FORLARREN

Medium-Size Fey
Hit Dice: 3d6+3 (13 hp)
Initiative: +2 (Dex)
Speed: 30 ft
AC: 18 (+2 Dex, +6 natural)
Attacks: 2 slams +2 melee
Damage: Slam 1d4+1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Heat metal
Special Qualities: Personality
Saves: Fort +2, Ref +5, Will +4
Abilities: Str 12, Dex 15, Con 12, Int 4, Wis 13, Cha 8
Skills: Hide +7, Listen +6, Move Silently +5, Spot +6
Feats: Alertness

Climate/Terrain: Any temperate land
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral evil
Advancement: 4-9 HD (Medium-size)

The forlarren is the descendent of a nymph and greater devil. They are lonely creatures that hate their very existence and seek to take out their anger on good and evil alike.

A forlarren appears as a cloven-hoofed humanoid. A ridge of hair runs around the side and back of its otherwise hairless head. Small horns protrude above its eyes. Its hands end in claws and its lower torso is covered in matted, dark hair.

COMBAT
The forlarren attacks with its fists, using them to pummel an opponent. It focuses on a single opponent in combat and attacks until it or its opponent is slain. If it kills an opponent, its personality switches to that of its ancestral mother, and it halts combat, to tend to the slain and offer its sorrow to the slain’s companions.

Heat Metal (Sp): Once per day, by making a melee touch attack, the forlarren can heat metal as the spell cast by a 6th-level druid (save DC 13). Once the affected metal reaches the searing stage (after 3 rounds) it remains at that stage until the forlarren breaks contact with the affected metal. The metal returns to its starting temperature 2 rounds later, just as with the spell.

Personality (Ex): After the forlarren has slain one creature, its ambivalent nature surfaces and it shows great remorse, offering its assistance and aid to those that suffered the loss. After 1d6 days though, its dominant evil nature returns and the forlarren attacks any creature on sight, including those it befriended.