

KNIGHTFALL'S CREATURE ANTHOLOGY:
DUNGEONS & DRAGONS v.3.5 STATISTICS
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Big Bovine

Large Animal

Hit Dice: 4d8+8 (26 hp)

Initiative: +3 (Dex, Improved Initiative)

Speed: 30 ft. (6 squares)

AC: 12 (-1 size, +3 natural), touch 9, flat-footed 12

Base Attack/Grapple: +3/+10

Attack: Gore +5 melee (1d8+4)

Full Attack: Gore +5 melee (1d8+4)

Space/Reach: 10 ft. / 5 ft.

Special Attacks: Stampede

Special Qualities: Low-light vision, scent

Saves: Fort +6, Ref +3, Will -1

Abilities: Str 17 (+3), Dex 8 (-1), Con 14 (+2), Int 2 (-4), Wis 7 (-2), Cha 5 (-3)

Skills: Listen +6, Spot +5

Feats: Alertness, Improved Initiative

Environment: Temperate plains

Organization: Solitary or herd (6–30); or domesticated

Challenge Rating: 2

Advancement: 5–7 HD (Large)

Level Adjustment: —

This strange crossbred bovine animal is the result of magically mating a bison with a standard cow. The creature has shaggy brown or black hair and sometimes will be black and white like a milk cow. A big bovine has the head of a bison, but isn't as large. It does have some of a bison's temperament, but if bred too be domesticated then the creature is less temperamental, as long as it has grown up near humanoids.

Combat

These skittish animals will only fight to protect calves or if cornered. Strangely they will defend any type of bovine calf, even those of normal cows. They will stampede when frightened.

Stampede (Ex): A frightened herd of big bovines flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five animals in the herd (Reflex DC 15 half). The save DC is Strength-based.

Big Bovine (Advanced)

Large Animal

Hit Dice: 7d8+14 (45 hp)

Initiative: +3 (Dex, Improved Initiative)

Speed: 30 ft. (6 squares)

AC: 12 (-1 size, +3 natural), touch 9, flat-footed 12

Base Attack/Grapple: +5/+12

Attack: Gore +7 melee (1d8+4)

Full Attack: Gore +7 melee (1d8+4)

Space/Reach: 10 ft. / 5 ft.

Special Attacks: Stampede

Special Qualities: Low-light vision, scent

Saves: Fort +7, Ref +4, Will +0

Abilities: Str 17 (+3), Dex 8 (-1), Con 14 (+2), Int 2 (-4), Wis 7 (-2), Cha 5 (-3)

Skills: Listen +7, Spot +7

Feats: Alertness, Endurance, Improved Initiative

Environment: Temperate plains

Organization: Solitary

Challenge Rating: 3

Advancement: —

Level Adjustment: —

One in a while a crossbred big bovine will grow to be much larger. These tough animals are almost always bulls, but rarely a larger big bovine female will be born. These tough animals tend to dominate others of their kind and are near impossible to domesticate. Humanoids will either slaughter the animal for its fine meat or release it into the wild, if they can't break them.

Combat

This tougher big bovine is more often a solitary creature. If the animal finds itself in the wild it will often join a herd of bison, when possible. They cannot stampede when alone.

Stampede (Ex): A frightened herd of big bovines flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five animals in the herd (Reflex DC 16 half). The save DC is Strength-based.

Base Creatures: Bison and Cow

Template(s): None, custom modifications

Bovinotaur

Medium Monstrous Humanoid

Hit Dice: 2d8 (9 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

AC: 16 (+1 natural, +4 chain shirt, +1 light shield), touch 10, flat-footed 15

Base Attack/Grapple: +3/+2

Attack: Gore +2 melee (1d6-1) or short sword +2 melee (1d6-1/19–20/x2) or light crossbow +3 ranged (1d8/19–20/x2)

Full Attack: Short sword +2 melee (1d6-1/19–20/x2) and gore -3 melee (1d6-1) or light crossbow +3 ranged (1d8/19–20/x2)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft, low-light vision, scent

Saves: Fort +0, Ref +3, Will +2

Abilities: Str 9 (-1), Dex 10 (+0), Con 10 (+0), Int 12 (+1), Wis 9 (-1), Cha 9 (-1)

Skills: Listen +7, Spot +7, Survival +5

Feats: Alertness

Environment: Temperate plains

Organization: Solitary, pair, family (2–5), or herd (6–30 plus 50% noncombatants plus 3 1st-level sergeants, 2 3rd-level lieutenants, 1 5th-level leader, and 1 3rd-level shaman)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +0

Bovinotaurs, often called “moootaurs” laughingly by other minotaur-like creatures, are a race of anthropomorphic bovines known for their study of arcane magic. Bovinotaurs are thought to be the result of the original attempt of magical crossbred cows gone wrong, before big bovines were finally created. Others, including the bovinotaurs themselves, believe they are the result of some sort of divine creation by an unknown deity. Bovinotaurs worship this unnamed deity, but they rarely have true clerics.

A bovinotaur is an odd bipedal, minotaur-like creature with a head similar to that of a big bovine, which means the creature has both cow and bison-like features. It is only Medium in size and looks like a short, scrawny minotaur from a distance. It’s shaggy fur is often brown, black, or white. Rarely a bovinotaur will be black with white splotches. A bovinotaur has three fingers and one opposable thumb on its hands and four toes on its feet.

Bovinotaurs speak Common.

Combat

Bovinotaurs aren’t known for their combat prowess, but they are smart enough to trick other races into thinking they are minotaurs. Thus, in melee, they try to look as menacing as possible, but usually come off as comical. However, they are decent combatants with ranged weapons and know how to use a short sword properly.

A bovinotaurs real talents lie in magical training as a wizard, and a group of bovinotaurs led by a bovinotaur wizard will fight longer and better organized. If that wizard falls, however, bovinotaurs will often choose retreat as their first option.

Bovinotaurs as Characters

Bovinotaurs favor the wizard class, but most bovinotaurs encountered will be warriors or adepts. Bovinotaurs rarely multiclass but when they do they often become adept/wizards, rogue/wizards, or warrior/wizards. A bovinotaur cleric has access to two of the following domains: Animal, Earth, Knowledge, Magic, and Plant.

A bovinotaur adventurer is rare, but not impossible. Bovinotaurs make excellent traveling companions, as they are taught the basics of survival from a young age. They also tend to be fairly alert, a holdover from their ancestry. Bovinotaurs can become surly if they go without food for too long, however.

Bovinotaur Racial Traits

- -2 to Strength, +2 to Intelligence, -2 to Wisdom, -2 to Charisma.
- Medium-size.
- A bovinotaur’s base land speed is 30 feet.
- A bovinotaur has both darkvision (out to a range of 60 ft.) and low-light vision.
- *Racial Hit Dice:* A bovinotaur begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.
- *Racial Skills:* A bovinotaur’s monstrous humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Listen, Spot, and Survival.
- *Racial Feats:* A bovinotaur’s monstrous humanoid levels give it one feat.
- *Weapon Proficiency:* A bovinotaur is proficient with the short sword, light crossbow, and all simple weapons.
- +1 natural armor bonus.
- *Natural Weapons:* Gore (1d6).
- *Special Qualities* (see above): Scent.
- *Automatic Languages:* Common. *Bonus Languages:* Draconic, Goblin, Gnome, and Halfling.

— *Favored Class:* Wizard. A multiclass bovinotaur's wizard class does not count when determining whether it suffers an XP penalty for multiclassing.

Base Creatures: Big Bovine (Advanced)

Template(s): Anthropomorphic Animals (*D&D Savage Species*), made Int 12 instead of 11

Camputaur

Large Monstrous Humanoid (Aquatic)

Hit Dice: 4d8+12 (30 hp)

Initiative: +2 (Dex)

Speed: Swim 50 ft. (10 squares)

AC: 16 (-1 size, +2 Dex, +3 natural, +2 leather), touch 11, flat-footed 14

Base Attack/Grapple: +4/+11

Attack: Tail slap +6 melee (1d6+3) or trident +7 melee (2d6+4)

Full Attack: Tail slap +6 melee (1d6+3) or trident +7 melee (2d6+4)

Space/Reach: 10 ft. / 5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., gills, immunities, superior low-light vision, weapon proficiencies

Saves: Fort +4, Ref +6, Will +5 (+1 against enchantments)

Abilities: Str 16 (+3), Dex 15 (+2), Con 16 (+3), Int 8 (-1), Wis 9 (-1), Cha 8 (-1)

Skills: Handle Animal +1, Hide -2, Jump +11, Listen +3, Search +1, Spot +3, Swim +11

Feats: Iron Will, Weapon Focus (trident)

Environment: Temperate aquatic

Organization: Solitary, pair, or pod (5–12)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic good

Advancement: By character class

Level Adjustment: +3

Camputaurs are strange aquatic tauric creatures. A camputaur has the body of a hippocampus and the upper torso, arms, and head of an aquatic elf where a hippocampus's neck and head would be. It is rumored amongst the aquatic races that camputaurs are the result of a mating between camputaurs and druids that go feral within a hippocampus pod. More likely this creature resulted due to some sort of magical effects in ages past.

Camputaurs speak Aquan and Elven.

Combat

Camputaurs are strong, swift, and sturdy in combat, but they aren't as intelligent as aquatic elves. Still they will often attack with manufactured weapons, usually with a Large-sized trident. They can also deliver a powerful tail slap attack, but will usually use that attack to surprise foes trying to outmaneuver them.

Gills: A camputaur can survive out of the water for 1 hour per point of Constitution. After that it risks suffocation (See Suffocation, page 304 of the *D&D Dungeon Master's Guide v.3.5*).

Immunities: A camputaur is immune to sleep spells and effects, and have a +2 racial bonus on saves against enchantment spells or effects.

Superior Low-Light Vision (Ex): Camputaurs can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination.

Weapon Proficiencies: Camputaurs are automatically proficient with the net, spear, trident, and aquatic crossbow (see pg. 107 of *D&D Stormwrack*).

Skills: +2 racial bonus on Listen, Search, and Spot checks. A camputaur that merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if it were actively looking for it. A camputaur has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Camputaurs as Characters

Camputaurs favor the ranger class. Camputaurs often choose to multiclass as cleric/fighters, cleric/rangers, fighter/rogues, or ranger/rogues. Camputaurs prefer to worship a deity of the sea such as Eadro, but their patron deity is Deep Sashelas. An unaligned camputaur cleric has access to two of the following domains: Animal, Chaos, Good, Plant, Travel, and Water.

Base Humanoid: Elf, Aquatic (*D&D Stormwrack*)

Base Creature: Hippocampus (*D&D Stormwrack*)

Template(s): Tauric Creature (*D&D Savage Species*)

Chulataur

Large Monstrous Humanoid

Hit Dice: 17d8+68 (144 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft. (6 squares), swim 20 ft.

AC: 22 (-1 size, +3 Dex, +10 natural), touch 12, flat-footed 19

Base Attack/Grapple: +17/+26

Attack: Claw +21 melee (2d6+5) or Large greataxe +21 melee (3d6+5)

Full Attack: 2 claws +21 melee (2d6+5) and gore +21 melee (1d8+2) or Large greataxe +21 melee (3d6+5)

Space/Reach: 10 ft. / 10 ft.

Special Attacks: Charge 4d6+6, improved grab, squeeze

Special Qualities: Darkvision 60 ft., natural cunning, poison immunity, scent

Saves: Fort +10, Ref +8, Will +7

Abilities: Str 20 (+5), Dex 16 (+3), Con 18 (+4), Int 7 (-2), Wis 10 (+0), Cha 8 (-1)

Skills: Hide +6, Intimidate +2, Jump +8, Listen +11, Search +6, Spot +11

Feats: Alertness, Great Fortitude, Improved Initiative, Improved Multiattack*, Multiattack, Multigrab*

Environment: Any underground

Organization: Solitary

Challenge Rating: 14

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +5

Chulataurs are a magical hybrid that combines the worst aspects of a chuul and a minotaur. The creature's lower body is like that of a chuul including pincer-like claws, four webbed legs, and a wide tail. The upper portion of the creature has the torso of a minotaur including a bull-like head. The creature's fur and chitin are roughly the same color, a sickly combination of black and burnt orange. The main difference is that the chuul-like part of the body is burnt orange with mottled black splotches, while the minotaur-like part of the body is black with burnt orange spots.

Chulataurs, like chuuls, are known to collect trophies from their kills. However, unlike chuuls they do have the ability to use these items and are often encountered using manufactured weapons and any items that will fit their minotaur-like torso (i.e. rings, necklace, etc.). However, they cannot use full armor such a full plate or chainmail (a breastplate or chain shirt would be fine if it was large enough). If a victim hasn't any

interesting possessions, the chulataur takes its skull. Chulataurs wear these skulls around their necks and torso.

While chuuls most often live in marshes or jungles, chulataurs live underground. It is their minotaur heritage that drives them to live in the Underdark and these evil tauric creatures often subjugate entire tribes of Underdark-dwelling humanoids such as goblinoids, grimlocks, and orcs.

Chulataurs speak Giant.

Combat

A chulataur is a naturally cunning creature with powerful natural attacks – its two clawed lower appendages and its ability to gore opponents with its large horns. Chulataurs fight to kill in melee, hoping to turn their victims into their next meal.

Chulataurs will often attack with huge greataxes if cornered in an environment where they cannot charge or use their claws and gore attack effectively. *See pages 36 and 37 of *D&D Savage Species* for more information on these two feats.

Charge (Ex): A chulataur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 4d6+6 points of damage.

Improved Grab (Ex): To use this ability, the chulataur must hit with a claw attack. (Only takes a -10 penalty on grapple checks to maintain the hold due to Multigrab feat.)

Natural Cunning (Ex): Although chulataurs are not especially intelligent, they possess innate cunning and logical ability. This makes them immune to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Squeeze (Ex): A chulataur that gets a hold automatically deals two claw damage, with an additional 1d6 points of bludgeoning damage from the crushing force, each round the hold is maintained.

Skills: Chulataurs receive +4 racial bonus to Listen, Search, and Spot checks.

Base Humanoid: Minotaur

Base Creature: Chuul

Template(s): Tauric Creature (*D&D Savage Species*)

Crystkyn

Medium Dragon (Cold)

Hit Dice: 4d10+8 (30 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

AC: 22 (+1 Dex, +6 natural, +3 mw studded leather armor, +2 heavy wooden shield), touch 11, flat-footed 21

Base Attack/Grapple: +4/+10

Attack: +12 melee (1d8+6/x3, mw battleaxe) or +9 ranged [1d8+2/x3, composite longbow (+2 Str bonus)] or +10 melee (1d4+6, 2 claws) and +5 melee (1d6+3, bite)

Full Attack: +12 melee (1d8+6/x3, mw battleaxe) and +5 melee (1d6+3, bite) and +5 melee (1d4+3, claw) or +9 ranged [1d8+2/x3, composite longbow (+2 Str bonus)] or +10 melee (1d4+6, 2 claws) and +5 melee (1d6+3, bite)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Breath weapon, ice blast

Special Qualities: Darkvision 60 ft., immunities, low-light vision, snowsight, vulnerability to fire

Saves: Fort +5, Ref +5, Will +4

Abilities: Str 23 (+6), Dex 12 (+1), Con 15 (+2), Int 12 (+1), Wis 11 (+0), Cha 10 (+0)

Skills: Climb +10, Hide +6*, Listen +7, Move Silently +6, Perform (any one) +4, Spot +7, Survival +7

Feats: Great Fortitude, Weapon Focus (battleaxe)

Environment: Inner planes; or temperate and cold mountains

Organization: Solitary or family [2–4 plus 1 frost folk plus 1–2 wolves plus 1 crystal dragon (50% chance)]

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic neutral

Advancement: By character class

Level Adjustment: +4

Those that have encountered the xenophobic frost folk are often surprised to learn that many frost folk have one or two half-dragons living amongst them. Most of these half-dragons are of the white variety, but every once in a while a frost folk woman mates with a polymorphed male crystal dragon.

Such half-dragons are rare, however, often being the result of the male crystal dragon finding a frost folk female, wandering alone in the frostfell, separated from her clan or village. As crystal dragons are the chaotic sort, the male is as likely to kill (and maybe eat) the female as rescue her.

If he finds her intriguing, however, then he'll likely rescue her and take her back to his ice palace. If she is good company (not too boring, good sense of humor) then he'll offer her a choice – return to her people or stay with him. More often than not the female chooses to return to her people. Those rare few that take up with the crystal dragon often find such a life full of comforts, plenty, and good humor.

Crystkyns are the result of such odd romances and a crystal dragon father goes to great lengths to protect his mate and children (initially), but such males have been known to leave after a short period of time (short to a dragon, that is). Frost folk females, and her children, abandoned in this way are on her own, as her kin will kill both her and her children. (More often, the father loses interest after his frost folk mate dies of old age.)

Crystkyns look like frost folk, for the most part, although their skin is covered in thick glossy white scales, which become translucent as a crystkyn reaches old age. Their scaly skins tend to shimmer in the light but aren't as dazzling as a full crystal dragon's scales. Their eyes are either deep blue or a brilliant yellow, while their hair is either white as snow or shining silver.

Crystkyns grow up in a strange, yet loving environment and they are very curious about the outside world, beyond their fathers' ice palaces, while also being a little afraid of the unknown. They often have a good sense of humor, which can seem alien to humanoids, as most of their humor they get from their fathers. A crystkyn who is abandoned by his or her father at an early age tends to be more moody and withdrawn, however.

A crystkyn always has access to some of their father's horde, being granted a small largess when they reach adulthood. At minimum, a crystkyn PC will have the masterwork items noted in the statistic block, as well as maximum starting gold for their class. Crystkyns love the idea of adventure and many leave home at an early age to see the more temperate climes.

Crystkyns speak Common and Draconic.

Combat

Crystkyns are as varied as the lives they lead. No two will approach a fight in the exact same way. They prefer to attack with manufactured weapons but are will defend themselves with their natural weapons, if caught unarmed.

Breath Weapon (Su): 30-foot cone, once per day; damage 6d8 brilliant light plus blinded for 1d4 rounds, Reflex half DC 14, successful save negates the blinding effect. The save DC is Constitution-based.

Ice Blast (Su): Crystkyns can produce a 20-foot cone of icy mist from their left eye. This deals 2d6 points of cold damage to all creatures within the area (Reflex save DC 14 half). The save DC is Constitution-based. Once a crystkyn uses his ice blast, he must wait 1d4 rounds before he can use this ability again.

Immunities: A crystkyn has immunity to cold, *sleep* and paralysis effects.

Snowsight (Ex): All crystkyns have innate *snowsight*, as the spell. No snowstorm can obscure their vision.

Skills: *All crystkyns gain a +8 racial bonus on Hide checks in snow and ice terrain.

Crystkyns as Characters

Crystkyns favor the bard or psychic warrior class. Crystkyns are natural performers and jokesters, but many also learn the secrets of merging psionics with battle from their fathers. They also tend to become fighters, druids, rogues, and sorcerers. They often multiclass as bard/fighters, bard/sorcerers, fighter/druids, fighter/rogues, psychic warrior/druids, and psychic warrior/sorcerers. They rarely become clerics but when they do they often worship a deity of the Frostfell, such as Telchur, or one of the Dragon Deities, such as Aasterinian or Hlal.

Base Creature: Frost Folk

Template(s): Half-Dragon, Crystal (*D&D Monster Manual v.3.5* and *D&D Draconomicon: The Book of Dragons*)

Djilot

Medium Outsider (Air, Extraplanar)

Hit Dice: 2d8+6 (15 hp)

Initiative: +3

Speed: 30 ft. (6 squares), fly 30 ft. (perfect)

AC: 16 (+3 Dex, +2 natural, +1 silk swathes), touch 13, flat-footed 13

Base Attack/Grapple: +2/+5

Attack: +5 melee (1d6+3/19-20/x2, manople) or +5 melee (1d4+3, claw)

Full Attack: +5 melee (1d6+3/19-20/x2, manople) and +0 melee (1d6+1, bite) or +5 melee (1d4+3, 2 claws) and +0 melee (1d6+1, bite)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Improved grab, pounce, spell-like abilities, weapon familiarity (manople)

Special Qualities: Air subtype, darkvision 60 ft., low-light vision, scent

Saves: Fort +3, Ref +6, Will +6

Abilities: Str 16 (+3), Dex 17 (+3), Con 17 (+3), Int 13 (+1), Wis 16 (+2), Cha 13 (+1)

Skills: Balance +12, Climb +12, Concentration +5, Hide +12*, Jump +16, Knowledge (the planes) +3, Listen +15, Move Silently +12, Spot +7, Tumble +6, Survival +2

Feats: Weapon Finesse

Environment: Elemental Plane of Air

Organization: Solitary, pair, or family (3–5)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic good

Advancement: By character class

Level Adjustment: +5

Djilots are catlike humanoids native to the Elemental Plane of Air. Their fur is often dusky or blue white in color and their eye color ranges from sky blue to sandy brown. They either dress in loose-fitting, airy garments or wear nothing at all. Amongst other races they tend to do the former, for modesties sake.

They are curious creatures and are happiest adventuring, wandering, hunting for food, and sleeping. They are often found living amongst the djinn on their floating islands or on Material Planes worlds with an abundance of air-based magical societies with flying machines (i.e. airships), as well as worlds with hot, arid environments.

Djilots love the open air and hate being confined. They prefer to stay out of the water but they are not afraid of it. They love to serve on air and sea sailing vessels so that they can feel the wind rippling through their fur. A djilot is never as happy, as he or she is floating through the open air, and they will often travel airborne, while their companions travel on the land.

Djilots speak Common and Auran.

Combat

Djilots are quick and nimble in a fighting using their sharp claws and bite to keep foes at bay. They are great jumpers and love to hunt wild birds such as hawks. When using manufactured weapons they prefer light weapons that match their agility and grace.

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

Pounce (Ex): If a djilot charges a foe, it can make a full attack.

Spell-Like Abilities (Sp): Djilots with an Intelligence or Wisdom score of 8 or higher possess the following spell-like abilities, using their character level (class levels plus HD) as the caster level, as specified below. Each ability is usable once per day.

1–2: *obscuring mist*; 3–4: *wind walk*; 5–6: *gaseous form*; 7–8: *air walk*; 9–10: *control wind*; 11–12: *chain lightning*; 13–14: *control weather*; 15–16: *whirlwind*; 17–18: *elemental swarm*; and 19+: *plane shift*.

Weapon Familiarity: Djilots may treat manoples as martial weapons, rather than exotic weapons. For more information on the weapon known as the manople see page 97 of *D&D Sandstorm: Mastering the Perils of Fire and Sand*.

Skills: Djilots have a +4 racial bonus on Balance, Climb, Hide, and Move Silently checks, and a +8 racial bonus on Jump and Listen checks. They use their Dexterity modifier instead of their Strength modifier for Jump checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

Djilots as Characters

Djilots favor the sorcerer or wizard class. (Djilots of Kulan favor the elemental class.) Djilots love all things magical and they are naturally inclined towards classes that favor magic use and research. Djilots also often become bards, rogues, spellthieves, warlocks, and warmages. Djilots often multiclass as bard/sorcerers, bard/wizards, bard/rogues, rogue/sorcerers, rogue/spellthieves, rogue/wizards, and warlock/warmages.

Djilots aren't much for divine magic and they rarely become clerics or paladins. An individual djilot sometimes chooses the path of the druid or ranger, in order to be closer to the winds of the Elemental Plane of Air or the Material Plane. Those few djilots that choose divine worship often choose Akadi. Djilot clerics can choose any two of the following domains: Air, Illusion *, Travel, and Trickery. *A domain from the Forgotten Realms Campaign Setting.

Base Creature: Serval (Savannah Wildcat) (*D&D Sandstorm*)

Template(s): Anthropomorphic Animal (*D&D Savage Species*) and Half-Elemental, Air (*D&D Manual of the Planes*) plus added Weapon Familiarity

Dragon Boatman

Medium Dragon (Evil, Extraplanar)

Hit Dice: 10d10+10 (65 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

AC: 25 (+2 Dex, +13 natural), touch 12, flat-footed 23

Base Attack/Grapple: +10/+15

Attack: +15 melee (1d4+5, claw)

Full Attack: +15 melee (1d4+5, 2 claws) and +11 melee (1d6+2, bite)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Breath weapon, fear gaze, spell-like abilities

Special Qualities: Darkvision 60 ft., immunities, low-light vision, outsider traits, spell resistance 21, summon yugoloth, yugoloth traits

Saves: Fort +8, Ref +9, Will +9

Abilities: Str 21 (+5), Dex 15 (+2), Con 12 (+1), Int 15 (+2), Wis 14 (+2), Cha 12 (+1)

Skills: Appraise +11, Balance +11, Bluff +10, Concentration +3, Diplomacy +10, Intimidate +10, Knowledge (the planes) +11, Listen +13, Profession (boater) +12, Spot +13, Survival +11, Swim +14
Feats: Alertness, Combat Casting, Dodge, Mobility

Environment: Any lower plane

Organization: Solitary

Challenge Rating: 12

Treasure: Standard (coins only)

Alignment: Always neutral evil

Advancement: 11–20 HD (Medium)

Level Adjustment: +8

Dragon boatmen are the result of a female Styx dragon mating with a marraenoloth, a very rare occurrence, thankfully. Dragon boatmen look similar to marraenoloths but with Styx draconic features—slimy dark brown or rusty red scales, lurid yellow eyes, and flipper-like, clawed hands. They are gaunt but very strong.

Dragon boatmen are only found plying their trade on the River Styx and are almost never found anywhere beyond the lower planes. Dragon boatmen prefer the company of yugoloths to that of dragons, although they will interact with other dragon boatmen. They despise Styx dragons and will go out of their way to avoid them, as their “mothers” almost always abandon them after birth.

Dragon boatmen speak Abyssal, Draconic, and Infernal.

Combat

Dragon boatmen rely on their breath weapon, natural attacks, and spell-like abilities for offense and defense. Dragon boatmen are more likely to defend themselves violently, although they have the “silver tongue” of yugoloths when dealing with fiends and other evil outsiders.

Breath Weapon (Su): 30-foot line, once per day; damage 6d8 acid, Reflex half DC 16. The save DC is Constitution-based.

Fear Gaze (Su): When a dragon boatman stares at a creature, the latter must succeed at a Will save (DC 16) or become shaken for 1d4 rounds. This is a mind-affecting fear effect.

Spell-Like Abilities: At will—*alter self*, *animate dead*, *charm person*, *phantasmal killer*, *poison*, *produce flame*, *greater teleport*. Caster level 10th; save DC 10 + spell level.

Immunities: A dragon boatman has immunity to disease, poison, *sleep*, and paralysis effects.

Summon Yugoloth (Sp): Once per day, a dragon boatman can summon a marraenoloth with a 75% chance of success. This is equivalent of a 5th-level spell.

Yugoloth Traits: A yugoloth is immune to poison and acid. It has cold, fire, and electricity resistance 10. Yugoloths can communicate telepathically with any creature within 100 feet that has a language.

Base Creature: Yugoloth, Marraenoloth

Template(s): Half-Dragon, Styx (*D&D Monster Manual v.3.5* and *D&D Draconomicon: The Book of Dragons*)

Ember Lion

Large Elemental (Extraplanar, Fire)

Hit Dice: 8d8+24 (60 hp)

Initiative: +2 (Dex)

Speed: 40 ft. (8 squares)

AC: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

Base Attack/Grapple: +6/+17

Attack: Claw +13 melee (1d6+7 plus 1d6 fire)

Full Attack: 2 claws +13 melee (1d6+7 plus 1d6 fire) and bite +7 melee (1d8+3 plus 1d6 fire)

Space/Reach: 10 ft. / 5 ft.

Special Attacks: Burn, heat, improved grab, pounce, rake 1d6+3

Special Qualities: Darkvision 60 ft., DR 5/magic, elemental traits, fire immunity, low-light vision, scent
Saves: Fort +9, Ref +8, Will +7
Abilities: Str 25 (+7), Dex 15 (+2), Con 17 (+3), Int 2 (-4), Wis 12 (+1), Cha 10 (+0)
Skills: Hide +2*, Listen +7, Move Silently +5, Spot +7
Feats: Alertness, Run, Weapon Focus (claw)

Environment: Elemental Plane of Fire
Organization: Solitary, pair, or pride (6–10)
Challenge Rating: 8
Treasure: None
Alignment: Usually neutral
Advancement: 9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment: —

Ember lions are native to the Elemental Plane of Fire and are often kept as pets and guards by noble efreet. An ember lion is shaped like a lion but is made up of elemental fire. Its elemental body flickers red and black along its head and back.

Combat

Ember lions attack first with their claws and bite, attempting to grapple with opponents and rake with its hind legs. If hard pressed then they will use their breath weapon.

Breath Weapon (Su): An ember lion can breathe a 30-foot cone of fire for 2d8 points of fire damage (Reflex half DC). Once it has used its breath weapon, it must wait 2d4 rounds before it can do so again.

Burn (Ex): Those hit by the natural weapons of an ember lion must succeed at a Reflex save (DC 15) or catch fire. The flame burns for 1d4 rounds (see Catching on Fire in Chapter 8 of the *Dungeon Master's Guide v.3.5*).

Creatures hitting an ember lion with natural weapons or unarmed attacks take fire damage as though hit by its attack, and also catch fire unless they succeed at a Reflex save.

Heat (Ex): In addition to the damage from its attacks, an ember lion deals an additional 1d6 points of fire damage with its claw and bite attacks.

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

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

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Ember lions have a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Base Creature: Dire Lion

Template(s): Monstrous Beast (D&D Savage Species) and Fire Element Creature (D&D Manual of the Planes).

Epascro

Large Monstrous Humanoid

Hit Dice: 5d8+10 (32 hp)

Initiative: +4 (Dex)

Speed: 30 ft. (6 squares), climb 30 ft., fly 50 ft. (perfect)

AC: 18 (-1 size, +4 Dex, +3 natural, +2 leather armor), touch 13, flat-footed 14

Base Attack/Grapple: +5/+14

Attack: Large falchion +9 melee (2d6+5/18–20/x2) or claw +9 melee (1d6+5) or Large javelin +8 ranged (1d8+5/x2)

Full Attack: Large falchion +9 melee (2d6+5/18–20/x2) and 2 claws +7 melee (1d6+2) or Large javelin +8 ranged (1d8+5/x2)

Space/Reach: 10 ft. / 10 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., light sensitivity, low-light vision, scent

Saves: Fort +6, Ref +8, Will +0

Abilities: Str 21 (+5), Dex 19 (+4), Con 14 (+2), Int 8 (-1), Wis 9 (-1), Cha 6 (-2)

Skills: Climb +15, Listen +4, Spot +4

Feats: Alertness, Multiattack

Environment: Warm forests or mountains

Organization: Solitary, pair, or company (3–5)

Challenge Rating: 4

Treasure: Standard

Alignment: Often chaotic evil

Advancement: By character class

Level Adjustment: +4

An epascro is an odd tauric creature with the lower body of an ape, the upper torso, arms, and head of an orc, and two strong, large wings, growing out of its ape-like body, which allows the creature to fly. The creature most often walk on all four of its ape-like limbs but can walk upright on its two rear limbs for short distances. It folds its wings over its back when not in flight.

Epascros are found in more tropical regions, nowhere near orcs. (Luckily for adventurers everywhere.) No one is sure how this tauric species came into being, and most scholars and monster hunters believe they are the result of magical experiments. Truly learned scholars roll their eyes at such nonsense believing instead that epascros are to apes what centaurs are to horses. Others say if that was so then epascros would have the upper torso, arms, and head of a human. Of course, most of said scholars are arrogant humans.

What is known is that epascros are known to have the same temperament as orcs and hated for elves, even if an epascro has never seen an elf before in its life. Something in the creatures mental makeup sees elves as hated enemies, as well as tasty meals. For while epascros are omnivores they prefer too eat meat, and lots of it.

Epascros speak Orc. Some know Goblin or Giant as well.

Combat

An epascro may attack with its two front ape-like limb's claws or with manufactured weapons, and it will often choose to attack with its claws and an enlarged falchion, as a full attack action. The creature prefers to use such enlarged weapons in melee but it also will throw enlarged javelins. An epascro is a ferocious opponent in combat with a taste for the flesh of its victims.

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

Skills: Epascros have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Epascros as Characters

Epascros favor the barbarian class. Epascros can multiclass as barbarian/clerics, barbarian/druids, cleric/fighters, fighter/rogues, but they rarely do so. Epascros often worship deities that venerate apes, savagery, or air mastery. These epascro clerics can choose any two of the following domains: Air, Animal, Destruction, Evil, or War.

However, an epascro will often convert to worship Gruumsh if exposed too that deities teachings. Some have also turned towards worshipping Erythnul. The rare good or neutral-aligned epascro will often turn towards worshipping of any of the following: Ehlonna, Kord, Obad-Hai, Olidammara, and Pelor.

Base Humanoid: Orc, 1st-Level Warrior

Base Creature: Ape

Template(s): Tauric Creature (*D&D Savage Species*) and Winged Creature (*D&D Savage Species*)

Equinan

Large Monstrous Humanoid (Psionic)

Hit Dice: 4d8+12 (28 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

AC: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 14

Base Attack/Grapple: +4/+12

Attack: +8 melee (1d8+4/x3, Large handaxe) or +5 ranged (1d8+4, Large javelin) or +8 melee (1d6+4, hoof)

Full Attack: +8 melee (1d8+4/x3, Large handaxe) or +5 ranged (1d8+4, Large javelin) or +8 melee (1d6+4, 2 hooves) and +1 melee (1d4+2, bite)

Space/Reach: 10 ft. / 10 ft.

Special Attacks: Psi-like abilities

Special Qualities: Darkvision 60 ft., low-light vision, scent

Saves: Fort +4, Ref +5, Will +6

Abilities: Str 18 (+4), Dex 13 (+1), Con 17 (+3), Int 11 (+0), Wis 14 (+2), Cha 8 (-1)

Skills: Autohypnosis +6, Concentration +5, Listen +6, Knowledge (psionics) +4, Spot +6

Feats: Autonomous ^B, Endurance, Run

Environment: Any land

Organization: Solitary, pair, or gang (2–5)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral good

Advancement: By character class

Level Adjustment: +3

Equinans are a race of horse-like bipeds with natural psionic potential. They are descended from the great Horse God, Melitia, who was originally a powerful warhorse for a mortal King in ages past. Melitia grew in strength and intelligence with her King, for the mortal man loved her as he would love a child. He did everything he could to bring out the beasts potential for sentience, using magical rituals and powerful artifacts. Eventually, Melitia became aware of who and what she was to the world. She became even more famous than her King, who died upon her great frame during a pitched battle against evil. Melitia ascend to godhood several years after her death.

Melitia wished for a race of mortals to call her own created in her image. Thus, she magically transformed the warhorses in the royal stable of her former human companion into a sentient race that eventually became known as the equinan. Equinans appear to be anthropomorphic creatures that stand nearly 16 feet in height and weigh in at 900 lbs. They have human-like body, except for their horse-like head, hooved feet, long tail, and heavily furred bodies. Equines have tapering necks that are covered with a long mane that starts at the top of their head. Equines are naturally psionic humanoids, another boon from their Goddess.

Equinans speak Common.

Combat

Equinans are sturdy and quick in a fight but will often use their *time hop* psionic power to retreat from a fight they don't have a stake in. They will defend others of their race or their traveling companions, of other races, without hesitation, however.

Equinans favor the use of handaxes and javelins in combat but are well equipped to deal with opponents using their natural weapons. An equinan can deliver powerful kicks with its hoofed feet, as well as bite. An equinan has to be on all four to kick with their hooves, however, which they rarely do as they consider it undignified.

Equinans rarely speak during combat, instead preferring to communicate with each other through telepathy.

Psi-Like Abilities: At will—*intellect fortress*, *psychic crush* (7d6 points of damage on a successful save, DC 14*), *time hop* (5 Colossal or smaller creatures one object weighing 4,800 lb. or less, DC 12*). Manifest Level 8th. The save DCs are Charisma-based.

*Includes augmentation for the equinan's manifest level.

Scent (Ex): An equinan can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Equinans can identify familiar odors just as humans do familiar sights.

Equinans can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

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

Equinans as Characters

Equinans favor the psion class. Equinans always worship Melitia and their clerics can choose any two of the following domains: Animal, Good, Knowledge, and Protection. *Favored Weapon:* Any axe.

Base Creature: Horse, Heavy War

Template(s): Anthropomorphic Animal (*D&D Savage Species*) and Gigantic Creature (*Book of Templates: Deluxe Edition*) plus added Psionic Subtype and psi-like abilities plus added bonus feat

Ethereal Dreadnought Dragon

Gargantuan Dragon (Extraplanar)

Hit Dice: 18d10+252 (307 hp)

Initiative: +2 (-2 Dex, +4 Improved Initiative)

Speed: 60 ft. (12 squares), fly 120 ft. (average)

AC: 24 (-4 size, -2 Dex, +20 natural), touch 8, flat-footed 24

Base Attack/Grapple: +18/+50

Attack: Claw +34 melee (2d6+20)

Full Attack: 2 claws +34 melee (2d6+20) and bite +32 melee (3d6+10)

Space/Reach: 20 ft. / 15 ft.

Special Attacks: Sever silver cord, breath weapon, improved grab, swallow whole, rend 4d6+30

Special Qualities: SR 28, antimagic cone, darkvision 60 ft., frightful presence, immunity to *sleep* and paralysis, low-light vision

Saves: Fort +25, Ref +8, Will +13

Abilities: Str 50 (+20), Dex 7 (-2), Con 39 (+14), Int 7 (-2), Wis 14 (+2), Cha 20 (+5)

Skills: Hide -7, Jump +32, Listen +12.5, Move Silently +5, Search +19, Spot +23, Survival +9

Feats: Improved Bull Rush, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Improved Sunder, Multiattack, Power Attack, Track^B

Environment: Astral Plane, Ethereal Plane, or Material Plane

Organization: Solitary

Challenge Rating: 19

Treasure: Standard, but double magical items

Alignment: Always neutral

Advancement: 19-32 HD (Gargantuan); 33-54 HD (Colossal)

While the Ethereal Plane and the Astral Plane rarely have the same creatures in common, once in a while boundaries are crossed between the two Transitive planes. Most often the result is conflict and death between the two planes' unique denizens. However, this is not always the case.

The ethereal dreadnought dragon, a very rare crossbred between an astral dreadnought and a ethereal dragon, is one of those cases. This rare half-dragon hybrid looks similar to an ethereal dragon of Wyrms age or older, but with telltale signs of its dreadnought heritage. This half-dragon creature is most often found on the Astral Plane, as it craves the souls of astral travelers. However, the creature is also drawn to the Ethereal and Material Planes, and it also craves physical sustenance and magical trinkets as well.

Often an ethereal dreadnought dragon will gain an unusual sense of duality, and create lairs in both planes, connected by a planar gate. These half-dragons are less inclined to gather as much treasure, as true dragons do, but they do collect treasure out of a sense of draconic instinct, especially magic. They are naturally curious about intelligent creatures, but their hunger for souls, meat, and magic often gets in the way.

An ethereal dreadnought dragon's coloration is grayish brown and its body is overtly draconic in design including the appropriate appendages, including wings and a serpentine tail. Its body is covered in layers of thick, spiked plates, like an astral dreadnought, and its claws and teeth are more dreadnought-like than dragon-like. It's most distinguishing dreadnought-like feature is its single glassy, black eye that shimmers in the dark.

Ethereal dreadnought dragons understand and can speak draconic, but they rarely do so.

Combat

An ethereal dreadnought dragon fights almost exactly as an astral dreadnought would. However, as they are more intelligent they use better tactics such as terrain (although they almost never Hide from opponents) and will bargain with powerful opponents if it feels its life is in danger. The creature uses its unusual appearance to confuse opponents that think they are simply facing some unknown dragon species, surprising them with their antimagic cone one round then their breath weapon the next. They are less likely to sever an opponent's silver cord outside the Astral Plane, in order to gather food and magic.

Sever Silver Cord (Ex): If the ethereal dreadnought dragon can attack an astral traveler's back (by flanking it, catching it flat-footed, or panicked and fleeing), it can attack the silver cord that connects the astral form to its material counterpart. The normally insubstantial cord is treated as a tangible object with the owner's AC, hardness 10, and 20 hit points (see Sunder in Chapter 8 of the *Player's Handbook v.3.5*). A silver cord visibly trails 5 feet behind an astral traveler before fading into the astral medium.

When the cord is damaged, the astral traveler must succeed at a Fortitude save (DC 13) or be immediately forced to return to his body. Severing the silver cord destroys both the astral form and the body on the Material Plane.

Breath Weapon (Su): 30-foot cone, once per day, damage 6d8 force, Reflex DC 33 half. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, the ethereal dreadnought dragon must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can try to swallow the opponent, beginning in the next round.

An ethereal dreadnought dragon that hits with a claw attack grabs as above. If it gets a hold, it picks up the opponent and transfers it to the mouth as a move-equivalent action, automatically dealing bite damage as above.

Swallow Whole (Ex): The round after it grabs an opponent, an ethereal dreadnought dragon can try to swallow it by making a successful grapple check. Once inside, the opponent takes 2d8+16 points of crushing damage plus 2d8 points of acid damage every round. A swallowed creature can crawl out of the gullet by making a successful grapple check. This returns it to the ethereal dreadnought dragon's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a light, slashing weapon to deal 35 points of damage to the gullet (AC 24). Once the creature exits, muscular action closes the hole; another swallowed creature must cut its own way out.

The ethereal dreadnought dragon's gullet can hold two Huge, four Large, eight Medium, sixteen Small, or thirty-two Tiny or smaller creatures.

Rend (Ex): If an ethereal dreadnought dragon hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d6+30 points of damage.

Antimagic Cone (Su): An ethereal dreadnought dragon's single eye continually produces a 150-foot antimagic cone extending straight ahead from the creature's front. This functions just like *antimagic field* cast by an 18th-level sorcerer, with the exception noted below. Once each round, during its turn, the ethereal dreadnought dragon decides which way its eye faces. The ethereal dreadnought dragon can only make bite attacks against creatures to its front.

All magical, spell-like, and supernatural effects within the cone are suppressed, except for those that brought the subjects to the Astral Plane in the first place (the *astral projection* spell, for example). Those effects are locked in place while the subjects are in the cone and cannot be dismissed, trapping the subjects on the Astral Plane while under its effect.

Frightful Presence (Ex): The mere sight of an ethereal dreadnought dragon can unsettle or even panic opponents. The ability takes effect automatically whenever the ethereal dreadnought dragon attacks or moves within 200 feet of a foe. Those within range must succeed at a Will save (DC 24) or be affected. Creatures with 4 HD or fewer become panicked for 4d6 rounds, and those with 5 HD or more become shaken for 4d6 rounds. Those who succeed at the Will save are immune to the ethereal dreadnought dragon's frightful presence for one day. The save DC is Charisma-based.

Base Creature: Astral Dreadnought

Template(s): Half-Dragon, Ethereal (*D&D Monster Manual v.3.5*, *D&D Draconomicon*)

Kobold, Feral

Kobold, 1st-Level Warrior

Small Monstrous Humanoid (Reptilian)

Hit Dice: 1d10+1 (6 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

AC: 19 (+1 size, +6 natural, +2 leather), touch 11, flat-footed 19

Base Attack/Grapple: +1/-3

Attack: +3 melee (1d6+1, claw) or +3 melee (1d6+1/x3, spear) or +2 ranged (1d3, sling)

Full Attack: +3 melee (1d6+1, 2 claws) or +3 melee (1d6+1/x3, spear) or +2 ranged (1d3, sling)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Improved grab

Special Qualities: Fast healing 2, light sensitivity, plus other racial traits (see below)

Saves: Fort +3, Ref +0, Will +0

Abilities: Str 13 (+1), Dex 11 (+0), Con 12 (+1), Int 6 (-2), Wis 11 (+0), Cha 8 (-1)

Skills: Craft (trapmaking) +0, Hide +5, Listen +3, Move Silently +1, Profession (miner) +3, Search +0, Spot +3

Feats: Alertness

Environment: Temperate forests

Organization: Solitary, pair, gang (3–5), or tribe (60–600 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th-level, 1 leader of 6th-8th-level, and 5–8 dire weasels)

Challenge Rating: ½

Treasure: 50% coins, standard goods and items, no scrolls

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +1

Feral kobolds are a more primitive and degenerated race than normal kobolds. They are tougher than normal kobolds but are still relatively weak compared to many larger monstrous races. They are also less agile than

normal kobolds and have a very primitive intellect. They make up for this by having a fierce appearance and sense for the wild lands beyond civilization.

A feral kobold looks like a normal kobold except for its darker, rough, hardened scales, its sharp clawed hands, and pronounced savage physique. Feral kobolds tend to growl and hiss at those they feel are threatening them. Feral kobolds are just as evil as normal kobolds, just more savage, as well.

Feral kobolds speak Draconic.

Combat

Feral kobolds aren't as proficient with traps as normal kobolds and they prefer a more frontal assault. Feral kobolds aren't as cowardly as normal kobolds, and will only run if they truly feel their lives are in serious danger.

Feral kobolds will use manufactured weapons, although they rarely create them. However, they prefer to attack with their claws.

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

Improved Grab (Ex): If a feral kobold hits an opponent that is at least Tiny-sized or smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The feral kobold has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the feral kobold is not considered grappled). Each successive grapple check a feral kobold makes during successive rounds automatically deals claw damage.

Feral Kobolds as Characters

Feral kobolds favor the barbarian class. Feral kobold often multiclass to cleric, druid, or ranger. Feral kobold cleric worship Kurtulmak and they can choose any two of the following domains: Evil, Law, Luck, and Trickery.

Feral Kobold Traits

- -4 to Intelligence, +2 to Wisdom. Feral kobolds aren't especially bright creatures but they do tend to be somewhat intuitive.
- Small. Feral kobolds gain a +1 size bonus to AC and attack rolls and a +4 size bonus to Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures.
- Base land speed is 30 feet.
- Darkvision up to 60 feet.
- Natural armor bonus of +6.
- *Special Attacks*: Improved grab.
- *Special Qualities*: Fast healing 2, light sensitivity.
- *Skills*: Feral kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.
- *Automatic Languages*: Draconic. *Bonus Languages*: Common and Undercommon.
- *Favored Class*: Barbarian. A multiclass feral kobold's barbarian class does not count when determining whether he suffers an XP penalty for multiclassing.

Base Creature: Kobold

Template(s): Feral (*D&D Savage Species*)

Gnoll, Insectile

Medium Aberration

Hit Dice: 2d8+2 (11 hp)

Initiative: +2

Speed: 30ft. (6 squares); climb 30 ft.

AC: 21 (+2 Dex, +3 natural, +4 scale mail, +2 large shield), touch 12, flat-footed 19

Base Attack/Grapple: +1/+3

Attack: +3 melee (1d8+2, battleaxe) or +3 ranged (1d6+2/x2, shortbow)

Full Attack: +3 melee (1d8+2, battleaxe) or +3 ranged (1d6+2/x2, shortbow)

Space/Reach: 5ft. / 5ft.

Special Attacks: See text

Special Qualities: Darkvision 60 ft., tremorsense, wide vision

Saves: Fort +4, Ref +2, Will +1

Abilities: Str 15 (+2), Dex 14 (+2), Con 13 (+1), Int 8 (-1), Wis 13 (+1), Cha 8 (-1)

Skills: Listen +4, Spot +8

Feats: Power Attack

Environment: Temperate or warm land and underground

Organization: Solitary, pair, gang (2–5), band (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th to 6th-level), or tribe (20–200 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th-level, and 1 leader of 6th to 8th-level)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +3

Insectile gnolls are strange aberrations that have been magically altered by priestesses of Lolth to be slave warriors in her armies throughout the Underdark. As a result of their transformation, insectile gnolls have become completely loyal servants to the drow and Lolth. However, rarely these insectoids are orphaned and left to wander and fend for themselves in the Underdark by the untimely death and/or destruction of their drow masters. Many of these insectile gnolls have migrated to the surface world or found homes amongst the other races of the Underdark. Regardless of where they end up, insectile gnolls either continue to worship Lolth or turn to another dark god for protection.

These insectile versions of gnolls have six limbs, four of which are arms, which each end in blackened three-digit, hand-like claws. Their heads are superficially shaped like a canine's head, but beyond that they look nothing like the gnolls they are descended from. An insectile gnoll's body is chitinous from head to thorax and colored black with yellow spots and hard ridges scattered across their entire bodies. Their eyes are vermin-like and their mouth has insect-like mandibles, which they use to eat but not to attack with.

Insectile gnolls speak Gnome and Undercommon. They have a tendency to keel and laugh the way a hyena would with clicking of their mandibles mixed in, which makes surface dwellers very uncomfortable speaking or dealing with them.

Combat

Despite their fearsome looking appearance, insectile gnolls cannot attack with their claws and mandibles, as they are merely functional for food and climbing. Instead they attack with manufactured weapons such as battleaxes and shortbows.

Insectile gnolls rarely go into combat without a drow leader unless they are of a band or tribe that has been orphaned from the drow. Regardless, their tactics are based on those taught to them by the priestesses of Lolth and then passed down through the generations. This includes the use of drow poisoned arrows (if they have access to it), as well as sneak attacks and trying to spread fear through their enemies. (See the Drow section of the Elf entry in *D&D Monster Manual v.3.5* on the poisoned arrows that drow use.)

Tremorsense (Ex): Insectile gnolls can automatically sense the location of anything within 60 feet that is in contact with the same surface they are on.

Wide Vision (Ex): Because of their multiple eyes and wide angle of vision, insectile gnolls have a +4 racial bonus on Spot checks and cannot be flanked.

Insectile Gnolls as Characters

Insectile gnolls favor the ranger class. Insectile gnolls sometimes worship Lolth, but most of their kind worships the demon lord, Yeenoghu. An unaligned insectile gnoll cleric has two of the following domains: Chaos, Evil, Pestilence *, Trickery, or War. * A domain from *D&D Complete Divine*. *Favored Weapon*: Morningstar.

Base Creature: Gnoll

Template(s): Insectile Creature (*D&D Savage Species*)

Kraken Lord

Huge Monstrous Humanoid (Aquatic)

Hit Dice: 8d8+16 (52 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30ft. (6 spaces), swim 20ft. (4 spaces)

AC: 17 (-2 size, +1 Dex, +8 natural), touch 9, flat-footed 16

Base Attack/Grapple: +8/+16

Attack: Tentacle rake +14 melee (1d6+12) or huge trident +14/+9 melee (2d8+8)

Full Attack: 2 tentacle rakes +14 melee (1d6+8) and 6 tentacle arms +12 melee (1d6+4/19–20) and 2 claws +12 melee (1d8+4) and bite +12 melee (1d8+4) or huge trident +14/+9 melee (2d8+8) and 6 tentacle arms +12 melee (1d6+4) and bite +12 melee (1d8+4)

Space/Reach: 15ft. / 15ft. (30ft. with tentacles)

Special Attacks: Improved grab, constrict 2d6+8 or 1d4+4

Special Qualities: Darkvision 60ft., ink cloud, spell-like abilities

Saves: Fort +4, Ref +7, Will +12

Abilities: Str 26 (+8), Dex 13 (+1), Con 14 (+2), Int 25 (+7), Wis 23 (+6), Cha 10 (+0)

Skills: Concentration +13, Craft (alchemy) +11, Diplomacy +5, Heal +10, Knowledge (geography) +18, Knowledge (nature) +18, Listen +17, Search +18, Sense Motive +10, Spot +17

Feats: Alertness, Blind-Fight, Combat Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will, Multiattack, Quicken Spell-Like Ability (*dominate animal*)

Environment: Any aquatic or underground

Organization: Solitary

Challenge Rating: 11

Treasure: Double standard

Alignment: Always neutral evil

Advancement: By character class

A kraken lord is an aggressive, cruel, intelligent creature related to krakens. Some believe they are the next step in a kraken's evolutionary process. Though while not as large or strong as a kraken they are more intelligent and, thus, more dangerous. Kraken lords breathe both air and water normally.

Kraken lords are most often found thousands of feet below the ocean but are becoming more common at shallower depths and underground environments. They love to flood Underdark caverns and cities near the ocean, allowing them to move in a take over. Once in these positions, it is almost impossible to rid a region of a kraken lord, as it tends to align with aboleths, kuo-toas, and sahuagin. Strangely, kraken lords don't associate with krakens and will have one hunted down and killed if it wanders into its domain.

Kraken lords have a head like a kraken's body, along with its telltale tentacle appendages and a large beak on the front of their necks. They stand upright on two legs and also have two arms. A kraken lord's four humanoid limbs end in four webbed digits with one of those digits opposable. A kraken lord's eight tentacles are similar to a kraken's and nearly as deadly. Six of the creature's tentacles are 15 feet long; the remaining two are 30 feet long and covered with cruel barbs. From looking at a kraken lord, one would lead to believe

that they would have trouble walking but the truth is that their powerful bodies are well muscled and they have no trouble walking on dry land or using their tentacles to attack while on land.

Kraken lords speak Common and Aquan.

Combat

Kraken lords strike out with their barbed tentacles, then grab and crush with their tentacle arms or drag victims towards them and bite with their large beak. If a kraken lord is unable to grab and crush its opponents with its tentacles then it will attack with either its huge trident or use one of its *dominate animal* spell-like ability to bring in aquatic animals to fight for it. If hard pressed it will use its ink cloud to obscure its opponent's ability to fight and locate the kraken lord, so that may attempt to flee. Unlike a kraken, a kraken lord cannot jet backwards to escape.

Improved Grab (Ex): To use this ability, the kraken lord must hit an opponent of up to Large-size with a tentacle-rake or tentacle arm attack. If it gets a hold, it can constrict.

Constrict (Ex): A kraken deals automatic tentacle arm or tentacle-rake damage with a successful grapple check against Large or smaller creatures.

Ink Cloud (Ex): A kraken lord can emit a cloud of jet-black ink 40 feet high by 40 feet wide by 80 feet long once per minute as a free action. The cloud provides total concealment, which the kraken lord normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness. A kraken lord cannot use this ability while out of the water.

Spell-like Abilities: 1/day—*control weather*, *control winds*, *dominate animal*, *resist energy*. These abilities are as the spells cast by an 11th-level druid (save DC 16 + spell level).

Kraken Lords as Characters

Kraken lords sometimes become fighters, clerics or wizards, but their favored class is druid. Kraken lords tend to multiclass including fighter/druid, fighter/cleric, fighter/wizard, cleric/wizard or druid wizard. Very rarely will a kraken lord have levels in barbarian or sorcerer and only those with the most disciplined minds may become psions. Kraken lords never take levels in rogue or bard, thinking it beneath them.

Base Creature: Kraken

Template(s): None, custom modifications

Lacertatoise

Large Monstrous Humanoid (Aquatic)

Hit Dice: 6d12+18 (57 hp)

Initiative: +1 (Dex)

Speed: 10 ft. (2 squares), swim 20 ft.

AC: 18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17

Base Attack/Grapple: +6/+14

Attack: Bite +9 melee (1d8+4) or Large trident +10 melee (2d6+4)

Full Attack: Bite +9 melee (1d8+4) and 2 claws +4 melee (1d6+2) or Large trident +10/+5 melee (2d6+4)

Space/Reach: 10 ft. / 10 ft.

Special Attacks: Breath weapon, snatch, capsize

Special Qualities: Darkvision, immunity to fire, sleep, and paralysis, low-light vision, scent

Saves: Fort +5, Ref +6, Will +6

Abilities: Str 19 (+4), Dex 12 (+1), Con 17 (+3), Int 12 (+1), Wis 13 (+1), Cha 12 (+1)

Skills: Hide +6*, Intimidate +6, Jump -8, Listen +5, Search +5, Spot +5, Survival +6, Swim +12

Feats: Blind-Fight, Power Attack, Weapon Focus (trident)

Environment: Temperate aquatic

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Often chaotic neutral

Advancement: By character class

Lacertatoise are a strange magical crossbreed of humans and dragon turtles. They are never born naturally and are thought to be the result of twisted experiments by evil druids or sorcerers.

These half-dragons are very rare and are known for their strange temperament, which is a direct result of their creation. Prone to fits of violence and whimsy, lacertatoise are nothing like their dragon turtle kin in mindset.

Lacertatoise stand 14 to 15 feet in height and weigh nearly 3,000 to 4,000 pounds. Like dragon turtles they have turtle-like shells that are 10 feet diameter. Their skin and shells are a deep, marine green in color and their skin is both tough and scaly. Unlike dragon turtles, their skin is uniform in color without any highlights. Their hands and feet are webbed and have tough claws and they are often bald with a spiny ridge running down the center of their head.

Lacertatoise speak Aquan, Draconic, and Common.

Combat

Lacertatoise are most at home in deep water and can handle almost any opponent, even other dragons, as they often have character class levels. Needless, to say they are powerful opponents whether they attack with claws, breath weapon, or any class abilities a particular lacertatoise might have.

When angered by seafarers they will capsize boats and small ships just as a dragon turtle would, snatching up a ship's crewmembers and destroying anything left over. An evil lacertatoise would have no compunctions about eating other sentient creatures.

Blood Type (Ex): For all special abilities and effects, lacertatoise are considered both human and dragon.

Breath Weapon (Su): Cloud of superheated steam 10 feet high, 10 feet wide, and 25 feet long, every 1d4 rounds; 6d6 points of fire damage, Reflex half DC 16; effective both on the surface and underwater.

Capsize (Ex): A submerged lacertatoise that surfaces under a boat or ship less than 10 feet long capsizes the vessel 45% of the time. It has a 25% chance to capsize a vessel from 10 to 30 feet long and a 10% chance to capsize one over 30 feet long.

Skills: A lacertatoise has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Lacertatoise receive a +4 racial bonus to Hide checks when submerged.

Lacertatoise as Characters

Lacertatoise favor the sorcerer class. A lacertatoise that takes levels in cleric can choose any two of the following domains: Animal, Evil (or Good) *, Magic, and Water. *Depending on alignment.

Base Creatures: Dragon Turtle

Template(s): Half-Humanoid (Book of Templates: Deluxe Edition; updated to v.3.5; attacks, damage, saves, skills, and feats readjusted)

Lupitaur

Medium Monstrous Humanoid

Hit Dice: 3d8+6 (19 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

AC: 15 (+2 Dex, +2 natural, +1 light shield), touch 12, flat-footed 13

Base Attack/Grapple: +3/+4

Attack: +5 melee (1d6+1/19-20/x2, longsword) or +5 ranged (1d6/19-20/x2, light crossbow) or +6 ranged (1d4+1, sling)

Full Attack: +5 melee (1d6+1/19-20/x2, longsword) or +5 ranged (1d6/19-20/x2, light crossbow) or +6 ranged (1d4+1, sling)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: None

Special Qualities: Low-light vision, scent, plus other racial traits (see below)

Saves: Fort +6, Ref +6, Will +2

Abilities: Str 13 (+1), Dex 15 (+2), Con 15 (+2), Int 10 (+0), Wis 9 (-1), Cha 8 (-1)

Skills: Climb +4, Hide +6, Jump +12, Listen +2, Move Silently +5, Spot +3, Survival -1*

Feats: Iron Will, Track ^B, Weapon Focus (longsword)

Environment: Temperate forests

Organization: Solitary, pair, or squad (7–16 plus 2 3rd-level sergeants, 1 leader of 3rd-6th-level, and 1–3 wolves)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +3

Lupitaur are a race of tauric creatures with the upper torso, arms, and head of a halfling, and the lower body of a medium-sized wolf. They are found in the same regions as tallfellow halflings but the two races rarely live together, although their relations are cordial.

Lupitaur are thought to be the result of arcane magical interbreeding between halflings and wolves. However, many sages claim that an unknown nature deity created them. The truth is not known and lupitaur prefer to think themselves as children of the Halfling Pantheon.

It is known that lupitaur tend to keep to themselves and have excellent relations with fey, elves, and gnomes, in addition to other halfling races. They hate orcs and worgs with a passion and fight them where and whenever they can.

Lupitaur speak Halfling.

Combat

Lupitaur are canny, yet cautious fighters. They can usually smell an enemy approaching before the enemy even knows the lupitaur is there. They prefer to wait and see what an enemy is up to before attacking.

Lupitaur prefer to attack with manufactured weapons as their front and rear legs don't provide them with natural attacks. If forced to close into melee range some will use their speed to best advantage, while other attempt to fall back and fire crossbows and use slings.

They prefer to jump over or onto Small or Medium-sized foes, in an attempt to confuse or begin a grapple. Lupitaur have been known to "dog pile" an enemy, in order to pin him or her to the ground.

Racial Traits (Ex): Lupitaur possess the following racial traits.

- +2 to Strength, +4 to Dexterity, +4 to Constitution, -2 to Wisdom, -2 to Charisma.
- Medium-size. As a quadrupedal creature, lupitaur have a carrying capacity 1-1/2 time that of a standard Medium character.
- A lupitaur's base land speed is 50 feet. A lupitaur gains a +8 bonus to Jump checks due to its Speed.
- *Racial Hit Dice:* A lupitaur begins with three levels of monstrous humanoid, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3, and Will +3.
- *Racial Skills:* A lupitaur's monstrous humanoid levels give it skill points equal to 6 x (2 + Int modifier, minimum 1). Its class skills are Climb, Hide, Jump, Listen, Move Silently, Spot, and Survival. Lupitaur have a +2 racial bonus on Climb, Jump, and Move Silently checks. +2 racial bonus on Listen checks. * +4 racial bonus to Survival checks when tracking by scent.

- *Racial Feats*: A lupitaur's monstrous humanoid levels give it two feats.
- +1 racial bonus on attack rolls with thrown weapons and slings.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against fear. This bonus stacks with the lupitaur's +1 bonus on saving throws in general.
- +2 natural armor bonus.
- *Special Qualities*: Low-light vision, scent.
- *Automatic Languages*: Halfling. *Bonus Languages*: Common, Dwarven, Elven, Gnome, Goblin, Orc, and Sylvan.
- *Favored Class*: Ranger. A multiclass lupitaur's ranger class does not count when determining whether he suffers an XP penalty for multiclassing.

Lupitaur as Characters

Lupitaur favors the ranger class. Most lupitaur encountered, however, are warriors. Lupitaur squads rarely have a true cleric amongst them, instead having adepts or maybe a druid. Lupitaur tend to worship halfling deities, most notably Brandobaris.

Base Creature: Wolf

Base Humanoid: Halfling

Template(s): Tauric Creature (*D&D Savage Species*)

Nightmare Construct

Huge Construct (Psionic)

Hit Dice: 10d10+40 (95 hp)

Initiative: +1 (Dex)

Speed: 30 ft. (6 squares)

AC: 18 (-2 size, +1 Dex, +9 natural), touch 9, flat-footed 17

Base Attack/Grapple: +7/+15

Attack: Slam +15 melee (2d6+12)

Full Attack: 2 slams +15 melee (2d6+8) and bite +13 melee (1d6+4) and gore +13 melee (2d6+4)

Space/Reach: 10ft. / 10ft.

Special Attacks: Frightful presence, psionics

Special Qualities: Construct, damage reduction 10/magic, darkvision 60 ft., low-light vision, telepathy

Saves: Fort +3, Ref +4, Will +3

Abilities: Str 26 (+8), Dex 12 (+1), Con —, Int —, Wis 11 (+0), Cha 1 (-5)

Skills: See text

Feats: Cleave, Multiattack, Psionic Talent, Power Attack

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 15

Treasure: None

Alignment: Chaotic evil (neutral evil 5%)

Advancement: 11-16 HD (Huge); 17-30 HD (Gargantuan)

This creature is the stuff of nightmares—literally. A nightmare construct, also known as a nightwere, is the manifestation of years of abuse and neglect inflicted on a good individual with psionic potential, but who has never had any formal training. Those with this psionic curse tend to burn out physically before their true condition is discovered.

The “victim” isn’t trapped in a sleep-induced state and functions, somewhat, normally during the hours he or she is awake. However, the victim is always tired and wide-eyed. He or she doesn’t remember anything about his or her dreams. The victim doesn’t realize that he or she is connected to the nightmare construct. The truth has been known to send the victim into a state of shock, which quickly leads to coma.

As for the construct itself, its physical form depends greatly on the innermost fears of the victim. Most often it manifests as a monstrous quadruped creature, with tusks, thick fur, and glowing red eyes. When first encountered, the creature is often mistaken for a werebeast. However, the creature’s form can be anything and arachnid, insect, bird, humanoid, and reptile-like forms have all been encountered.

Combat

No matter what its form, the nightmare construct has these four main characteristics: It can only appear at night. It appears to be made up of a solid shadow-like matter, which normal weapons pass right through without effect. The creature projects an aura of fear in those that come near it. Finally, the creature cannot be permanently destroyed by physical damage and will reappear again and again until the victim’s mind can be healed or the victim dies.

A nightmare construct doesn’t attack with any form of true intelligence, however, it can sense opponents with psionic potential and will often attack them first (25% chance). Otherwise, it will attack opponents at random.

The victim of the nightmare construct suffers greatly each time the creature manifests. The victim must make a Will save (DC 10 + 1 for each failed save) for each “appearance” or permanently lose 1 point of Intelligence, Wisdom, or Charisma (roll 1d3 to determine randomly). If any of these ability scores reach 0 before the victim can be helped then the victim dies and the nightmare construct will not reappear.

The victim wakes when the nightmare construct is physically destroyed but if her or she goes to sleep again then the nightmare construct will reform. A victim will rarely be able to go back to sleep after this, suffering horrible bouts of insomnia (15% chance of being able to sleep again that night).

The only way to save the victim and permanently destroy the nightmare construct is by helping the victim through “successful” telepathic communication (role-playing solution, see below) or by psionic healing (i.e. *psychic surgery* power). Waking the victim temporarily disjoins the construct. Killing the victim permanently destroys the construct but only the most immoral characters will harm such a troubled soul. For while the nightmare construct is evil, the victim never is.

If the victim is comatose then the nightmare construct will appear at the onset of dusk and will appear over and over again—if destroyed over and over again—until dawn comes. In a region where there is little or no sunlight, the nightmare construct will appear more often. The characters should only receive XP once for each night the nightmare construct is active. Characters also receive full XP for permanently destroying the creature without killing the victim, in addition to previous combat victories over the construct.

<p>Note: Characters that are able to talk the victim through his or her nightmare through telepathic communication should receive an Ad Hoc experience bonus, in addition to the standard XP award for defeating the creature, based on good role-playing. The DM will determine the trigger events or locations that will free the victim from his or her ordeal.</p>

Construct: Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Immunity to poison, *sleep* effects, paralysis, stunning, disease, death effects, and necromancy effects. A nightmare construct cannot heal damage on its own, but can be repaired by being exposing it to the light of the full moon or by the use of its psionic powers. Not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Not at risk of death from massive damage. Immediately dissolves away when reduced to 0 hit points or less. Since it was never alive, a nightmare construct cannot be raised or resurrected (although it reforms the next time its victim sleeps during nighttime). Nightmare constructs do not eat, sleep, or breathe.

Frightful Presence (Ex): A nightmare construct can cause a panicked or shaken state in creatures, within a 30-foot range. On a failure, creatures with 4 or less HD become panicked for 3d6 rounds and those with 5

or more HD become shaken for 3d6 rounds. Creatures with 10 or more HD are immune to a nightmare construct's frightful presence. A successful Will Save (DC 15) negates the effect for 24 hours. The save DC is Wisdom-based, not Charisma-based.

Psionics: Power points/day 130; Powers known (21)—*animal affinity*, *baleful teleport* (DC 23), *burst*, *concussion blast*, *deceleration* (DC 19), *detect psionics*, *dispel psionics*, *empathic feedback*, *energy adaptation*, *energy burst* (DC 21), *eradicate invisibility* (DC 21), *feat leech* (DC 20), *id insinuation* (DC 20), *inflict pain* (DC 20), *matter agitation*, *mind thrust*, *power leech* (DC 22), *psionic blast* (DC 21), *psionic dismissal* (DC 22), *telekinetic force* (DC 21), *time hop* (DC 21); Max. power level known 5th.

A nightmare construct is considered a 10th-level nomad but uses its Strength score for determining power points, save DCs, and any other psionic rule that would use a nomad's Intelligence score.

Telepathy (Su): The victim of the nightmare construct can communicate telepathically with any creature within 100 feet of the nightmare construct that has a language. The victim is always terrified and will often communicate in an irrational manner. The victim can't communicate telepathically when awake.

Skills: While a nightmare construct doesn't have any skills. Its victim does and can apply those skills to the creature in certain circumstances. Specifically, the victim makes all Concentration checks when it manifests powers.

The victim's Concentration skill total is equal to 5 + ½ the creature's HD + the victim's Constitution modifier. You can either roll the victim's Constitution score normally, or simply say his or her Constitution modifier is equal to 1d4+1.

Base Creature: None

Template(s): None, unique creation

Nom-Ti

Nom-Ti, 1st-Level Warrior

Small Humanoid (Gnome, Psionic)

Hit Dice: 1d8+3 (7 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

AC: 16 (+1 size, +4 chain shirt, +1 light shield), touch 11, flat-footed 16

Base Attack/Grapple: +1/-3

Attack: +2 melee (1d6/19-20/x2, longsword) or +3 ranged (1d6/19-20/x2, light crossbow)

Full Attack: +2 melee (1d6/19-20/x2, longsword) or +3 ranged (1d6/19-20/x2, light crossbow)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Poison bite, psi-like abilities

Special Qualities: Poison immunity, spell-like abilities, spell resistance 12, weapon familiarity, plus other racial traits (see below)

Saves: Fort +5, Ref +0, Will -1

Abilities: Str 11 (+0), Dex 11 (+0), Con 16 (+3), Int 10 (+0), Wis 9 (-1), Cha 8 (-1)

Skills: Hide +3, Listen +3, Spot +3

Feats: Alertness^B, Weapon Focus (light crossbow)

Environment: Warm land

Organization: Solitary

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +1

The race known as the yuan-ti creates most of their servitors from humans that have been transformed by drinking a distillation of yuan-ti venom mixed with herbs and roots. These humans become known as tainted ones, while nonhumans that drink the mixture become what are known as broodguards. This is the case 99% of the time, although yuan-ti would have others believe that their mixture never fails or can have unexpected results.

The nom-ti, or gnome tainted ones, are one of these results. Rarely (every 1 in 50), a gnome that drinks the yuan-ti transformation mixture becomes a yuan-ti tainted one instead of a yuan-ti broodguard. These tainted ones are unique in that they often thrive under the leadership of the yuan-ti and tainted ones created from human stock. They are valued for their small size & stealth by their yuan-ti masters, and a nom-ti is happy to serve its yuan-ti masters.

Nom-tis are devoted believers in Merrshaulk. They believe that the god chose them to become more than mere broodguards for some higher purpose. The yuan-ti actively discourage nom-ti from becoming clerics, as they don't see them as being pure enough to receive the blessings of Merrshaulk. Nom-ti take this all in stride, as they believe they are meant to struggle against their betters, for the betterment of the entire yuan-ti race.

Nom-tis appear to be nothing more than regular gnomes and can easily infiltrate other races as agents of the yuan-ti, even more so than normal tainted ones, as none would suspect a lowly gnome of being a yuan-ti agent. They are most often used as spies and assassins in other lands.

Nom-tis speak Gnome and Yuan-Ti.

Combat

Nom-tis prefer misdirection and deception to direct confrontation, although nom-ti rogues/assassins are known for making deadly sneak/death attacks. Nom-tis would rather befuddle and embarrass foes before killing them. Nom-tis make heavy use of illusion magic and carefully prepared ambushes whenever they can. Most traps that nom-tis create use poison.

Poison Bite (Ex): The saliva of a nom-ti is poisonous when ingested or introduced into the blood. A nom-ti can only inject its venom while grappling a foe with exposed skin (Fort save to resist—DC of 14). Victims who fail this save take 1d4 points of Con damage. A nom-ti's kiss is also poisonous, though in this case the save DC is only 12.

Poison Immunity (Ex): Nom-tis are immune to all forms of snake venom, including their own poison.

Psi-Like Abilities: At will—*metamorphosis* (into snake or snake-like forms only), *recall agony* (Will save, 4d6, DC 14*). *Manifester Level:* Equal to nom-tis character level + 1.

*Includes augmentation for the nom-ti's manifestor level.

Spell-Like Abilities: 1/day—*speak with animals* (burrowing mammal only, duration 1 minute). A nom-ti with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 10 + nom-ti's Cha modifier + spell level.

Spell Resistance (Ex): Nom-tis gain spell resistance of 12 + 1 per 3 levels.

Weapon Familiarity: Nom-tis may treat gnome hooked hammers as martial weapons rather than exotic weapons.

Nom-Tis as Characters

Nom-tis favor the rogue class. Most nom-tis encountered outside their home are warriors; the information in the statistics block is for one of 1st-level. Nom-tis are rarely allowed to become clerics, but those who do always worship Merrshaulk. A nom-ti cleric has access to two of the following domains: Chaos, Evil, Destruction, or Plant.

Nom-Ti Traits

Nom-tis benefit from a number of racial traits:

- -2 to Strength, +4 to Constitution.
- Small. As a Small creature, a nom-ti gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.

- A nom-ti's base land speed is 20 feet.
- *Low-light vision*: A nom-ti can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- +2 racial bonus on saving throws against illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by nom-tis. This adjustment stacks with those from similar effects, such as the Spell Focus feat.
- +1 racial bonus on attack rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears).
- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- Nom-tis gain Alertness as a bonus feat.
- +2 racial bonus on Craft (alchemy) and Listen checks.
- *Special Attacks*: Poison bite, psi-like abilities
- *Special Qualities*: Poison immunity, spell-like abilities, spell resistance 12, weapon familiarity
- *Automatic Languages*: Gnome and Yuan-Ti. *Bonus Languages*: Common, Draconic, Dwarven, Elven, Giant, Goblin, and Orc.
- *Favored Class*: Rogue. A multiclass nom-ti's rogue class does not count when determining whether he suffers an XP penalty for multiclassing.

Base Creature: Gnome

Template(s): Yuan-ti Tainted One (*D&D Savage Species*)

Nymph, Coral

Medium Fey (Aquatic)

Hit Dice: 6d6+6 (27 hp)

Initiative: +2 (Dex)

Speed: 30 ft. (6 squares), swim 35 ft.

AC: 17 (+3 Dex, +4 deflection), touch 17, flat-footed 14

Base Attack/Grapple: +3/+3

Attack: Dagger +5 melee (1d4/19–20/x2)

Full Attack: Dagger +5 melee (1d4/19–20/x2)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Blinding beauty, spells, spell-like abilities, stunning glance

Special Qualities: Amphibious, DR 10/cold iron, low-light vision, unearthly grace, wild empathy

Saves: Fort +7, Ref +11, Will +12

Abilities: Str 10 (+0), Dex 15 (+2), Con 12 (+1), Int 16 (+3), Wis 17 (+3), Cha 19 (+4)

Skills: Concentration +10, Diplomacy +6, Escape Artist +11, Handle Animal +13, Heal +12, Hide +11, Listen +12, Move Silently +11, Ride +5, Sense Motive +12, Spot +12, Swim +8, Use Rope +2 (+4 with bindings)

Feats: Combat Casting, Rapid Swimming*, Weapon Finesse

Environment: Warm aquatic

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Usually chaotic good

Advancement: 7–12 HD (Medium)

Level Adjustment: +7

Coral nymphs are an amphibious version of the standard nymph. Instead of being guardians of sacred places in the wild, like standard nymphs, coral nymphs consider it their duty to protect the fragile ecosystem of the coral reefs of the world. Thus, they are found mainly living in warm seas, but a few have been encountered farther north. Like nymphs, coral nymphs hate evil with a passion, as well as those careless and heartless enough to damage coral reefs.

Coral nymphs look like nymphs with blue-tinged or sea green skin, dark green hair, and haunting blue or green eyes. While a coral nymph's appearance is more alien than a standard nymph's, their beauty is no less captivating and dangerous, especially to the aquatic races who desire coral nymphs like the landbound races desire standard nymphs. Coral nymphs aren't as dexterous as standard nymphs, but make up for this by better swimmers, as well as being able to breath both air and water.

A coral nymph is about the height and weight of a female aquatic elf.

Coral nymphs speak Sylvan and Aquan.

Combat

A coral nymph is more likely to have contact with nonfey, as the open seas have less fey creatures living in close proximity. She will often make alliances with friendly humanoid sea races such as aquatic elves, wavecrest gnomes, and shoal halflings. A coral nymph will often use her druidic powers to aid such aquatic humanoids in return for their assistance against those that would defile coral reefs.

A coral nymphs sacred place is always a coral reef and she will protect it with her life, if she must. She uses her aquatic animal allies and druid spells to drive intruders away. However, she is more likely to use lethal force, as coral reefs are fragile places that don't rebound back as, say, a forest glade would for a standard nymph.

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of a coral nymph. Those who look directly at a coral nymph must succeed on a DC 17 Fortitude save or be blinded permanently as though by the blindness spell. A coral nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spell-Like Abilities: 1/day—*dimension door*. Caster level: 7th.

Spells: A coral nymph casts divine spells as a 7th-level druid.

Typical Druid Spells Prepared (6/5/4/3/1, save DC 13 + spell level): 0th—*cure minor wounds*, *detect magic*, *flare*, *guidance*, *light*, *resistance*; 1st—*calm animal*, *cure light wounds*, *entangle*, *quickswim**, *speak with animals*; 2nd—*fins to feet**, *lesser restoration*, *pressure sphere**, *urchin's spines**; 3rd—*cure moderate wounds*, *protection from energy*, *scales of the sealord**; 4th—*thalassemia**.

Stunning Glance (Su): As a standard action, a wrathful coral nymph can stun a creature within 30 feet with a look. The target creature must succeed on a Fortitude save (DC 17) or be stunned for 2d4 rounds. The save DC is Charisma-based.

Amphibious (Ex): A coral nymph can breathe air and water equally well.

Unearthly Grace (Su): A coral nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a coral nymph has a +6 racial bonus on the check.

Skills: A coral nymph has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can move through water at her swim speed without making Swim checks. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

*The Rapid Swimming feat, as well as the changed druid spells, which are noted with an asterisk, are from *D&D Stormwrack: Mastering the Perils of Wind and Wave*.

Base Creature: Nymph

Template(s): Amphibious Creature (*D&D Stormwrack*)

Planetouched, Elemental Children of the Waves

Elemental Children of the Waves are aquatic dwelling outsiders native to the Material Plane. They are descended from merfolk and are considered half-elemental beings. There are four types of Elemental Children: Rainchildren, Mudchildren, Steamchildren, and Waterchildren.

Rainchildren prefer to live in warm seas, lakes, and rivers. Mudchildren prefer to live in temperate marshes. Steamchildren prefer to live in warm lakes and rivers. Waterchildren prefer to live in deep water, and can be found in any aquatic environment, regardless of temperature.

All Elemental Children are about 8 feet long from the top of the head to the end of the tail, and weigh about 400 pounds. They look and behave much like their merfolk ancestors but are quite different, emotionally, based on their elemental heritage (see below).

All Elemental Children speak Common plus either Auran, Terran, Ignan, or Aquan.

Combat

Elemental Children of the Waves tend to be isolationists and rarely interact with outsiders. If forced into a confrontation they will defend themselves, but they will also seek any opportunity to escape.

Amphibious (Ex): All Elemental Children of the Wave can breathe both air and water, although they rarely travel more than a few feet from the edge of their watery homes.

Skills: All Elemental Children of the Waves has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

The Elemental Children of the Wave warriors presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

	<i>Rainchild, 1st-Level Warrior</i>	<i>Mudchild, 1st-Level Warrior</i>
	Medium Outsider (Air, Aquatic, Native)	Medium Outsider (Aquatic, Earth, Native)
Hit Dice:	1d8+3 (7 hp)	1d8+4 (8 hp)
Initiative:	+2	+0
Speed:	5 ft. (1 square), swim 50 ft.	5 ft. (1 square), swim 50 ft.
Armor Class:	15 (+2 Dex, +1 natural, +2 leather), touch 12, flat-footed 13	15 (+3 natural, +2 leather), touch 10, flat-footed 15
Base Attack/Grapple	+1/+2	+1/+4
Attack:	Trident +2 melee (1d8+1) or heavy crossbow +3 ranged (1d10/19–20/x2)	Trident +4 melee (1d8+3) or heavy crossbow +1 ranged (1d10/19–20/x2)
Full Attack:	Trident +2 melee (1d8+1) or heavy crossbow +3 ranged (1d10/19–20/x2)	Trident +4 melee (1d8+3) or heavy crossbow +1 ranged (1d10/19–20/x2)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Spell-like abilities	Spell-like abilities
Special Qualities:	Air subtype, amphibious, low-light vision	Amphibious, earth subtype, low-light vision
Saves:	Fort +5, Ref +2, Will +1	Fort +6, Ref +0, Will -1
Abilities:	Str 13, Dex 15, Con 16, Int 12, Wis 11, Cha 12	Str 17, Dex 11, Con 18, Int 10, Wis 9, Cha 10
Skills:	Listen +4, Spot +4, Swim +9	Listen +3, Spot +3, Swim +11
Feats:	Alertness	Alertness
Environment:	Warm aquatic	Temperate marshes
Organization:	Company (2–4), patrol (11–20 plus 2 3rd-level lieutenants and 1 leader of 3rd–6th level), or band (30–60 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 5	Company (2–4), patrol (11–20 plus 2 3rd-level lieutenants and 1 leader of 3rd–6th level), or band (30–60 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 6

	manta rays)	crocodiles)
Challenge Rating:	1	1
Treasure:	Standard	Standard
Alignment:	Usually neutral	Usually neutral
Advancement:	By character class	By character class
Level Adjustment:	+4	+4
	<i>Steamchild</i>	<i>Waterchild</i>
	Medium Outsider (Aquatic, Fire, Native)	Medium Outsider (Aquatic, Native, Water)
Hit Dice:	1d8+2 (6 hp)	1d8+3 (7 hp)
Initiative:	+3	+1
Speed:	5 ft. (1 square), swim 50 ft.	5 ft. (1 square), swim 50 ft.
Armor Class:	16 (+3 Dex, +1 natural, +2 leather), touch 13, flat-footed 13	14 (+1 Dex, +1 natural, +2 leather), touch 11, flat-footed 13
Base Attack/Grapple	+1/+2	+1/+3
Attack:	Trident +2 melee (1d8+1) or heavy crossbow +4 ranged (1d10/19–20/x2)	Trident +3 melee (1d8+2) or heavy crossbow +2 ranged (1d10/19–20/x2)
Full Attack:	Trident +2 melee (1d8+1) or heavy crossbow +4 ranged (1d10/19–20/x2)	Trident +3 melee (1d8+2) or heavy crossbow +2 ranged (1d10/19–20/x2)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Spell-like abilities	Spell-like abilities
Special Qualities:	Amphibious, fire subtype, low-light vision	Amphibious, low-light vision, water subtype
Saves:	Fort +4, Ref +3, Will -1	Fort +4, Ref +2, Will +1
Abilities:	Str 13, Dex 17, Con 14, Int 12, Wis 9, Cha 12	Str 15, Dex 13, Con 16, Int 12, Wis 11, Cha 12
Skills:	Listen +3, Spot +3, Swim +9	Listen +4, Spot +4, Swim +10
Feats:	Alertness	Alertness
Environment:	Warm aquatic	Any aquatic
Organization:	Company (2–4), patrol (11–20 plus 2 3rd-level lieutenants and 1 leader of 3 rd –6th level), or band [30–60 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 5 manta rays or 2 hippopotami* (in rivers only)]	Company (2–4), patrol (11–20 plus 2 3rd-level lieutenants and 1 leader of 3 rd –6th level), or band (30–60 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 2 sea tigers)
Challenge Rating:	1	1
Treasure:	Standard	Standard
Alignment:	Usually neutral	Usually neutral
Advancement:	By character class	By character class
Level Adjustment:	+4	+4

* See page 193 & 194 of *D&D Sandstorm: Mastering the Perils of Fire and Sand*.

Rainchild

Rainchildren are half-air elemental merfolk. They are most often found in warm aquatic environments where rainfall is abundant. Rainchildren look like merfolk except that the skin of their upper torso is light blue in color and the scales of their tails are dark blue in color, mottled with an aquamarine green.

Spell-Like Abilities: Rainchildren with an Intelligence or Wisdom score of 8 or higher possess the following spell-like abilities, using their character level as their caster level, as specified in the table. Each ability is usable once per day. Save DCs are Charisma-based.

Level	Ability	Level	Ability
1–2	<i>Obscuring mist</i>	11–12	<i>Chain lightning</i>
3–4	<i>Wind wall</i>	13–14	<i>Control weather</i>
5–6	<i>Gaseous form</i>	15–16	<i>Whirlwind</i>
7–8	<i>Air walk</i>	17–18	<i>Elemental swarm</i>
9–10	<i>Control winds</i>	19+	<i>Plane shift</i>

Mudchild

Mudchildren are half-earth elemental merfolk. They are found in temperate marshes where murky water is abundant. Mudchildren look like merfolk except that the skin of their upper torso is light brown in color and the scales of their tails are black in color, mottled dark brown.

Spell-Like Abilities: Mudchildren with an Intelligence or Wisdom score of 8 or higher possess the following spell-like abilities, using their character level as their caster level, as specified in the table. Each ability is usable once per day. Save DCs are Charisma-based.

Level	Ability	Level	Ability
1–2	<i>Magic stone</i>	11–12	<i>Stoneskin</i>
3–4	<i>Soften earth and stone</i>	13–14	<i>Earthquake</i>
5–6	<i>Stone shape</i>	15–16	<i>Iron body</i>
7–8	<i>Spike stones</i>	17–18	<i>Elemental swarm</i>
9–10	<i>Wall of stone</i>	19+	<i>Plane shift</i>

Steamchild

Steamchildren are half-fire elemental merfolk. They are found in warm aquatic environments where steam vents and hot springs are abundant. Steamchildren look like merfolk except that the skin of their upper torso is reddish-brown in color and the scales of their tails are colored like burnt bronze.

Spell-Like Abilities: Steamchildren with an Intelligence or Wisdom score of 8 or higher possess the following spell-like abilities, using their character level as their caster level, as specified in the table. Each ability is usable once per day. Save DCs are Charisma-based.

Level	Ability	Level	Ability
1–2	<i>Burning hands</i>	11–12	<i>Fire seeds</i>
3–4	<i>Produce flame</i>	13–14	<i>Firestorm</i>
5–6	<i>Flaming sphere</i>	15–16	<i>Incendiary cloud</i>
7–8	<i>Wall of fire</i>	17–18	<i>Elemental swarm</i>
9–10	<i>Fire shield</i>	19+	<i>Plane shift</i>

Waterchild

Waterchildren are half-water elemental merfolk. They are found in any deep aquatic environments such as oceans, large lakes and deep, wide rivers. Waterchildren look like merfolk except that the skin of their upper torso is dark blue in color and the scales of their tails are a deep green in colored, mottled with black.

Spell-Like Abilities: Waterchildren with an Intelligence or Wisdom score of 8 or higher possess the following spell-like abilities, using their character level as their caster level, as specified in the table. Each ability is usable once per day. Save DCs are Charisma-based.

Level	Ability	Level	Ability
1–2	<i>Obscuring mist</i>	11–12	<i>Cone of cold</i>

3–4	<i>Fog cloud</i>	13–14	<i>Acid fog</i>
5–6	<i>Water breathing</i>	15–16	<i>Horrid wilting</i>
7–8	<i>Control water</i>	17–18	<i>Elemental swarm</i>
9–10	<i>Ice storm</i>	19+	<i>Plane shift</i>

Elemental Children of the Waves as Characters

Elemental Children of the Waves have a different favored class based on their type (see the table below). Elemental Children often pay homage to Eadro, the God of the Merfolk, but are as likely to worship any deity with water as part of its portfolio. Elemental Children have also been known to worship the Elemental Lord dedicated to its elemental nature: rainchildren – Akadi; mudchildren – Grumbar; steamchildren – Kossuth; and waterchildren – Istishia.

Racial Ability Adjustments

Race	Ability Adjustments	Favored Class
Rainchild	Dex +4, Con +4, Int +2, Wis +2, Cha +4	Bard
Mudchild	Str +4, Con +6, Cha +2	Fighter
Steamchild	Dex +6, Con +2, Int +2, Cha +4	Sorcerer
Waterchild	Str +2, Dex +2, Con +4, Int +2, Wis +2, Cha +4	Druid

Base Creature: Merfolk

Template(s): Half-Elemental (*D&D Manual of the Planes*)

Planetouched, Go'lok

Medium Outsider (Evil, Lawful)

Hit Dice: 1d8+2 (6 hp)

Initiative: +2 (Dex)

Speed: 20ft. in scale mail (4 squares); base speed 20ft.

AC: 19 (+2 Dex, +4 scale mail, +2 heavy shield, +1 natural), touch 12, flat-footed 17

Base Attack/Grapple: +1/+4

Attack: Claw +4 melee (1d4+3) or dwarven waraxe +5 melee (1d10+2) or composite shortbow (+3) +3 ranged (1d6+3)

Full Attack: 2 claws +4 melee (1d4+2) and bite -1 melee (1d6+1) or dwarven waraxe +5 melee (1d10+2) and bite -1 melee (1d6+1) and claw -1 melee (1d4+1) or composite shortbow (+3) +3 ranged (1d6+3)

Space/Reach: 5ft./5ft.

Special Attacks: Smite good

Special Qualities: Damage reduction 5/magic, spell-like abilities, stability, stonecunning, weapon familiarity, plus other racial traits (see below)

Saves: Fort +5*, Ref +2*, Will -1*

Abilities: Str 17 (+3), Dex 15 (+2), Con 16 (+3), Int 14 (+2), Wis 9 (-1), Cha 8 (-1)

Skills: Appraise +6**, Concentration +5, Craft (blacksmithing) +6**, Craft (stonemasonry) +6**, Knowledge (arcana) +4, Knowledge (the planes) +4, Listen +3, Search +4, Spellcraft +4, Spot +3

Feats: Weapon Focus (dwarven waraxe)

Environment: Any hill, mountains, and underground

Organization: Team (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd to 6th-level), or clan (30–100 plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

Challenge Rating: 2

Treasure: Standard coins; double goods; standard items

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: +4

Dwarves are known for their vigilance against evil even so much as to take the fight to it. This often leads to dwarven warriors dying or being taken prisoner. Those unfortunate dwarven souls that are captured by fiends are often dragged back to the Nine Hells or the Abyss. Those taken by demons don't last long in the chaos of the Abyss. However, dwarves adapt better to the lawful nature of the Hells, regardless of the horrors that exist there.

Go'loks are children of dwarven slaves that adapted to living within the lawful and evil society of the devils in the Nine Hells. They appear to be dwarves but with mottled skin, which ranged from blood red to pitch black. They have long, black claws and jagged teeth, as well as milky-white eyes filled with malevolence.

Go'loks speak Dwarven and Infernal.

Combat

Go'loks use tactics like normal dwarves but without honor or mercy. They battle to kill, maim, and smite good opponents using traditional dwarven weapons modified with jagged edges and fiendish engravings.

Smite Good (Su): Once per day a go'lok can make a normal melee attack to deal extra damage equal to its Hit Dice against a good foe. This ability doesn't stack with the Smite Good class ability of the Blackguard prestige class.

Spell-Like Abilities: 3/day—darkness. This ability is as if the spell is cast by a 1st-level cleric.

Stability: A go'lok gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Stonecunning: This ability grants a go'lok a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A go'lok who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a go'lok can use the Search skill to find stonework traps as a rogue can. A go'lok can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Weapon Familiarity: Go'loks may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.

Go'loks as Characters

Go'loks favor the fighter class.

Go'lok Traits

Go'loks benefit from a number of racial traits:

- +4 to Strength, +4 to Dexterity, +4 to Constitution, +4 Intelligence.
- Medium-sized. (Use dwarf height and weight. See the *PHB* in *Chapter 6: Description*.)
- Base land speed is 20 feet. However, go'loks can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- A go'lok is immune to poison and has acid, cold, electricity and fire resistance 20.
- +1 racial bonus to attack rolls against orcs and goblinoids, through special combat training.
- +2 racial bonus to Will saves against spells and spell-like abilities. *Not reflected in the saving throw numbers given here.
- +4 dodge bonus against giants, through special defensive training. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- *Special Attacks:* Smite good.

- *Special Qualities:* DR 5/magic, spell-like abilities.
- *Skills:* Go'loks receive a +2 racial bonus to Appraise checks and Craft or Profession checks that are related to stone or metal. **Not reflected in the skill numbers given here.
- *Automatic Languages:* Dwarven and Infernal. Bonus Languages: Giant, Goblin, Orc, Terran, and Undercommon.
- *Favored Class:* Fighter. A multiclass go'lok's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.

Base Creature: Dwarf

Template(s): Half-Fiend (*D&D Monster Manual v.3.0*), converted to v.3.5

Planetouched, Scalefolk

Medium Outsider (Native, Reptilian)

Hit Dice: 2d8+6 (15 hp)

Initiative: +1

Speed: 30 ft. (6 squares); fly 60 ft. (good)

AC: 17 (+1 Dex, +6 natural) or 19 (+1 Dex, +6 natural, +2 heavy shield), touch 11, flat-footed 16 or 18

Base Attack/Grapple: +1/+4

Attack: +4 melee (1d4+3, claw) or +4 melee (1d6+3, club) or +2 ranged (1d6+3, javelin)

Full Attack: +4 melee (1d4+3, 2 claws) and +2 melee (1d4+1, bite); or +4 melee (1d6+3, club) and +2 melee (1d4+1, bite); or +2 ranged (1d6+3, javelin)

Special Attacks: Daylight, smite evil, spell-like abilities

Special Qualities: +4 racial bonus on Fortitude saves against poison, damage reduction 5/magic, darkvision 60 ft., hold breath, immunity to disease, resistance to acid 10, cold 10, and electricity 10, spell resistance 12

Space/Reach: 5 ft. / 5 ft.

Saves: Fort +3, Ref +4, Will +2

Abilities: Str 17 (+3), Dex 12 (+1), Con 17 (+3), Int 11 (+0), Wis 14 (+2), Cha 14 (+2)

Skills: Balance +7, Concentration +6, Diplomacy +6, Heal +6, Jump +9, Knowledge (religion) +5, Listen +6, Sense Motive +6, Spot +6, Swim +7

Feats: Multiattack

Environment: Temperate marshes

Organization: Gang (2–3), band (6–10 plus 50% noncombatants plus 1 leader of 3rd-6th-level), or tribe (30–60 plus 2 lieutenants of 3rd-6th-level and 1 leader of 4th-10th-level)

Challenge Rating: 2

Treasure: 50% coins; 50% goods; 50% items

Alignment: Always neutral good

Advancement: By character class

Level Adjustment: +5

The race of native outsiders known as the scalefolk is an enigma throughout the world. The race is, obviously, related to lizardfolk and can be found in the same regions as those reptilian humanoids. However, while lizardfolk tend towards neutrality and are known for fiercely protecting their territory from other, scalefolk are actually friendly towards others, as long as their intentions are not malign.

Scholars argue about how scalefolk could come to exist as an actual race and not just as isolated half-celestial lizardfolk. Some believe that a particularly large tribe of lizardfolk was blessed by one of the Five Companions of Talisad (scholars believe Manath is the most likely culprit).

A scalefolk has emerald, silver, or copper scales and dark feathered wings (its feathers are similar to that of waterfowl). A scalefolk weighs from 200 to 250 pounds, like a lizardfolk, but is taller (usually 7 to 8 feet) with a longer tail (4 to 5 feet).

Scalefolk speak Celestial and Draconic.

Combat

Scalefolk prefer diplomacy to conflict when dealing with non-evil opponents. However, they will fight fiercely if provoked and will often use their ability to fly to throw javelins from above. Scalefolk will concentrate their attacks on opponents they know to be evil first, using their smite ability.

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

Daylight (Su): Scalefolk can use a *daylight* effect (as the spell) at will.

Hold Breath: A scalefolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Smite Evil (Su): Once per day a scalefolk can make a normal melee attack to deal 2 point of extra damage against an evil foe.

Spell-like Abilities: Scalefolk can use the following as a 2nd-level cleric: 3/day—*protection from evil* (DC 13, harmless); 1/day—*bless*. The save DC is Charisma-based.

Skills: Because of their tails, scalefolk have a +4 racial bonus on Jump, Swim, and Balance checks. The skill modifiers given in the statistics block include a -2 armor check penalty (-4 on Swim checks) for carrying a heavy shield.

Scalefolk as Characters

Scalefolk favor the cleric class. Unlike lizardfolk, scalefolk do not worship the deity known as Semuanya. Instead scalefolk clerics worship the goddess known as Ehlonna, although they more often refer to her as the Lady of the Marshlands. Scalefolk clerics can choose any two of the following domains: Animal, Good, Plant, and Sun.

Base Creature: Lizardfolk

Template(s): Half-Celestial, plus added additional class skills

Rut-Kin

Large Fey

Hit Dice: 6d6+18 (39 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

AC: 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed – (see text)

Base Attack/Grapple: +6/+14

Attack: +9 melee (3d6+6/x3, greataxe) or +9 melee (1d8+4, gore)

Full Attack: +9/+4 melee (3d6+6/x3, greataxe) and +4 melee (1d8+2, gore)

Space/Reach: 10 ft. / 10 ft.

Special Attacks: Powerful charge 4d6+6

Special Qualities: Darkvision 60 ft., immunities, low-light vision, natural cunning, pipes, scent

Saves: Fort +10, Ref +6, Will +6

Abilities: Str 19 (+4), Dex 12 (+1), Con 17 (+3), Int 9 (-1), Wis 12 (+1), Cha 10 (+0)

Skills: Hide +10, Intimidate +9, Listen +8, Move Silently +8, Perform (drums) +10, Perform (panpipes) +10, Search +10, Spot +10

Feats: Alertness^B, Great Fortitude, Power Attack, Track

Environment: Underground

Organization: Solitary, pair, or gang (3–4)

Challenge Rating: 5 (+2 with pipes)

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +3

Rut-kin are a strange crossbreed that combines the power and ferocity of a minotaur with the lustful heart and insatiability of a satyr. It is believed that this crossbreed cannot be natural, although some sages believe the existence of rut-kin proves the existence of cursed female minotaurs. Others scoff at such an idea. They believe the rut-kin are the result of some sick, twisted joke unleashed on the world by a mad archmage or cleric of a trickster god.

Regardless, rut-kin are a nasty nuisance (and danger) when encountered near humanoid lands, as they lust after females of all races and are prone to violence if they don't get what they want. Rut-kin have none of the charm and wit of true satyrs and can be quite dense. However, they can be placated with good food and wine.

Rut-kin stand nearly as tall as minotaurs and they have the head of a satyr. The rut-kins body looks much like that of a minotaur from the neck down, A rut-kins shaggy hair is red, chestnut, or black. The creature is covered from head to toe with this coarse hair, much like a minotaur, but it is a great deal shorter than that creature's fur. Its overall body is sleeker than a minotaur, but the creature is just as powerful.

Rut-kins are smarter and wiser than minotaurs, as well as being less hideous, yet they are still not the brightest beast and pale in comparison to true satyrs in their appearance. This fact tends to make rut-kin moody and unpredictable.

Rut-kins speak Giant and Sylvan.

Combat

Rut-kins are more intelligent, cunning and fast than minotaurs, but they use most of the same tactic those monsters do. The one main difference is a rut-kins use of panpipes. Most often they use such pipes to cause the *fear* effect.

Powerful Charge (Ex): A rut-kin typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Immunities (Ex): A rut-kin is immune to pipes played by full-blooded satyrs, as well as other half-satyrs.

Natural Cunning (Ex): Although rut-kins are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Pipes (Su): Rut-kins can play haunting melodies on a set of panpipes. All creatures within a 60-ft. radius must make a Will save (DC 10) or fall under a *charm person*, *sleep*, or *fear* spell, as cast by a 6th-level sorcerer.

Skills: Rut-kins gain a +2 racial bonus to Hide, Move Silently, and Perform checks. Rut-kins receive a +4 racial bonus to Search, and a +6 racial bonus to Listen and Spot checks. In addition to their Perform racial bonus, all rut-kins gain 2 ranks in Perform with the following performances: drums and panpipes.

Rut-Kins as Characters

Rut-kins can choose either bard or fighter as their favored class. Rut-kins dual nature tends to divide them regarding which deities they pay homage to. Many rut-kin prefer to worship the Demon Prince of Minotaurs, Baphomet, while other less evil-inclined rut-kin worship one of the many sylvan deities. The most common of these they revere are Oberon, Puck, and the Queen of Air and Darkness.

Base Creature: Minotaur

Template(s): Half-Satyr, by Kitsunekaboom (*Templates-from-the-Internet.doc*)

Scorpogle

Medium Monstrous Humanoid

Hit Dice: 6d8+12 (33 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

AC: 15 (+4 natural, +1 light shield), touch 10, flat-footed 15

Base Attack/Grapple: +6/+7

Attack: +6 melee (1d4+1, pincer claw) or +6 melee (1d4+1, claw)

Full Attack: +6 melee (1d4+1, 2 pincer claws) and +1 melee (1d4, claw) and +1 melee (1d4, bite) and +1 melee (1d4 plus poison, sting)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Constrict 1d4+1, improved grab, poison, rend 2d4

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., *dimension door*, fire resistance 5, grease, scent, tremorsense 60 ft.

Saves: Fort +5, Ref +4, Will +3

Abilities: Str 13 (+1), Dex 10 (+0), Con 14 (+2), Int 5 (-3), Wis 8 (-1), Cha 6 (-2)

Skills: Climb +5, Escape Artist +10, Hide +6, Move Silently +6, Sleight of Hand +4, Spot +4

Feats: Heat Endurance *, Improved Initiative, Stealthy

Environment: Warm deserts

Organization: Solitary or colony (2–5)

Challenge Rating: 2

Treasure: 50% coins; 50% goods; no items

Alignment: Usually chaotic neutral

Advancement: By character class

Level Adjustment: +6

*A new feat described in *D&D Sandstorm: Mastering the Perils of Fire and Sand*.

Scorpogles are strange tauric creatures that have the body, claws, legs, and tail of a monstrous scorpion and the upper torso, arms, and head of a boggle (*D&D monster Manual II*). The creature's chitinous lower body and humanoid torso are colored blue, making the creature's appearance even more bizarre.

Scorpogles are the creation of the goddess Lolth, a failed experiment to create a loyal scorpion-like drider race. The creature's boggle half was too chaotic and dominant for the drow priestesses of Lolth to control. They loosened the scorpogles into the Underdark to wreak havoc upon their enemies, hoping the tauric creature's hybrid nature would eventually drive them insane and evil. So far, scorpogles have withstood the test of time, often allying themselves with boggles or humanoids with similar mindsets.

Scorpogles speak the same language as boggles and can understand some drow sign language signals.

Combat

Scorpogles are as bright and rational as boggles, which isn't saying much. They are stronger and tougher than boggles but are no where near as quick in a fight. They are less cowardly than boggles, as they can inflict more damage overall on a full attack action.

Constrict (Ex): A scorpogle deals automatic pincer claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a scorpogle must hit with a claw attack. A scorpogle can use either its Strength modifier or Dexterity modifier for grapple checks whichever is better.

Poison (Ex): 1d3 Con initial and 1d3 Con secondary damage, Fortitude save DC 13. The save DCs are Constitution-based.

Rend (Ex): If a scorpogle hits a single target with both claws, it latches onto the opponent's body and tears the flesh. This attack deals 2d4 points of damage.

Dimension Door (Sp): A scorpogle can use *dimension door* up to six times per day. Caster level: 7th.

Grease (Su): At will, a scorpogle can secrete an oily, viscous, nonflammable substance from its skin. This ability functions like the spell grease except that the range is touch, the duration is 1 round per Hit Dice of the scorpogle (6 rounds for the typical creature), and the Reflex save DC is 12. This oily fluid also makes the scorpogle tougher to hold onto (see Skills, below). Scorpogles are immune to the effects of this substance.

Skills: A scorpogle receives a +4 racial bonus to Climb, Hide, and Spot checks. Because of its perpetually oily skin, a scorpogle gains a +10 racial bonus on Escape Artist checks.

Scorpogles as Characters

Scorpogles favor the fighter class. Scorpogles never worship Lolth, as they consider the drow to be their mortal enemies. They prefer to worship deities of the waste and often choose to worship Zoser. Scorpogle clerics of Zoser have access to two of the following domains: Air, Chaos, Destruction, Sand †, and Summer †.

Favored Weapon: Spiked chain.

† A new domain described in *D&D Sandstorm: Mastering the Perils of Fire and Sand*.

Base Creature: Monstrous Scorpion, Medium

Base Humanoid: Boggle (*D&D Monster Manual II*)

Template(s): Tauric Creature (*D&D Savage Species*)

Sea Unicorn

Large Magical Beast (Aquatic)

Hit Dice: 4d10+24 (46 hp)

Initiative: +5

Speed: 60 ft. (12 squares), swim 40 ft.

AC: 22 (-1 size, +5 Dex, +8 natural), touch 14, flat-footed 17

Base Attack/Grapple: +4/+13

Attack: +11 melee (1d8+8, horn)

Full Attack: +11 melee (1d8+8, horn) and +3 melee (1d4+2, 2 hooves)

Space/Reach: 10 ft. / 5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., magic circle against evil, spell-like abilities, immunity to poison, charm, and compulsion, low-light vision, scent, wild empathy

Saves: Fort +9, Ref +9, Will +7

Abilities: Str 20 (+5), Dex 21 (+5), Con 23 (+6), Int 10 (+0), Wis 23 (+6), Cha 24 (+7)

Skills: Jump +21, Listen +12, Move Silently +11, Spot +12, Survival +9 *, Swim +13

Feats: Alertness, Skill Focus (Survival)

Environment: Temperate aquatic

Organization: Solitary, pair, or pod (3–6)

Challenge Rating: 4

Treasure: None

Alignment: Always chaotic good

Advancement: 5–8 HD (Large)

Level Adjustment: +6 (cohort)

An aquatic relative to unicorns, sea unicorns have the front body of a horse including its head, legs, and hooves, while the back part of their bodies are like that of a large fish. The sea unicorn has a long, straight horn protruding from its forehead like that of a narwhale.

Many a fisherman has confused the two creatures when seen from above, as the sea unicorn's legs are often hidden under the creature when it swims. A sea unicorn also has skin like that of a whale except that it is white and the sea unicorn has no hair.

Merfolk consider it a good omen to spot a pod of sea unicorns, while sea elves and tritons have been known to use sea unicorns as mounts during times of crisis.

Sea unicorns have a home region, which is loosely defined three-dimensional area of water. This home region is often located in the most remote places such as well as pristine coral reefs.

Sea unicorns speak Aquan and Sylvan.

Combat

Sea unicorns prefer to avoid fights when possible but are more than capable than dealing out serious damage with their horn and hooves. They will often protect innocents that are being threatened. The horn is a +3 magic weapon, though its power fades if removed from the sea unicorn.

Magic Circle against Evil (Su): This ability continuously duplicates the effect of the spell. A sea unicorn cannot suppress this ability.

Spell-Like Abilities: Sea unicorns can use *detect evil* at will as a free action.

Once per day a sea unicorn can use *greater teleport* to move anywhere within its undersea home. It cannot teleport beyond the region's boundary, nor back from outside.

A sea unicorn can use *cure light wounds* three times per day and *cure moderate wounds* once per day (caster level 5th) by touching a wounded creature with its horn. Once per day it can use *neutralize poison* (DC 21, caster level 8th) with a touch of its horn. The save DC is Charisma-based.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a sea unicorn has a +6 racial bonus on the check.

Skills: Sea unicorns have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Swim checks. *Sea unicorns receive a +3 competence bonus to Survival checks within the boundaries of their home region.

Base Creature: Unicorn

Template(s): Aquatic Creature (*DC&D Savage Species errata*)

Son of Sekolah

Large Monstrous Humanoid (Aquatic, Dire)

Hit Dice: 4d8+16 (34 hp)

Initiative: +1

Speed: 30 ft. (6 squares), swim 60 ft.

AC: 18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17

Base Attack/Grapple: +4/+15

Attack: +10 melee (1d8+9, talon) or +10 melee (2d6+10, Large trident) or +5 ranged (2d8/19-20/x2, Large heavy crossbow)

Full Attack: +10 melee (2d6+12, Large trident) and +8 melee (1d6+5, bite) or +10 melee (1d8+9, 2 talons) and +8 melee (1d6+5, bite) or +5 ranged (2d8/19-20/x2, Large heavy crossbow)

Space/Reach: 10 ft. / 10 ft.

Special Attacks: Blood frenzy, rake 1d6+3, tusk 2d4+10

Special Qualities: Blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent

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

Abilities: Str 24 (+7), Dex 13 (+1), Con 18 (+4), Int 12 (+1), Wis 13 (+1), Cha 9 (-1)

Skills: Handle Animal +2, Hide -1*, Jump +10, Listen +3*, Profession (hunter) +3, Ride +4, Spot +3*, Survival +3, Swim +9.

Feats: Great Fortitude, Improved Natural Attack (talon), Multiattack^B, Track^B

Environment: Warm aquatic

Organization: Solitary or pair

Challenge Rating: 4

Treasure: No coins; standard goods; crude items

Alignment: Usually lawful evil

Advancement: 5–10 HD (Large), 11–12 (Huge) or by character class

Level Adjustment: +3 (+4 if four-armed)

Sekolah, God of the Sahuagin, rarely shows favor to his people but once in a while a strong male stands out from the rest of the tribe so much that the sahuagin god blesses him with increased strength and vitality. These males often lead a tribe's patrols on raids against coastal cities and large sailing ships.

An adult son of Sekolah stands roughly 12 feet tall and weighs about 500 pounds. A son of Sekolah looks exactly like a Large-sized sahuagin except that its stripes, bands, or spots are pitch black and its sin is blue-green in color.

Sons of Sekolah speak Sahuagin and Aquan.

Combat

Sons of Sekolah are frightening combatants that never show mercy to their enemies. They prefer to attack foes with their enlarged tridents, but tend to fight with their talons while underwater, so they can use their rake special attack.

A son of Sekolah rarely uses its tusk attack, but will use the attack while grappling (considered a light weapon for grappling purposes).

Blindsense (Ex): A son of Sekolah can locate creatures underwater within a 30-foot radius. This ability works only when the son of Sekolah is underwater.

Blood Frenzy: Once per day a son of Sekolah that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and takes a -2 penalty to Armor Class. A son of Sekolah cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +2 melee, damage 1d6+3. A son of Sekolah also gains two rake attacks when it attacks while swimming.

Tusk (Ex): A son of Sekolah can deliver a tusk attack that does 2d4+10 damage. This is a standard action.

Freshwater Sensitivity (Ex): A son of Sekolah fully immersed in fresh water must succeed at a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sons of Sekolah for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

Scent (Ex): A son of Sekolah can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Range is 30 ft. If upwind, the range increases to 60 ft.; if downwind, it drops to 15 ft.

Speak with Sharks (Ex): Sons of Sekolah can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sons of Sekolah can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex): Sons of Sekolah can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the *D&D Dungeon Master's Guide v.3.5*).

Skills: A son of Sekolah gains a +1 racial bonus to Jump attacks and +2 racial bonus to Hide checks. A son of Sekolah has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*Underwater, a son of Sekolah has a +4 racial bonus on Hide, Listen, and Spot checks.

Sons of Sekolah as Characters

Sons of Sekolah favor the fighter class, and are always male. (Sons of Sekolah always mate with normal female sahuagin.) A son of Sekolah cleric has access to two of the following domains: Evil, Law, Strength, or War.

Favored Weapon: Trident.

Base Creature: Sahuagin

Template(s): Dire-Bipedal, by Anime Freak & Knightfall1972 (*Templates-from-the-Internet.doc*)

Water-Horse

Large Outsider (Evil, Native)

Hit Dice: 6d8+30 (57 hp)

Initiative: +8 (Dex, Improved Initiative)

Speed: 40 ft. (8 squares), fly 90 ft. (good), swim 40 feet

AC: 27 (-1 size, +2 Dex, +16 natural), touch 11, flat-footed 25

Base Attack/Grapple: +6/+15

Attack: Hoof +10 melee (1d8+5 plus 1d4 steam)

Full Attack: 2 hooves +10 melee (1d8+5 plus 1d4 steam) and bite +5 melee (1d8+2)

Space/Reach: 10 ft. / 5 ft.

Special Attacks: Adhesive skin, spell-like abilities, steam 2d4, superheated hooves

Special Qualities: Astral projection, darkvision 60 ft., etherealness, scent

Saves: Fort +10, Ref +9, Will +8

Abilities: Str 20 (+5), Dex 19 (+4), Con 20 (+5), Int 15 (+2), Wis 17 (+3), Cha 14 (+2)

Skills: Concentration +14, Diplomacy +4, Intimidate +11, Knowledge (local) +11, Listen +14, Move Silently +13, Search +11, Sense Motive +12, Spot +14, Survival +12, Swim +13

Feats: Alertness, Improved Initiative, Run

Environment: Any aquatic

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Always neutral evil

Advancement: 7–10 HD (Large); 11–18 HD (Huge)

Level Adjustment: +9 (cohort)

Water-horses are evil aquatic horses that are both beautiful and deadly. Their horsehair is jet black and their hides are blue-green in color. Water-horses are native to the Material Plane and they often live near coastal areas, but can be found in the deep sea as well. They are carnivorous and often come ashore to eat livestock and unwary travelers.

A water-horse will allow itself to be mounted, but once the rider is upon it will bolt for the sea to try to drown the rider. Its adhesive skin makes this attack hard to escape. However, it will often align itself to an evil rider who is a blackguard or a stormchaser. A water-horse prefers that this rider be of an aquatic race, but will bend to the will of a very strong landbound rider as well.

Water-horses cannot speak but they do understand Abyssal, Infernal and Common. A water-horse is about the size of a light warhorse.

Combat

Water-horses do battle by biting with their viper-like fangs and kicking with their powerful legs. A water-horse can fight while carrying a rider, but the rider cannot also fight unless he or she succeeds on a Ride check.

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

Adhesive Skin (Ex): A water-horse can make its skin sticky to the touch, which will trap any victim that mounts it. The victim can escape upon making a successful opposed Strength check or a successful Reflex save (DC 17). Any magical item, the victim is wearing, that allows free actions will negate this ability. The save DC is Dexterity-based.

Astral Projection and Etherealness (Su): These abilities function just like the spells of the same names (caster level 20th); a water-horse can use either at will.

Spell-like Abilities (Sp): 1/day – *fog cloud*, *obscuring mist*, *water breathing*. These abilities are as the spells cast by a 6th-level cleric.

Steam (Su): During the excitement of battle, a water-horse often snorts and neighs with rage. This fills a 15-foot cone with a hot, boiling steam that burns and blinds opponents. Anyone in the cone must succeed at a Fortitude save (DC 18) or suffer 2d4 points of damage while in the steam cone and a -2 morale penalty to

all attack and damage rolls until 1d6 minutes after leaving the cone. (Those that make their save take only half damage from the steam.)

The water-horse gains one-half concealment against creatures 5 feet away and total concealment against creatures 10 feet away. The steam does not obscure the water-horse's vision at all. The cone lasts 1 round, and the water-horse uses it once as a free action during its turn each round. The save DC is Constitution-based.

Superheated Hooves (Su): A blow from a water-horse's hooves sets combustible materials alight.

Skills: A water-horse's Swim speed provides a +8 racial bonus on Swim checks.

Carrying Capacity: A light load for a water-horse is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

Base Creature: Nightmare

Template(s): Aquatic Template (*D&D Savage Species* errata) and Half-Water Elemental (*D&D Manual of the Planes*) plus custom modifications – added Adhesive Skin special attack (+1 CR), changed nightmare attacks & special attacks to reflect aquatic nature, changed Knowledge skill to reflect Material Plane environment.