

THE  
BOOK OF  
DIVERSITY

A TOME OF CLASSES, RACES, AND  
MONSTROUS CREATURES

սո ԹԺԺ  
ԳԸԳ  
ԱԺԼԱԵԼԻԿ

# RACES

## **Catfolk (Bastini):**

The Bastini resemble a humanoid lynx slightly shorter than the average human and lighter. Preferring scrub plains and hills, they build their small villages around a family matriarch. Males tend to wander between villages and families when seeking mates. Often competing with the larger, more savage gnolls for living space and resources, Bastini depend on their speed and agility in battle and are accustomed to the rigors of rough living. This instinct for wandering and exploring the lands they call home finds many Bastini taking up the mantle of ranger.

Bastini will sometimes sell their young to traders as slaves or adults that have committed some crime against the family. This creates some rough feelings about them from many races, particularly those who espouse freedom and equality. Humans and halflings both get along quite well with the Bastine. The former seeing in them the resemblance to cats which are house pets for many and the latter who enjoy their good meals and wild celebrations of life. Elves and Dwarves both agree that there is just something off about these catfolk and the ease with which they trade each other away. More and more, Bastini are being seen as adventurers in lands far away from their native homeland satisfying their curiosity about the world beyond the plains.

Favored class: Ranger

### Abilities:

Wild Blood- While humanoid, Bastini are still cats. Any spells or abilities that affect cats will affect them as well.

Twilight Vision- Bastini are able to see in reduced light as if it were day.

### Racial Adjustments:

Bastini gain a +2 to DEX and +1 to CON

Move: 40-feet

Height: 2d10 + 48-inches (Medium size)

Weight: 90 lbs + (d4 x hgt roll)

Age: d4 + 5 years, starting // Old age= d20 +2d10 years

Languages: Bastini, Common, Gnoll, & Halfling

## **Half-Ogre:**

Half-ogres are the unfortunate offspring of ogre victims who have survived the ogre's attentions. Larger, uglier, and more brutish than their gentler parent, Half-ogres are still smaller and weaker than their more vicious progenitor. Those that survive tend to be either more savage than the ogres they live with or shunned within the human community where they are raised. In either case, such creatures tend to be miserable and unfriendly to those around them as a rule. To those that honestly befriend them and treat them as "people", the

half-ogre is as loyal and true a friend as can be found.

Favored class: Fighter

Abilities:

Ogre Blood- Half-ogres are affected by spells and abilities exactly as if they were full blooded ogres.

Thick skinned- The thick skin of the half-ogre grants them a +2 natural armor bonus when unarmored or wearing armor no heavier than leather armor.

Smash Happy- Half-ogres have a tendency to simply smash things they are upset at. This instinct makes them naturally proficient with bludgeoning weapons, granting them a +1 to hit.

Darkvision- Weaker than their full blooded ogre kin, Half-ogres can still see a short distance, 30-feet, when in total darkness.

Poison Resistant- Half-ogres are naturally resistant to poisons and toxins gaining a +1 to all saves versus such.

Costly Fit- Due to their size and odd proportions, all armor and clothing cost twice the listed price when purchased for a half-ogre.

Racial Adjustments:

+2 STR    +2 CON    -2 INT    -3 CHA

Move: 30-feet

Height: 2d12 + 72-inches    (Large size)

Weight: 180 + (2d6 x hgt roll)

Age: d6 + 10 years, starting    //    Old age= 30 + 4d8

Languages: Common, Ogre, Giant, Troll, Orc, and Gnomish

### **Saurid:**

The Saurids are a strange race resembling a potpourri of reptilian and serpentine features, yet are humanoid in bearing. Saurids prefer climates of great warmth such as deserts and steaming jungles. Cold temperatures can be deadly to them since they are cold blooded. Saurids enjoy contemplating their existence peacefully despite their fearsome appearance and strength. Balance and respect for the cycles of nature is at the core of saurid theology and their religion tends to center around the druidic. Saurid cities are built into stone cliffs when in deserts or open structures within the trees when in jungles, thriving in harmony with nature rather than locked in constant struggle.

Favored class: Druid

Abilities:

Reptilian Blood- Saurids share so much in common with reptiles that any spells or abilities that affect reptiles and dragons also affects them.

Cold Blooded- Saurids are cold blooded like most reptiles, gaining a +2 bonus to all saves and checks made for heat effects and conditions. They also gain a +2 bonus to Hide checks against creatures that hunt primarily by thermal sensitivity. Against cold effects and conditions, saurids are at a -2 penalty to all saves and checks.

Scaled Hide- Saurids have a thick hide of small, tightly joined scales and bone nodules. This gives them a +4 armor bonus when unarmored.

Frightening Visage- The face of a happy saurid is akin to that of a smiling crocodile. The face of an unhappy saurid is even worse. Non-saurid races tend to be influenced negatively by this, making all dealings with the other races difficult. Saurids suffer a -4 penalty to reaction checks with non-saurids.

Chompers- Saurids retain the sharp teeth and jaws of their progenitors giving them the ability to bite an opponent when in unarmed combat doing 1d4+STR mod damage.

Alien Anatomy- The strange bone structure and physiology of the saurids means all armor and clothing must be custom made for them if they choose to wear such. Prices for these garments and armor is at double listed value.

Racial Adjustments:

+1 STR      -2 DEX      +1 WIS

Move: 20-feet

Height: 2d6 + 60-inches      (Medium size)

Weight: 100 + (d10 x hgt roll)

Age: 2d20 years, starting      //      Old age= 150+ 3d100

Languages: Saurid, Common, Draconic, Naga, and Elven

### **Ursu:**

Smaller and more sophisticated than their larger primal cousins the Ursuan, the Ursu are almost as fierce in combat. The Ursu are still warlike and value strength of arms highly. Leaders among their small clans are typically great warriors or powerful druids. These clans gather in large towns to small villages of moss covered stone igloo-like houses built partially into the ground among the trees of forested hills. They compete for living space not only with their cousins but with other hill dwelling creatures as well. Unlike their larger cousins, Ursu do not hibernate giving them an advantage in their competition for living space and allowing their culture to advance more rapidly.

Ursu despise and loath goblinoids and their ilk. This is because these foul and loathsome creatures raid their villages to steal away young Ursu for their cook pots. Any goblinoid in reach of an Ursu is in for a very rough time. Ursu get along reasonably well with elves and humans, but dwarves and gnomes they find sturdy and trustworthy allies with whom they share a hatred of the goblinoids. Ursu are typically shorter than humans but taller than dwarves yet share the sturdiness the dwarves are known for. They are stronger than most other races but far more clumsy and not as mentally agile. Ursu fur coloring ranges from the

typical black to a rare blonde.

Favored Class: Fighter

Abilities:

- Wild kin- Spells and spell-like effects that affect bears also affect the Ursu.  
Twilight Vision
- Thick Hide- The Ursu have dense fur and a naturally thick hide. This provides the Ursu a natural AC bonus of +2 when unarmored.
- Iron Jay- While civilized the Ursu possess the powerful jaws of their forefathers granting them a bite attack when grappling with enemies. This bite does 1d4 damage with a successful attack.
- Hatred- The sight of goblinoids and their ilk enrage the Ursu. All attacks against these creatures by an Ursu are made at a +1 to hit and +1 to damage. Any dealings with these creatures suffers a -4 to CHA checks. An Ursu will never accept a goblinoid's surrender nor give them quarter in battle.

Racial Adjustments: +2 STR, +1 CON, -1 INT, -2 DEX

Move: 30'

Height: 48" + 2d8 (Medium size)

Weight: 120 + (1d12 x height roll)

Age: 12 + 2d6 starting / Old age = 60 + 2d10

Languages: Common, Ursu, Dwarven, and Goblin

### **Canira:**

The Canira are a race of humanoids with more than a passing resemblance to great danes on two legs. Taller than humans yet not as nimble due to their long limbs they have an easy demeanor and fierce determination that serves them well. Canira enjoy open spaces and hold freedom dear to their hearts. So much so that their cities on the plains consist of open pavilions spread out over large areas creating more of a meandering park than a city unlike the cramped clutter of human cities. Elves find Canira cities quite pleasant when they decide to visit.

Canira are nearly religious when it comes to tracking their lineage. It is said that a Canira that knows less than a thousand years of their family tree has been inattentive and lazy. Of course in the tracking of these lineages they come across the histories of other items and people long forgotten by other races. Bards and sages sometimes come to Canira cities to glean information about some obscure place, person, or thing since these folk have the longest histories known without needing to ask a dragon. This love of lore and history is joined by a love of music. Canira have little talent for stringed instruments and the high pitches of most pipes and wind instruments is painful to their sensitive hearing. Drums they delight in. Their thunder drums can be heard miles away, sounding like thunder across the plains they call home. Troops of Canira travel the known lands performing with their drums and regaling audiences with old tales and poems from their collection of histories.

One might think the Canira bookish and simple but the truth is they are quite sophisticated and social when approached with good intent. Some sixth sense in the Canira almost always warns them if someone comes with evil in their heart and malice in their purpose. Those Canira whom are seduced by the dark gods are usually banished or in extreme circumstance, confined in a cell for the rest of their life.

Favored Class: Bard

Abilities:

Scent

Canine Blood- Spells and spell-like effects that affect dogs also affect the Canira.

Dusk Vision

Keen Hearing-

The sharp ears of the Canira can pick up sounds hundreds of yards distant. Such keen hearing allows them a +3 bonus to Listen checks.

Sixth Sense-

The Canira are empathic to a small degree. Enough so that they can pick up the malice of others within 30-feet of themselves. When someone of evil nature or intent comes within 30-feet the Canira is allowed a WIS check. A successful check roll is treated as if the Canira had cast Detect Evil spell. When multiple evil creatures are near, only one roll is made but the Canira gains a +1 bonus to their roll per evil creature in the opposing group.

Racial Adjustments: +2 CHA, +1 INT, -1 DEX

Move: 30'

Height: 60" + 3d6 (Medium size)

Weight: 100 + (2d4 x height roll)

Age: 10 + d8 starting / Old age = 50 + 2d20

Languages: Common, Canira, Gnoll, Elvish, and Halfling

# CLASSES

## ARCHER

While Fighters spend time training with armor and weapons of all types, the Archer specializes less in bladed combat or armor and more time perfecting their aim and speed with bows. The Archer is inferior to a straight fighter in terms of sheer combat ability but under the right circumstances, and with practice, can be as deadly as any assassin with their chosen weapon.

### abilities

**Bow Specialization-** At first level, the Archer specializes in all types of short or long bows. Like a fighter, the Archer gains a +1 hit and damage when attacking with bows.

**Mighty Pull-** At first level, the Archer's extensive practice with the bows has developed their arm strength to wring every bit of potential the bow being used may have, increasing the range of the bow by an additional 25-percent. (ie. A short bow has a range of 60-feet. An archer using this bow would have a range of 75-feet.)

**Rapid Shot-** At third level, the Archer gains a second attack with any type of short or long bow. To hit rolls are made as normal without penalties, functioning much the same as a fighter's multiple attack ability. An third attack per round is obtained at seventh level and a fourth attack at eleventh level.

**Eagle Eye-** By fifth level, the Archer has developed their aim to such an extent that they may fire into melee without fear of striking a friendly target should they miss, normal penalties apply. If Archer spends the previous round taking careful aim they may ignore any penalties that would apply to firing into the melee. If the Archer is not firing into melee and spends the previous round taking aim, they may make the to hit roll at +4.

**Bullseye-** By tenth level the Archer has honed their skills to a level frighteningly far above the norm. The archer gains a +3 to hit and damage bonus per arrow fired in addition to any bonuses already in effect while using their weapon of choice.

**Prime Attribute: Dexterity**

**Alignment: Any**

**Hit Dice: d8**

**Weapons: Any short or long bow, dagger, short sword, hand axe, or other single handed weapon with an EV 2 or less.**

**Armor: Padded Armor, Leather Coat, Leather Armor, Ring Mail, Studded Leather, Laminar Leather, Mail Shirt, Bronze Breastplate, Buckler, any helmet excluding Great Helm.**

**Abilities: Bow Specialization, Bullseye, Eagle Eye, Mighty Pull, Rapid Shot**

LEVEL	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	1751
3	d8	+2	3501
4	d8	+3	7001

5	d8	+4	14001
6	d8	+5	25001
7	d8	+6	50001
8	d8	+7	90001
9	d8	+8	150001
10	d8	+9	200001
11	+4 HP	+10	350001
12	+4 HP	+11	500001
13+			+200000 per level

## BLADE DANCER

The Blade Dancer is both a warrior and artisan, utilizing speed, agility, grace, and precision to weave in and around enemy attacks rather than armor or spells. Members of this profession become masters in the use of two weapons, incorporating the flowing movement of war into their dance. The result is an opponent that many underestimate and someone who deals death with the skill and finesse of a master craftsman. But while the Blade Dancer may be nearly unparalleled with a blade, they are nearly lost in the use of most other weapons.

### abilities

**Dual Wield: 1<sup>st</sup> Level** - The Blade Dancer is practiced with the use of fighting with a weapon in each hand. The weapons used may not be larger than EV1, nor may they be of different type from each other. Due to the level of practice, the penalties from the use of two weapons is reduced to -2 primary and -4 secondary. In all other respects, the same restrictions and modifiers apply as stated on page 119 of the Players Handbook.

**Dance the Edge: 1<sup>st</sup> Level** - The Blade Dancer only rarely wears armor, and then only light armors. The Blade Dancer actually dances, flows, bends, and spins through and around enemies avoiding their attacks with an eerie grace and beauty. This ability grants the Blade Dancer an armor class bonus of +2 only while unarmored. This bonus increases by plus one (+1) at 4<sup>th</sup>, 8<sup>th</sup>, and 12<sup>th</sup> level

culminating in a +5 bonus. This bonus is lost in its entirety should any sort of armor be worn. Rings, bracers, necklaces, and such items with protective enchantments function normally and stack with the unarmored bonus.

**Dual Wield (Expert): 4<sup>th</sup> Level** - The Blade Dancer has become more skilled and practiced than most in the use of two blades at the same time. The penalties of from the use of two weapons is reduced to -1 primary and -2 secondary. In all other respects, the same restrictions and modifiers apply as stated on page 119 of the Players Handbook. The Blade Dancer is also able to use weapons up to EV 2 in size, though the weapons used in each hand must still be of the same type.

**Performing Endurance: 5<sup>th</sup> Level** - The intense physical nature of the dance and frequent practice by the Blade Dancer have improved their conditioning and stamina. The result of this is that the Blade Dancer gains a +1 to their CON attribute.

**Dual Wield (Master): 8<sup>th</sup> Level** - The Blade Dancer has increased their skill even further, literally making their weapons almost an extension of themselves. They no longer suffer penalties for the use of two weapons and may use any single-handed weapon no larger than EV 3. In all other respects, the same restrictions and modifiers apply as stated on page 119 of the Players Handbook.

**Storm Dance: 12<sup>th</sup> Level** - The Blade Dancer may choose to change their dance from one of defense to one of attack, though they must be unarmored to do this. The Blade Dancer is able to make a single attack against up to six different enemies that are no farther than 10-feet away from them in any direction though they lose the armor class bonus for their Dance the Edge as well as their DEX modifier. Bonuses to armor class from magical items and enchantments are still applied.

**Prime Attribute: Dexterity**

**Alignment: Any**

**Hit Dice: d8**

**Weapons: Cleaver, Club, Dagger, Dirk, Spiked Gauntlet, Light Hammer, Hatchet, Hook Sword, Katar, Knife, Light Mace, Morning Star, Light Pick, Poniard, Sap, Sickle, Broad Sword, Falchion, Falcata, Long Sword, Rapier, Scimitar, Short Sword**

**Armor: Padded Armor, Leather Coat, Leather Armor, Ring Mail, Studded Leather, Laminar Leather**

**Abilities: Dance the Edge, Dual Wield, Dual Wield (Expert), Performing Endurance, Dual Wield (Master), Storm Dance**

LEVEL	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2001
3	d8	+2	4001
4	d8	+3	8201
5	d8	+4	18001
6	d8	+5	36001
7	d8	+6	72001
8	d8	+7	150001
9	d8	+8	300001
10	d8	+9	450001

11	+4 HP	+10	600001
12	+4 HP	+11	900001
13+			+200000 per level

## ENGINEER

The Engineer is a weak combatant, preferring to utilize missile weapons whenever possible, in particular the crossbow for its power and ease of use. When adventuring, the Engineer is able to identify safe corridors and passages, get through locks, spot, and disarm traps, improvise tools or weapons if needed, and assist in the assault or defense of fortifications. With their highly detail oriented mind, they are able to recognize a con job or spot things that just do not ring true rendering them more resistant to charm and illusions. Of course, being an engineer, they cannot resist tinkering and tweaking things to improve on them.

**Prime Attribute:** Intelligence  
**Hit Dice:** d6  
**Alignment:** Any  
**Weapons:** Club, Dagger, Dirk, Light Hammer, Hatchet, Light Mace, Light Pick, Spear,  
Staff, Crossbow (any), Dart, Sling  
**Armor:** Padded, Leather Coat, Leather Armor, Ring Mail, Studded Leather, and shields.  
**Abilities:** Automatic Crossbow, Improve Crossbow, Improvise Weapon, Improvise  
Logical Mind, Siege Craft, Stonework, Tinker

## abilities

**1<sup>st</sup> Level:** **Tinker (Int)**- The Engineer is highly skilled and knowledgeable in mechanical sciences, how things operate, are constructed, and materials. This skill effectively combines the rogue abilities of Open Locks and Traps, though non-mechanical traps suffer a -10 penalty to locate, disarm, or set. Use of this ability requires a successful INT check modified as determined by the Castle Keeper.

**Stone Work (Wis)**- The Engineer is very proficient in stone construction and is able to spot inconsistencies, secret or concealed doors, dangerous surfaces, and other such deficiencies in much the same fashion as the dwarven racial ability of the same name.

**3<sup>rd</sup> Level:** **Improve Crossbow**- The Engineer has tinkered with and tested various materials and tensions to improve their crossbow, if so equipped, so that the weapon range is increased by +10-feet and +1 damage.

**Logical Mind (Int)**- The Engineer has trained their mind to be logical and deal

with how the world operates, observing actions and reactions. So much so that as a result their ability to simply accept things as they appear is reduced. This logical mind frame allows them a +2 bonus to saving throws against charm and illusion spells and spell-like effects.

- 5<sup>th</sup> Level: Improvise (Int)-** The Engineer is able to utilize appropriate on-hand materials to create tools, weapons, and devices with which to overcome obstacles, traps, and obstructions. These tools and weapons may be used in lieu of the actual tools or weapons to open locks, set or disarm traps, and conduct combat. Construction of the desired tool, weapon, or device is considered achieved with a successful INT check, with an appropriate challenge level as determined by the Castle Keeper. In addition, the Engineer may also modify existing traps, locks, and devices with a successful INT check in such a way that only that Engineer may safely bypass or disarm, open, or operate said traps, locks, or devices due to the improvised nature of the modifications..
- 7<sup>th</sup> Level: Automatic Crossbow-** The Engineer has further modified their crossbow, if so equipped adding a magazine for bolts, wheels, pulleys, wire, and cocking lever so that the weapon reloads and resets automatically at the pull of the lever. This improvement allows for faster fire when used by the engineer. When used by anyone else, the weapon actually only fires every other round as they struggle to figure out the complicated additions. This weapon is capable of firing twice per round. Roll for initiative as normal for the first bolt, the second bolt firing on last on one during the initiative round..
- 9<sup>th</sup> Level: Siege Craft-** The Engineer is able to utilize materials on hand to help build fixed defenses such as door barricades, breastworks, and other fixed defenses, temporary or otherwise. Successfully employed, this ability imposes a +5 Challenge Level to enemy checks when attempting to break through the barricaded door, breastworks, or other defenses so constructed. This ability is more suitable for large scale combat but a creative Engineer can put it to use in a dungeon environment in suitable circumstance. This ability is also able to be used in reverse in that the Engineer is able to determine how to remove or bypass fixed defenses of enemies and thereby improve friendly ability checks by a like amount when attempting to lay siege or attack an enemy behind such defenses. The engineer is also able to utilize and direct the use of siege engines for both defense and attack as available and appropriate as determined by the Castle Keeper.

Level	HD	BtH	EPP
1	d6	+0	0
2	d6	+0	1801
3	d6	+1	3601
4	d6	+1	7201
5	d6	+2	15001
6	d6	+2	30001
7	d6	+3	65001
8	d6	+3	130001
9	d6	+4	260001
10	d6	+4	520001
11	+2 HP	+5	670001
12	+2 HP	+5	820001
13+	+150,000 EP per level		

## FENCER

The Fencer is a master of fighting style, speed, finesse, blades, and select bludgeoning weapons. While members of the class are generally referred to as fencers, their styles include many forms such as kendo and mensur, The fencer relies not on brute strength but on intelligence which is used to size up their opponents during combat, increasing the effectiveness of their attacks and defense accordingly. Long hours are spent training with many weapons against various armors and fighting styles learning their strengths and weaknesses. Eventually the fencer picks a single blade in which to specialize. Whereas the typical fighter is a broadsword the fencer is a scalpel, quick and precise.

**Prime:** INT

**HD:** d10

**Armor:** Padded, Leather coat, Leather armor, Ringmail, Studded Leather, Bronze Breastplate, and buckler.

**Weapons:** All swords, Dagger, Dirk, Katar, Knife, Main Gauche, Poinard, staff, and club.

**Abilities:** Anticipate, Blade Specialization, Expert Defense, Identify Weakness, Mortal Strike

## abilities

## Blade specialization

The fencer chooses one type of sword in which they will specialize in. When using swords of this type, the fencer gains a +1 bonus to hit and a +1 bonus to damage in combat. At 7<sup>th</sup> level these bonuses become +2 to hit and +2 to damage.

## Anticipate (INT) - 2<sup>nd</sup> Level

The fencer has developed the skills and knowledge of how to read the body language and eyes of an opponent. This knowledge allows the fencer to act sooner than most having anticipated their opponents actions and intent. The fencer gains a bonus to their initiative roll equal to their INT modifier unless they are surprised or attacked unawares.

## Expert Defense - 3<sup>rd</sup> Level

The fencer has become very adept at parrying and deflecting enemy attacks, in particular those from humanoid and giant type opponents. The fencer gains a +1 bonus to their AC against opponents. Against humanoid and giant type opponents this bonus is increased to +2 since such creatures use fighting styles similar to those practiced by the fencer.

## Identify Weakness (INT) - 5<sup>th</sup> Level

The fencer is better able to identify the weaknesses in humanoid and giant attack patterns, armor worn, and footwork while in combat. When fighting such opponents the fencer is allowed an INT check modified by the HD of the enemy currently being faced. A successful check means the fencer has identified that opponent's particular weakness. Thereafter against that single opponent the fencer gains a +2 bonus to their attack rolls. If the fencer switches opponents or slays the one currently being faced then a new roll must be made. The fencer is allowed only one roll per opponent. This bonus does stack with that gained for Blade Specialization.

## Mortal Strike (INT) – 10<sup>th</sup> Level

The fencer has studied long and practiced much, learning the weaknesses and strengths of many creatures. When in combat against a living creature the fencer may spend a round studying their enemy. No attack or other offensive action is allowed for this round of study. Instead the fencer makes an INT check modified by the HD of the creature faced. If successful the next attack by the fencer will do damage multiplied by x2 for INT scores 13-15, x3 for INT scores 16-17, and x4 for INT scores 18-19. This ability may not be used against Oozes, Constructs, Undead, or other opponents lacking vital organs. This ability may be used in conjunction with Identify Weakness provided the requirements for both are met.

Level	Hit Dice	BtH	EPP
1	d10	+0	0
2	d10	+1	2301
3	d10	+2	5001
4	d10	+3	10001
5	d10	+4	21501
6	d10	+5	43001
7	d10	+6	87001
8	d10	+7	174001

9	d10	+8	325001
10	d10	+9	450001
11	+4 HP	+10	600001
12	+4 HP	+11	750001
13+	150000 per level		

## MARKSMAN

The Marksman is a master of precision, aim, and a single ranged weapon. A specialist in every sense of the word, there is no target that a Marksman cannot hit with their chosen weapon. Most such professionals are found within armies as snipers or traveling the world performing as trick shot artists. Some few hire themselves out as assassins or enforcers. Fewer still are those that seek greater challenges amongst adventures where they can measure their skills in full against the most powerful of monsters. Marksmen hate to be weighed down by heavy armor and profess only marginal melee combat skills. They understand the value of stealth and that not every battle should be a frontal assault.

### abilities:

**Chosen Weapon-** At 1<sup>st</sup> Level, the Marksman chooses a weapon from the following selection. With weapons of this type, and only of this type, the Marksman gains a +2 to hit bonus on attack rolls. Longbow, Composite Longbow, Shortbow, Composite Shortbow, Hand Crossbow, Light Crossbow, Heavy Crossbow, or Sling. (Firearms would be part of this list if you use them as part of your campaign.) This comes at the expense of skill with other allowed weapons, such as dagger or short sword which are picked up far more slowly (reflected by a -1 to hit penalty when melee weapons are used.)

**Precise Aim-** At 3<sup>rd</sup> Level, the Marksman is able use their chosen weapon to make difficult shots (such as firing into melee or at the rope holding the chandelier aloft) with only half of the normal penalties. If the Marksman takes the round before firing to aim, then they may make the shot without penalties.

**Trick Shot-** At 5<sup>th</sup> Level, the Marksman is able to use their chosen weapon to make impossible shots (such as using the wall shield to deflect a shot around a corner, firing over their shoulder using a mirror to aim, or while flying through the air after being shot from a catapult) with a -6 to hit penalty. If the Marksman takes the round before firing to aim, then the to hit penalty is reduced to -4.

**Improvised Missile-** At 8<sup>th</sup> Level, the Marksman is so skilled with their chosen weapon, that they may use any item as ammunition that is approximately the same size and shape of their normal ammunition. (ie. An icicle or straight stick might substitute as an arrow or crossbow bolt.) Attack rolls made with improvised missiles are made with a -2 penalty to hit and do half normal damage to the target.

**Unearthly Precision-** At 12<sup>th</sup> Level, the Marksman has reached the pinnacle of their skills. The Marksman's aim is so precise that they gain a +5 damage bonus when using their chosen weapon. This bonus increases at a rate of +1 every third level after twelfth.

**Prime Attribute: Dexterity**

**Alignment: Any**

**Hit Dice: d8**

**Weapons: Club, dagger, dirk, hatchet, Katar, knife, light pick, sap, sickle, and short sword**

**Armor: Padded, Leather Coat, Leather, Ring Mail, Hide, Studded Leather, Laminar Leather**

**Abilities: Chosen Weapon, Precise Aim, Trick Shot, Improvised Missile, Uearthly Precision**

<b>LEVEL</b>	<b>HD</b>	<b>BtH</b>	<b>EPP</b>
1	d8	+0	0
2	d8	+0	2001
3	d8	+1	4001
4	d8	+2	8001
5	d8	+3	16001
6	d8	+4	32001
7	d8	+5	64001
8	d8	+6	128001
9	d8	+7	256001
10	d8	+8	400001
11	+4 HP	+9	650001
12	+4 HP	+10	900001
13+			+200000 per level

## SHAMAN

The Shaman is a mixture of holistic priest, druid, and medium found in most remote regions. They cherish the solitude of these areas in which they can commune with the spirits of the world. It is through this communion and the spirits that the Shaman gains the power to guide and change the world around them. When the shaman is part of a community, they provide guidance to the people of their village to avoid angering the spirits and ensure peace and prosperity. The spirits do not provide their boons freely however. It is the shaman's responsibility to sometimes perform tasks to appease the spirits, administer the spirits justice, and to protect the world and spirits themselves. Shamans found as part of adventuring groups are most often there because they have been tasked by the spirits to destroy or prevent great evils.

How clearly the shaman can communicate with the spirits and how much of their power the shaman may channel is directly related to the Shaman's strength of will and body (Charisma). The Shaman spends time purifying and strengthening their body and mind for this reason. Shaman shun armor since it muffles the voice of the spirits. Instead they place their trust in the spirits to protect them. Shaman are skilled in few weapons. Those they are skilled in are typical of barbaric hunters. At an early point of their journey, the Shaman undertakes a spirit quest to discover their totem. The Shaman begins to take on aspects of their totem in both form, dress, and ability. When the spirits wish to speak to the Shaman, the totem animal is the most likely form to be chosen. The killing of a totem animal is a thing not taken lightly by the Shaman, even when in self defense. Unlike other classes, the shaman may not dual or multi-class without losing the greater of their abilities.

## abilities

**Vitality-** The Shaman's practice of strengthening and purifying their body and mind has given them a strong connection to the world and its spirits granting them a greater than normal vitality (d10 HD).

**Lesser Boon-** The Shaman starts their journey by listening to the spirits of the world and learning to listen and trust in them. Much time is spent communing with the spirits to better understand their ways and desires. A Shaman that is successful in this may seek the aid of the appropriate spirits for what is desired though care must be made not to ask for so much assistance that the spirits are angered. The shaman may seek the aid of the spirits a number of times equal to one plus their charisma modifier (1+ CHA)+1 every other level per day. (ie. A 1<sup>st</sup> level shaman with a CHA of 16 may use Lesser Boon 4 times per day. A 8<sup>th</sup> level shaman with a CHA of 16 may use Lesser Boon 7 times per day).

Lesser boon may affect either the shaman or a single target. For boons affecting target creatures, they may make saving throws as might normally apply. The range of the boon is 10-feet + 10-feet per CHA bonus of the shaman. The duration of any aid is a number of rounds equal to (1+ CHA). Should the shaman not give the answering spirits proper appreciation, the spirits may become angered and their boon become a curse (reversed effect).

### Spirit Type:

Earth  
Sky  
Fire  
Water

### Granted Boon (affects self):

Skin of the Earth (+2 AC)  
Whispered Secrets (+1 INT)  
Dancing Flame (+1 DEX)  
Still Reflection (+1 WIS)

### Granted Boon (affects single target creature):

Weight of Stone (slow, speed reduced 1/2)  
Slashing Gust (temporarily blinded)  
Purity of Fire (heals 1 hit point each round)  
Frozen Pond (paralysis, max HD equal to CHA mod +1)

Plant	Bending Reed (+1 CON)	Nature's Hunger (acid spit, 2 damage each round)
Animal	Heart of the Beast (+1 STR)	Heart of Prey (flees away in terror)

**Totem Animal-** At 3<sup>rd</sup> level, the connection to the spirit realm has become strong enough that the greater spirits have noticed the Shaman. The Shaman must go alone into the wilds upon a ritual journey. This journey usually lasts for up to a month. At some point during the journey, the greater spirits seek out the shaman and inspect his/her soul. Whichever of the greater spirits that finds the shaman worthy will appear in animal form either physically or as a dream vision. This animal form becomes the Totem Animal of the shaman. The Shaman begins to emulate the qualities and aspects of their totem animal. As long as the Shaman continues along the path of their totem animal and honors its spirit, the shaman will be granted the use of greater powers by the spirits. Should the shaman stray from the path or dishonor its spirit, then all of the benefits and gifts of the totem animal are lost along with all other shaman abilities gained after third level until the shaman either atones or is killed. A list of typical totem animals and granted abilities is provided below;

Totem Animal	Granted Abilities	Totem Path
Ant	+1 to CON and CHA attribute check rolls	Honor, sacrifice, perseverance, patience, teamwork, loyalty
Bear	+1 to STR and WIS attribute check rolls	Strength, Wisdom, remaining balanced amid challenge, and introspection
Buffalo	+1 to all saving throw rolls	Sacrifice, community, strength in adversity, gratitude, and treating all life as sacred
Coyote	+2 to search and spot checks	Loyalty in relationships, cunning, caution, patience, protection of family
Dragonfly	+2 to all saves vs illusion, confusion, fear, and emotionally based attacks	Compassion, seeing past appearances, able to change as life transforms around
Eagle	+1 to save vs Fear effects; to INT attribute check rolls; and listen check rolls	Courage, understanding, strength, and endurance
Fox	+1 to DEX attribute check rolls; surprise check rolls; and listen check rolls	Harmony with surroundings, alertness, nimble in mind and body, listening, keen sight
Horse	+1 to saves vs movement restricting effects and +2 to EV base	Independence, well grounded, power of freedom and movement, dignity, gentleness
Otter	+2 to search and identify checks	Self reliant, playful, curious, relaxed, nurturing, gregarious
Owl	+1 to INT and WIS attribute checks	Enigmatic, stealth, poise, guiding, seeker of meanings
Puma (Lynx)	+2 to Hide and Move Silently checks	Stealth, cunning, observation, decisive action, grace, serenity
Raven (Crow)	+1 bonus lesser boon use per day	Integrity, transformation, guardian of secrets and magic, healing, and teaching
Snake	+1 to all heal checks; +1 hp bonus to healing power effects.	Balanced in nature, continuous growth of self, listen to the heart of all, guidance
Turtle	+2 to bonus to hit point total (one time only)	Wisdom, perception the relationships of time, survival, steadiness, adaptable to the world around

Weasel	+2 to DEX attribute check rolls	Intuitive, relentless, stealthy, reckless at times, wasteful, merciful
Wolf	+1 to STR and CHA attribute check rolls	Lawful, loyal, confident, strength, violence only as necessary, ritualistic, defensively territorial, cooperative

(Note: The choice of the Totem Animal should be a CK reward based on how the player has developed their character or it may be left up to the player with CK approval. This also presents an opportunity for a short solo adventure in which the shaman may be tested by the spirits to discover the shaman's true heart.)

**Turn or Rebuke Undead-** At 4<sup>th</sup> level, the Shaman's connection to the spirits of nature and life are so strong that they gain some power over the twisted spirits of the undead. The Shaman is able to turn or rebuke undead creatures in the same manner as a cleric of three levels lower than the shaman. (ie. A 4<sup>th</sup> level shaman turns as a 1<sup>st</sup> level cleric. An 8<sup>th</sup> level shaman would turn as a 5<sup>th</sup> level cleric. And so forth.) This ability is lost should the shaman break with their totem animal.

**Vessel of the Spirits-** At 5<sup>th</sup> level the shaman has gained sufficient insight and knowledge of the spirits that they have learned to channel the power of the spirits directly. This is very taxing to the shaman's mind and body however preventing the shaman from maintaining such a connection for very long or often without adequate rest. The shaman may endure such close contact with the spirits for a number of rounds equal to two times their CHA bonus (2x CHA mod. +1).

The amount of the spirits power a shaman may channel is related to their vitality and willpower (benefit bonus of 1+ CHA mod.). A shaman may act as a vessel for the spirits a number of times per day equal to their level plus one plus their charisma modifier (Level +1 +CHA mod). Only one manifestation may be in effect at a time. This ability is lost should the shaman break with their totem animal.

The time the shaman must wait between uses is equal to four minus their CHA modifier (4 -CHA mod.) in rounds. Such power manifests in different ways depending upon which type of spirit the shaman is channelling.

Spirit Type:

Manifestation:

Earth

Strength of Stone ('bonus' to hit and damage)

Sky

Wings of the Wind (may fly at speed equal to 10 feet per 'bonus' point)

Fire

Flame of Rage (shaman's attackers suffer d4 fire damage per 'bonus' point)

Water

Unstoppable Current (shaman gains SR equal to 1+ 'bonus')

Plant

Spring Growth (shaman may regenerate 'bonus' of hit points in target touched each round)

Animal

Stalking Beast (shaman may track by scent and sight, 'bonus' to check rolls)

Great Spirit

Kindle the Soul (shaman may restore up to 'bonus' worth of level drain effects)

**Summon Elemental Spirit-** At 8<sup>th</sup> level, the Shaman may command a minor elemental spirit of earth, fire, water, or air to appear and aid the shaman in whatever task or tasks are asked of them if within their power. The element from which the spirit is to be summoned *must* be present in order for the shaman to make the summons. The shaman may only attempt to summon an elemental spirit a number of times per day equal to their CHA modifier (ie. A Shaman with a CHA of 14 would have a +1 modifier, thus being able to make a single summons per day, while a shaman with a CHA of 18 and a modifier of +3 would be able to make three such sommons per day). Summoned elemental spirits are able to be turned or rebuked by clerics and shaman the same as if they were undead.

After the task set by the shaman is completed or a number of rounds equal to the shaman's level pass, whichever comes first, the elemental spirit will return from whence it was summoned. Summoned elemental spirits have the same appearance, abilities, and stats as an elemental of their type, though their hit dice are equal to half of the summoning shaman's level. (ie. An 8<sup>th</sup> level shaman summoning an

elemental spirit of earth would get a 4HD earth elemental for 8 rounds duration.) This ability is lost should the shaman break with their totem animal.

**Totemic Form-** At 10<sup>th</sup> level, the Shaman is able to assume the shape of their totem animal once per day. Changing shape takes a single round and magically heals the shaman of 10% of any physical damage suffered while in human form but does not heal any disease, energy drain, or such effects. While in animal form the shaman has all of the natural abilities of an animal of that type plus the use of their shamanistic abilities, speech, and hit points. When the shaman changes back to human form from animal, they only magically heal 10% of damage suffered while as an animal. The shaman in animal form should be considered a magical beast for purposes of type. This ability is lost should the shaman break with their totem spirit.

There is no duration to how long a shaman may remain an animal, though at the end of each week the shaman remains in animal form, the shaman needs to make a WIS check to avoid losing a point of intelligence. Should the shaman's INT score drop to 2, then they are considered to have forgotten their life as human and all of their stats immediately revert to those of a normal animal of their totem type. Should the shaman change back to human form at any time before their INT score reaches 2, then they will gain back the lost attribute points at a rate of 1 per every two days they remain as human. This recovery stops immediately should the shaman revert to animal form and a INT check rolled to see if the points left to be recovered are lost permanently. Points permanently lost in this fashion may be recovered by magical means such as restoration, or wish.

**Prime: Charisma**

**HD: d10**

**Alignment: Any**

**Weapons: Staff, sling, spear, dagger, club, hand axe, cestus, knife, dart, blow pipe, bolas**

**Armor: None**

**Abilities: Vitality, Lesser Boon, Totem Animal, Turn or Rebuke Undead, Vessel of the Spirits, Summon Elemental Spirit, Totemic Form**

**Starting Gold: 2d4x10 (20-80gp)**

Level	HD	BtH	EPP
1	d10	+0	0
2	d10	+0	2401
3	d10	+1	4801
4	d10	+1	9601
5	d10	+1	19201
6	d10	+2	38401
7	d10	+2	76801
8	d10	+2	153601
9	d10	+3	307201
10	d10	+3	500501
11	+3 HP	+3	700501
12	+3 HP	+4	900501
13	+200000 per level		

## WARLOCKE

The Warlocke, sometimes known as the Ley Warrior among the fey, is neither fighter nor magician and yet in their own way they are greater than either. There are those among the races that are able to sense the magic of the world but are able touch it with but fingertips and almost none of the control necessary to become wizards or illusionists. Still, they can touch it and with enough willpower and stamina, draw upon and use it in raw form. This ability is enhanced with discipline and practice so much of the Warlocke's time is spent to this effect. Oddly enough, those that become Warlockes find that the discipline of steel, the arts martial practiced by swordsmen and warriors, aids the development of their focus, willpower, and stamina necessary to manipulate the magic.

The ability to channel magic into their bodies, armor, and weapons makes the Warlocke more than a simple warrior and the steel they wear gives them an advantage most mages do not enjoy. As their skill increases, the Warlocke is able to heal others, though with significant effort, and can eventually force the magic into a form desired. Warlockes find their true calling in adventuring or war, where their abilities allow them to face foes that troops armed with mundane weapons simply cannot. Stamina is the key to a Warlocke's success. Greater stamina (CON) allows them to hold the magic energy for greater lengths of time and endure longer on the battlefield. Some may argue that willpower (CHA) is more of a key ability since without it a Warlocke could not even force the magic to conform to their wishes but this was invalidated on countless battlefields.

**Prime Attribute:** Constitution  
**Hit Dice:** d8  
**Alignment:** Any (usually lawful)  
**Weapons:** All  
**Armor:** Padded, Leather Coat, Leather Armor, Ring Mail, Hide, Studded Leather,  
Laminar leather, Mail Shirt, Scale Mail, Cuir Bouille, Brigandine, Mail Hauberk, Coat of Plates, Banded Mail, Splint Mail, Small & Medium Shields, Armet, Bacinet, Benin, Casquetel, Leather Coif, Pot Helm, Chain Coif.

**Abilities:** Charge Weapon or Armor, Imbue Weapon, Sense Magic, Strengthen Self, Surge Strike, Synergy, Weapon Familiarity

### abilities

**1<sup>st</sup> Level:** **Strengthen Self-** The Warlocke may draw magical energy into their body for a short time allowing them to heal faster or augment their strength or agility. When used to augment STR or DEX, the Warlocke gains a +2 to the ability being augmented and benefits from the associated modifiers.

When used to speed healing, the Warlocke regenerates at a rate of one (1) hit point per round. This healing cannot be used to regenerate lost limbs or organs. The duration of this ability is a number of rounds equal to the Warlocke's level plus CON mod plus CHA mod. [Level + (CON mod + CHA mod)] Usable a number of times per day equal to CON mod + CHA mod.

**Sense Magic-** The Warlocke is able to sense magical energies when they are present and close proximity. The Warlocke cannot tell what the magic is, only that it is present. To use this ability, the Warlocke must be within 10-feet of the magic source (item, field, effect, etc.) and make a successful WIS check.

**Weapon Familiarity-** The Warlocke choses a specific weapon type, such as a long sword or spear, with which to familiarize themselves more closely than other weapons. This in effect becomes their preferred weapon to use in combat. This ability does not grant any bonuses to hit or damage, unlike the specialization ability of the fighter class. Instead, it allows the Warlocke a +1 bonus to their check rolls when attempting to utilize their more powerful abilities, such as Charge Weapon/ Armor or Imbue Weapon.

**2<sup>nd</sup> Level: Charged Weapon/ Armor-** The Warlocke may channel magical energy into their weapon granting it a temporary magical bonus to hit and damage or into their armor granting it a temporary magical bonus to its armor class modifier. This ability may not be used on weapons or armor that is already magical, such enchantments being more powerful in nature. Nor may it be used on a weapon that has already been Imbued. The Warlocke may have either their armor or weapon charged in this manner, not both at once.

The Warlocke must make a successful CHA check with a challenge level -2 when attempting to charge their weapon or their armor. If this check is successful, then the item being charged gains a +1 arcane bonus for every three (3) levels after 2<sup>nd</sup> level the Warlocke has. (ie. A 2<sup>nd</sup> level Warlocke would gain a +1 bonus. An 8<sup>th</sup> level Warlocke would gain a +3 bonus.) This "charge" lasts for a number of rounds equal to two times their CON modifier plus one [2 x (CON mod.+1)].

**4<sup>th</sup> Level: Synergy-** The Warlocke has become disciplined and practiced enough to channel magical energy into others to speed the healing processes of their bodies. Doing so exhausts the Warlocke and if caution is not taken, can totally incapacitate them for several hours. When attempting to heal another person, the Warlocke must make a successful CHA check with a challenge level +1. Once a successful roll is made, the wounded person

begins to regenerate at a rate equal to their CON mod + one (1) per round. For each round that the Warlocke spends healing someone, they suffer two (2) points of fatigue damage. Should this fatigue damage cause their hit points to reach zero (0), they fall into a temporary coma from which nothing can awaken them. Fatigue damage of this nature "heals" at a rate of one (1) point per 10 minutes spent resting.

**7<sup>th</sup> Level: Imbue Weapon-** The Warlocke is able to grasp more of the magical energy around them and has developed enough focus and willpower to change the nature of how the magical energy manifests when channeled into their weapon. This requires more strength of will to accomplish but lasts longer due to the increased stamina of the Warlocke. Like Charged Weapon, this ability cannot be used on a weapon that is already magical nor on a weapon that is Charged. To use this ability, the Warlocke must declare which one of the effects listed below they are attempting then make a successful CHA check. If successful, the weapon gains a magical bonus to hit and damage equal to 1 plus the Warlocke's CON bonus plus the extra damage from the listed magical effect. (ie. A Warlocke with a CON mod +1 chooses fire. The weapon would have a +2 bonus to hit and damage and do an additional 1d4 fire damage to creatures hit.) The duration of this ability is a number of rounds equal to the Warlocke's level plus two times their CON mod +1 [Level + 2 x (CON mod +1)].

**Imbued Effects List (DMG bonus +1d4)**

- |             |   |
|-------------|---|
| Fire        | Weapon glows red and heats the air up to 5-feet away.               |
| Ice         | Weapon is rimed with hoarfrost and chills the air 5-feet away.      |
| Electricity | Weapon has crackling arcs and sparks running up and down it.        |
| Acid        | Weapon seems to have beads of liquid upon it and is darkly mottled. |

**12<sup>th</sup> Level: Surge Strike-** The Warlocke may release the magic stored within their Imbued Weapon in a surge of energy to strike everything surrounding them within 15-feet. This surge strike does not differentiate between friend or foe, simply raging outwards in a blast of whatever effect was imbued in the weapon at the time. (ie. If the weapon was imbued with Ice, the strike would be a blast wave of cold damage.) This takes significant effort and control on the part of the Warlocke, thereby requiring a successful CHA check with a challenge level +3 to release the imbued energy. If the weapon is not already Imbued at the time then the Surge Strike may not be attempted. Once the strike is made, the weapon becomes "normal" unless powered up by the Warlocke again.

Damage done by the Surge Strike is a number of d6 equal to two times the imbued hit bonus of the weapon. (ie. The Imbued weapon has a +3 to

hit bonus, so would do 6d6 of surge strike damage.) The Warlocke may use this ability a number of times per day equal to 1 + CON mod.

Level	HD	BtH	EPP
1	d6	+0	0
2	d6	+1	2301
3	d6	+1	4601
4	d6	+2	9201
5	d6	+2	18401
6	d6	+3	36801
7	d6	+3	78001
8	d6	+4	156001
9	d6	+4	315001
10	d6	+5	425001
11	+3 HP	+6	650001
12	+3 HP	+7	950001
13+	+250,000 EP per level		

## Witch Doctor

The Witch Doctor is a primitive spell caster usually found on the outskirts of civilization alone or among barbaric tribes of intelligent races. Able to utilize alchemy, magic, and create fetishes in which to store power, the witch doctor can make a fearsome opponent in battle. While the witch doctor has fewer spells available to them than the wizard or cleric, they are able to utilize both arcane and divine magic with their rituals that blend the two together giving them a versatility more pure spell casters might lack. They pay for this versatility in a slower rate of spell advancement and having to seek out new spells to learn or dealing with traveling traders to obtain new spells.

Witch Doctors have a wider range of weapons available to them and are marginally better in their use but are still unable to wear armor or use shields of any sort.

## abilities

**Alchemy (minor) (INT)-** The Witch Doctor is able to brew up the potions listed below utilizing only a camp fire, cauldron or pot, a vial, and material components related to the spell effect intended as per the spell itself. Success is measured by an INT check with a challenge level equal to the equivalent spell level as noted below.

A witch doctor may learn more advanced alchemical formula should they be able to find an instructor of appropriate skill and spend 1d4 weeks per formula to be learned with the instructor at a cost of 100 gold x spell level of the formula.

**Potions Known**

Level / CL	Potion Spell Effect
0	Fertility
0	Sterility
0	First Aid
0	Purify Food & Drink
1	Cure Light Wounds
1	Cause Light Wounds
1	Sleep
1	Alter Size- Shrink
1	Alter Size- Growth
1	Charm Person
2	Lesser Restoration
2	See Invisibility

**Spell Use-** The Witch Doctor may utilize a number of spells per day from those they know. Unlike a wizard, the witch doctor does not need to memorize the spells in advance but is merely limited to those he may cast by what spells they have learned. The witch doctor has their own spell list which is a mixture of wizard and clerical spells focusing on elements, protection, body, and spiritual effects. The witch doctor begins play with four (4) 0-level spells and two (2) 1st-level spells.

**Bonus Spells-** The Witch Doctor benefits from a high intelligence, being granted bonus spells like a wizard. They gain a bonus 1<sup>st</sup> level spell for an INT score of 13-15, a 2<sup>nd</sup> level spell for an INT of 16-17, and a 3<sup>rd</sup> level spell for an INT of 18+. These bonus spells are usable only if the witch doctor has access to that level of spell use already.

**Create Spell Fetish (INT)-** At 6<sup>th</sup> Level, the witch doctor is able to create spell fetishes, small objects in the form of pendants, necklaces, bracelets, or brooches worn by the person intended to be affected by the power of the fetish. The witch doctor spends 1-3 days creating each fetish through ritual and magic, imbuing the fetish with one specific spell-effect of a spell known by the witch doctor. Each fetish will last a number of days equal to 1+ INT mod of the witch doctor, functioning but one time once the conditions of activation have been met, such

as a protection vs evil fetish being worn by a bard who comes face to face with a minor demon, the fetish will trigger invoking the spell effect (at the option of the CK) protecting the bard as per the spell protection vs evil cast at the level of the witch doctor. Spell Fetishes with negative effects, such as curses, will trigger the moment they come into contact with a living creature be it the intended victim or not. Not all spells may be utilized in a fetish either. Those that are eligible for spell fetish creation are marked with an “at” sign (@) in the spell list. A witch doctor may only make two attempts at creating a spell fetish per week and success requires a INT check modified by the spell level of the spell effect being attempted. Thus if a Curse fetish were being created, a third level spell, the CL is +3.

### Spells Usable Per Day

Level	0	1	2	3	4	5	6	7	8	9
1	3	1								
2	4	2								
3	4	2	1							
4	4	3	2							
5	4	3	2	1						
6	4	4	3	2						
7	4	4	3	2	1					
8	4	4	3	3	2					
9	4	4	4	3	2	1				
10	4	4	4	3	3	2				
11	4	4	4	4	3	2	1			
12	4	4	4	4	3	3	2			
13	4	4	4	4	4	3	2	1		
14	4	4	4	4	4	3	3	2		
15	4	4	4	4	4	4	3	2	1	
16	4	4	4	4	4	4	3	3	2	
17	4	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	4	3	3	2
19	4	4	4	4	4	4	4	4	3	2
20	4	4	4	4	4	4	4	4	3	3

Prime Attribute: Intelligence  
 Alignment: Any  
 Hit Dice: d4

**Weapons:** dagger, staff, club, spear, hand axe, sling, dart, rock, bolos, whip, or short bow  
**Armor:** None  
**Abilities:** Alchemy (minor), Create Spell Fetish, Spell Use, Bonus Spells

Level	HD	BtH	EPP
1	d4	0	0
2	d4	0	2501
3	d4	0	5001
4	d4	+1	10001
5	d4	+1	20001
6	d4	+1	45001
7	d4	+2	90001
8	d4	+2	180001
9	d4	+2	360001
10	d4	+3	510001
11	+1 HP	+3	760001
12	+1 HP	+3	1010001
13+			+250,000 per level

## **spell list**

### **0 level-**

Create water, Endure Elements@, Light, Detect Poison@, Detect Magic@, Detect Chaos/Evil/Law/Good@, Mage Hand

### **1<sup>st</sup> level-**

Burning Hands, Identify, Jump, Protection from Chaos/ Evil/ Law/ Good@, Read Magic, Shocking Grasp, Spider Climb, Bless@, Detect Undead, Resist Elements@, Sound Burst, Remove Fear@

### **2<sup>nd</sup> level-**

Darkness, Delay poison@, Remove Paralysis@, Speak with Dead, Silence@, Enhance Attribute, Fog Cloud, Scare, Web, Pyrotechnics

### **3<sup>rd</sup> level-**

Dispel Magic, Fireball, Fly@, Gust of Wind, Lightning Bolt, Magic Circle, Non-detection, Tongues, Water Breathing@, Animate Dead, Glyph of Warding, Remove Blindness/Deafness, Remove Curse@, Curse@, Remove Disease

#### **4<sup>th</sup> level-**

Dismissal, Hallow, Healing Circle, Neutralize Poison@, Restoration, Arcane Eye, Fear@, Fire Shield@, Shout, Wall of Fire, Wall of Ice, Polymorph

#### **5<sup>th</sup> level-**

Bind Elemental, Cone of Cold, Feeblemind@, Magic Jar, Passwall, Wall of Stone, Death Ward@, Ethereal Jaunt, Flame Strike, Insect Plague, Raise Dead, Trueseeing@

#### **7<sup>th</sup> level-**

Vanish, Sequester, Finger of Death, Delayed Blast Fireball, Holy Word, Refuge, Regenerate, Repulsion@

#### **8<sup>th</sup> level-**

Summon Planar Ally, Holy Aura@, Fire Storm, Earthquake, Binding, Polymorph any Object, Trap the Soul, Maze

#### **9<sup>th</sup> level-**

Imprisonment, Meteor Swarm, Shapechange, Temporal Stasis, Energy Drain@, Soul Bind, Resurrection

## **WITCH HUNTER**

While clerics and paladins carry out the fight against evil for the church and powers of light, they do so only against those evils that have made themselves known by their own device. Elsewhere, where shadows exist deep enough to hide them, evil exists in staggering numbers to prey upon the common folk. These evils are the ones that come not as the conquering tyrant or slaving beast, but like the changing of season, slow and subtle. Its victims can feel it coming. See all the signs, but when they realize the true depth of the thing it is far far too late and they are consumed. Gone.

It is the calling of the witch hunter to seek out these evils and bring their activities to the attention of the church warriors or, lacking any allies or influence within such circles, to strive to excise the foul taint on their own. Except by the common folk, to whom the witch hunter may already be considered a folk hero, the witch hunter is seldom respected by others who fight the dark. They are seen as dabblers or dilettantes of things best left to those with commitment, and yet, this spread of skills and knowledge allows the witch hunter to root out evil with all the efficiency and tenacity as a badger digging for dinner. If a witch hunter seems of short humor and ill demeanor, it is with good reason. Evil is out there, waiting.

## ABILITIES:

**Track (Wis)**- The witch hunter is a skilled tracker, much like the ranger from the very start of their career. This skill is identical to the ranger ability of the same name.

**Sense Evil (Wis)**- The witch hunter has an uncanny natural ability to sense evil when it is nearby. Unlike a paladin's ability to detect evil, the witch hunter does not need to concentrate to know when evil is nearby. The witch hunter will know of any evil presence within 120-feet of their location but no more than that. To establish a direction a WIS check is made by the witch hunter. Success will allow them to identify the general direction that the evil is in (ie. It is to the west, or it is northeast).

**Mythic Lore (Int)**- By 3<sup>rd</sup> level, the witch hunter has begun to study folklore and treatises on undead, curses, and other evil magics so as to be able to properly combat such when encountered. Whenever the witch hunter encounters an undead creature, evil outsider, lycanthrope, or such "classic" monster, they may make a single INT check. If successful, the witch hunter recalls the method by which to defeat a standard creature of that type, nothing more.

**Sense Undead (Wis)**- By 3<sup>rd</sup> level, the witch hunter's sensitivity to the unnatural has strengthened considerably. The witch hunter may, with concentration (and a successful WIS check), sense any undead presence within 60-feet of them. As with the sense evil ability, this only gives a general direction towards the undead. Not an exact location, type, or of what numbers the undead are in.

**Dual Wield**- By 4<sup>th</sup> level, the witch hunter has picked up several tricks and skills along the way with which to defend themselves. Among these skills is the ability to use a weapon in each hand for attack and defense. The weapons used may be of the same size, but they must be small and/or light (EV 2 or less) in order for the witch hunter to gain any benefit from them. The witch hunter may use the offhand weapon to actively parry attacks, effectively gaining a +1 AC bonus similar to a shield, though without limit to the number of attacks being defended against. If the witch hunter decides to use both weapons to attack, then the AC bonus is lost for that round and the attacks are completed with the normal penalties for two weapon fighting of -3 and -6 to hit, modified only by DEX, per page 119 of the players handbook.

**Righteous Fury (Cha)**- At 5<sup>th</sup> level, the witch hunter may choose to focus all of their righteous anger upon a single target of evil alignment once per day. The witch hunter must choose this target before entering into battle with them and thereafter attacks the target to the sole exclusion of all else until either the witch hunter is slain, the target is slain, or the fury abates. While in a state of righteous fury, the witch hunter is protected as if under a "protection from evil" spell and gains a +2 damage bonus against the focus of their anger. This fury lasts for a number of rounds equal to the witch hunter's level + CHA mod. The fury abates immediately should the witch hunter's target be slain before the duration limit is reached.

**Evil's Bane (Wis)**- By 7<sup>th</sup> level, the witch hunter has become so experienced in dealing with undead, lycanthropes, constructs, and cursed creatures or items that their defenses are greater than normal. Against these evil creatures, the witch hunter gains a +3 bonus to their

armor class and all saves against special abilities and level draining effects, even when such abilities do not normally allow a saving throw. For abilities that do not normally allow a saving throw, the witch hunter rolls vs WIS, success thwarting the evil effects being attempted.

**Use Magic Items-** By 10<sup>th</sup> level, the witch hunter has spent so much time around the arcane, divine, and unnatural that they have learned how to use magic items of all types to combat evil. The witch hunter must still discover command words for wands or such items, but any item, be it divine or arcane origin is open to them for use.

**Prime: Wisdom**

**HD: d6**

**Alignment: Any non-evil**

**Weapons: Any**

**Armor: (Any with EV 3 or less) Padded, Leather Coat, Leather Armor, Ring Mail, Studded Leather, Hide, Laminar Leather, Mail Shirt, Bronze Breastplate, Steel Breastplate, Polish Hussar. (may not wear helmets or use shields)**

**Abilities: Track, Sense Evil, Mythic Lore, Sense Undead, Dual Wield, Righteous Fury, Evil's Bane, Use Magic Items**

Level	Hit Dice	BtH	EPP
1	d6	+0	0
2	d6	+1	2301
3	d6	+2	4601
4	d6	+3	9201
5	d6	+4	18401
6	d6	+5	36801
7	d6	+6	73601
8	d6	+7	147201
9	d6	+8	272201
10	d6	+9	397201
11	+2 HP	+10	547201
12	+2 HP	+11	697201
13+	150000 per level		

## MONSTROUS CREATURES

### ASH CRAWLER

No. Appearing:	1
Size:	Small
Hit Dice:	2 (d12)
Move:	20 ft
Armor Class:	12
Attack:	Touch
Special:	Camouflage, Choke, Immunity to fire and cold, Half damage from weapons
Saves:	M
Intelligence:	Inferior
Alignment:	Chaotic Evil
Type:	Undead (extraordinary)
Treasure:	Nil
XP:	37+2

The ash crawler appears as an innocuous pile of ashes and may be found anywhere a fire might have burned such as campfire pits, fireplaces, stoves, braziers, forges, or even sites of forest fires. In its true form it resembles a two or three-foot long centipede of ash with a humanoid face twisted by rage, pain, and madness. An ash crawler does not speak, it makes a sound like the hissing of burning wood or meat. The ash crawler is partially incorporeal being made of nothing more than the ashes of its former body animated by a terrible evil will that makes it difficult to damage by weapons.

Should an ash crawler be present in an area the party camps, it will seek out the nearest sleeping opponent and crawl into their mouth or nose, choking and suffocating them as their lungs fill with its ashes. If no sleeping creature is present or if a living creature or creatures are passing near where the creature is lurking, the ash crawler will rush forward towards the nearest opponent. The ash crawler will seek to climb a leg and upwards across the torso towards the mouth and nose. Should it make a successful touch attack it will have succeeded and will automatically begin choking and suffocating its opponent.

An ash crawler has no motivation or purpose other than a raging desire to kill living creatures. It does not collect treasure, though if it remains near those it has killed some treasure may be found.

#### Choke-

An ash crawler that has made a successful touch attack against its opponent will enter into that creature's throat and lungs choking and suffocating them automatically. Once it has

entered into its victim it may not be attacked without damaging the victim also. Each round that the ash crawler remains in its victim that creature will suffer one point of constitution damage until dead or driven out by use of a *protection from evil*, *bless*, *lesser restoration*, or *prayer* spell.

## **BADGER WYRM**

Badger wyrms are so called not because of their resemblance to badgers but due to their ability to rapidly dig through the earth. These six-legged serpentine dragons have overlapping scales just like a snakes that begin as a light tan next to the body and become a rusty color at the their tips. These scales remain soft and pliant throughout the life of the wrym. Its head bears several features similar to that of a green dragon. Conjecture by sages holds that green dragons are actually related and quite possibly the progenitors of the Badger Wym. Badger wyrms do not have any wings and are a minor dragon but they do have a breath weapon and some magical ability.

Unlike most dragons, Badger wyrms prefer to lair in small family groups even going as far as sharing the same burrow-lair. Burrows will have a central chamber and several tunnels out to allow the wyrms to attack potential prey from multiple directions. Should a fight go against them, the badger wyrms will rapidly burrow into the earth to escape. If hunting away from their lair, the group of wyrms will burrow into the ground around a clearing or trail in such a manner that the pack can attack from multiple directions, bursting from the ground once prey is in their killing ground. Prey is dismembered as much as necessary for the pack to transport it back to their burrow-lair where it is devoured by all. The treasure is worked into the walls of the burrow for the badger wyrms to admire.

Badger wyrms can be found in any climate. The badger wrym female will lay up to a dozen eggs which will be cared for and raised by the entire pack. Upon adulthood the young badger wyrms are driven away to find their own burrow or find acceptance in another pack. This prevents species degeneration due to inbreeding.

### Dragon Magic -

The Badger Wym is able to use the following spell-like abilities once per day, *Meld into Stone* and *Stone Spikes*.

### Breath Weapon -

The Badger Wym is able to spew a jet of toxic vapor at opponents up to thirty-feet away. Victims caught in these toxic vapors must make a constitution save or suffer 1d4 damage per hit die of the wrym. A successful save reduces the damage by half.

### Combat -

Unlike most dragonkind, badger wyrms attack in packs. The Badger Wyrms strike from their burrow-lair, charging to attack opponents with claw and fang. Should there be more opponents than there are badger wyrms then they will attack with their breath weapons first in an effort to weaken their foes. Should the battle turn against them the badger wyrms will retreat by burrowing into the earth at a staggering speed or if on rocky terrain, use their meld into stone ability to escape.

Category	Type	Age	Saves
1	Hatchling	0 - 2	-
2	Young Adult	3 - 30	+1
3	Adult	31-80	+2
4	Mature	81-160+	+3

Age	Size	HD	AC	DB	SR	Int	TR
1	1'	1	11	-	-	3	-
2	3'	3	13	-	-	6	-
3	6'	6	15	1	2	10	3
4	12'	10	18	3	2	14	7

No. Appearing: 1 - 6  
 Size: Special (see above)  
 Hit Dice: Special (see above)  
 Move: 30' / 40' burrow  
 Armor Class: Special (see above)  
 Attack: Bite (1d8), 4 claws (1d4)  
 Special: Breath Weapon, Spell-abilities  
 Saves: P  
 Intelligence: Special (see above)  
 Alignment: Neutral Evil  
 Type: Dragon  
 Treasure: Special (see above)  
 XP: Special (refer to the experience point table on page 6 of Monsters & Treasures, 3<sup>rd</sup> printing.)

## **BANE SPIRIT**

No. Appearing: 1-12

Size: Medium

HD: 1 (d8) - corpse only

Move: 30' Fly

Armor Class: 4

Attack: Touch (nil)

Special: Invulnerable Spirit Form- Affected only by turning and protection vs evil spells; Life Sense 100'; Corporeal Tie- Spirit destroyed only when corporeal remains are completely destroyed or a [i]remove curse [/i]spell is cast upon the remains; Negative Energy Damage- Touch of the Bane Spirit causes 1d4 negative energy damage to living creatures.

Saves: M

Int: Low

Alignment: Neutral Evil

Type: Undead- uncommon

Treasure: 2 (Incidental)

XP: 19+1

The Bane Spirit is the tormented soul of an intelligent creature cursed by dark magics which bind it to its corpse. Trapped between the afterlife and life, unable to journey more than 100-feet away from its corpse, the Bane Spirit eventually goes mad, turning spiteful and seeking vengeance against everything living. As if being trapped halfway between the spirit realm and life wasn't bad enough, the Bane Spirit is so incorporeal that it cannot physically interact with anything, not even its own corpse. This makes it immune to all weapons and all magical effects except the turning ability of clerics which functions as normal and protections against evil which prevents the Bane Spirit from even touching the person so protected.

The Bane Spirit can sense all living things within 100-feet of its corpse and will always appear before its intended victims. When it manifests, the Bane Spirit appears as it did in life though translucent, the colors washed out of its form with wisps like wind blown clouds trailing a short distance behind it. These wisps will always point in the direction of the Bane Spirit's corporeal remains. An unnatural chill always lingers around the haunt of a Bane Spirit and a charnal

odor within the air.

Bane Spirits attack soundlessly yet flying forward with a berserk menace and flailing limbs. Though unable to physically interact with the corporeal world, the touch of a Bane Spirit pulls at the very life force of living creatures causing intense pain, like being stabbed with icy knives.

The only hope the victim of a Bane Spirit has is to locate the corporeal remains of the Bane Spirit and either destroy them or cast a *remove curse* upon them. Destroying the remains will instantly destroy the Bane Spirit while a remove curse will immediately free the spirit and allow it to travel to whatever afterlife awaits it.

## DEWDROP VINE

No. Appearing:	1 - 8
Size:	Large
Hit Dice:	Nil
Move:	0 ft.
Armor Class:	10
Attack:	Nil
Special:	Acid, Tremor sense 30 ft
Saves:	None
Intelligence:	None
Alignment:	Neutral
Type:	Plant
Treasure:	Nil
XP:	Nil

The dewdrop vine is a dangerous weed created by a wizard angry at constant interruptions to his work. The dewdrop vine appears as an unremarkable climbing vine with scores of inch long trumpet shaped flowers of red-orange hue. Each dewdrop plant may have up to eight vines radiating out away from it a few feet, each vine finding the nearest object which to climb up as it grows. The vibrations of footsteps triggers a reaction in the plant causing it to tremble, shaking the acid secreted in the flowers onto unsuspecting victims below. Creatures that succumb to the acid either become food for the particular dewdrop vine that killed them or wander off to die elsewhere.

The dewdrop vine spreads by rhizomatic roots that it sends out nearly twenty feet. These roots will sprout new vines and can take over an area in a few years if left unchecked. These vines particularly like growing up stone walls, including over or around archways and doors. They will also climb up other plants such as trees in much the same way ivy does, eventually strangling and killing the host plant. The vines are susceptible to both fire and cold dying

when exposed to either. The root of the plant is much more persistent, growing new vines in a few months despite the loss of all of its vines prior. To destroy the roots the ground must be frozen or burned to a depth of two or three feet. Dewdrop vines are usually found in any terrain in jungle and temperate regions. Cultivating dewdrop vines in any inhabited area is considered a crime since the plant is highly invasive in addition to being dangerous.

**Acid-** Creatures that brush against or walk under a hanging dewdrop vine are showered with hundreds of highly acid dewdrops. Such unfortunate creatures will suffer 1d6 x d4 of damage each round for three rounds or until the acidic dew is washed off.

## DUST WRAITH

No. Appearing:	Single or Group (1-3)
Size:	Large
Hit Dice:	3 (d12)
Move:	20' Fly
Armor Class:	14
Attack:	Touch (1d4 dessication)
Special:	Dessication, Engulf, Silent, Echo Sense, Blind, Weapon Immunity,
Vulnerability,	Camouflage, Spawn
Saves:	M
Intelligence:	Inferior
Alignment:	Neutral Evil
Type:	Undead
Treasure:	1 (incidental)
XP:	110+3

The Dust Wraith is a wraith in name only, a diaphanous ten feet diameter cloud of swirling gray dust that reaches out with ghost-like tendrils when attacking. Most victims have no idea that the dust wraith is present since when dormant it looks like nothing more than a dusty coating until it rises silently behind them or they stumble into it, literally. The dust wraith has no facial features and moves in complete and total silence. It flies slowly forward to attack and engulf its prey, sucking all of the life-giving moisture present out of their body and leaving a dried lifeless husk behind.

The cloud-like and dusty nature of the wraith make it very sensitive and susceptible to strong wind and air currents. This sensitivity allows the dust wraith to sense all air displaced by

corporeal creatures within 30-feet and also limits its movement speed. Moving faster or strong winds cause the dust wraith to become dispersed. This often fools enemies into thinking that it has been destroyed when in fact it will reform within a few days. This nature also makes it nearly impossible to damage with weapons of any sort since they simply pass through. The magical aura of enchanted weapons is another story however, the mystical energies disrupting the unnatural essence of the wraith as they pass through.

Dust wraiths are formed when powerful corporeal undead such as mummies turn to dust due to time or when an intelligent creature is slain by a dust wraith. The dust wraith seeks fluids to bind the dust of its form together once more though its touch destroys the very thing it seeks. The endless desire and frustration drives the creature mad reducing its intelligence to almost animalistic levels. The competition for "meals" limits the number of dust wraiths that will be found in an area. Typically, dust wraiths will be found in long forgotten tombs, crypts, or other such places.

#### Dessication-

The touch of the dust wraith instantly dehydrates the target doing 1d4 damage as fluids and/or water is destroyed.

Engulf- The dust wraith may choose to move over a medium or small sized target, engulfing them within its diaphanous body instead of attacking that round. Any creature so engulfed suffers 2d4 damage from dessication, twice that as a simple touch.

Silent- The dust wraith moves and attacks without making even a whisper of sound. It automatically succeeds at any Move Silent attempt.

Echo Sense- The body of the dust wraith makes it very sensitive to air movement allowing it to detect the movement of any creature that displaces air be they invisible or hidden within 30-feet.

Blind- Dust wraiths have no visual organs and are immune to any visual based effects.

Weapon Immunity- The dust wraith is immune to all non-magical weapon damage.

Vulnerability- The diaphanous body of the dust wraith makes it very susceptible to strong wind, such as the Gust of Wind or Wind Wall spells. Strong winds of this type cause the dust wraith to literally fly apart and disperse. The dust wraith is not destroyed by this however and reconstitutes itself within the next 1d4 days.

Camouflage- Dust wraiths lay dormant until prey is present, resembling nothing more than a dusty layer covering whatever surface happens to be present.

Spawn- Intelligent victims killed by a dust wraith have a 25% chance of rising in 1d6 days as a free willed dust wraith unless the body is blessed or otherwise sanctified.

## FANGLASH

No. Appearing:	1
Size:	Large
Hit Dice:	9 (d8)
Move:	30 ft
Armor Class:	24
Attack:	Bite (1d12) or Tail (2d12)
Special:	Gaze, Stomp, Swallow, Twilight Vision
Saves:	P
Intelligence:	Inferior
Alignment:	Neutral
Type:	Magical Beast
Treasure:	5
XP:	1500+9

The Fanglash is a huge lizard-like creature that is named for its fang-filled mouth and long lashing tail. It is a dull brown in color with pebble-like hide underlain with thick bony plates. Its belly is a dull yellow-brown with the bone plates visibly placed close together. At the end of its tail the bony plates emerge from its hide in mace-like flanges combined with its strength and size allows for a devastating tail strike. Above its wide-set chameleon like eyes a pair of long ivory horns emerge and curl backwards over its skull. The wide spacing of the eyes allows the beast nearly complete 360-degree vision making it nearly impossible to sneak up on it. Normally most sane folk would avoid a beast of this size but treasure seekers after the ivory of its horns are a bit more foolhardy.

The Fanglash can be found in any temperate or warm environment. It does avoid extremes in

temperatures such as the arctic or desert. Due to its size it is by necessity an omnivore though its preference is for fresh meat. Its size also makes it unable to chase down its prey but it compensates for this by use of its gaze attack which slows its victim(s) enough for it to catch and devour. Prey it catches is usually swallowed whole. Creatures it catches that are too large to swallow are torn apart by the long fangs in its large mouth.

It uses its tail for both defense and to reduce small huts and such structures to rubble with a few powerful strikes to get at any prey that takes refuge in such. Prey that hides in the ground is dug out by powerful clawed feet. Fortunately, the Fanglash is not normally able to use its claws to attack without off balancing itself. Rumors say that the first Fanglash was the result of a crazed wizard's attempts to create a suitable beast for gladiators to fight in the arena. The beast proved more than a match for not only the gladiators but for the arena itself as well and so the beast escaped.

The Fanglash reproduces asexually, laying a clutch of 1-6 leather eggs in brushy nests. The first egg to hatch usually eats the other eggs before they hatch as its first meal. By the end of its first year the hatchling is already 8-feet long. A young Fanglash will fully mature in a dozen years and reach its full adult size in fifteen depending on the available food supply. In areas where food is scarce it may take twice as long for the Fanglash to reach its full size.

**Gaze-** Once per day the Fanglash may use its gaze attack against creatures it sees as a meal. The area affected by this attack is a 60-foot long cone in the direction the fanglash is facing. Creatures within the area-of-effect are entitled to a WIS save. Those that fail are slowed as per the spell of the same name for 4d6 rounds.

**Stomp-** Creatures of medium size or smaller that are within ten-feet of the Fanglash may be subject to a stomp attack. The fanglash will rear up onto its hind legs then come down on the unfortunate creature with both feet doing 4d10 damage and shaking the ground like a small earthquake. Creatures that are not affected by its gaze attack are entitled a DEX save for half damage.

**Swallow-** Creatures of medium size or smaller that have been slowed by the gaze attack will be swallowed whole should the Fanglash make a successful bite attack against them. Creatures swallowed will suffer 2d6 damage automatically each round from the powerful stomach acids within the monster. Humanoid victims swallowed may use daggers or such small cutting blades to cut their way out of the monster though whether they can succeed in this before succumbing to the monsters stomach acids is questionable.

## GIANT WOOD BEETLE

No. Appearing:	1-8
Size:	Small
Hit Dice:	1 (d8)
Move:	20 ft / 15 ft Leap
Armor Class:	18
Attack:	Bite (2d4)
Special:	Camouflage, Twilight Vision
Saves:	P
Intelligence:	Animal
Alignment:	Neutral
Type:	Vermin
Treasure:	Nil
XP:	7+1

The giant wood beetle gets its name from its appearance. This creature is approximately twelve-inches long with a rough, bark-like carapace. When it is motionless upon a fallen log or tree it is indistinguishable from a normal bole. This deceptive appearance allows it to surprise prey when it attacks, leaping at the victim. Unlike most beetles the wood beetle has no wings and is therefore unable to fly. However it is able to make leaps of up to fifteen feet. Its small but powerful mandibles are able to carve out divots of flesh quickly and crumple even steel armor. Giant wood beetles are most often encountered in dense forests though they have been known to turn up in stands of trees in less forested areas.

Wood beetles are carnivorous and constantly hungry so they tend to move around over wide areas seeking meals. For this reason it is unlikely that any treasure will be found near them unless they are in a confined area. Any animal or carrion found is a meal to these beetles, as long as it is meat. Fortunately giant wood beetles only travel in small swarms of up to eight in number. Any swarm of wood beetles that encounters another will attack the other swarm as if it were any other prey, much like ants from different colonies. This helps keep the wood beetle population in check. Were they more numerous they could quickly render several square miles devoid of animal life at a time. Hill giants, ogres, and owlbears find these beetles quite tasty despite the danger inherent in seeking them out.

## GOSSAMER HAUNT

No. Appearing:	Single
Size:	Medium
Hit Dice:	2 (d12)
Move:	10' Fly
Armor Class:	10
Attack:	Touch (1d3 cold)
Special:	Heat Drain, Wrap, Mimicry, Thermal Sense, Betrayed Presence
Saves:	P
Intelligence:	Inferior
Alignment:	Neutral Evil
Type:	Undead
Treasure:	1 (incidental)
XP:	42+2

The Gossamer Haunt is a very rare form of undead that is encountered in old ruins, dungeons, abandoned buildings, crypts, or any other place where cobwebs might have accumulated thickly. Resembling a 5-foot x 5-foot patch of thick cobweb, it is almost impossible to spot visually. The first hint of its presence are the near freezing temperatures around it. Since it tracks its prey by body heat, the cold actually increases the effectiveness of its hunting.

Gossamer Haunts prefer to attack from above drifting down onto potential prey or to wait stretched across open doorways or windows where prey can blunder into its chilling embrace. When it attacks, the haunt attempts to wrap around its prey to ensure that it stays in physical contact while it feeds on the body heat, doing 1d3 points of cold damage per round of contact. Small creatures captured this way are completely immobilized whereas creatures of medium or large size are only partially immobilized. A successful Strength check (CL+2) will allow the victim to free itself from the deadly grasp.

If the victim dies from the heat drain of the haunt, its body collapses into fine ice crystals 1d6 rounds after death...which evaporate quickly, leaving any equipment and belongings laying on the ground. Once the body reaches this state, only very powerful magic has a chance to restore the victim to life.

Due to its wispy and thin nature, the Gossamer Haunt is unaffected by piercing or bludgeoning weapons. The former merely passing through the gossamer strands harmlessly and the latter having nothing to crush. Slashing weapons will do full damage as will unarmed attacks, though the latter will cause 1d3 of cold damage to the attacker due to the physical contact with the haunt.

It is unknown how Gossamer Haunts procreate or even by what process they come into existence, though theory thinks that they are the vengeful spirits of those abandoned by family and friends to die alone and forlorn in some equally forgotten place.

Heat Drain- 1d3 cold damage automatically per round of physical contact.

Wrap- If hit, the victim must make a Str check or else become enwrapped by and be partially (size medium or large) or completely immobilized (small).

Weapon Immunity- Piercing and Bludgeoning weapons do no damage.

Mimicry- The Gossamer Haunt looks exactly like a large cobweb, gaining a +2 to hide checks.

Thermal Sense- The Gossamer Haunt tracks its prey by tracking body heat within 30-feet of itself.

Betrayed Presence- The Gossamer Haunt's presence is always betrayed by the near freezing temperatures in the area 25-feet around it.

## **GRAY DRAKE**

The Gray Drake is a lesser dragon found lairing underground or in old ruins. It can grow up to 20-feet in length though it remains thin and sinuous like a serpent. It has small functional wings that let it fly short distances of up to 300 yards. It boasts claws strong enough to gouge and crumble stone and a long crocodile-like mouth filled with small razor sharp teeth.

Gray Drakes are territorial, allowing no other predator within several miles of their lair. The only exception to this is if the Gray Drake finds a mate. Once mated Gray Drakes remain together for the remainder of their lives. Clutches of 4-12 eggs are laid by Gray Drake females as early as their young adult years though little care is given to them. This results in a low birth ratio and of those that hatch only one or two hatchlings will survive to young

adulthood. At birth the scales of the hatchling are dark gray, almost black. As they grow to maturity their shingle-like scales gradually lighten to a medium stone-gray.

Gray Drakes enjoy killing, especially if they have to hunt or chase their prey. They will carry the corpse back to their lair partially eating it and leaving the rest to rot a bit before eating it later. After feeding the Gray Drake sleeps for several days unless disturbed. Gray Drakes also love shiny things, hoarding and collecting such things like crows. They use the piles of their treasures as bedding to better protect it from would be thieves.

#### Dragon Magic -

A Gray Drake possesses no magic being of low intelligence. It does however possess a heightened resistance to magic, shedding it like stone does water. This resistance grants the drake a +3 to all saves against spells and spell-like effects.

#### Breath Weapon -

The Gray Drake, being a carrion eater, is able to breathe a noxious cloud of foul odor and gases from its mouth. This nauseating gas fills a 30-foot cubic volume. Any creature caught within this foul, nauseating miasma must make a successful constitution save CL+2 or become violently sick, retching uncontrollably until they leave the cloud and for 1d4 minutes thereafter. Victims of this nausea suffer a -2 to all checks, to hit rolls, and their armor class until recovered. The noxious cloud takes dissipates in 1d8+2 rounds.

#### Combat -

The Gray Drake enjoys chasing its prey down. As it gets close it will use its breath weapon to slow its prey down and making it less likely to escape or defend itself. Once it has used its breath weapon it attacks ferociously with claw and fang to rend its prey, killing it in gory violence. The drake may also use its tail to slap at creatures coming up behind it, crushing them to the ground.

#### Infectious Bite -

The Gray Drake feeds on carrion as well as fresh meat. The bite of the drake has a 20-percent chance of becoming infected and diseasing the victim. This infection will become debilitating in 3 to 6 days and life threatening within two weeks. Should the victim not get aid, after six days they must make a constitution save daily or lapse into a coma. They will be dead three days later. A *cure disease*, *cure critical wounds*, or more powerful healing will save the victim from certain death.

Category	Type	Age	Saves
1	Hatchling	0-3	+1
2	Young Adult	4-50	+2
3	Adult	51-100	+3
4	Mature	100-200+	+4

Age	Size	HD	AC	DB	SR	Int	TR
1	3'	1	14	-	-	2	1
2	6'	3	17	-	-	6	4
3	12'	6	21	3	2	8	8
4	20'	10	24	6	4	10	13

No. Appearing: Single or mated pair  
 Size: Special (see above)  
 Hit Dice: Special (see above)  
 Move: 40' / 20' Fly  
 Armor Class: Special (see above)  
 Attack: Bite (1d6), 2 claws (1d4), or Tail (1d8)  
 Special: Breath Weapon, Spell Resistance, Infectious Bite, Darkvision 120 ft.,  
 Twilight Vision  
 Saves: P  
 Intelligence: Special (see above)  
 Alignment: Chaotic Evil  
 Type: Dragon  
 Treasure: Special (see above)  
 XP: Special (refer to the experience point table on page 6 of Monsters & Treasures, 3<sup>rd</sup> printing.)

## LAKE DEVIL

No. Appearing: Single or 1  
 Size: Large  
 Hit Dice: 8 (d10)  
 Move: 10' / 50' Swim

Armor Class: 20  
Attack: 10 x Tentacle (1d8), Bite (1d12), or Tail Slap (2d10)  
Special: Improved Grab, Constriction, Spell Resistance 4  
Saves: P & M  
Intelligence: Average  
Alignment: Neutral Evil  
Type: Aberration  
Treasure: 8  
XP: 1075+8

The Lake Devil is a horrifying creature that dwells in deep lakes and bogs. Its head is eyeless and bulbous resembling that of an octopus with a jagged edged beak atop a walrus-like body. The tail is ten-feet long and resembles that of a whale with which it can slap down on top of opponents behind it. It has a mane consisting of 10 fifteen feet long tentacles each tipped with a single, heavily lidded eye. The lake devil is a deep blue to murky green color with bony knobs protruding all over its fleshy body. Spells and blades seem to deflect off of its mottled hide. Lake Devils are amphibious and may breathe both in or out of water normally possessing both gills and a blow hole behind its head. Should a lake devil be slain, the bony knobs may be utilized in protective magical item creation.

This horrid creature lurks along shorelines just below the water, its tentacles held just below the surface waiting for creatures to come close. When a creature is within range, the tentacles reach out to snare it, crushing the hapless victim in their grip. Creatures held in a tentacle are lifted up to the devil's beaked maw and bitten, though only one creature may be bitten per round in this manner. Another tactic employed by this creature if outnumbered, is to withdraw back into the water, dragging any unfortunates in its clutches under the water to drown if not crushed or eaten alive first.

Improved Grab- Should the Lake Devil hit an opponent with a tentacle, the victim is allowed a STR save to break free. This attempt may be made each round until the victim breaks free or is slain. The victim is subject to constriction damage automatically each round while held.

Constriction- Opponents captured by a tentacle take 1d8 crushing damage each round until they break free or are slain.

## LIZARD EEL

No. Appearing: 2-8 pack

Size:	Medium
Hit Dice:	3 (d8)
Move:	40' / Swim 60' / Climb 10'
Armor Class:	15
Attacks:	Bite (1d8)
Special:	Amphibious; No Tracks; Run on Water
Saves:	P
Intelligence:	Animal
Alignment:	Neutral
Type:	Beast
Treasure:	3
XP:	50+3

The Lizard-eel is a mutant crossbreeding between a river salamander and eel resulting in a lizard-like eel seven to nine feet long and about two feet wide. Usually kept by toadies as mounts, hunting pets, and lair guards, lizard-eels can be commonly found in swamps, lakes, and rivers as well. Such wild lizard-eels are highly aggressive pack hunters and are able to literally run across the top of water or mud. Their sweeping finned tail erases whatever tracks they may have made making it nearly impossible to trail them back to their lairs where their prey is consumed.

#### Amphibious-

The lizard-eel is able to breath, eat, etc. normally underwater or on land without penalty.

#### No Tracks-

The long sweeping finned tail of the lizard-eel sweeps away tracks behind it making it difficult for anyone but the most skilled trackers to follow it.

#### Run on water-

The webbed feet of the lizard-eel allow it to literally run across the top of water, quicksand, mud, or other liquid surfaces at top speed. If it slows from its maximum running speed, the lizard-eel will sink just like any other creature.

## MOSS FIEND

No. Appearing:	Single or 1-4
Size:	Medium
Hit Dice:	4 (d10)
Move:	10'
Armor Class:	10
Attack:	Tendrils (1d4)
Special:	Blanket, Blindsight 60 ft., Enzyme (3d4), Split, Immune to Electricity, Camouflage, Half damage from piercing weapons.
Saves:	None
Intelligence:	None
Alignment:	Neutral
Type:	Plant
Treasure:	3 (incidental)
XP:	140+4

The Moss Fiend is a plant creature up to twenty square feet in size and indistinguishable from normal mosses. This creature is found in forests and swamps, usually draped across the ground or over large boulders. It will never be found upon trees, logs, or other organic type surfaces due to its digestive enzymes. Typically solitary, there have been instances where several moss fiends have been found in close proximity to each other. Moss fiends are capable of slow movement but prefer to remain in one place as long as food is plentiful. There is no known purpose for these creatures existence. They seem to exist only to trap prey and eat. Larger moss fiends several square yards in diameter have been reported deep within the forests but as yet are unconfirmed.

**Combat:** A moss fiend is able to sense prey approaching up to sixty-feet away. Once the prey is within ten-feet the fiend will slowly extrude a tendril low to the ground and attempt to snag a limb. Any victim the moss fiend successfully grasps with its tendril must make a STR check or be pulled underneath the fiend where they are subject to the fiend's enzymes. Attacks against the fiend also damage the prey it has trapped underneath it, if any.

**Blanket-** A victim pulled underneath the moss fiend is blanketed by the creature and pinned down in place. The victim may not attack but is entitled to a STR check with a cumulative +1 CL per round as the enzymes eat away at them until free, the moss fiend is killed, or they are digested.

**Enzyme-** The underside of the moss fiend exudes a powerful enzyme that breaks down organic matter into a viscous mass to be absorbed. For each victim digested and absorbed by the moss fiend it regains 1d6 hit points of damage sustained, if any. This enzyme attacks any organic matter automatically which is why the creature avoids trees, logs, and such surfaces. The enzyme has no effect on earth, stone, or metal.

Split- If attacked by an edged weapon, the moss fiend will immediately split in two. The armor class will remain the same but their hit points are halved. Each creature may be restored to full hit points by consuming prey as noted above.

## ORSTIPE

No. Appearing:	1
Size:	Large
Hit Dice:	7 (d8)
Move:	10 ft
Armor Class:	16
Attack:	1-4 Roots (1d10)
Special:	Bait, Susceptible to Fire, Tremor Sense 60 ft
Saves:	P
Intelligence:	Animal
Alignment:	Neutral
Type:	Plant
Treasure:	5
XP:	270+7

The Orstipe, sometimes called the Golden Angler, appears as a large tree stump with a dark hollow in one side. Other plants such as huckleberry, honeysuckle, and other parasitic vegetation may be found growing on the creature exactly as if it were a regular tree stump. This plant creature appears in all respects unremarkable except for a glittering as if from gold or crystal within the hollow that flashes in whatever light is available. Creatures attracted by this light become likely meals.

Whenever a creature approaches within ten feet of the orstipe, it will attack with one to four root-like appendages. These roots smash opponents with tremendous strength shattering bones and mashing flesh. Any creature killed by this attack is ingested by means of the hollow which is actually the orstipe's mouth. Most animals recognize the orstipe as a dangerous predator and give it a wide berth. This means most of its victims are those greedy or foolish enough to be attracted by its glittering golden tongue in its mouth-hollow. Since it is unable to digest anything non-organic such objects are passed through and accumulate beneath the creature.

Being made primarily of wood and cellulose, the orstipe is susceptible to fire based attacks, suffering double damage from such. Druids sometimes use these creatures to make life hazardous for those whom would burn and despoil their forests such as goblins or orcs. The druids will herd the orstipe, or several if present, near the offending lairs where they soon thin the local population before being dispatched.

Bait-

The orstipe has a tongue tipped with a golden crystalline sap that it moves about in its mouth to catch whatever light is available. From a distance this tongue looks to be a glinting of light from crystal or metal. Intelligent creatures that spot this flashing often mistake it for possible

treasure and seek to make a closer inspection. Once they are within range, the orstipe attacks.

## QUILL BEAR

No. Appearing:	1 or 1-3
Size:	Large
Hit Dice:	5 (d8)
Move:	30 ft.
Armor Class:	18
Attack:	2 claws (1d6), Bite (1d10)
Special:	Hug, Quills
Saves:	P
Intelligence:	Animal
Alignment:	Neutral
Type:	Beast
Treasure:	Nil
XP:	200+5

The quill bear resembles a giant porcupine at first glance. Unlike a porcupine the quill bear is very aggressive. It will bristle and growl at opponents just before it attacks. Like a normal bear, quill bears are omnivores and can be found foraging for food in forests or hibernating in dens dug out from under large stumps, large hollow logs, or in caves. Quill bears congregate to mate and then the male leaves. Several months later the female births one or two cubs which she provides for a full year. After a year, the mother will drive the young quill bears off.

Attacking a quill bear is almost as dangerous as being attacked due to the long wickedly sharp quills that cover their body. The quills will break off into creatures stuck by them. The tips are barbed and must be cut out to be removed. The origin of the quill bear is unknown only that they began appearing in forests and jungles all over. The range of a quill boar is approximately 100 square miles on average which wanders constantly foraging for food. This makes it highly unlikely to find any sort of treasure with the quill bear.

In some cultures the quills of the quill bear are used for decoration since they turn different colors throughout the year. Green is especially valuable since it is only found in the quills within hours after mating. These colored quills will fetch prices of a few silver to dozens of gold depending on the market and demand. Rumors persist of subspecies of quill bear that are able to shoot their quills at enemies or have quills that are filled with potent poison. Such species might be found in the wildest of areas and deepest of jungles.

Hug- Should the quill bear hit an opponent with both claws during the same round the victim is must make a STR check or be swept into a crushing vise-like hug. The foe is allowed a STR check each round in an effort to break free of the hug. The quill bear automatically hits

the creature caught in its hug each round with its bite attack. Hugged creatures are also subject to damage from its quills.

**Quills-** Opponents who attack a quill bear must make a DEX save or be struck by the creatures sharp quills. Attackers who fail their DEX save suffer 1d4 damage from the creatures quills. If the opponent is caught in the quill bear's hug it will suffer an automatic 1d6 damage from the quills each round until free.

## **RAVOXIN**

No. Appearing: 4-20

Size: Small

Hit Dice: 1 (d4)

Move: 10 ft. / 50 ft Fly

Armor Class: 16

Attacks: 2 claws (1d2), Bite (1d3) or Sting (poison)

Special: Poison, Twilight Vision

Saves: P

Intelligence: Animal

Alignment: Neutral

Type: Beast

Treasure: 1

XP: 7+1

The Ravoxin is a horrible looking creature blending aspects of a raven with those of a large black scorpion. It retains the head, wings, and tail feathers of the raven. The rest is all scorpion. A typical ravoxin has a wingspan of just over two-feet. Its scorpion-like tail is nearly eighteen-inches long.

Ravoxin are carrion eaters but not above adding a bit of fresh meat to their diet when the opportunity presents itself. The ravoxin will swarm prey when hunting or opponents that disturb their nest, attacking with beak and claw or striking with their tails. Ravoxin are a

communal creature much like ravens and will nest together in groups of up to twenty. Typical ravoxin nests may be found inside of large dead trees, piles of rubble in ruins or stone caves in arid or mountainous environments. Like ravens they are drawn to shiny baubles and trinkets which they will sometimes carry back to their nest.

Ravoxin lay 1-4 eggs once a year, the hatchlings being cared for by the mother. When young ravoxin will attack other hatchlings and consume them, survival of the fittest. Ravoxin are considered a dangerous nuisance by most. Hunters will steal any eggs present in any nest they find since they hold some value as delicacies in circles of the rich and powerful after dealing with the swarm of adults. Once any treasures and eggs are taken the nest is put to the torch to ensure that any eggs missed are destroyed and that it is not used again.

Poison- The sting of a Ravoxin delivers a painful poison on a successful hit. Opponents struck by the sting must make a constitution save or suffer 1d4 damage.

## SKURPION

No. Appearing: 1-10

Size: Small

HD: 1 (d6)

Move: 30' / Climb 15'

Armor Class: 14

Attack: Tail Spike (1d2 + negative energy damage)

Special: Typical Undead immunities, Blindsight 120', Concealment, Negative Energy Damage

Saves: P

Int: mindless (obeys commands of up to 10 words or less upon creation)

Alignment: Neutral

Type: Undead- special

Treasure: incidental

XP: 18+1

The Skurpion is almost more of a construct than undead, being created by means of magic most foul and the skeletal remains of humans, similar to that used for skeletons and zombies. Like these common undead, the skurpion is typically encountered guarding crypts, laboratories, or temples of evil. Its ties to the negative plane are much stronger than in its 'cousins' however.

Appearing as a human skull supported on six multi-jointed "legs" made up of finger bones with a scorpion-like tail made up of the spinal bones which end in a needle-sharp bone spike. This undead thing moves surprisingly quick for its size and is able to climb even stone walls with ease to strike with its tail. When not attacking, the skurpion can fold its legs and tail up inside of the empty cranial cavity to appear as nothing more than a human skull.

Concealment- Appears as normal human skull amidst other remains, its true nature revealed only with a successful WIS check of CL 2 or as it attacks.

Negative Energy Damage- Tail spike infuses victim with a small amount of poison charged with negative energy for an additional 1d4 damage unless a CON save is successful.

## TOADY

No. Appearing:	2-4 hunting party; 2-12 raiding group; or 20-80 tribe
Size:	Small
Hit Dice:	Tadpole 1 (d4); Gatherer 1 (d6); Scout 2 (d6); Hunter 3 (d6); Matriarch 5 (d6)
Move:	20' / Swim 50' / Jump 30'
Armor Class:	Tadpole 11; Gatherer, Scout, Matriarch 12; Hunter 14
Attacks:	Bite (1d4 or by weapon)
Special:	Aquatic Concealment; Hold Breath; Moist Skin; Poison Bite; Thermal Sense;
	Wide Angle Vision (Matriarch: Spell Use as 3 <sup>rd</sup> Level Cleric)
Saves:	M
Intelligence:	Average
Alignment:	Neutral Evil
Type:	Monstrous Humanoid
Treasure:	Individual 1 (in gemstones only); Tribe Lair 5 (Tadpoles have no treasure)
XP:	Tadpole- 5+1 / Gatherer- 15+1 / Scout- 32+2 / Hunter- 70+3 / Matriarch- 320+5

The Toady appears as a six-limbed hop-toad approximately 4-feet long, 3-feet tall, and 2-1/2 feet wide. It's body is dark green and black with deep yellow, wide-set eyes, and a mouth filled with sharp, short ivory teeth. While a bit clumsy on land, the Toady can swim quickly and quietly in water and leap substantial distances. Toadies exist anywhere there might be substantial water to keep their skin damp, preferring lairs with underwater entrances. These lairs tend to be muddy caves littered with bones and rushes away from heavily settled or populated areas where larger, more aggressive races might pose a danger to the tribe.

Toady society is somewhat barbaric and crude. They wear no clothes or harnesses, keeping any personal treasure which usually consists of pretty stones, in their throat sac. Tribal treasure is always kept by the matriarch. Toadies will use any weapons they can obtain, but those of their own manufacture tend to be of wood, stone, and bone construction. Toady life revolves around the tribe matriarch, of which there is only one. She is responsible for new life in the tribe being served by hunters and gatherers whom bring food to her. Scouts patrol the area around the lair and spot potential prey. The location of the prey is reported back to the hunters who go to kill and retrieve it, sometimes in company of the tribe lizard-eels. Prey is any meat...including intelligent humanoids. Hunters and the lizard-eels are also responsible for the safety and defense of the lair, commanding other toadies to combat their foes and defend the tadpoles and egg pools. Toady young resemble large twelve inch long tadpoles and are completely helpless.

The tribe matriarch also serves as the tribal spiritual advisor and healer, being able to use clerical spells as a third level caster. Toady matriarchs, and thereby toadies themselves, give reverence to the great frog, or the setting equivalent. Matriarchs prefer to hang back out of any fighting, providing healing and spell support to their gatherers, scouts, and hunters. They

will only enter melee if forced or out of spells. If all of their toadies are killed, the matriarch will surrender if such is a feasible option for survival, leaving the area with any tadpoles and eggs carried in her throat sac to find a new home in a safer area. Toadies do know how to play music, their instruments ranging from log drums to crude wooden horns, though typically such music is reserved for celebrations.

#### Aquatic Concealment-

When in water and motionless toadies are very hard to spot, being at a spot check CL+4 to locate by others. If moving at less than half of their speed, the spot check by others is made at CL+1.

#### Hold Breath-

A toady can hold their breath underwater for up to 12 minutes before needing to surface again for another.

#### Moist Skin-

A toady has to keep their skin moist and damp. If more than twelve hours passes without being able to submerge itself in water, the toady will suffer 1d4 points of damage every hour thereafter until able to submerge or it expires from dehydration. This also makes toadies susceptible to fire attacks, suffering an additional 1d4 points damage if hit by such.

#### Poison Bite-

Toadies produce a specific neural toxin as part of their saliva. Any creature bitten by a toady must make a CON save or suffer 1d2 points of damage and having their vocal cords paralyzed for 1d2 hours. Enemy spell casters are almost always bitten in combat in an effort by the toadies to nullify their inherent dangers.

#### Thermal Sense-

Toadies can use specialized taste buds on their tongues to sense thermal sources up to 60-feet away, much like some species of snakes. Toadies are able to locate these thermal sources almost as accurately as if they were being visually spotted, including determining size and numbers.

#### Wide Angel Vision-

The eyes of a toady are widely spaced to each side of their head. This gives the toady 360-degrees of peripheral vision and nearly 270-degrees of direct vision making it impossible for creatures to sneak up on the toady from behind without being noticed. The wide set of their eyes has a negative effect on toady depth perception also, giving the toady a -1 penalty to any ranged attack they might make.

## URSUAN

No. Appearing:	2-8 hunting party; or 10-100 tribe
Size:	Medium
Hit Dice:	1 (d8)
Move:	30' / Climb 15'
Armor Class:	13 unarmored / 15 armored
Attacks:	2 claws (1d4+2) and bite (1d6)
Special:	Rage; Scent; Crushing Hug
Saves:	P
Intelligence:	Average
Alignment:	Chaotic Neutral
Type:	Monstrous Humanoid
Treasure:	1
XP:	19+1

The Ursuan (Ur-swan) are a race of bear-like humanoids standing between 6-8 feet tall and weighing between 220 – 400 pounds. Their bodies are completely covered in a thick furry hide, their hands and feet have sharp curving claws like a bear, and their muzzle is filled with sharp, crushing teeth. Ursuan seldom fight with weapons, preferring their natural weaponry. However, when they do use weapons they tend to favor large crushing implements such as heavy maces or flails and hacking sorts such as battle axes. Ursuan warriors will also wear crude leather or hide armor as added protection, usually decorated with colorful feathers and bones of their conquests.

Ursuans are highly territorial, though unless already hostile, will usually challenge trespassers and warn them away never to return. Should peaceful relations be sought, such negotiations will usually be carried out by a pack leader (sub-chief) and involve some sort of test by deed that those seeking their favor truly do have the Ursuans best interests at heart. Ursuan mark their territory by vertical poles decorated with skulls, bones, feathers, and slash marks from their claws. The bones are typically defeated enemies and placed as a warning to others that no quarter is given to their enemies. Ursuan prefer lairing in caves near the surface and hibernate through winter much like bears do. For this reason, they spend their summer and fall seasons storing vast quantities of food, water, and other needs for when they awake in the spring, ravenously hungry and very very aggressive. It is best for even friends to avoid the Ursuan for the first month after they awake.

When encountered, Ursuan will have a pack leader or sub-chief with 3HD for every 15 warriors. If 50 or more Ursuan are encountered there will be a Chief with 5HD and a 25% chance of a shaman or druid of at least 4<sup>th</sup> level as part of the tribe. There will also be a minimum number of females equal to 20% of the number of warriors and cubs equal to 10% of the number of warriors.

#### Rage-

An Ursuan fights without regard for pain, lost in the throes of their rage. All attacks made are at a +2 to hit and damage against their enemies. So enraged are they when fighting an enemy that they will not even realize when they have been killed; fighting on for two rounds before dropping over dead on the third round after reaching zero hit points.

#### Crushing Hug-

Ursuan are extremely strong and should they strike an enemy with both claw attacks, they will sweep them in close for a vicious crushing hug inflicting an additional 2d4+2 points of damage. Anyone caught up in this crushing hug can free themselves with a successful STR check. Should they fail to escape, then they will suffer an automatic 2d4+2 crushing damage and the Ursuan bite attack is made at +4 to hit instead of +2 from the rage.

## ARTIFACT & CURSED CREATURES

### SPIRIT STONE- ARTIFACT

Spirit Stones are ancient stones used by long vanished or primitive peoples as shrines and/or portals where they commune with the spirits of nature in their home planes. These stones are typically carved with strange designs, runes, ideograms, and/or pictograms. Fortunately these stones are rare and found in desolate areas and forgotten places away from more 'modern' civilization.

Why this is fortunate is because Spirit Stones can be dangerous to those ignorant of their nature and their use. In most cases, the stones can only be used to commune with the spirit world when found unless the user learns how to open the stone. A stone that is open functions as a portal between worlds,

allowing spirits to possess any mortal body in contact with the stone. It is rare, but some stones have been discovered left in an open state by their long vanished creators. A mortal possessed through such an open stone is in dire peril should the possessing spirit not be able to return to its home in time.

Since the spirits cannot exist in their own forms on the mortal plane, a host is required or the spirit ceases to exist. Since the spirits are as prone to self preservation as mortals, they are loathe to leave any host they inhabit while on the mortal plane. The unfortunate mortal in which a possessing spirit resides for longer than the time allowed becomes entwined with the spirit driving both mad and triggering an unnatural transformation into a creature no longer mortal and yet, no longer immortal. This madness manifests differently from individual to individual.

The powers of the Spirit Stone are as follows;

### **Commune**

Usable 3 times per day as the 5<sup>th</sup> Level Cleric Spell cast at 12<sup>th</sup> Level use.

### **Spirit Gate**

Allows a spirit, usually one contacted by use of the commune ability beforehand, to possess a mortal host for 1d3+1 hours. A possessed mortal benefits from the possession, gaining 2d10 additional temporary hit points, a +1 bonus to all attribute and saving throw checks, spell resistance 5, and Twilight Vision if not already possessed. The spirit gate also allows the spirit to leave the mortal host and return to the spirit world at which time all of the benefits enjoyed by the host are lost. In addition, the host must make a CON check, CL +2, or be so fatigued that they must rest for 10 minutes per hour spent possessed.

Should a possessing spirit stay with a mortal host beyond the allowed time as noted in the above description, they will transform into one of several forms of creature dubbed an “Unnatural”; refer to creature text below.

## **THE UNNATURAL - MONSTER**

The Unnatural is a creature born of the unnatural fusion of a mortal host and a spirit from another plane. This creature is afflicted with an insanity manifesting as focused obsession. While it may be killed, there is no record of any of these creatures ever dying of old age. The Unnatural is stronger, quicker, and quite resistant to spells and spell-like effects, even more-so than before the transformation into its current form occurred. No Unnatural will ever be found in the same area as another, being able to sense each other within 20 leagues and being driven by their twisted natures to hunt the other down and slay them.

All Unnaturals have traits common with each other as a result of their similar origin. These similarities are the only thing that an Unnatural has with another. Each creature will have a unique physical appearance based on the creature making up their mortal half and their particular obsession. These common traits are as follows;

### **Ageless**

The mortal shell of the Unnatural ceases to age naturally, and yet is able to appear to be any age so desired by the Unnatural, changing at will within a single round without penalty.

## Restless Dead

Should an Unnatural be slain there is a 50% chance that it will rise as a Spectre or 5% chance that it will rise as a revenant on the next full moon unless the corpse is buried in consecrated ground or blessed.

## Tainted Soulbond

The twisted transformation of the mortal host and possessing spirit creating the Unnatural permanently bonds the two together even after death. The resulting insanity results in even greater augmentation of the physical half of the creature. The Unnatural gains a +2 bonus to all attribute checks (as applicable) and saving throws, Spell Resistance 10, Twilight Vision, and Darkvision 60-feet.

## Obsession

Each Unnatural is obsessed with an emotion or physical sensation(s) which determines the 'sub-type' of Unnatural the creature becomes. Should the creature be deprived of, or denied the object of their obsession they become enraged and insanely violent towards those responsible and will do their best to slay them and all involved. The particular type of obsession and effects, abilities, etc. are more fully noted with each creature sub-type below.

## Sub-Type

There are several 'sub-types' of Unnaturals, each being identified by their specific obsessions as noted above. The most commonly encountered are as follows;

The Glutton – Food & Drink

The Hunter – The Hunt and Kill

The Hedonist – Pleasure & Sensation

The Tyrant – Authority & Power

The Servant – To Serve Others

## THE GLUTTON – UNNATURAL

The Glutton appears as a grossly obese and disgustingly filthy individual surrounded by food, drink, carcasses, body parts, filth, and mouldering scraps. The creature rarely stops eating, employing slaves to carry away bodily wastes, clear away areas for more food, and to ensure that it is adequately supplied with new dishes, drink, etc. if the servants themselves do not wish to be on the menu.

No. Appearing:	1
Size:	Medium or Large
Hit Dice:	Med. = 5 (d10) / Large = 8 (d10)
Move:	20-feet
Armor Class:	Med. = 12 / Large = 13
Attack:	Med. = Slam (1d6+3) or by Weapon (+3 damage) Large = Slam (1d8+3) or by Weapon (+3 damage)
Special:	Unnatural Common Traits; Corpulent; Obsession – Food & Drink; Monstrous Appetite
Saves:	M & P
Intelligence:	Average

Alignment: Neutral Evil  
Type: Aberration  
Treasure: Med. = 5 / Large = 8 (50% of treasure value is in food & drink)  
XP: M = 360+5 / L = 1150+8

### **Corpulent**

The Unnatural has become hugely obese due to eating and drinking almost constantly. This has caused the creature to increase in size (a small creature has become a medium size, etc.) and the thick layers of fat and skin make it more difficult for weapons to reach anything vital since it cannot wear armor or most clothing. Its large mass has also given it considerably more physical power in its attacks than might be expected.

### **Obsession- Food and Drink**

The Glutton's defining obsession is with foods and beverages of all types. The more rare and unique in taste, texture, etc. the better. The Glutton considers anything that is edible as acceptable fare for its ravenous appetite, including people (living or dead), animals, and the like. The Glutton constantly eats and never shares its food, instead typically demanding more no matter how much food and drink is already present.

### **Monstrous Appetite**

The constant craving of the Glutton has led it to consider anything edible as appropriate fare. Should it run out of 'normal' food it will eat anyone or creature within reach. Should it incapacitate or kill an enemy or enemies it will eat them, alive or dead matters not. Slow or inattentive slaves often find themselves added to their master's monstrous menu.

## **THE HUNTER - UNNATURAL**

The Hunter appears as any other hunter, though many have reported sensing a cruel air and a predatory stare when encountering such an Unnatural. The Hunter revels in the thrill of the pursuit and always kills their quarry, taking a trophy away with them which reminds them continually of that particular hunt and the feelings associated with it. Only the Tyrant is more dangerous a foe than the Hunter. This creature often uses ambush, hit and run tactics, and lays traps all of which to weaken and wear down their prey. A skilled tracker, the Hunter also has an predators senses making them nearly impossible to lose or surprise. Any creature, alive or dead, may be considered as acceptable prey to this creature. The more potential challenge or risk involved, the more likely it will take up the hunt. This makes the Hunter one of the least likely to be encountered Unnaturals since it inevitably attempts to hunt a creature beyond even its considerable abilities. Hunters favor bows, blades, and axes in terms of weapons, though the killing blow will always be by any melee weapon they possess.

No. Appearing: 1  
Size: Small or Medium  
Hit Dice: S = 4 (d10) / M = 6 (d10)  
Move: S = 30-feet / M = 40-feet  
Armor Class: 15  
Attack: by Weapon  
Special: Unnatural Common Traits; Ambush; Animal Instinct; Feral Strength; Obsession - The Hunt & Kill; Tracking  
Saves: M & P  
Intelligence: Average

Alignment: Neutral Evil  
Type: Aberration  
Treasure: S = 4 / M = 6  
XP: S = 230+4 / M = 690+6

### **Ambush**

The Hunter is prone to hiding and attacking from ambush both in the wilderness and within urban settings. The creature will make a surprise attack from hiding, gaining a +3 bonus to hit on the first attack only in addition to any benefits gained from surprise, then running away if outnumbered or it considers its prey to be stronger than it is. It will repeat this as often as necessary to wear down its prey and even the odds against it.

### **Animal Instinct**

The Hunter is much more in tune with the world around it, using its heightened senses to full advantage. This animal-like instinct gives this creature an additional +1 bonus to listen, spot, search, and surprise checks beyond the bonuses gained from the Tainted Spirit Bond.

### **Feral Strength**

The Hunter has a predators thrill when attacking for the kill, gaining a +2 to damage rolls with melee weapons against its prey as it attacks.

### **Obsession – The Hunt & Kill**

The Hunter's defining obsession is with the Hunt and Kill of prey. It doesn't matter if the creature is intelligent or not, only that it is a challenge and poses a risk to the hunter. This creature revels in the challenge posed by its prey and the ultimate victory which ends the hunt. It will always take a trophy from its prey after it kills. The Hunter is seldom accompanied on its hunts since its twisted nature is based on self-gratification and it doesn't wish to be hindered in any way.

### **Tracking**

The creature can track its prey by both sight and scent within wilderness areas or hide its own trail and scent from others. When tracking it can also identify distinguishing features about the creature(s) it is pursuing. (Reference the Ranger Class tracking ability, page 13 of the Players Handbook)

## **THE HEDONIST – UNNATURAL**

The Hedonist is a creature of self-indulgence, sensations of all kinds, usually related to pleasure though its definition of pleasure may vary with the particular creature. Thus it would not be unusual to find a Hedonist with a torture room rather than a boudoir. The Hedonist is usually encountered in urban settings though any civilized region might satisfy its needs. This creature appears the most normal of the Unnaturals second only to the Servant and is the most beguiling and seductive of the lot. It will always possess slaves to serve its needs and will entice as many others into its debaucheries as it can. These unfortunates are doomed to be used and discarded by the Hedonist's selfish indulgences though it may be hard to say whom are the luckier. The dead or those whom survived their experiences for the Hedonist will not be denied. In many ways, the Hedonist's pleasure chambers resemble a cultist cell, being secretive and hidden away from the public eye. The creature also maintains a higher than average lifestyle, leading it to amass a larger treasure than might normally be found with other Unnatural types.

No. Appearing: 1

Size:	S or M
Hit Dice:	S = 3 (d10) / M = 5 (d10)
Move:	S = 20-feet / M = 30-feet
Armor Class:	S = 13 / M = 12
Attack:	By Weapon plus poison
Special:	Unnatural Common Traits; Hallucinogenic Cloud; Obsession – Pleasure & Sensation; Poison Use
Saves:	M & P
Intelligence:	Average
Alignment:	Neutral Evil
Type:	Aberration
Treasure:	S = 4 / M = 6
XP:	S = 190+4 / M = 570+6

### **Hallucinogenic Cloud**

The Hedonist is usually surrounded by a 20-foot radius cloud of narcotic smoke, incenses, perfumes, or other such sensation inducing substances and more within its lair. This cloud illicit feelings of desire, docility, and compliance within those mortals whom are exposed to it and fail a CON save (+1 CL) for each round they are within it. Those whom fail their save are at a -2 to attacks and ability checks being more interested in joining into whatever activities the Hedonist and its victims are currently engaged in beyond combat. Spell casters whom fail their saves and attempt to use spells do so at double the casting time of the spell as they fight to concentrate.

### **Obsession – Pleasure & Sensation**

The Hedonist's defining obsession is personal pleasure and sensation. It uses any means to satisfy and provide for its own comforts, desires, and diversions no matter the effects on others or costs involved. As a result, the Hedonist is usually wealthier than normal and more prone to the crazed homicidal tantrums if denied than other Unnatural types. Many of those found serving a Hedonist are ensorcorelled, drugged, enslaved, or simply pathetically shallow and selfish themselves.

### **Poison Use**

The Hedonist is versed and supplied with exotic substances of all types. Some it uses to gently and effortlessly remove those it either tires of or anger it. All of its weapons are treated with some sort of deadly or paralytic type poison (decided by the CK) as a matter of course. It never uses these poisons in any food or drink, particularly since accidents are known to happen.

## **THE TYRANT – UNNATURAL**

The Tyrant is the most vicious and violent of the commonly encountered Unnaturals. It is also the most powerful, able to strike down enemies in a single blow according to some tales. The Tyrant is almost always found at the center of an army marching across the land, its mission to conquer and rule all with an iron fist and heel. It brooks no question of its authority or command cutting down those that do so on the spot with an almost malicious glee. Areas ruled by a creature of this type can actually be quite peaceful despite harsh laws meant to protect the Tyrant's position and authority and an always expanding frontier due to continual military conquest. Inevitably, the Tyrant will overextend its ability to pay its army or the ability of the army to maintain current borders dooming its attempt of world domination.

No. Appearing:	1
Size:	S, M, or L
Hit Dice:	S = 4 (d10) / M = 6 (d10) / L = 9 (d10)
Move:	S = 20-feet / M = 30-feet / L = 40-feet
Armor Class:	18
Attack:	By Weapon
Special:	Unnatural Common Traits; Obsession – Authority & Power; Unbending Will; Wrath Strike
Saves:	M & P
Intelligence:	Average
Alignment:	Neutral Evil
Type:	Aberration
Treasure:	S = 4 / M = 6 / L = 9
XP:	S = 180+4 / M = 540+6 / L = 1800+9

### **Obsession – Authority & Power**

The Tyrant's defining obsession is the pursuit of being the ultimate authority and power within the mortal world, though this obsession may possibly extend to worlds beyond the mortal plane as well. While this obsession may seem to be more lawfully aligned, the Tyrant will use any means at their disposal to achieve it at whatever cost in blood, coin, or lives of others. Large creatures that have become Unnaturals tend to gravitate towards this sub-type almost exclusively due to the inherent sense of power they are exposed to by their sheer size of their host. It also makes the Tyrant more suitable to the rigors and demands of the battlefield wherein they spend the majority of their existence until they have established a seat of power, either in a conquered city-state or country or on their own. Those that refuse the orders of a Tyrant are considered enemies and traitors to be executed immediately by whatever means is the most expedient without pause or fail. As a result, many serve out of fear rather than loyalty within the armies of a Tyrant.

### **Unbending Will**

The Tyrant is so focused on their goal that they will not surrender or abandon it until they have conquered all within their ability to reach. As a result, this creature gains a +2 bonus to CHA checks and saving throws beyond the bonuses gained from the Tainted Spirit Bond.

### **Wrath Strike**

The Tyrant is able to draw upon and channel raw energy from the spirit world into a devastating blow against its enemy a number of times per day equal to its number of hit dice at will. This blow does an additional +2d6 damage to that caused by whatever weapon the creature is using. For purposes of spell resistance and other protective measures, this ability is considered to be based on divine magic.

## **THE SERVANT – UNNATURAL**

The Servant is the least obvious of the commonly encountered Unnaturals and yet also the most insidiously seductive and beguiling. This creature will attach itself to an individual or family, offering its services as a servant in whatever capacity is needed. Once accepted, it bonds itself to the unlucky individual or family, slowly taking over all of the serving duties and meeting their every need. Whether they express that need or not. Other servants will be displaced or slain in secret as will anyone who comes between the Servant and its chosen. Those whom it serves will be doomed to their life becoming

a miserable prison of having everything done for them. Fortunately, the Servant is also the weakest and least common of the typical Unnatural sub-types encountered.

No. Appearing:	1
Size:	S or M
Hit Dice:	S = 2 (d10) / M = 4 (d10)
Move:	S = 20-feet / M = 30-feet
Armor Class:	12
Attack:	By Weapon
Special:	Unnatural Common Traits; Bond of Service; Back Attack; Move Silently; Obsession – To Serve Others; Shadow Step
Saves:	M & P
Intelligence:	Average
Alignment:	Neutral Evil
Type:	Aberration
Treasure:	S = 2 / M = 4
XP:	S = 58+2 / M = 240+2

### **Bond of Service**

The Servant bonds with an individual or members of a family group upon their acceptance of the creature into their service. Thereafter, the Servant has a form of limited telepathy allowing it to know of their desires, needs, and requests even before they can voice them. It also can sense when or if those it serves are seeking to dismiss it from their service or looking to flee the household. Should those it has bonded to die or be slain, it will first present itself to the nearest relatives of those previously bonded before seeking out another individual or family. The range of this telepathic effect is approximately 5 miles.

### **Back Attack**

The Servant is able to attack from behind exactly as per the Rogue ability of the same name in the Players Handbook.

### **Move Silently**

The Servant is able to move silently in any environment exactly as per the Rogue ability of the same name in the Players Handbook.

### **Obsession – To Serve Others**

The Servant's defining obsession is the need to serve others. It will seek to meet their every need to the point wherein the individual or family are not allowed to do anything for or by themselves without the creature there to assist them. The Servant will not tolerate 'inferior' service by others, often killing or driving off all other servants or slaves employed in its household. Should the individual or family it serves seek to dismiss the creature or flee the household they will find themselves prisoners of the Servant or be slain, their bodies carefully attended and seen to until decomposition sets in. The Servant will also tend to drive off any love interests of its chosen individual or family members, seeing their doting upon its charges as competition.

### **Shadow Step**

The Servant has the ability to treat shadows like dimensional doorways, stepping into a shadow and then stepping out of any other shadow up to 100-feet away at will. This allows it to efficiently serve its chosen individual or family and deal with any rivals it may need to. The Servant does not need to see

the destination shadow, instead able to sense it instinctively or seeing it through means of its Bond of Service.