wishes it or not without permanently losing access to that preparation slot. Even if the spell is unprepared with the sacrifice of that spell preparation slot, the caster does not regain the point of Constitution lost when the ancient spell was first prepared.

The process of learning and permanently preparing an ancient spell renders the ancient spell scroll useless, so if the caster should ever lose the prepared ancient spell (e.g. due to death and subsequent resurrection), then that caster will no longer possess the affected spell slot or the attendant ancient spell. Another scroll will have to be discovered and studied in order to regain that spell, requiring the permanent loss of another point of Constitution (or of the key casting ability for an undead caster) and another spell preparation slot.

An ancient spell can never be prepared using a metamagic feat.

Casting an Ancient Spell

Whenever she casts an ancient spell, a spellcaster takes 1 point of temporary ability damage to her key spellcasting stat. This damage cannot be prevented or healed with any known spells or magic — only time can heal this vast drain on the caster's body.

The save DC to resist an ancient spell is 15 + the spellcaster's key ability modifier + spell level.

Ancient Song List

Bard Songs

15th-Level Bard Songs

- Ancient Lullaby of Shadow (0). Mesmerizes targets and imposes spell resistance and saving throw penalties.
Lcea's Ancient Lament (0). Heals targets and lessens mana cost of spells.

Ancient Spell List

Cleric Spells

15th-Level Cleric Spells

- Ancient Gift of Aegolism (350). Up to six targets gain +12 AC and +330 hit points.
Ancient High Priest's Bulwark (45). Grants caster +6 AC, +85 hit points, and increased mana recovery.

Druid Spells

15th-Level Druid Spells

- Ancient Legacy of Blades (58). Up to six targets gain damage shield (9).
Ancient Starfire of Ro (48). (7d6)x10 fire damage.

Enchanter Spells

15th-Level Enchanter Spells

- Ancient Chaotic Visions (43). (5d6+5)x10 magic damage, plus interrupt.
Ancient Eternal Rapture (75). Mesmerizes target.

Magician Spells

15th-Level Magician Spells

- Ancient Burnout Blaze (25). Grants caster's pet +14 Str, +7 AC, and haste (9).
Ancient Shock of Sun (48). (3d6+1)x10 fire and (3d6+1)x10 magic damage, plus interrupt.

Necromancer Spells

15th-Level Necromancer Spells

- Ancient Lifebane (57). (4d10)x10 poison damage.
Ancient Master of Death (1). Caster becomes a specter and converts hit points to mana.

Shaman Spells

15th-Level Shaman Spells

- Ancient Feral Avatar (55). Target gains massive ability bonuses.
Ancient Scourge of Nife (70). 9d10 points of poison damage for 7 rounds.

Wizard Spells

15th-Level Wizard Spells

- Ancient Destruction of Ice (40). (4d10+5)x10 cold damage.
Ancient Greater Concussion (4). Makes the target less likely to attack the caster.

Spell Descriptions

Ancient Burnout Blaze

Alteration [Ancient, Fire]

Level: Mag 15

Spell Line: *Burnout*

Mana: 25

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Target: Caster's pet

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

As *burnout*, except the pet receives a +14 bonus to Strength, a +7 bonus to AC, and the benefit of haste (9). (A haste [9] effect grants a +3 haste bonus to AC and 2 extra attack actions every round.)

Ancient Chaotic Visions

Evocation [Ancient, Magic]

Level: Enc 15

Spell Line: *Demoting visions*

Mana: 43

Components: V, S

Casting Time: 1 full round

Recast: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

As *demoting visions*, except the target suffers (5d6+5) x10 points of magic damage (Will half) and, regardless of the save, is *interrupted*. (An interrupted creature loses one action and cannot cast spells in its next turn.)

Ancient Destruction of Ice

Evocation [Ancient, Cold]

Level: Wiz 15

Spell Line: *Shock of frost*

Mana: 40

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As *shock of frost*, except this spell deals (4d10+5)x10 points of cold damage.

Ancient Eternal Rapture

Conjuration [Ancient, Mind-Affecting]

Level: Enc 15

Spell Line: *Mesmerize*

Mana: 75

Components: V, S

Casting Time: 1 action

Recast: 4 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 5 rounds

Saving Throw: Will negates (see text)

Spell Resistance: Yes

As *mesmerize*, except that this spell is very difficult to resist: The Will save DC is 30 + (the enchanter's Intelligence modifier x2) + (the enchanter's Charisma modifier x2). (This save DC formula already includes the spell's level and the +5 DC bonus that all ancient spells gain inherently.)

Ancient Feral Avatar

Alteration [Ancient]

Level: Shm 15

Spell Line: *Avatar*

Mana: 55

Components: V, S

Casting Time: 1 action

Recast: 3 minutes

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As *avatar*, except this spell grants the target a +16 buff bonus to Strength and Dexterity, a +12 bonus to initiative, a +12 dodge bonus to AC, and a +12 bonus on attack rolls. These bonuses do not stack with those from the *wolf form* line of spells.

Ancient Gift of Aegolism

Abjuration [Ancient]

Level: Clr 15

Spell Line: *Courage*

Mana: 350

Components: V, S, M

Casting Time: 4 full rounds

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 1 day (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *courage*, except this spell grants the targets a +12 divine bonus to AC and a divine bonus of +330 hit points.

Material Components: 2 peridots.

Ancient Greater Concussion

Alteration [Ancient]

Level: Wiz 15

Spell Line: *Calming visage*

Mana: 4

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

As *concussion*, except as noted above.

Ancient High Priest's Bulwark

Abjuration [Ancient]

Level: Clr 15

Spell Line: *Armor of protection*

Mana: 45

Components: V

Casting Time: 1 action

Recast: Instant

Range: Personal

Target: Caster

Duration: 1 day (D)

Saving Throw: None (harmless)

Spell Resistance: No

As *armor of protection*, except the caster gains a +6 deflection bonus to AC, +85 bonus hit points, and automatically regains 1 mana every 8 rounds (or 75 mana per hour) while the spell remains in effect.

Ancient Legacy of Blades

Abjuration [Ancient]

Level: Dru 15

Spell Line: *Shield of thistles*

Mana: 58

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart

Duration: 3 minutes (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *shield of thistles*, except this spell grants up to six creatures the benefit of a damage shield (9).

Ancient Lifebane

Alteration [Ancient]

Level: Nec 15

Spell Line: *Shock of poison*

Mana: 57

Components: V, S

Casting Time: 1 full round

Recast: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

As *shock of poison*, except this spell deals (4d10)x10 points of poison damage.

Ancient Lullaby of Shadow

Bard Song [Ancient]

Level: Brd 15

Song Line: *Song of twilight*

Instrument: None

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Performance

Saving Throw: Will negates (see text)

Spell Resistance: Yes (see text)

As *song of twilight*, except the target suffers a -12 penalty on its saving throws and a -12 penalty to its spell resistance to resist this song.

Ancient Master of Death

Alteration [Ancient, Magic]

Level: Nec 15

Spell Line: *Dark pact*

Mana: 1

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Personal

Target: Caster

Duration: (D) (see text)

Saving Throw: None

Spell Resistance: No

As *archlich*, except this spell transforms 23 hit points of the caster into 17 mana at the beginning of each round, prior to any other actions, and continues until dispelled.

Ancient Scourge of Nife

Conjuration [Ancient, Poison]

Level: Shm 15

Spell Line: *Poison bolt*

Mana: 70

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 7 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

As *poison bolt*, except the target takes 9d10 points of poison damage immediately, and takes an additional 9d10 points of poison damage each round for 6 more rounds or until the poison is dispelled.

Ancient Shock of Sun

Conjuration (Summoning) [Ancient, Fire, Magic]

Level: Mag 15

Spell Line: *Shock of blades*

Mana: 48

Components: V, S

Casting Time: 1 full round

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

As *shock of fiery blades*, except the target takes (3d6+1)x10 points of fire damage and (3d6+1)x10 points of magic damage. On a failed save, the target is also *interrupted* (an interrupted creature loses 1 action and cannot cast spells in its next turn.)

Ancient Starfire of Ro

Evocation [Ancient, Fire]

Level: Dru 15

Spell Line: *Burst of flame*

Mana: 48

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

As *burst of flame*, except the target takes (7d6)x10 points of fire damage.

Lcea's Ancient Lament

Bard Song [Ancient]

Level: Brd 15

Song Line: *Hymn of restoration* and *Cassindra's chant of clarity*

Instrument: String (Dex)

Range: Medium (100 ft. + 10 ft./level)

Target: All allied creatures within range

Duration: Performance

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The bard must play a stringed instrument for *Lcea's ancient lament* to be effective. This spell affects all targets in the area the bard chooses to affect. Targeted beings have all current penalties due to fatigue or exhaustion negated (and cannot become fatigued or exhausted again while the song remains in effect), and are cured of 16 points of damage each round while the song lasts. Additionally, casters spend 40% less mana to cast spells while affected by *Lcea's ancient lament*.

Appendix Four: Akhevan-to-Common Dictionary

Ahkeva to Common Dictionary

Perfect for providing setting flavor for your EQrpg game, this dictionary presents some basics of Akhevan grammar as well as a short dictionary.

Pluralization:

A plural is completed by an "eus" if it ends in any consonant other than "s". If the word ends in "s" or a vowel the pluralization becomes "eum".

Example:

Ans sivuela matarun.	(The immortal outsider.)
Ans mataruneus xi Xauinae.	(The immortals of Luclin.)
Ans invarnaus ial temar attaumis.	(The traitor will know death.)
Ans invarnauseum ial tavuel.	(The traitors will suffer.)

Possessive Case:

The possessive case is completed with "ar" except if the word ends in "r" where then the possessive case is "a".

Example:

Ans renthais asir n'xudrau itraer.	(The leader has a superior weapon.)
Ans renthaisar xundrau ri itraer.	(The leader's weapon is superior.)
Ans dator asir n'lytaer.	(The servant has a duty.)
Tuis ri ans datora lytaer.	(That is the servant's duty.)

Verbs:

Number

Withstanding irregular verbs, the singular form is completed with "sis", unless the verb already ends in "s" where then the singular form is completed by "is".

Singular Plural

Ans xin dabo tekarsis ans sivuela.	{The warrior destroys the outsider.}
Ans xin daboeus tekarsis ans sivuelaeus.	{The warriors destroy the outsiders.}
Kel datiar visis sa xau ans rentha.	{One minion agrees to guard the city.}
Dat datiareus vis sa xau ans rentha.	{Two minions agree to guard the city.}

Person

Verbs usually have a different form only in the third person singular of the present tense. Withstanding irregular verbs, the third person singular of the present tense is completed with “ek”.

Xau iashatu	{I worship}
Ura iashtu	{You worship}
Xys iashtuek	{He worships}
Xau xenu	{I wield}
Ura xenu	{You wield}
Xys xenuiek	{She wields}

Withstanding irregular verbs, the past tense is completed with “un”.

	Active Voice		Passive Voice	
Present Tense	Xys xeturiis.	{He dishonors.}	Xys ri xeturiisun.	{He is dishonored.}
Past Tense	Xau xenturiisun.	{I dishonored}	Xau isu xeturiisun.	{I was dishonored}
Future Tense	Ura ial xeturiis.	{You will dishonor}	Ura ial di xeturiisun.	{You will be dishonored}
Present Perfect	Ura aus xeturiisun	{You have dishonored}	Ura aus diun xeturiisun.	{You have been dishonored.}
Past Perfect	Xys ausun xeturiisun.	{She had dishonored}	Xys ausun diun xeturiisun.	{She had been dishonored}
Future Perfect	Xau anir aus xeturiisun.	{I shall have dishonored}	Xau anir aus diun xeturiisun.	{I shall have been dishonored}

Mood

The mood of the verb indicates the tone in which the statement is made. The common “-ing” ending found in many verbs of the indicative mood is completed with “-im”. There are no other endings for the imperative or subjunctive moods.

Indicative	Phet ka tarvuelim ans invarnauseum.	{We are torturing the traitors.}
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Adjectives

Adjectives have three forms: positive, comparative, and superlative. Withstanding irregular forms, the comparative form is completed with “iul” while the superlative is completed with “iula”. The common “-ful” suffix for many adjectives is indicated by “-ais”.

Positive		Comparative		Superlative	
Ivas	{Wise}	Ivasiul	{Wiser}	Ivasiula	{Wisest}
Xeturiisais	{Disgraceful}	Vorn xeturiisais	{More disgraceful}	Vornu xeturiisais	{Most disgraceful}

Adverbs

Adverbs, like adjectives, have three forms: positive, comparative, and superlative. Withstanding irregular forms, the comparative form is completed with “iul” while the superlative is completed with “iula”. The common “-ly” suffix for many adverbs is indicated by “vor” (or “or” if ending in “v”).

Dictionary

Ahkevia Word

Common Translation

Akuel	Gift/Servant or Slave (He, She)
Anir	Shall
Ans	The
Asir	Has
Atet	The
Ator	They
Atraeth	Magic/Arcane
Attaumis	Immortal Death/Separation from "Ishinae" (Luclin)
Atulinae	Priest ("Student of the Maiden")
Atulus	Apprentice/Student
Aus	Have
Centien	Warrior
Crys	Acrylia
Dabo	Craftsman
Daius	Him/Her
Datiar	Minion/Follower
Dator	Servant/Slave
Detra	Bring
Di	Be
Diabo	Master (Achievement)
Draues	Victory/Success
Dutenus	Enemy
Dyek	Earth
Dyn	Rock/Stone
Fer	Fire
Fiel	Sun/Light/Luminescence
Gel	Gold
lal	Will
lashtu	Worship/Reverence
Invarnaus	Traitor
Isa	Were
Ishinaer	"The Divine Matron" (Luclin the Goddess)
Ishta	Respect
Isu	Was
Itraer	Superior
Ivanieun	Wisdom
Ivas	Wise
Ka	Are
Kaas	Black
Kath	How
Kel	A
Kela	One of
Kus	When
Kyl	Platinum
Lek	Water
Liako	Knight
Lumanes	Greetings
Lytaer	Duty
Matarun	Immortal/Any extra-planar being that is not Luclin
Mok	Copper

n'

Nekiu

Phalius

Phaluim

Phet

Pli

Qua

Rashen

Renthia

Renthais

Ri

Rulour

Sa

Senshali

Sivuela

t'

Tatrinae

Tatrua

Tavuel

Tek

Teka

Tekar

Temar

Temariel

Tetoracu

Tetorau

Thall

Thox

Tian

Tua

Tuis

Ura

Va

Vaunaer

Vereor

Vex

Vis

Vius

Vol

Vorn

Vornu

Vyanemis

Vyl

Weia

Wen

Wito

Xakra

Xakreum

Xar

Xaui

Xauiuae

A

Carry

Disease/Illness

Infestation/Mortal Dwelling (City, Camp, Town.)

We

Greater

Minor

Fortress/Stronghold

City

Leader

Is

Violate/Desecrate

To

Rogue

Outsider/Mortal (Anyone not Ahkeva.)

By

Priestly Magic ("Power of the Maiden")

Power

Pain/Suffer/Torture

Silver

Die

Mortal Death/To Destroy/Kill

Know

Knowledge

Twilight

Mentor/Teacher/Master (Employer/Boss)

Sacred

Blood

Day

Why

That/Outsider Individual (He, She)

You

Dark/Shadow

Inferior

Terror

Heart

Yes/Agree

Night/Darkness

Who

More

Most

Farewell

Velium

Forward/Toward

Air

Eye

Spirit

Spirits

No/Disagree/Protest

Ward/Guard/Protect

"The Matrons Ward" (Luclin the moon)

Appendix Four: Ahkevan Dictionary

Xean	My	Xirau	Injustice
Xenu	Wield	Xireus	Battle
Xetanus	Blasphemy	Xua	I
Xeturis	Disgrace/Fail/Failure/Dishonor	Xundrau	Weapon
Xeun	Mine	Xumdraux	Weapons
Xi	Of	Xys	Individual/He/She (Ahkeva)
Xiall	Justice		
Xin	War	Zov	Lesser
Xinau	Army	Zun	Major

Appendix Five: Monsters by Challenge Rating

CR1/10

Animal, moss snake

CR1/8

Koalindl

CR1/4

Bixie, worker

CR1/3

Animal, bat
Animal, piranha
Animal, rat
Bixie, drone
Tegi (common)
Vermin, fire beetle

CR1/2

Animal, eagle
Animal, riding horse
Cht'thk, bloodling
Clockwork, runaway
Froglok (common)
Goblin (common)
Lizard man⁴
Orc (common)
Rock hopper, needle-clawed
Vermin, giant wasp drone
Vermin, Klicnik drone
Vermin, Small giant scorpion
Vermin, spiderling

CR1

Animal, black wolf
Animal, dog
Animal, giant rat
Animal, toothed whale³
Blood sapper
Goblin, aqua

Grimling (common)

Kobold (common)

Reishi, sporeling

Shik'nar hatchling

Tegi warrior

Vermin, jungle spider

Vermin, Klicnik prince/princess

CR2

Animal, rattlesnake
Animal, snow wolf
Animal, warhorse
Aviak, egret
Elemental, steam
Fungus fiend
Galorian (common)
Gnoll (common)
Goblin, ice
Grimling warrior
Netherbian swarmcaller
Rock hopper, greyhopper
Saurek hopper
Underbulk, lesser
Vermin, giant rhino beetle hatchling
Vermin, giant wasp warrior
Vermin, Medium giant scorpion

CR3

Animal, black bear
Animal, caribou³
Animal, razorgill
Animal, walrus³
Aviak, darter
Bixie, queen
Brownie, scout
Cht'thk, swarmer
Clockwork, rogue
Fae drake
Galorian, Trog

Goblin, isle
Netherbian
Orc centurion
Rock burrower, lesser
Scaled wolf
Shik'nar
Skeleton, ice-bone
Sonic wolf
Tegi chieftain
Tegi shaman
Thought bleeder
Vermin, desert tarantula
Vermin, giant beetle
Vermin, Klicnik queen
Zombie, lesser^{2, 3}

CR4

Animal, darkweed snake
Animal, giant bat
Animal, giant eagle
Animal, lion (puma)
Animal, war wolf
Aviak, rook
Cht'thk, ash beetle
Drake, ebon
Faerie commoner
Froglok, shin
Galorian, Tarmok
Ghost skull¹
Griffawn
Grimling chieftain
Ice lizard³
Muddite
Owlbear
Siren²
Skeleton, dark-boned
Vermin, death beetle
Vermin, giant rhino beetle
Vermin, giant swamp leech

CR5

Animal, caiman
Animal, cistern asp
Animal, giant plague rat
Animal, lion
Animal, tiger
Aviak, harrier
Galorian, Goranga
Goblin, cyth (icy goblin)³
Goblin, flame
Orc, icy³
Pledge familiar
Skeleton, dry-bone
Sporali
Tegi high shaman
Vermin, carrion spider

CR6

Animal, dire wolf
Animal, great toothed whale³
Animal, kodiak bear
Aviak, avocet
Cht'thk, bloodbulk
Drake, fire
Drake, onyx
Galorian, Gantru
Gnoll, Mas
Goblin, inferno
Gorge hound
Ghoul²
Griffenne
Grimling necromancer
Jack-o-lantern
Orc, Ry'gorr
Reishi
Rock burrower, stone carver
Sarnak
Saurek hopper, Firefall
Shik'nar noble
Stonegrabber, Qua Va Dyn
Venomwing
Vermin, borer beetle
Whirling dervish

CR7

Animal, baleen whale³
Animal, crocodile
Animal, highlands lion
Animal, sabertooth tiger
Brute
Burynai
Deathly warrior, usher
Drachnid, webstrander/silklurker
Fire imp
Gnawer, insatiable
Gnoll, snowfang
Grimling priest
Spiritling
Sporali, soldier
Terror, tentacle
Vampyre

CR8

Animal, dawnbane serpent
Brownie farmer
Cockatrice
Elemental, slime
Froglok, yun
Goblin, pickclaw
Gorge minotaur
Graniteback
Shissar
Stonegrabber, Zov Va Dyn

Sun revenant
 Terror, icy³
 Thought horror
 Tizmak
 Vermin, scythe beetle
 Will sapper

CR9

Animal, deepwater caiman
 Animal, dread wolf
 Animal, elephant
 Drachnid, recluse
 Efreeti, lesser⁴
 Elemental, lava
 Faerie noble
 Giant sea turtle
 Griffon
 Iron guardian
 Seahorse
 Terror, stalag
 Ulthork
 Vampyre centurion
 Vermin, ancient giant rhino beetle

CR10

Animal, tundra kodiak bear
 Centaur
 Dark necromancer, offerer
 Deathly warrior, herald
 Drachnid, widow
 Evil eye, enchanter
 Giant, forest
 Gnoll, Mal
 Goo, smoldering
 Reanimated hand
 Shik'nar warlord
 Tigerraptor
 Vermin, ash hornet
 Zombie, greater³

CR11

Animal, cauldron shark
 Animal, Kejek tiger
 Animal, wooly mammoth
 Clockwork guard
 Erollisi bloodthorn
 Festering hag
 Froglok, jin
 Ghoul, greater²
 Kobold, highland
 Othmir
 Stonegrabber, Zun Va Dyn
 Vampyre officer

CR12

Animal, deepwater barricuda
 Animal, deepwater crocodile
 Deathly warrior, harbinger
 Drake, basalt
 Ghoul magus
 Giant, hill
 Netherbian hive tyrant
 Seafury cyclops
 Shadowed man
 Sonic bat
 Terror carver
 Vermin, crystal spider

CR13

Animal, Drakkel dire wolf
 Dark necromancer, sacrificer
 Froglok, krup
 Gargoyle
 Giant, frost
 Gnoll, Val
 Holgresh
 Rock burrower, core burrower
 Spire spirit, lesser
 Terror, ice-spawn³
 Unicorn
 Vampyre general

CR14

Ancient cyclops²
 Geonid
 Giant, nightfall
 Gnawer, bottomless
 Haze panther
 Hungry cube
 Lava beetle
 Risen commander
 Seahorse, swirlspine
 Shissar noble
 Stone guardian
 Stonegrabber, Pli Va Dyn
 Terrorantula
 Timeless golem
 Underbulk, greater
 Vermin, cinder hornet

CR15

Animal, giant polar bear
 Dark necromancer, ritualist
 Drolvarg
 Racnar
 Spire spirit, greater
 Treant⁴
 Vermin, spider, velium broodling
 Vortex weaver

CR16

Akheva, Qua
 Animal, gale wolf
 Animal, tundra mammoth
 Brownie outcast
 Cold shade
 Evil eye, wizard
 Flighty fiend
 Froglok, ilis
 Giant, ice³
 Giant, sand
 Griffon
 Spectre²
 Vampyre lord
 Vermin, scoriae hornet

CR17

Akheva, Zov
 Allizewosaur
 Cloaked dhampyre
 Elemental, bejeweled*
 Holgresh elder
 Stone spider

CR18

Akheva, Zun
 Giant, mountain
 Giant, storm
 Gust of wind
 Risen guardian³
 Shissar lord
 Spire spirit, lord
 Stonegrabber, Eom Va Dyn
 Velketor's experiment

CR19

Akheva, Pli
 Avatar of fear
 Bone guardian³
 Kobold, icepaw
 Lava duct crawler

CR20

Abhorrent
 Akheva, Eom
 Amygdalan knight
 Bulthar
 Chokidai
 Froglok, reet
 Giant, fire
 Koalindl
 Mermaid
 Skeleton, fearbone³

CR21

Brontotherium
 Elysian
 Geonid shaman

CR22

Skorpiki revenant³

CR23

Blight³
 Boogeyman
 Dragon, chromadrac
 Efreeti, noble⁴
 Petrified treant³

CR24

Blood of Ssraeshza
 Dreamreaper³
 Gorgon
 Kaas Thox

CR25

Bejeweled ghoul lord³
 Chetari
 Elysian elder

CR27

Glass spectre³
 Priest of discord

CR30+

Atenha'Ra
 Cazic-Thule
 Dragon—Dozekar
 Dragon—Dracoliche
 Dragon—Lady Vox
 Dragon—Trakanon
 Dragon—Zlandicar
 Va Xi Atenha'Ra

* The CR value given here differs from that in this creature's original printing; this list supersedes previous printings for this purpose.

¹ Printed in *Befallen*.

² Printed in *Realms of Norrath: Freeport*.

³ Printed in *Realms of Norrath: Everfrost Peaks*.

⁴ Printed in *EverQuest: Temple of Solusek Ro*.

Appendix Six: Monsters by Habitat

Note that most creatures most often encountered on another plane (outsiders and elementals, for instance) are not included in this appendix, nor are unique creatures.

Cold Aquatic

Animal, cauldron shark
Ancient cyclops²
Animal, deepwater barracuda
Animal, razorgill
Animal, walrus³
Animal, whale³
Bulthar
Evil eye
Giant sea turtle
Goblin, aqua
Goblin, isle
Mermaid
Othmir
Siren²
Spectre²
Tegi
Whirling dervish

Cold Desert

Animal, dog
Animal, giant plague rat
Animal, giant polar bear
Animal, giant rat
Animal, rat
Animal, tundra kodiak bear
Animal, tundra mammoth
Animal, wooly mammoth
Brontotherium
Burynai
Cloaked dhampyre
Cold shade
Dark necromancer
Deathly warrior
Elemental, slime

Evil eye
Festering hag
Galorian
Gargoyle
Ghoul²
Goblin, cyth³
Goblin, ice
Iron guardian
Jack-o-lantern
Orc
Owlbear
Pledge familiar
Sarnak
Shadowed man
Skeleton, ice-bone
Spectre²
Spiritling
Stone guardian
Stonegrabber
Tegi
Vampyre
Vermin, carrion spider
Vermin, crystal spider
Vermin, spiderling
Whirling dervish
Will sapper
Zombie^{2,3}

Cold Forest

Animal, black bear
Animal, dog
Animal, giant plague rat
Animal, giant polar bear
Animal, giant rat
Animal, kodiak bear
Animal, rat
Animal, tundra kodiak bear
Animal, tundra mammoth
Animal, wolf (any)

Animal, wooly mammoth
 Aviak
 Brontotherium
 Cloaked dhampyre
 Cold shade
 Dark necromancer
 Deathly warrior
 Elemental, slime
 Evil eye
 Faerie
 Festering hag
 Galorian
 Gargoyle
 Ghoul²
 Giant, forest
 Giant, frost
 Giant, ice³
 Giant, storm
 Goblin (common)
 Goblin, cyth³
 Goblin, ice
 Graniteback
 Iron guardian
 Jack-o-lantern
 Orc
 Owlbear
 Petrified treant³
 Pledge familiar
 Sarnak
 Shadowed man
 Skeleton, ice-bone
 Sonic wolf
 Spectre²
 Spiritling
 Stone guardian
 Stonegrabber
 Tegi
 Treant⁴
 Vampyre
 Vermin, carrion spider
 Vermin, crystal spider
 Vermin, spiderling
 Whirling dervish
 Will sapper
 Zombie^{2,3}

Cold Hills

Animal, black bear
 Animal, dog
 Animal, giant plague rat
 Animal, giant polar bear
 Animal, giant rat
 Animal, kodiak bear
 Animal, lion (puma)
 Animal, rat
 Animal, sabertooth tiger

Animal, tiger
 Animal, tundra kodiak bear
 Animal, tundra mammoth
 Animal, wolf (any)
 Animal, wooly mammoth
 Brontotherium
 Cloaked dhampyre
 Cold shade
 Dark necromancer
 Deathly warrior
 Elemental, slime
 Evil eye
 Festering hag
 Galorian
 Gargoyle
 Ghoul²
 Giant, frost
 Giant, hill
 Giant, ice³
 Giant, nightfall
 Gnoll (any)
 Goblin (common)
 Goblin, cyth³
 Goblin, ice
 Gorge hound
 Grimling
 Iron guardian
 Jack-o-lantern
 Kobold
 Orc
 Owlbear
 Pledge familiar
 Sarnak
 Shadowed man
 Skeleton, ice-bone
 Sonic wolf
 Spectre²
 Spiritling
 Stone guardian
 Stonegrabber
 Tegi
 Vampyre
 Vermin, carrion spider
 Vermin, crystal spider
 Vermin, spiderling
 Whirling dervish
 Will sapper
 Zombie^{2,3}

Cold Marsh

Animal, dog
 Animal, giant plague rat
 Animal, giant polar bear
 Animal, giant rat
 Animal, rat
 Animal, tundra kodiak bear

Animal, tundra mammoth
 Animal, wooly mammoth
 Brontotherium
 Cold shade
 Dark necromancer
 Deathly warrior
 Elemental, slime
 Evil eye
 Festering hag
 Galorian
 Gargoyle
 Ghoul²
 Goblin, aqua
 Goblin, cyth³
 Goblin, ice
 Goblin, isle
 Iron guardian
 Jack-o-lantern
 Orc
 Owlbear
 Petrified treant³
 Pledge familiar
 Sarnak
 Shadowed man
 Skeleton, ice-bone
 Spectre²
 Spiritling
 Stone guardian
 Stonegrabber
 Tegi
 Vampyre
 Vermin, carrion spider
 Vermin, crystal spider
 Vermin, spiderling
 Whirling dervish
 Will sapper
 Zombie^{2,3}

Cold Mountains

Animal, black bear
 Animal, dog
 Animal, giant plague rat
 Animal, giant polar bear
 Animal, giant rat
 Animal, Kejek tiger
 Animal, lion (puma)
 Animal, rat
 Animal, sabertooth tiger
 Animal, tundra kodiak bear
 Animal, tundra mammoth
 Animal, wolf (any)
 Animal, wooly mammoth
 Brontotherium
 Bulthar
 Burynai
 Cloaked dhampyre

Cold shade
 Dark necromancer
 Deathly warrior
 Elemental, slime
 Evil eye
 Festering hag
 Galorian
 Gargoyle
 Geonid
 Ghoul²
 Giant, frost
 Giant, hill
 Giant, ice³
 Giant, mountain
 Giant, nightfall
 Giant, storm
 Gnoll, Snowfang
 Goblin, cyth³
 Goblin, ice
 Gorge hound
 Grimling
 Iron guardian
 Jack-o-lantern
 Kobold
 Orc
 Othmir
 Pledge familiar
 Sarnak
 Shadowed man
 Skeleton, ice-bone
 Sonic wolf
 Spectre²
 Spiritling
 Stone guardian
 Stonegrabber
 Tegi
 Tizmak
 Vampyre
 Vermin, carrion spider
 Vermin, crystal spider
 Vermin, spiderling
 Whirling dervish
 Will sapper
 Zombie^{2,3}

Cold Plains

Animal, black bear
 Animal, caribou³
 Animal, dog
 Animal, giant plague rat
 Animal, giant polar bear
 Animal, giant rat
 Animal, lion (puma)
 Animal, rat
 Animal, sabertooth tiger
 Animal, tiger

Animal, tundra kodiak bear
 Animal, tundra mammoth
 Animal, walrus³
 Animal, wolf (any)
 Animal, wooly mammoth
 Aviak
 Brontotherium
 Cloaked dhampyre
 Cold shade
 Dark necromancer
 Deathly warrior
 Elemental, slime
 Evil eye
 Festering hag
 Galorian
 Gargoyle
 Ghoul²
 Giant, frost
 Giant, ice³
 Giant, nightfall
 Gnoll (common)
 Goblin (common)
 Goblin, cyth³
 Goblin, ice
 Gorge hound
 Graniteback
 Ice lizard³
 Iron guardian
 Jack-o-lantern
 Orc
 Othmir
 Owlbear
 Pledge familiar
 Sarnak
 Shadowed man
 Skeleton, ice-bone
 Sonic wolf
 Spectre²
 Spiritling
 Stone guardian
 Stonegrabber
 Tegi
 Ulthork
 Vampyre
 Vermin, carrion spider
 Vermin, crystal spider
 Vermin, spiderling
 Whirling dervish
 Will sapper
 Zombie^{2,3}

Cold Underground

Animal, giant plague rat
 Animal, giant rat
 Animal, rat
 Blood sapper

Burnai
 Chetari
 Chokidai
 Cold shade
 Dark necromancer
 Deathly warrior
 Elemental, slime
 Evil eye
 Festering hag
 Fungus fiend
 Galorian
 Gargoyle
 Geonid
 Ghoul magus
 Ghoul²
 Gnoll, Snowfang
 Goblin (common)
 Goblin, aqua
 Goblin, cyth³
 Goblin, ice
 Goblin, isle
 Goblin, Pickclaw
 Goo, smoldering
 Grimling
 Hungry cube
 Iron guardian
 Netherbian
 Orc
 Owlbear
 Pledge familiar
 Reanimated hand
 Reishi
 Rock burrower
 Shadowed man
 Shik'nar
 Skeleton, dark-boned
 Skeleton, ice-bone
 Spectre²
 Stone guardian
 Stonegrabber
 Tegi
 Terror
 Thought horror
 Underbulk
 Vampyre
 Vermin, carrion spider
 Vermin, crystal spider
 Vermin, spiderling
 Vermin, velium broodling spider
 Vortex weaver
 Will sapper
 Zombie^{2,3}

Temperate Aquatic

Animal, cauldron shark
 Ancient cyclops²

Animal, cistern asp
 Animal, darkweed snake
 Animal, dawnbane serpent
 Animal, deepwater barracuda
 Animal, moss snake
 Animal, razorgill
 Animal, whale³
 Evil eye
 Giant sea turtle
 Goblin, aqua
 Goblin, isle
 Koalindl
 Mermaid
 Seafury cyclops
 Seahorse
 Siren²
 Spectre²
 Tegi

Temperate Desert

Animal, bat
 Animal, cistern asp
 Animal, darkweed snake
 Animal, dawnbane serpent
 Animal, dog
 Animal, giant bat
 Animal, giant plague rat
 Animal, giant rat
 Animal, horse (Luclin)
 Animal, moss snake
 Animal, rat
 Animal, rattlesnake
 Burynai
 Cht'thk
 Cloaked dhampyre
 Cockatrice
 Dark necromancer
 Deathly warrior
 Elemental, slime
 Evil eye
 Festering hag
 Galorian
 Gargoyle
 Ghoul²
 Giant, sand
 Goblin (common)
 Iron guardian
 Jack-o-lantern
 Orc
 Owlbear
 Pledge familiar
 Risen commander
 Sarnak
 Scaled wolf
 Shadowed man
 Sonic bat

Spectre²
 Spiritling
 Stone guardian
 Stonegrabber
 Tegi
 Vampyre
 Vermin, carrion spider
 Vermin, crystal spider
 Vermin, fire beetle
 Vermin, spiderling
 Will sapper
 Zombie^{2,3}

Temperate Forest

Animal, bat
 Animal, black bear
 Animal, darkweed snake
 Animal, dawnbane serpent
 Animal, dog
 Animal, eagle
 Animal, giant bat
 Animal, giant eagle
 Animal, giant plague rat
 Animal, giant rat
 Animal, kodiak bear
 Animal, moss snake
 Animal, rat
 Animal, rattlesnake
 Animal, wolf (any)
 Aviak
 Bixie
 Brownie
 Brute
 Cht'thk
 Cloaked dhampyre
 Clockwork
 Cockatrice
 Dark necromancer
 Deathly warrior
 Drolvarg
 Elemental, slime
 Evil eye
 Fae drake
 Faerie
 Festering hag
 Galorian
 Gargoyle
 Ghoul²
 Giant, forest
 Giant, storm
 Goblin (common)
 Graniteback
 Grimling
 Haze panther
 Iron guardian
 Jack-o-lantern

Lizard man⁴
 Orc
 Owlbear
 Petrified treant³
 Pledge familiar
 Risen commander
 Sarnak
 Shadowed man
 Sonic bat
 Sonic wolf
 Spectre²
 Spiritling
 Stone guardian
 Stonegrabber
 Tegi
 Treant⁴
 Unicorn
 Vampyre
 Vermin, ash hornet
 Vermin, borer beetle
 Vermin, carrion spider
 Vermin, cnder hornet
 Vermin, crystal spider
 Vermin, death beetle
 Vermin, fire beetle
 Vermin, giant beetle
 Vermin, giant rhino beetle
 Vermin, giant wasp
 Vermin, Klicnik beetle (any)
 Vermin, scoriae hornet
 Vermin, scythe beetle
 Vermin, spiderling
 Will sapper
 Zombie^{2,3}

Temperate Hills

Animal, bat
 Animal, black bear
 Animal, darkweed snake
 Animal, dawnbane serpent
 Animal, dog
 Animal, eagle
 Animal, giant bat
 Animal, giant eagle
 Animal, giant plague rat
 Animal, giant rat
 Animal, highlands lion
 Animal, horse (Luclin)
 Animal, kodiak bear
 Animal, lion
 Animal, moss snake
 Animal, rat
 Animal, rattlesnake
 Animal, sabertooth tiger
 Animal, tiger
 Animal, wolf (any)

Bixie
 Brownie
 Brute
 Cht'thk
 Cloaked dhampyre
 Clockwork
 Cockatrice
 Dark necromancer
 Deathly warrior
 Dragon, chromadrac
 Drake, ebon
 Drolvarg
 Elemental, slime
 Evil eye
 Festering hag
 Galorian
 Gargoyle
 Ghoul²
 Giant, hill
 Giant, nightfall
 Gnoll (common)
 Goblin (common)
 Gorge hound
 Griffon
 Grimling
 Iron guardian
 Jack-o-lantern
 Kobold
 Orc
 Owlbear
 Pledge familiar
 Risen commander
 Sarnak
 Shadowed man
 Sonic bat
 Sonic wolf
 Spectre²
 Spiritling
 Stone guardian
 Stonegrabber
 Tegi
 Thought bleeder
 Vampyre
 Vermin, ash hornet
 Vermin, borer beetle
 Vermin, carrion spider
 Vermin, cnder hornet
 Vermin, crystal spider
 Vermin, death beetle
 Vermin, fire beetle
 Vermin, giant beetle
 Vermin, giant rhino beetle
 Vermin, giant wasp
 Vermin, Klicnik beetle (any)
 Vermin, scoriae hornet

Vermin, scythe beetle
Vermin, spiderling
Will sapper
Zombie^{2,3}

Temperate Marsh

Animal, cistern asp
Animal, darkweed snake
Animal, dawnbane serpent
Animal, dog
Animal, giant plague rat
Animal, giant rat
Animal, moss snake
Animal, rat
Brownie
Cht'thk
Cloaked dhampyre
Cockatrice
Dark necromancer
Deathly warrior
Elemental, slime
Evil eye
Festering hag
Galorian
Gargoyle
Ghoul²
Gnawer, insatiable
Goblin (common)
Goblin, aqua
Goblin, isle
Iron guardian
Jack-o-lantern
Lizard man⁴
Orc
Owlbear
Petrified treant³
Pledge familiar
Risen commander
Sarnak
Shadowed man
Spectre²
Spiritletling
Stone guardian
Stonegrabber
Tegi
Thought bleeder
Vampyre
Vermin, carrion spider
Vermin, crystal spider
Vermin, fire beetle
Vermin, giant swamp leech
Vermin, spiderling
Will sapper
Zombie^{2,3}

Temperate Mountains

Animal, black bear
Animal, darkweed snake
Animal, dawnbane serpent
Animal, dog
Animal, eagle
Animal, giant eagle
Animal, giant plague rat
Animal, giant rat
Animal, highlands lion
Animal, Kejek tiger
Animal, lion
Animal, moss snake
Animal, rat
Animal, rattlesnake
Animal, sabertooth tiger
Animal, wolf (any)
Brownie
Brute
Burynai
Cht'thk
Cloaked dhampyre
Clockwork
Cockatrice
Dark necromancer
Deathly warrior
Dragon, chromadrac
Drake, basalt
Drake, ebon
Drake, onyx
Drolvarg
Elemental, slime
Evil eye
Festering hag
Galorian
Gargoyle
Geonid
Ghoul²
Giant, hill
Giant, mountain
Giant, nightfall
Giant, storm
Gnawer, bottomless
Gnoll (common)
Goblin (common)
Gorge hound
Gorge minotaur
Grimling
Iron guardian
Jack-o-lantern
Kobold
Muddite
Orc
Pledge familiar
Risen commander

Sarnak
 Shadowed man
 Sonic bat
 Sonic wolf
 Spectre²
 Spiritling
 Stone guardian
 Stone spider
 Stonegrabber
 Tegi
 Thought bleeder
 Vampyre
 Vermin, carrion spider
 Vermin, crystal spider
 Vermin, fire beetle
 Vermin, spiderling
 Will sapper
 Zombie^{2,3}

Temperate Plains

Animal, bat
 Animal, black bear
 Animal, darkweed snake
 Animal, dawnbane serpent
 Animal, dog
 Animal, eagle
 Animal, giant bat
 Animal, giant eagle
 Animal, giant plague rat
 Animal, giant rat
 Animal, horse (Luclin)
 Animal, lion
 Animal, moss snake
 Animal, rat
 Animal, rattlesnake
 Animal, sabertooth tiger
 Animal, tiger
 Animal, wolf (any)
 Aviak
 Bixie
 Brownie
 Centaur
 Cht'thk
 Cloaked dhampyre
 Clockwork
 Cockatrice
 Dark necromancer
 Deathly warrior
 Drolvarg
 Elemental, slime
 Evil eye
 Festering hag
 Galorian
 Gargoyle
 Ghoul²
 Giant, nightfall

Gnoll (common)
 Goblin (common)
 Gorge hound
 Graniteback
 Griffon
 Iron guardian
 Jack-o-lantern
 Orc
 Owlbear
 Pledge familiar
 Risen commander
 Sarnak
 Scaled wolf
 Shadowed man
 Sonic bat
 Sonic wolf
 Spectre²
 Spiritling
 Stone guardian
 Stonegrabber
 Tegi
 Thought bleeder
 Vampyre
 Vermin, ash hornet
 Vermin, borer beetle
 Vermin, carrion spider
 Vermin, cnder hornet
 Vermin, crystal spider
 Vermin, death beetle
 Vermin, fire beetle
 Vermin, giant beetle
 Vermin, giant rhino beetle
 Vermin, giant wasp
 Vermin, scoriae hornet
 Vermin, scythe beetle
 Vermin, spiderling
 Will sapper
 Zombie^{2,3}

Temperate Underground

Animal, bat
 Animal, dawnbane serpent
 Animal, giant bat
 Animal, giant plague rat
 Animal, giant rat
 Animal, horse (Luclin)
 Animal, rat
 Bixie
 Blood sapper
 Brute
 Burynai
 Chetari
 Chokidai
 Cht'thk
 Clockwork
 Cockatrice

Dark necromancer
 Deathly warrior
 Elemental, slime
 Evil eye
 Festering hag
 Fungus fiend
 Galorian
 Gargoyle
 Geonid
 Ghoul magus
 Ghoul²
 Gnawer, bottomless
 Gnoll (common)
 Goblin (common)
 Goblin, aqua
 Goblin, isle
 Goblin, Pickclaw
 Goo, smoldering
 Grimling
 Hungry cube
 Iron guardian
 Lizard man⁴
 Netherbian
 Orc
 Owlbear
 Pledge familiar
 Reanimated hand
 Reishi
 Risen commander
 Rock burrower
 Shadowed man
 Shik'nar
 Skeleton, dark-boned
 Sonic bat
 Spectre²
 Sporal
 Stone guardian
 Stone spider
 Stonegrabber
 Tegi
 Terror
 Thought bleeder
 Thought horror
 Underbulk
 Vampyre
 Vermin, ash hornet
 Vermin, carrion spider
 Vermin, cnder hornet
 Vermin, crystal spider
 Vermin, fire beetle
 Vermin, giant wasp
 Vermin, Klicnik beetle (any)
 Vermin, scoriae hornet
 Vermin, spiderling
 Vermin, velium broodling spider

Vortex weaver
 Will sapper
 Zombie^{2,3}

Warm Aquatic

Animal, caiman
 Ancient cyclops²
 Animal, cauldron shark
 Animal, cistern asp
 Animal, crocodile
 Animal, darkweed snake
 Animal, dawnbane serpent
 Animal, deepwater barricuda
 Animal, deepwater caiman
 Animal, deepwater crocodile
 Animal, moss snake
 Animal, piranha
 Animal, razorgill
 Animal, whale³
 Evil eye
 Giant sea turtle
 Goblin, aqua
 Goblin, isle
 Mermaid
 Seafury cyclops
 Siren²
 Spectre²
 Tegi

Warm Desert

Animal, bat
 Animal, caiman
 Animal, cistern asp
 Animal, crocodile
 Animal, darkweed snake
 Animal, dawnbane serpent
 Animal, dog
 Animal, giant bat
 Animal, giant plague rat
 Animal, giant rat
 Animal, horse (Luclin)
 Animal, rat
 Animal, rattlesnake
 Burynai
 Cht'thk
 Cloaked dhampyre
 Cockatrice
 Dark necromancer
 Deathly warrior
 Elemental, slime
 Evil eye
 Festering hag
 Galorian
 Gargoyle
 Ghoul²
 Giant, sand

Goblin, flame
Goblin, inferno
Iron guardian
Jack-o-lantern
Orc
Pledge familiar
Risen commander
Rock hopper, greyhopper
Rock hopper, needle-clawed
Sarnak
Scaled wolf
Shadowed man
Skeleton, dry-bone
Sonic bat
Spectre²
Spiritling
Stone guardian
Stonegrabber
Sun revenant
Tegi
Terrorantula
Vampyre
Vermin, carrion spider
Vermin, crystal spider
Vermin, desert tarantula
Vermin, fire beetle
Vermin, giant scorpion
Vermin, spiderling
Will sapper
Zombie^{2,3}

Warm Forest

Animal, bat
Animal, black bear
Animal, darkweed snake
Animal, dawnbane serpent
Animal, dog
Animal, eagle
Animal, elephant
Animal, giant bat
Animal, giant eagle
Animal, giant plague rat
Animal, giant rat
Animal, kodiak bear
Animal, moss snake
Animal, rat
Animal, rattlesnake
Aviak
Cht'thk
Cloaked dhampyre
Cockatrice
Dark necromancer
Deathly warrior
Drachnid
Elemental, slime
Erollisi bloodthorn

Evil eye
Faerie
Festering hag
Galorian
Gargoyle
Ghoul²
Giant, forest
Giant, storm
Goblin (common)
Graniteback
Haze panther
Holgresh
Iron guardian
Jack-o-lantern
Lizard man⁴
Orc
Owlbear
Petrified treant³
Pledge familiar
Racnar
Risen commander
Rock hopper, needle-clawed
Sarnak
Saurek hopper
Shadowed man
Sonic bat
Sonic wolf
Spectre²
Spiritling
Stone guardian
Stonegrabber
Tegi
Tigerraptor
Treant⁴
Vampyre
Venomwing
Vermin, borer beetle
Vermin, carrion spider
Vermin, crystal spider
Vermin, death beetle
Vermin, fire beetle
Vermin, giant beetle
Vermin, giant rhino beetle
Vermin, jungle spider
Vermin, Klicnik beetle (any)
Vermin, scythe beetle
Vermin, spiderling
Will sapper
Zombie^{2,3}

Warm Hills

Animal, bat
Animal, black bear
Animal, darkweed snake
Animal, dawnbane serpent
Animal, dog

Animal, eagle
 Animal, giant bat
 Animal, giant eagle
 Animal, giant plague rat
 Animal, giant rat
 Animal, highlands lion
 Animal, horse (Luclin)
 Animal, kodiak bear
 Animal, lion
 Animal, moss snake
 Animal, rat
 Animal, rattlesnake
 Animal, sabertooth tiger
 Animal, tiger
 Cht'thk
 Cloaked dhampyre
 Dark necromancer
 Deathly warrior
 Dragon, chromadrac
 Elemental, slime
 Evil eye
 Festering hag
 Galorian
 Gargoyle
 Ghoul²
 Giant, hill
 Giant, nightfall
 Goblin (common)
 Goblin, flame
 Goblin, inferno
 Gorge hound
 Iron guardian
 Jack-o-lantern
 Orc
 Owlbear
 Pledge familiar
 Risen commander
 Rock hopper, greyhopper
 Rock hopper, needle-clawed
 Sarnak
 Saurek hopper
 Shadowed man
 Sonic bat
 Sonic wolf
 Spectre²
 Spiritling
 Stone guardian
 Stonegrabber
 Tegi
 Thought bleeder
 Tigerraptor
 Vampyre
 Vermin, borer beetle
 Vermin, carrion spider
 Vermin, crystal spider

Vermin, death beetle
 Vermin, fire beetle
 Vermin, giant beetle
 Vermin, giant rhino beetle
 Vermin, jungle spider
 Vermin, Klicnik beetle (any)
 Vermin, scythe beetle
 Vermin, spiderling
 Will sapper
 Zombie^{2,3}

Warm Marsh

Animal, caiman
 Animal, cistern asp
 Animal, crocodile
 Animal, darkweed snake
 Animal, dawnbane serpent
 Animal, deepwater caiman
 Animal, deepwater crocodile
 Animal, dog
 Animal, giant plague rat
 Animal, giant rat
 Animal, moss snake
 Animal, rat
 Cht'thk
 Cloaked dhampyre
 Cockatrice
 Dark necromancer
 Deathly warrior
 Drachnid
 Elemental, slime
 Erollisi bloodthorn
 Evil eye
 Festering hag
 Froglok
 Galorian
 Gargoyle
 Ghoul²
 Gnawer, insatiable
 Goblin (common)
 Goblin, aqua
 Goblin, isle
 Iron guardian
 Jack-o-lantern
 Lizard man⁴
 Orc
 Petrified treant³
 Pledge familiar
 Risen commander
 Sarnak
 Shadowed man
 Spectre²
 Spiritling
 Stone guardian
 Stonegrabber
 Tegi

Thought bleeder
Vampyre
Venomwing
Vermin, carrion spider
Vermin, crystal spider
Vermin, fire beetle
Vermin, giant swamp leech
Vermin, spiderling
Will sapper
Zombie^{2,3}

Warm Mountains

Animal, black bear
Animal, darkweed snake
Animal, dawnbane serpent
Animal, dog
Animal, eagle
Animal, giant eagle
Animal, giant plague rat
Animal, giant rat
Animal, highlands lion
Animal, Kejek tiger
Animal, lion
Animal, moss snake
Animal, rat
Animal, rattlesnake
Animal, sabertooth tiger
Burynai
Cht'thk
Cloaked dhampyre
Cockatrice
Dark necromancer
Deathly warrior
Dragon, chromadrac
Drake, fire
Elemental, lava
Elemental, slime
Evil eye
Festering hag
Fire imp
Galorian
Gargoyle
Geonid
Ghoul²
Giant, fire
Giant, hill
Giant, mountain
Giant, nightfall
Giant, storm
Gnawer, bottomless
Goblin (common)
Goblin, flame
Goblin, inferno
Gorge hound
Gorge minotaur
Iron guardian

Jack-o-lantern
Muddite
Orc
Pledge familiar
Racnar
Risen commander
Rock hopper, greyhopper
Sarnak
Shadowed man
Sonic bat
Sonic wolf
Spectre²
Spiritling
Stone guardian
Stone spider
Stonegrabber
Tegi
Thought bleeder
Tigerraptor
Vampyre
Vermin, carrion spider
Vermin, crystal spider
Vermin, fire beetle
Vermin, jungle spider
Vermin, spiderling
Will sapper
Zombie^{2,3}

Warm Plains

Animal, bat
Animal, black bear
Animal, cistern asp
Animal, darkweed snake
Animal, dawnbane serpent
Animal, dog
Animal, eagle
Animal, elephant
Animal, giant bat
Animal, giant eagle
Animal, giant plague rat
Animal, giant rat
Animal, horse (Luclin)
Animal, lion
Animal, moss snake
Animal, rat
Animal, rattlesnake
Animal, sabertooth tiger
Animal, tiger
Aviak
Cht'thk
Cloaked dhampyre
Cockatrice
Dark necromancer
Deathly warrior
Elemental, slime
Evil eye

Festering hag
Galorian
Gargoyle
Ghoul²
Giant, nightfall
Goblin (common)
Goblin, flame
Goblin, inferno
Gorge hound
Graniteback
Iron guardian
Jack-o-lantern
Orc
Owlbear
Pledge familiar
Risen commander
Sarnak
Scaled wolf
Shadowed man
Sonic bat
Sonic wolf
Spectre²
Spiritling
Stone guardian
Stonegrabber
Tegi
Terrorantula
Thought bleeder
Tigerraptor
Vampyre
Vermin, borer beetle
Vermin, carrion spider
Vermin, crystal spider
Vermin, death beetle
Vermin, fire beetle
Vermin, giant beetle
Vermin, giant rhino beetle
Vermin, scythe beetle
Vermin, spiderling
Vortex weaver
Will sapper
Zombie^{2,3}

Warm Underground

Animal, bat
Animal, dawnbane serpent
Animal, giant bat
Animal, giant plague rat
Animal, giant rat
Animal, horse (Luclin)
Animal, rat
Blood sapper
Burynai
Chetari
Chokidai
Cht'thk

Cockatrice
Dark necromancer
Deathly warrior
Drachnid
Elemental, slime
Evil eye
Festering hag
Fire imp
Froglok
Fungus fiend
Galorian
Gargoyle
Geonid
Ghoul magus
Ghoul²
Giant, fire
Gnawer, bottomless
Goblin (common)
Goblin, aqua
Goblin, flame
Goblin, inferno
Goblin, isle
Goblin, Pickclaw
Goo, smoldering
Hungry cube
Iron guardian
Lava beetle
Lava duct crawler
Lizard man⁴
Netherbian
Orc
Owlbear
Pledge familiar
Reanimated hand
Reishi
Risen commander
Rock burrower
Shadowed man
Shik'nar
Skeleton, dark-boned
Skeleton, dry-bone
Sonic bat
Spectre²
Sporali
Stone guardian
Stone spider
Stonegrabber
Tegi
Terror
Thought bleeder
Thought horror
Underbulk
Vampyre
Vermin, carrion spider
Vermin, crystal spider

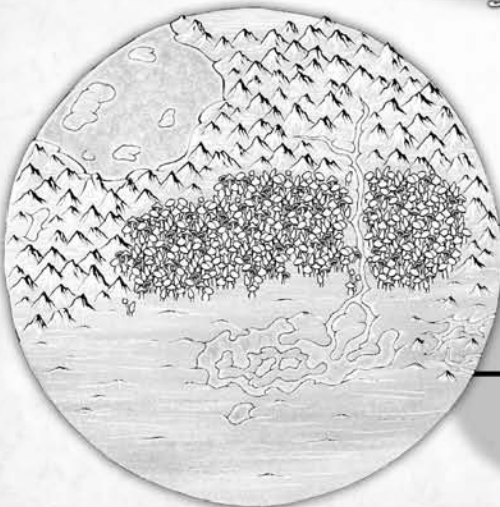
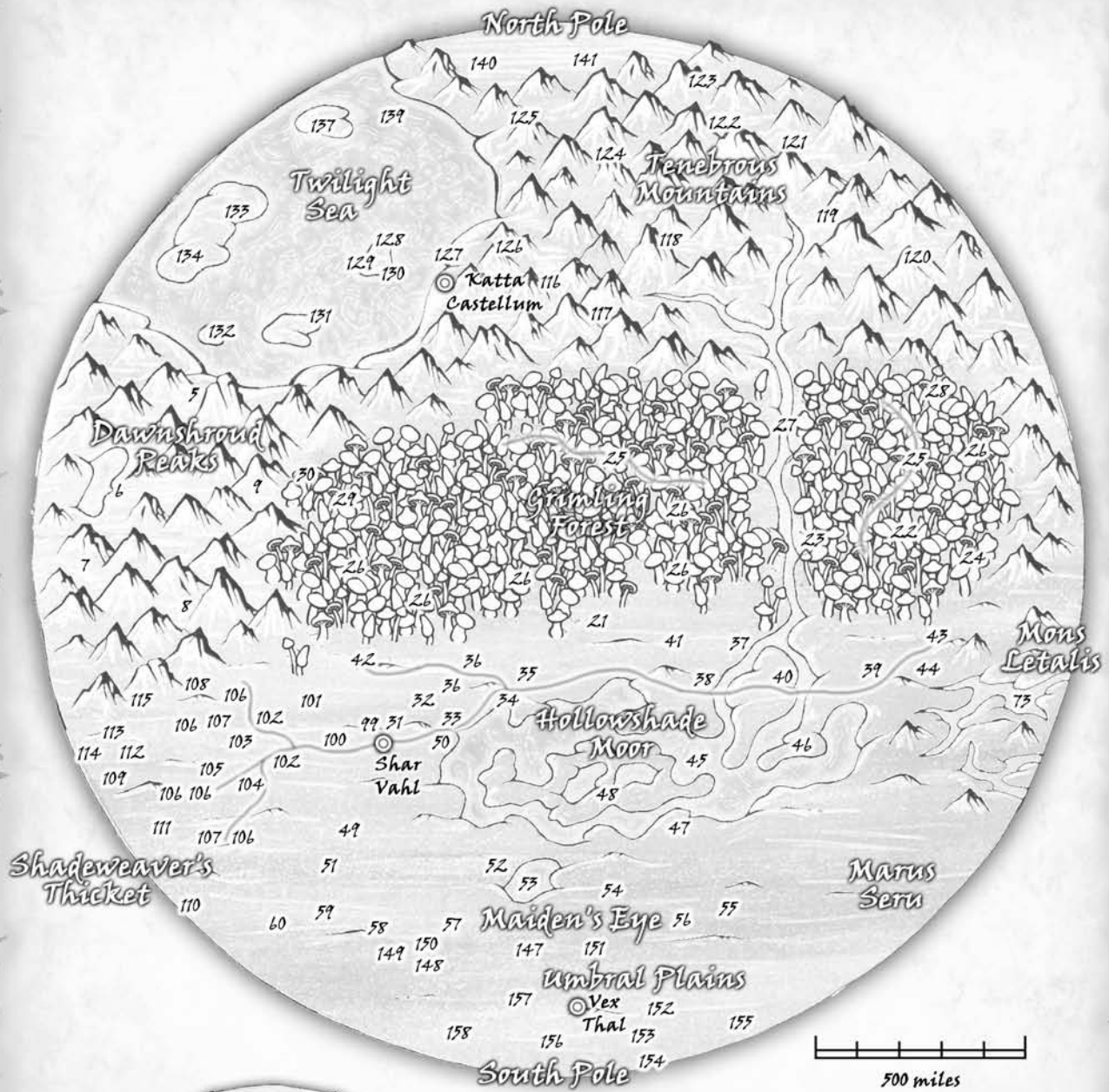
Vermin, fire beetle
Vermin, Klicnik beetle (any)
Vermin, spiderling
Vermin, velium broodling spider
Will sapper
Zombie^{2,3}

¹ Printed in *Befallen*.

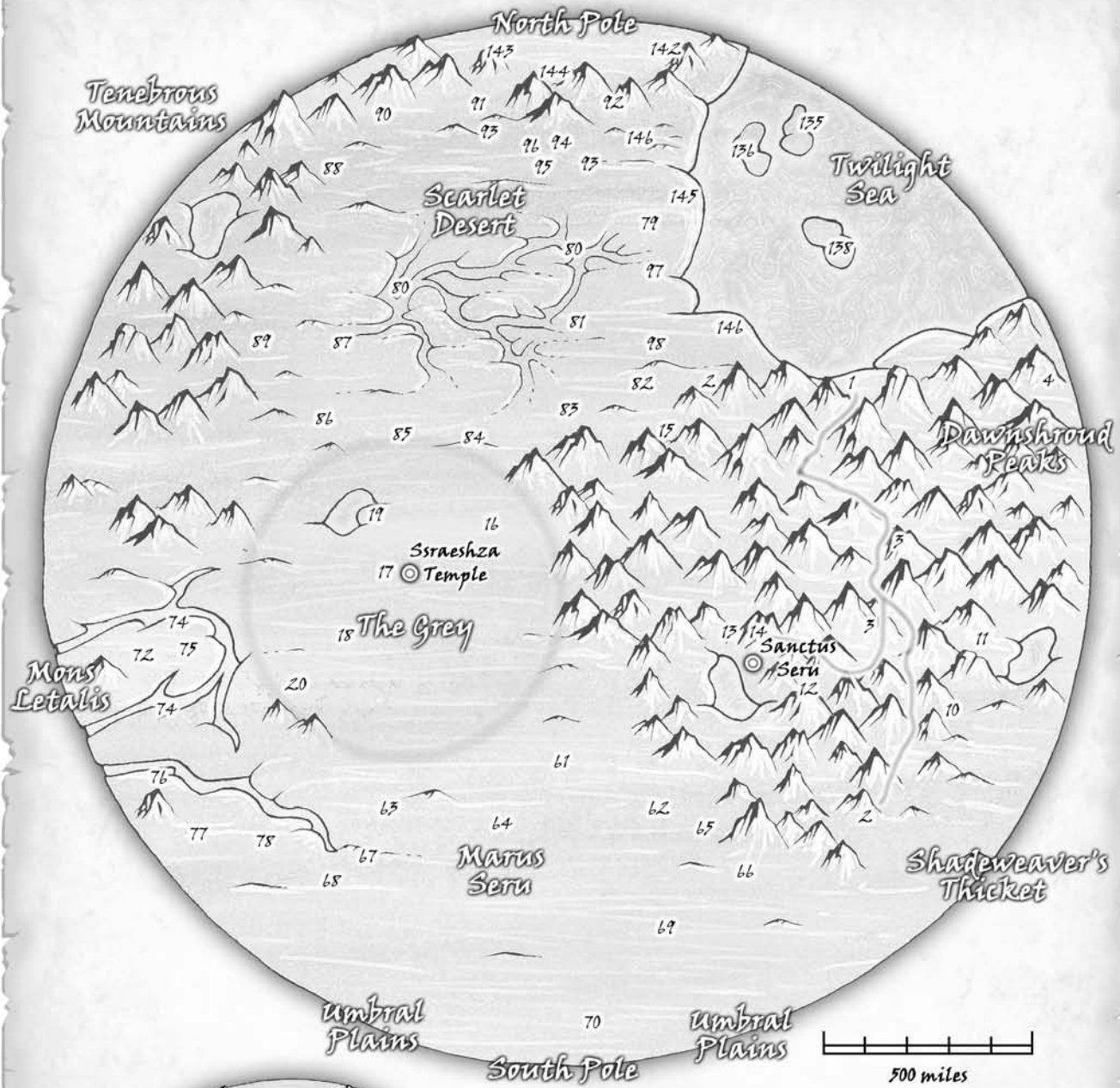
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³ Printed in *Realms of Norrath: Everfrost Peaks*.

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Luclin
Dark Side



Luclin
Light Side

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Alluveal sat at a table in a dark recess of the tavern, staring down at a stack of golden tiles. Az'rael sat across from her, clad in the ash-black armor of a Neriak shadow knight. A heavy sword stuck in the dirt floor next to him, just at the extent of his reach.

"What do the tiles say?" the handsome young dark elf asked. Alluveal delayed a moment longer, mentally completing the preparation of a spell that she could now release in an instant, if necessary. Many years had passed since she trusted her brother, if any trust had ever existed between members of her infamous family.

"Won't you read the tiles for me, sister?" he almost hissed the word. "It is not often that we share a table."

Alluveal clenched her jaw tightly and her muscles went rigid. She was unwilling to incite an argument, though, so at last she took the top tile off of the stack and turned it over slowly, placing it upon the table. On the tile was the image of a chariot being pulled by two horses, one white and one black. The picture, as vivid as Alluveal had ever seen in her tile-casting, seemed to move and shift before her eyes, as though she could step into the image and become a part of it. "The chariot," Alluveal said.

She pulled another and placed it next to the first. This one had upon it the figure of a Teir'Dal battle-maiden fighting the forces of light. "What do you want?" Alluveal asked abruptly, her eyes playing over the tiles with suspicion.

"Read them, sister," Az'rael urged, his eyes narrowing.

"It has been many years since I have consulted the tiles," Alluveal replied. Her brother remained silent, staring at her from across the table. "Usually the chariot depicts travel."

"Usually?" Az'rael's voice was barely audible.

"Yes, usually. Sometimes it can represent conflict," Alluveal replied. "The white horse often represents logic and reason, the black emotion, chaos." Alluveal touched the tile, her finger on the charioteer. "The driver must maintain a balance between the two, lest he be torn asunder."

"I see," Az'rael said. "And which of these horses is stronger, do you think?"

"The black pulls much harder," Alluveal said without pause. "It is only through chaos and suffering that we are made stronger." Az'rael smiled. Alluveal did not. "Why do you intrude in my life? I curry no favor with you or that which I left behind in Neriak."

"Insolent," Az'rael growled, almost playfully. "Some things do not change. There are few Teir'Dal who are not aware of your betrayal, and someday you will be made to answer for that. But... not tonight." Az'rael leaned back in his chair. Alluveal narrowed her eyes. She never took kindly to threats, least of all from a younger sibling who had yet to realize the extent of her power. "Tonight I come to speak of Tunare."

"Dull," Alluveal quipped.

Az'rael was equally quick to reply. "A topic to discuss, all the same. Tunare seeks to unbalance the world. I confess, it is not monumental, but enough to draw the attention of... my associates. Every time we allow one of her ideas to manifest without concern, we give her permission to create more. For every light on this world there must be a shadow, there must be a darkness." Alluveal looked down to the card: one white horse, one black.

"And you know this how?" Alluveal asked.

"The priests have been forewarned — by the Daughter of Hate," Az'rael replied, watching his sister's face closely.

"Lanys T'Vyl." Alluveal's eyes moved to the other card. "What care do I have for her or you, brother?" Az'rael drew in a slow breath then let it out again; he was nothing if not patient, her younger sibling.

"If I may explain, dear sister?" Alluveal rolled her eyes almost imperceptibly, bringing the hint of a smile to his face. She motioned for him to continue. "In the lands of ice, Tunare's children have created a great temple within the surrounding trees. It is here that her kin may pass through from this world into her own. A creature of white roams this forest and some say protects the temple from those who wish to intrude upon Tunare's domain — a unicorn that calls herself 'Lady Gelistial.'"

"Why does this concern the almighty Lanys T'Vyl?" Alluveal scoffed. "And why must you do *her* work? I see things do *not* change, Az'rael. The gods meddle too closely in the affairs of the mortal world. I'm hardly amazed that you have allowed yourself to become swept up in the folly of it all. They are enormous children in the playground, knocking over anthills and bullying the rest of the world into certain submission."

Az'rael furrowed his delicate brow, a sure warning to which she raised her hands in mock surrender. "Lady Gelistial has apparently blessed those who prove loyal to the good of the world with special mounts — unicorns of white, whose speed is rivaled by few creatures in this world," Az'rael continued. "While the presence of this Lady Gelistial does little to threaten Lanys or the Dark Father, a world full of those atrocious creatures would certainly mean trouble, don't you think?" Az'rael leaned forward in his chair, then, when she did not respond, stood quickly and began to pace.

"You wish *me* to do something about this Lady Gelistial then?" Alluveal asked calmly. "What makes you think I could hold any power over this creature? And so near to a thriving temple of Tunare, no less. Go home, Az'rael. Even you are above the dramatic whims of the gods."

"Lanys has made it clear: She wants what Tunare has," Az'rael said. Alluveal laughed, her voice as clear and tiny as the ringing of a bell.

"The goddess of envy is jealous over Tunare's doings? How fitting."

"The answers are in Kithicor, Luve— Alluveal." Az'rael's eyes softened for a moment, and Alluveal almost saw the cool but not unpleasant young elf she had known long ago. Her tension dispersed and she looked down to the table for a moment.

"I remember Kithicor," Alluveal whispered. The name brought a surprising smile to her lips and she closed her eyes. The Kithicor Forest was a sort of "rite of passage" amongst the children of Neriak. Tunare held sway over the forest during the day, but at night Innoruuk's undead minions burst from the ground and walked its expanse, destroying any and all life they encountered. When she was a child, Alluveal's mother had taken her children on a trip through the western Commonlands. Az'rael had dared his sister to enter the forest at night, and she agreed on one condition — that he go with her.

That evening, the two had stolen away from the camp and run to the edge of the woods. They clasped hands and took in a deep breath before bolting into the darkness. Alluveal would never forget the screams and cries she heard emanating from the depths of Kithicor. All she and Az'rael had to count on was the speed of their youth and the sharpness of their night vision. They ran blindly, never letting go of one another's hand and avoiding the moving shapes and shadows within. Branches scraped at their flesh as they leapt over fallen trees and darted around the twisted shrubs.

Invisible fingers reached for them from behind, barely missing their inky cloaks. Sounds of biting and gnawing nipped at their heels, and at one point Alluveal fell. It was Az'rael who stopped to pick her up and reminded her to be brave. He had been so tiny then — always a small elf, but afraid of nothing, not even in the darkest corners of Kithicor. The two became horribly lost within the dark wood and spent the rest of the evening running, trying to find their way out. By sunrise, they had escaped the clutches of Kithicor only to face the wrath of their mother, Verina Tomb. But they had survived that, as well.

Alluveal looked up at her brother, pulling her eyes from the image of the Teir'Dal sword-maiden on the table. "You wish me to go to Kithicor with you?" Az'rael nodded.

"So be it," Alluveal replied. "We depart now." She was not one to ignore a debt, no matter how small, and regardless of the fact that she knew Az'rael was manipulating her. She would go. She would do it for the life and the people she had once believed in. "But remember this, brother, I serve no one, nor do I answer to elf, human, or god."

"Understood," Az'rael said, unveiling his sinister grin. Alluveal breathed calmly as she readied one of her rift-walking spells. She closed her eyes and began to chant, immediately feeling the electric current from the earth shooting up through her feet and into her body. It was a feeling Alluveal never grew tired of, a euphoric moment when she felt herself tearing the very fabric of time and space. Her body illuminated with power, and in an instant she and Az'rael were *moved* to a grand pyramid in the Western Commonlands.

Few dared to bother with these pyramids any more. Peasants and uneducated wanderers feared the structures, which, most were told, had been built during the Combine Empire. Alluveal had heard rumors of the spires being built by an ancient race that walked Norrath long before Veeshan claimed the world. This was a secret belief of hers, perhaps a fantasy, which fuelled her imagination and her hope that some wonders and mysteries still existed in the world.

Alluveal murmured another spell, focusing on Az'rael, and then repeated the spell on herself, cloaking them both with an aura of invisibility. She knew her destination well, and she wasn't about to be interfered with by annoying travelers — or worse yet, annoying adventurers. Sometimes, the savvy of that ilk managed to identify her as a wizard, and she wished to avoid the nuisance of becoming a mystical means for their quick and easy travel.

It was not until mid-afternoon the following day that the siblings reached the edge of the forest. They took an hour of rest before venturing in. Nostalgia welled in Alluveal's chest, and on at least one occasion she fought to keep her hand from instinctively reaching out to him. "What are we looking for?" she asked.

"The keepers of Lanys T'Vyl's doctrine claims we will know it when we see it," Az'rael answered. "For now, rest." The two found a shady patch of trees at the base of a hill and waited. Alluveal's eyes became heavy and she slept.

"Long is the night," a voice spoke. "*Longer is the path of loyalty.*"

Alluveal's eyes opened and she immediately sat upright, searching the darkness for signs of another. Az'rael stirred, but did not wake entirely. The night produced no unwelcome guests, no strangers whispering in her ear — now, only the faint sound of crickets met her ears. She rubbed her eyes and nudged Az'rael awake. "It is time," she said.

The two paused only once before stepping into the Kithicor Woods. Alluveal was about to ask, "Should we run?" when she thought better of it. Az'rael would only mistake her query for a moment of weakness. *Self-preservation*, she thought, *nothing more*.

The trees were as she remembered them: twisted, ugly, and dark. Howls and shrieks echoed through the trees, but the two continued on. As night drew in, both brother and sister were silently beginning to reconsider their venture. Suddenly, out of the corner of her eye, Alluveal spied movement. Turning her head, she saw what could only be described as a black unicorn, its russet horn spiraling up into the darkness around it. She gasped, clutching her brother's forearm, and the creature stopped in its tracks.

"Long is the night." The creature spoke in a soft yet surprisingly masculine voice, then lowered its head and started to continue on its way. Alluveal's heart pounded in her chest. She let go of Az'rael and darted after it. She was moving by instinct now, relying on that odd sense of the moment that had allowed her to survive and prosper through so many dangerous situations in the past.

"Longer is the path of loyalty," Alluveal called out, remembering the voice from her dream.

The unicorn paused, lifting its head.

"I see that Lanys's ramblings were accurate. You seek the dark wind, as the lightbearers seek the fond acceptance of Gelistial." The black unicorn cast its eyes downward. "The Great Mother once loved me above all others. I was her best and her fastest. Now, I simply wander. Now, for all my speed, I know no destination. Now, I finally understand hatred. But that is a story best left untold."

The creature moved forward, peering into Alluveal's eyes. "You wish to prove your loyalty?"

"Yes," Alluveal answered, almost without breath.

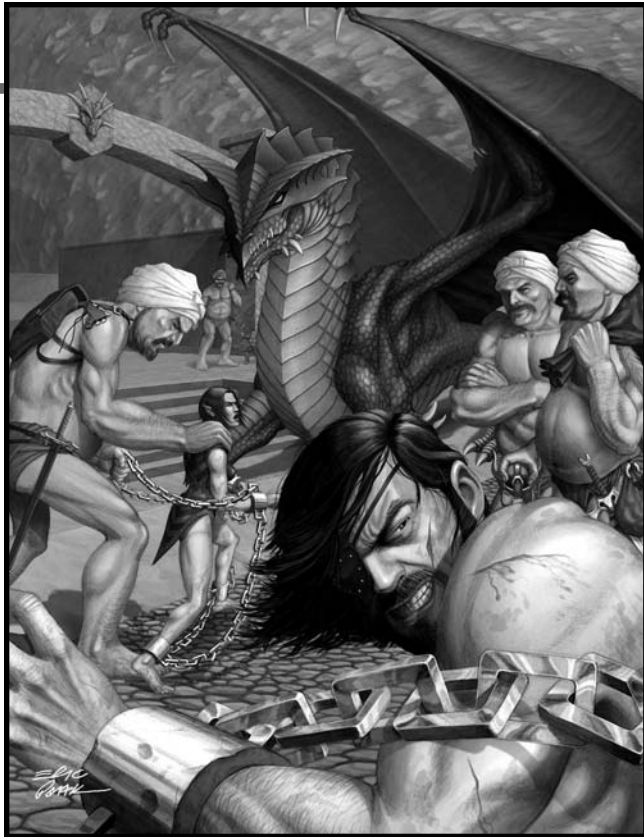
"Bring me the bridle of a steed that has served its master beyond the grave," the unicorn said. "My faith in strangers is not easily won. Do this and we shall speak again." With that, the awe-inspiring creature turned from the siblings and continued steadily through the forest.

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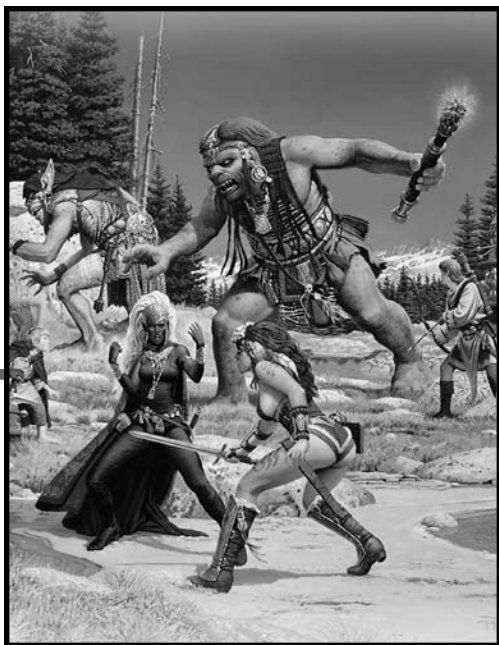
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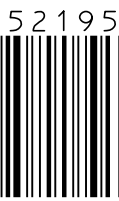
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