

# chapter nine: creatures

Cerilia is plagued by dangerous natural predators, bandits and pirates, tribes of humanoid marauders, and the dark forces of the awnsheghlien. Naturally, these perils are only a distant threat to people residing in the Anuirean heartland or in a Khinasi city-state, but wild mountains and deep forests – and their dangerous denizens – are no more than a week's ride from even the most civilized parts of Cerilia.

Cerilia is plagued by a well-organized culture of humanoids who, if they were willing to put aside their differences, might have a chance to grow powerful. While there are hundreds of different species of dangerous creatures present in Cerilia, not all are common enough or malevolent enough to pose a threat to the human lands. However, other monsters can and do destroy human settlements whenever they can. Only 40 years ago, the Brechtür city of Adlersburg in Wierech was stormed by an army of goblinoids and ogres out of the Gorgon's Crown and was left a smoking ruin. Similar incidents on a smaller scale have occurred even more frequently in recent years, as the former states of the Anuirean Empire have fallen to civil war and the strength of arms along the northern frontiers has diminished.

## Historic origins

The creatures that can be encountered throughout Cerilia come from a diverse series of origins and include a fairly large group of creatures. The oldest creatures native to Cerilia are the dragons and giants, then the Elves – who held dominion over the continent long ago. Other native creatures include the dwarves, goblins and ogres. Later arrivals include gnolls, ogres, fomorians, trolls, and kobolds. Humans are relative newcomers to Cerilia, but this has not kept them from displacing most of Cerilia's ancient peoples and claiming the bulk of Cerilia as their own.

## **Ancient races**

### **Dragons**

Dragons are legendary creatures in Cerilia. Fewer than two dozen have ever been known to exist in living memory, and only six are alive today. The dragons of Cerilia don't fall into the chromatic or metallic species of other game worlds; instead, each is a unique and highly intelligent creature. The dragons are neutral in Cerilia's wars, preferring to be left alone in their high retreats in the Drachenaurs. Legends tell of dragon lore and sorcery unknown to men, and the brave and the foolhardy who seek out a dragon's lair in search of knowledge or power rarely return.

### **Giants**

The giants of Cerilia are elemental creatures, closely tied to the earth. They tend to be solitary, reclusive creatures who aren't terribly interested in human affairs. Stone, hill, forest, and mountain giants all fall into this category. They are unlikely to attack humans unless the humans are trespassing in their territory or building settlements where they shouldn't be. Unfortunately the ice giants of the distant north and the evil fhoimorien are much more dangerous, because they are fond of launching raids into the surrounding lands.

## **The humanoids**

Goblins, gnolls, ogres, and other such creatures have lived in Cerilia for thousands of years.

### **Goblins**

The most dominant race of these is the goblins, who control vast stretches of land in Anuire, Rjurik, and Vosgaard. The goblin race consists of several species, including goblins, hobgoblins, and bugbears. These species breed interchangeably and are considered to be members of the same race. They're well organized and cruel, and they conduct raids with terrifying regularity. Though they're cowardly when confronted individually, the goblins present a serious threat when they band together. They are fairly intelligent, and even maintain treaties unless it pleases them to violate the terms. They tend to emulate the cultures nearest them in a twisted interpretation, so Anuirean goblins are known to have some honor (or at least understand the concept of honor), while Vos goblins are far more savage than their kin.

Tribes or clans loosely organize goblins society. For example, the kingdom of Kal Kalathor consists of no less than 37 distinct tribes. Most goblinoid kings are weak figures, unable to control their contentious supporters, but from time to time a particularly powerful, intelligent, and dangerous individual can forge an army from his squabbling subjects. Their kingdoms are strong and stable enough to stand as nations, and some have simple laws, broadly defined borders, and courts. They engage in trade with the lands around them, hire themselves out as mercenaries, and occasionally strike deals with bordering lands. However, goblinoids are known to be short-tempered, avaricious, and violent so it is not a good idea to trust one too far.

Goblins aren't considered monsters or pests; they are an intelligent and savage people not to be taken lightly. Goblinoids live by herding livestock, mining, selling their services as mercenaries, and raiding. They are slave-holders, and the weak among them do most of the labor.

### **Gnolls**

Wandering marauders and brigands, gnoll tribes have troubled the peoples of Cerilia since before the coming of humankind. Gnolls are nomads and plunderers, moving constantly and existing from day to day with little thought of what tomorrow holds. They generally travel in nomadic tribes of several hundred members, but a few regions exist that are claimed by stable populations of gnolls. Unlike goblins, lone gnolls present certain danger. They are fierce fighters who rarely listen to reason. While a goblin *might* be interested in trade, gnoll are not. This is reflective of their lifestyle, which is barely above the animal level. They can be sometimes be bribed with trinkets and food, but they won't stay bought for long. Gnolls are canny woodsmen and are often difficult to track or detect until they have struck. Although it's a rare event, even the Anuirean heartland can be harassed by gnollish marauders.

## Orogs

The orogs are a dangerous and cunning race of warriors who live in caverns and fortresses beneath Cerilia's mountains. They consider all other races of Cerilia to be their enemies, but have a specific hatred of dwarves. Orogs are well-equipped, fierce fighters led by powerful shamans and spellcasters and could be a significant threat to humans save for the fact that they are almost helpless in sunlight.

There are always rumors that the Orogs under the mountains are mustering for war again, but since the dwarves fiercely guard most entrances to and from the mountain tunnels which lead to the warrens of the Orogs, the truth of such tales are difficult to verify. In recent years, rumors tell of orogs using subterranean passageways to mount raids into lands far from their strongholds beneath the mountains. Orog activity has increased drastically, imperiling several Brechtur trade routes and making the mountains unsafe for travel. Some people suspect that a new leader is coordinating orog armies throughout Cerilia – a frightening thought indeed.

## The Fey

Just as Aebrynis has its native peoples, so does the Shadow World. These creatures have inhabited Cerilia since before recorded history, yet they are not entirely native, as for long years, they led a dual life, existing principally in the Fairie World and only occasionally visiting Aebrynis. Fey creatures include such creatures as dryads, sirines, nymphs, pixies, treants, unicorns, and halflings.

The path between the Fairie world and the Aebrynis has never been easy, but some Fey creatures have always crossed the borders between the two worlds, just as some inhabitants of Aebrynis desire to spend time in the Shadow World. As the power of the Cold Rider grows, more Fey creatures are finding paths into Aebrynis and attempting to make new homes. It is rumored that the Halflings were one of the first Fey races to come *en masse* to Aebrynis and become permanent residents. If so, other fey newcomers may share their fate, for the halfling race is rumored to have lost most (if not all) of the fey magic it possessed before embracing life in the world of mortals.

## Horrors of the Shadow World

After the cataclysm of Deismaar the nature of the Faire world began to change. Whether the death of the gods wounded the world or (as some believe) a portion of Azrai's essence has leached into the very fabric of the Faire World itself, the Faire world has largely changed into a cold, dark, and desolate place. The sun no longer rises in much of the land now known as the Shadow World, and the Fey creatures which once inhabited the areas coexistent with Cerilia have been largely displaced by the living dead. On occasion, particularly on a dark or stormy night or in the dead of winter, such horrors are able to leave the shadow world and seek out flesh to rend and warmth to crush. Many varieties of horror have been reported, ranging from the commonly occurring zombies, ghouls, and wights to thankfully rare shadows, wraiths, and specters.

## Celestials, fiends, and other outsiders

The Shadow World is believed to lead to the realms of the Gods; not only the Gods which are known to the humans, but also to more ancient and primal powers, long forgotten by the current races of Cerilia. The beings which abide in these

places can sometimes be contacted and bargained with for power or knowledge. These beings may be the servants of long forgotten gods or perhaps even gods themselves. Although undoubtedly powerful, dealing in the affairs of such beings and their masters is always dangerous; the wise leave such beings undisturbed.

## Recent immigrants

Some creatures have come to Cerilia from other continents; most prominent are the humans, but other, stranger creatures, have also come over time. The present is no exception. The continents of Aduria and Djapar, and others, still farther away, hold many strange creatures indeed. These creatures sometimes find their ways to Cerilia's shores by chance; sometimes they are brought for a specific purpose. In either event, encountering such creatures is rare, but not unheard of.

## The spawn of Azrai

The touch of Azrai's spite is felt strongly to this day. Since his rising in Aduria, his touch has brought corruption and power. Throughout his long history, Azrai turned many of his servants (and enemies) into monstrous horrors. The most powerful of these creatures are his ancient servants of old – unique, immensely powerful individuals. Thankfully, these creatures are incredibly rare; most are though long dead and buried.

Other races were seemly created to breed and die as his footsoldiers. The beastmen of Aduria are commonly believed to have been created by Azrai's touch. Many believe that the curse of lycanthropy is also one of Azrai's legacies to mankind; a dark gift intended to strengthen the ranks of his followers.

## The Awnsheghlien

Even after his fall, Azrai's corrupting touch birthed new horrors throughout Cerilia. Countless scions have arisen to claim power across Cerilia. Among the most fearsome of the scions are the awnsheghlien – scions tainted by Azrai's bloodline and cursed to transform into warped but powerful monsters. Awnsheghlien are unique monsters, as each scion is shaped by their own personalities, passions, and desires into a form that best suits their darkest nature.

The awnsheghlien (aun-SHAY-lin) are the monstrous inheritors of evil bloodlines, just as the player characters and most of their neighbors are heroic scions of good bloodlines. Some of the existing awnsheghlien were physically present at the battle of Mount Deismaar more than 1,500 years ago. These are epic foes worthy of the most powerful player characters. Others came into their power much later and are suitable foes for scions of any level. Like other blooded beings, they can gain strength by controlling domains and through bloodtheft. They are, therefore, among the most dangerous of antagonists, for they are continually feeding off hapless scions and foolish kings.

Most awnsheghlien were once human, but some awnsheghlien were once normal beasts that somehow gained the taint of Azrai's blood. To some degree, the power seems to create an outward shape or form that matches the awnshegh's blighted spirit. The Gorgon, once a renowned warrior with a heart of stone, has a body that is a nearly perfect weapon and a hide which has become as hard as his heart. This dark power is as much a curse as it is a reward; many awnsheghlien are

tortured creatures, mourning their lost humanity and despising themselves as much as they do others.

An awnshegh doesn't always conform to the standard version of the monster. *The Gorgon* isn't the bull-like creature described in the MONSTER MANUAL; he is a stone-skinned humanoid with horns, hooves, and giant-like strength. Since he was once a great human warrior, he's skilled in the use of most weapons and specialized in his favorites. To some degree, the physical transformations of the awnsheghlien are enhancements of their blood abilities. The manifestations of divine heritage are different for monsters than they are for heroes, though an awnshegh might possess blood abilities commonly associated with heroic lines.

Some of the awnsheghlien were monsters that served in Azrai's armies. The Kraken, the Manticore, and the Chimaera fall into this category. In the years since, they have become even more monstrous. Other awnshegh, such as the Hydra and the Minotaur, came into their dark power through misfortune or accident. Sometimes, new awnsheghlien are created when bloodlines tainted by Azrai's derivation happen to breed true. The Boar of Thuringode is one of these monstrosities.

Many of the awnsheghlien have spawned lesser creatures in their image – some are their children, bred with beast or man; others that are twisted mockeries shaped by the forces of magic or the power of their blood. The Hydra, for example, has spawned multitudes of multi-headed creatures, while the Manticore allows its smaller children to run rampant through the Land of Darkness. Those who would fight the awnsheghlien should be aware that killing a manticore is a trivial task compared to facing *the* Manticore.

## standard creatures

Many of the creatures found in any published d20 compendium of creatures can be seamlessly inserted into a BIRTHRIGHT game. Some creatures, however, are more common (and these require less "backstory") than others. The following lists present recommended creatures from commercially available products. In many cases, the creature can be made even more appropriate by regionalizing its name. Rather than facing a swarm of stirges, for example, PCs in the wilds of Anuire might disturb a nest of leech-bats. Above all else, never forget that Cerilia has more unknowns than knowns. Most scions will never have faced a troll, and may not have any idea on how to best combat one. Feel free to make modifications to standard creatures to reflect an unusual derivation or history to the species; perhaps a species of troll was warped by Azrai such that they are highly resistant to fire. Above all else, characters in a BIRTHRIGHT campaign should never feel that the world is small or that they are fully aware of all dangers. As characters get more powerful, increase the scope of their activities so that they can continually face new and unknown dangers as well as dealing with well-known nemesis's.

### From the MONSTER MANUAL

Allip, Ankheg, Assassin Vine, Behir, Bugbear, Carrion crawler, Centaur, Cloaker, #####, Dire Animals, Displacer Beast, Doppelganger, Dryad, Ettercap, Ettin, Frost Worm, Gargoyle, Ghast, Ghou, Giant (Hill, Stone, Storm), Gnoll, Goblin, Griffon, Hag, Harpy, Hell Hound, Hippogriff, Merfolk, Nightmare, Nymph, Ogre, Ooze (all), Otyugh,

Owlbear, Pegasus, Remorhaz, Sahuagin, Sea Lion, Shadow, Skeleton, Spectre, Sprite, Stirge, Treant, Troll, Unicorn, Wight, Will O' Wisp, Winter Wolf, Wolf, Worg, Wraith, Wyvern, and Zombie.

In addition, all types of animals and vermin can be found throughout Cerilia, in their normal climates. Creatures with the celestial, fiendish, ghost, lich, and lycanthrope templates can also be found under the right circumstances. Celestials, Demons, Devils, and Elementals are exceptionally rare; normally they will only be encountered if they have been summoned by a spellcasting character. Other monsters might be found in unique circumstances, remote geographic areas, or with unusual backgrounds.

### From the MONSTER MANUAL II

Banshee, Crimson Death, Dire Animals, Firbolg, Fomorian, Giant (Mountain), Morkoth, Spirit of the Land, and Twig Blight.

### From the MONSTERS OF FAERÛN

Leucrotta, Peryton.

## monsters of cerilia

### Blood Hound

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#### Small Beast

**Hit Dice:** 2d8+4 (19 hp)

**Initiative:** +3 (Dex)

**Speed:** 40 ft.

**AC:** 15 (+1 size, +3 Dex, +1 natural)

**Attacks:** Bite +3 melee

**Damage:** Bite 1d4+2

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Trip

**Special Qualities:** Scent, Track Scions

**Saves:** Fort +4, Ref +5, Will +1

**Abilities:** Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6

**Skills:** Listen +5, Spot +5, Swim +5, Wilderness Lore +1\*

**Feats:** Track

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**Climate/Terrain:** Any land

**Organization:** Solitary or pack (6-11)

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 3-4 HD (Small)

Blood hounds are descended from canines that were present at Deismaar. While they no longer possess any measurable individual bloodlines, they nevertheless are able to detect the presence of scions far better than most animals. Blood hounds are sometimes bred and trained with the express purpose of hunting scions; more commonly, their scion detection capabilities go unnoticed, and they are instead trained simply as superior hunting dogs. Blood hounds appear similar to regular hunting dogs, though slightly larger than most, and with a reddish-black tint to their fur.

#### Combat

Blood hounds generally operate in packs, and use pack tactics – they will attack weaker creatures first, attempting to bring them down and then devour them.

**Trip (Ex):** A blood hound that hits with a bite attack can attempt to trip the opponent as a free action without making a

touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the blood hound.

**Track Scion (Su):** A blood hound gets a +10 bonus on wilderness lore checks when tracking a scion, by scent or otherwise. A blood hound will always recognize a scion for what he is by scent.

**Skills:** A blood hound receives a +8 racial bonus when tracking by scent. A blood hound receives a +2 racial bonus on listen and spot, and a +3 racial bonus on swim. These bonuses are accounted for in the above statistics.

## Caracdír

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**Medium-Size Humanoid** (Aquatic, Reptilian)

**Hit Dice:** 3d8+6 (19 hp)

**Initiative:** +1 (Dex)

**Speed:** 20 ft., swim 30 ft.

**AC:** 16 (+1 Dex, +5 natural)

**Attacks:** 2 claws +4 melee, 1 bite +2 melee

**Damage:** Claw 1d4+1, Bite 1d4+3

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Poison

**Special Qualities:** Bloodline, Scent

**Saves:** Fort +6, Ref +2, Will +1

**Abilities:** Str 14, Dex 13, Con 15, Int 7, Wis 11, Cha 8

**Skills:** Balance +3, Jump +4, Wilderness Lore +2

**Feats:** Multiattack

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**Climate/Terrain:** Temperate and warm marsh

**Organization:** Gang (2-3), band (6-10, plus 5 HD leader), or tribe (10-100, plus one 8 HD leader and one 5 HD lieutenant for every 10 regulars)

**Challenge Rating:** 2

**Treasure:** No coins, 50% goods, 50% items

**Alignment:** Usually neutral

**Advancement:** 4-6 HD (Medium-Size), 7-9 HD (Large)

Caracdír are the degenerate lizardmen offspring of the awnshegh known as the Hydra, having bred true within the foul swamp in which the Hydra lairs. They live in the Harrowmarsh, where they have slowly formed a primitive society of sorts. Here, they resist most intrusions by outsiders, maintaining the purity, as it were, of the Hydra's realm.

### Combat

None too bright, caracdír will usually pile on the largest attacker and rip him apart. Caracdír have, however, been known to exercise great deviousness when hunting, and any expedition into their territory should take a very cautious approach.

**Poison (Ex):** A caracdír that successfully bites a creature delivers its poison, which has an initial and secondary damage of 1d6 Con, and a Fort save DC of 12.

**Bloodline:** As the descendants of an awnshegh, all caracdír carry some of Azrai's tainted blood. Most caracdír have a bloodline score of 6 and no abilities. Leaders of at least 8 HD tend to have bloodline scores of 12 and either the *Alertness* or the *Animal Affinity* blood ability.

## Dragon, Cerilian

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### Dragon

**Climate/Terrain:** Mountains

**Organization:** Solitary

**Challenge Ratings:** Old 18, Very Old 20, Ancient 22, Wyrm 24, Great Wyrm 26

**Treasure:** Double standard

**Alignment:** Often neutral

**Advancement:** Old 28-29 HD (Huge); very old 31-32 HD (Huge); ancient 34-35 HD (Gargantuan); wyrm 37-38 HD (Gargantuan); great wyrm 40+ HD (Gargantuan)

Cerilian dragons are among the most ancient inhabitants of the continent, predating even elves and dwarves. Perhaps once there were many, but over the years, in-fighting and fighting the younger races have taken their toll. There are only a half dozen dragons known to be left, and only the names of three are known (Tarazin, Vstaive Freak, and Raizhadik). All living dragons are of the Old age or higher.

Dragons are extremely intelligent and knowledgeable, conserving much lore that has been lost to the younger races. They speak their own language; some also speak Elven or Dwarven.

All dragons of Cerilia are members of a single species, appearing as long, serpentine creatures with great leathery wings and short legs. Their backs are protected by iron-hard scales, their bellies by layers of thick, leathery skin. Their color ranges from reddish rust-brown to iron gray, with their bellies usually of a paler tone than their scales.

### Combat

Cerilian dragons are cunning in the extreme, and they are all among the most dangerous creatures of the world. Most, however, don't care much for physical combat, preferring to rely on their ability to intimidate or spellbind lesser creatures, rather than engaging in melee. If mortally threatened, most dragons will not hesitate to flee.

**Breath Weapon (Su):** Cerilian dragons have one type of breath weapon – a cone of burning venom. Half the damage inflicted by their breath is considered acid, the other half fire.

**Gaze (Su):** Any creature within 30 feet of a dragon must succeed at a will save each round, or be *held*, as per the spell, using the dragon's HD as caster level. Saving against this gaze uses the same DC as the dragon's frightful presence.

**Spells:** All Cerilian dragons are accomplished spellcasters. They cast spells as sorcerers, and they have a preference for spells from the schools of abjuration, conjuration, divination and transmutation. They can also access spells from the clerical domains of healing, knowledge, and protection.

**Spell-like abilities:** At will – *suggestion*; 3/day –

## Combat

Elven horses are the preferred warsteeds of the Sidhelien, and they serve faithfully as such. Elven horses without a master prefer to run away rather than face hostile creatures. Given their speed, they will usually succeed at escaping.

**Table 9-1: cerilian dragons by age**

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Old	H	27d12+135 (310)	29	+34	+20	+15	+22	16d10 (28)	29	22
Very Old	H	30d12+180 (375)	32	+38	+23	+17	+25	18d10 (31)	32	24
Ancient	G	33d12+231 (445)	33	+40	+25	+18	+27	20d10 (33)	34	26
Wyrms	G	36d12+288 (522)	36	+44	+28	+20	+30	22d10 (36)	37	28
Great Wyrms	G	39d12+351 (604)	39	+48	+30	+21	+32	24d10 (38)	39	30

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Old	40 ft., fly 200 ft. (clumsy)	29	10	21	22	24	23	DR 10/+1, gaze, <i>suggestion</i> , <i>feblemind</i>	11th
Very Old	40 ft., fly 200 ft. (clumsy)	31	10	23	24	26	25	DR 15/+2	13th
Ancient	40 ft., fly 200 ft. (clumsy)	33	10	25	26	28	27	<i>Geas/quest</i>	15th
Wyrms	40 ft., fly 200 ft. (clumsy)	35	10	27	28	30	29	DR 20/+3	17th
Great Wyrms	40 ft., fly 200 ft. (clumsy)	37	10	29	30	32	31	<i>Dominate monster</i>	19th

*feblemind*, *geas/quest*; 1/day – *dominate monster*.

**Skills:** Cerilian dragons receive any two knowledge skills for free at one rank per Hit Die.

## Elven Horse

### Large Magical Beast

**Hit Dice:** 4d10+4 (26 hp)

**Initiative:** +3 (Dex)

**Speed:** 80 ft.

**AC:** 15 (-1 size, +3 Dex, +3 natural)

**Attacks:** 2 hooves +5 melee, bite +0 melee

**Damage:** Hoof 1d4+2, bite 1d3+1

**Face/Reach:** 5 ft. by 10 ft./5 ft.

**Special Qualities:** Scent, Swiftess, Tread on Air, Elven Qualities

**Saves:** Fort +5, Ref +7, Will +2

**Abilities:** Str 14, Dex 17, Con 13, Int 4, Wis 13, Cha 10

**Skills:** Jump +14, Listen +8, Search -1, Spot +8

**Feats:** Alertness, Run

**Climate/Terrain:** Any cold land

**Organization:** Solitary or flock (5-10)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Usually chaotic neutral

**Advancement:** 5-8 HD (Large)

Elven horses are the steeds of the Sidhelien. They appear similar to normal horses at first glance, yet the elven horses are different from regular horses in many of the ways elves differ from men. Elven horses are slimmer and more graceful than other horses, their colors are usually more pronounced or pure, generally tending towards white fur and a silvery gray mane, and they are more intelligent than regular horses. Exceptional elven horses are able to speak Sidhelien.

**Swiftess (Ex):** Elven horses are unusually swift. Their height does not limit the distance they can jump. Elven horses gain Run as a bonus feat.

**Tread on Air (Su):** For a total of three rounds each day, Elven horses can tread on air as if it were solid land. The duration of this ability need not be continuous, but can be split up any way that is appropriate.

**Elven Qualities:** Elven horses gain a +2 racial bonus on all Listen, Search and Spot checks (accounted for in the stat block), immunity to magical sleep effects, aging and normal disease, a +2 racial bonus on saves against enchantment effects, low-light vision, and they do not suffer any terrain movement penalties. Similar to elves, elven horses do not require sleep, and they need only about four hours of quiet rest on any given day.

**Skills:** Elven horses gain a +8 racial bonus on Jump checks (accounted for in the stat block).

## Giant, forest

### Huge Giant

**Hit Dice:** 16d8+112 (184 hp)

**Initiative:** -1 (Dex)

**Speed:** 20 ft.

**AC:** 20 (-2 size, -1 Dex, +13 natural)

**Attacks:** Slam +21 melee

**Damage:** Slam 1d6+11

**Face/Reach:** 10 ft. by 10 ft./15 ft.

**Special Attacks:** Spell-like abilities

**Special Qualities:** Fire vulnerability

**Saves:** Fort +17, Ref +4, Will +9

**Abilities:** Str 33, Dex 9, Con 24, Int 11, Wis 14, Cha 10

**Skills:** Climb +15, Hide -5, Intuit Direction +6, Knowledge (nature) +4, Wilderness Lore +6

**Feats:** Cleave, Iron Will, Power Attack, Track

**Climate/Terrain:** Cold and temperate forests

**Organization:** Solitary

**Challenge Rating:** 9

**Treasure:** None

**Alignment:** Usually neutral good

**Advancement:** By character class

Forest giants are the guardians of Cerilia's woodlands, protecting it from incursions of evil, and destructive logging or clearing. They are found in the deepest forests, far from human settlements. Forest giants appear as great, gnarly humanoids, with wood-like skin, dark leafy hair, and long, root-like fingers and feet. They stand roughly 14 feet tall, weighing close to 7,000 pounds.

### Combat

Forest giants generally shy away from combat, except when to protect their precious forests. In that situation, they wade into combat with murderous fury, making full use of their many spell-like abilities.

**Spell-like abilities:** At will – *entangle*, *speak with animals*, *speak with plants*; 1/day – *hold monster*, *summon nature's ally V*, *wall of thorns*. These abilities are as the spells, cast by a 16<sup>th</sup>-level druid (save DC 10 + spell level).

**Fire vulnerability (Ex):** On a failed save, forest giants take double damage from fire.

**Skills:** Forest giants receive a +8 racial bonus on hide checks in forest terrain.

## Giant, ice

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### Huge Giant (Cold)

**Hit Dice:** 15d8+120 (187 hp)

**Initiative:** -1 (Dex)

**Speed:** 40 ft.

**AC:** 22 (-2 size, -1 Dex, +15 natural)

**Attacks:** Gargantuan greatclub +19/14/9 melee or frozen rock +9/4/-1 ranged

**Damage:** Gargantuan greatclub 2d8+15 or frozen rock 2d10+10+1d10 cold

**Face/Reach:** 10 ft. by 10 ft./15 ft.

**Special Attacks:** Spell-like abilities, frozen rock

**Special Qualities:** Rock catching, cold subtype, rime sheath

**Saves:** Fort +17, Ref +4, Will +6

**Abilities:** Str 31, Dex 9, Con 26, Int 12, Wis 13, Cha 11

**Skills:** Climb +16, Jump +16, Spot +7

**Feats:** Cleave, Great Cleave, Power Attack, Weapon Focus (frozen rock)

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**Climate/Terrain:** Any cold land

**Organization:** Solitary or family (2-4 plus 50% noncombatants)

**Challenge Rating:** 12

**Treasure:** Standard

**Alignment:** Often lawful evil

**Advancement:** By character class

Ice giants are cruel and spiteful creatures that survive in the frozen north of Cerilia. They appear as huge, human-like creature, with pale white skin and white or bluish hair, all covered in frost, rime, and shards of ice. Ice giants stand about 16 feet tall, weighing about 4,000 pounds.

### Combat

Ice giants prefer to open combat by hurling their frozen rocks, then employ their spell-like abilities before closing for melee.

**Frozen rock (Ex):** Any rock the ice giant throws is frozen and fragile. If it hits, it will inflict 1d10 cold damage to the victim it hits and anyone within 5 feet of him. Those standing next to the target gets a reflex save (DC 16) for half damage; the person hit does not. Any person hit by a frozen rock that suffers the cold damage must also make a fortitude save (DC 16), or take 1 point of temporary strength damage. Ice giant thrown rocks have a range increment of 120 feet.

**Rime sheath (Ex):** Any creature that comes within 5 feet of an ice giant must make a fortitude save at DC 16 each round, or take 1d10 points of cold damage and 1 point of temporary strength damage from the intense cold. Anyone that actually comes into physical contact with the giant (through grappling, attacking unarmed, etc) must make an extra save for this circumstance.

**Spell-like abilities:** At will – *fog cloud*; 1/day – *cone of cold*, *ice storm*, *wall of ice* and *summon monster VI* (to summon a large [frozen] water or ice elemental only). These abilities are as the spells, cast by a 15<sup>th</sup>-level sorcerer, with a save DC of 10 + spell level where applicable.

**Rock catching (Ex):** An ice giant can catch small, medium-size or large rocks (or similar projectiles) thrown at it once per round as a free action, by making a reflex save, against a DC of 15 for small objects, 20 for medium-size objects and 25 for large objects, modified by any magical attack bonuses the projectile has. The giant must be ready for and awaiting the attack.

**Cold subtype:** Ice giants are immune to cold damage and effects; they take double damage from fire except on a successful save.

## Goblin, Cerilian

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All goblinoids are viewed by Cerilians as part of one species – thus, goblinkind is divided into small goblins (goblins), medium goblins (hobgoblins) and large goblins (bugbear). They generally live in intermixed tribes, with common/small goblins accounting for about 50% of the population, medium goblins for about 30% and large goblins for about 20%. The favored class for all types of goblins in Cerilia is barbarian. Cerilian goblins are as likely to have character levels as humans; many are fierce warriors that are equal to all but the mightiest of heroes. Cerilian goblins may learn the wolfrider feat. Common and elite goblins are +0 ECL races; huge goblins are a +3 ECL race.

### Wolfrider [Racial]

You are trained at riding wolves.

**Regions:** Goblin

**Benefits:** You gain a +2 bonus on all handle animal and ride checks related to wolves. You can use animal empathy untrained with regards to wolves.

## Meharmaine

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### Large Construct

**Hit Dice:** 18d10 (99 hp)

**Initiative:** -2 (Dex)

**Speed:** 20 ft. (can't run)

**AC:** 20 (-1 size, -2 Dex, +13 natural)

**Attacks:** 2 slams +21 melee  
**Damage:** Slam 1d8+9  
**Face/Reach:** 5 ft. by 5 ft./10 ft.  
**Special Attacks:** Blinding gaze  
**Special Qualities:** Construct, damage reduction 25/+2, vulnerable joints  
**Saves:** Fort +6, Ref +4, Will +6  
**Abilities:** Str 28, Dex 6, Con –, Int –, Wis 11, Cha 1

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**Climate/Terrain:** Any land and underground  
**Organization:** Solitary  
**Challenge Rating:** 10  
**Treasure:** None  
**Alignment:** Always neutral  
**Advancement:** N/A

The meharmaine are the creations of el-Sirad, the usurper ruler of Mour el-Sirad within Khourene. They are brass metallic constructs of humanoid shape, standing about nine feet tall and weighing in at 2,000 pounds. The meharmaine act as el-Sirad's enforcers in his provinces, bringing his rule to all who live within.

### Combat

Being mindless, the meharmaine make no plans of their own, and will not engage in combat unless ordered to do so by their master. El-Sirad has, however, made sets of very complex instructions for all his meharmaine, enabling them to react with near-intelligence in situations he has foreseen. As a rule, a meharmaine will attack anyone that threatens any of el-Sirad's property or servants.

**Blinding gaze (Ex):** Meharmaine have a special facial mask, polished to perfection, which they can bring forth in combat. If the combat takes place in sunlight, or similar lighting conditions, any enemy within 30 feet must make a Reflex save (DC 17) each round, or be blinded (losing any Dex bonus to AC, unable to make Spot checks, suffers a -4 penalty to most dexterity- and strength-based skills, all enemies are considered fully concealed, yielding a 50% miss chance, and all enemies have a +2 bonus to hit the character) for the next round.

**Vulnerable Joints (Ex):** If the meharmaine takes at least 15 points of damage from cold, acid or electricity, or if any significant quantity of dirt, sand or similar materials are introduced at its joints, the construct will only be able to take partial actions until it is repaired by el-Sirad.

**Construct:** Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

## Orog

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### Medium-Size Humanoid (Orog)

**Hit Dice:** 3d8+3 (16 hp)  
**Initiative:** +0  
**Speed:** 20 ft. (banded mail), base 30 ft.  
**AC:** 18 (+6 banded mail, +2 large shield)  
**Attacks:** Battleaxe +5 melee or light crossbow +2 ranged  
**Damage:** Battleaxe 1d8+3 or light crossbow 1d8  
**Face/Reach:** 5 ft. by 5 ft./5 ft.  
**Special Qualities:** Darkvision 60 ft., Light sensitivity  
**Saves:** Fort +4, Ref +1, Will +1  
**Abilities:** Str 17, Dex 10, Con 12, Int 11, Wis 10, Cha 8  
**Skills:** Listen +3, Spot +3, Ride +2, Warcraft +3

**Feat:** Power Attack

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**Climate/Terrain:** Any mountains and underground  
**Organization:** Gang (2-5), band (5-50 plus one 3rd-level sergeant per 20 adults and one 5th-level leader), or tribe (20-200 plus one 3rd-level sergeant per 20 adults, one 5th-level lieutenant per 50 adults and one chieftain of 7th-9th level)

**Challenge Rating:** 2

**Treasure:** Standard

**Alignment:** Usually neutral evil

**Advancement:** By character class

Orogs are a subterranean race of miners and warriors that inhabit Cerilia's mountain ranges. They consider all other races to be their foes, and constantly wage war upon them. Orogs are slightly taller than humans, and more powerfully built, with a somewhat apish face and long arms. They have hairless skin, ranging in color from leathery gray to black. Orogs speak their own language; most also speak dwarven, and many learn other tongues as well.

### Combat

Orogs are excellent planners and strategists, and strive to maximize advantages and minimize weaknesses in combat, in a fairly rational manner. Orogs sometimes ride large, subterranean lizards into combat, equal to 5 HD giant lizards.

**Light sensitivity:** Orogs receive are nauseated by sunlight and even other light sources, suffering a -1 circumstance penalty to all attack rolls while in sunlight or within the radius of a *daylight* spell.

**Skills:** Orogs receive a +2 racial bonus on warcraft checks.

### Orog characters

The favored class for orogs is fighter. Like humans, most Orogs have a PC or NPC character class. Orog leaders are usually fighters, assisted by adepts and clerics. Orog clerics worship Torazan, and can access any two of the domains noted for that god. Orogs are a +3 ECL race.

## Riders of the Magian

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### Medium-Size Undead

**Hit Dice:** 15d12 (97 hp)

**Initiative:** +1 (Dex)

**Speed:** 20 ft. (full plate); base 30 ft.; mounted 40 ft.

**AC:** 30 (+1 Dex, +5 natural, +8 full plate, +2 large shield, +4 enhancement)

**Attacks:** +2 *Longsword* +24/19/14

**Damage:** +2 *Longsword* 1d8+10 (17-20)

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Abyssal blast, fear aura 15 ft., smite good 1/day, command undead 5/day, spells, sneak attack +2d6, touch attack

**Special Qualities:** Aura of despair, dark blessing, *detect good*, poison use, damage reduction 15/+1, SR 25, summon mount, immunities, turn immunity, undead traits, darkvision 60 ft.

**Saves:** Fort +13, Ref +7, Will +7

**Abilities:** Str 22, Dex 12, Con –, Int 14, Wis 12, Cha 15

**Skills:** Knowledge (arcana) +4, Knowledge (religion) +4, Hide +6, Listen +8, Move Silently +6, Ride +17, Spot +8, Warcraft +20

**Feats:** Cleave, Improved Critical (longsword), Mounted Combat, Power Attack, Ride-by attack, Sunder, Spirit

Charge, Trample, Weapon Focus (longsword), Weapon Specialization (longsword)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or band (1-12)

**Challenge Rating:** 16

**Treasure:** Standard

**Alignment:** Always lawful evil

**Advancement:** –

The Riders of the Magian are powerful evil creatures devoted to their master, a sinister awnshegh of great power and ambition. They were once great warriors, now turned into foul and powerful undead creatures by their master. They wield terrible power, and are responsible for leading the Magian's armies; as warlords, they have few equals. There are twelve riders known to exist; they remain unnamed and mysterious to perhaps all but their master.

### Combat

The riders are extremely cunning and experienced combatants, taking maximum advantage of all their special abilities in any fight. They prefer to start fighting powerful foes at a distance, using their abyssal blasts and spells, then use their mounted combat prowess to its fullest utility.

**Fiery Blast (Su):** Once per day, a rider can unleash a fiery blast at a range up to 1000 feet, dealing 15d6 damage in a 20-foot radius spread, half of which is fire and half of which is infernal in nature (fire resistance won't protect from this type of damage); any victim struck can make a Reflex save for half damage against a DC of 19.

**Fear Aura (Su):** Creatures of less than 5 HD that come within 15 feet of a rider must make a will save (DC 19) or be affected as if by a *fear* spell cast by a 15<sup>th</sup>-level sorcerer.

**Smite Good (Su):** Once per day, a rider can strike any given good-aligned creature for +8 damage.

**Command Undead (Su):** Riders command undead as 6<sup>th</sup>-level clerics.

**Detect Good (Sp):** A rider can cast *detect good* at will.

**Immunities:** Riders are immune to cold and electricity damage and polymorph effects.

**Turn Immunity:** Riders are immune to being turned; however, *holy word* and similar spells will banish them to the Magian's dark palace.

**Spells:** Riders can cast spells as 8<sup>th</sup>-level blackguards, giving them 3/1/1/1 spells per day (wisdom bonus included); the save DC against any spells they cast is 11 + spell level. Commonly prepared spells are *doom* (x3), *bull's strength*, *protection from elements*, and *poison*.

**Touch Attack (Su):** A rider can make touch attacks in place of weapon attacks, if necessary or desired, dealing 1d8+2 negative damage and 1 point of constitution damage. A successful Will save against a DC of 19 will negate the constitution damage and halve the hit point damage.

**Undead Traits:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Mount:** Each rider has, as its mount, a 10 HD nightmare. These nightmares have +3 additional natural armor, a +2 bonus on their strength, and they share any spells the rider casts on himself while mounted, as well as an empathic link with a range of one mile. They have improved evasion, and use the rider's saving throws, if they are better.

**Possessions:** Each rider has equipment which, in their hands, acts as a suit +2 *full plate armor*, +2 *large metal shield*, and a +2 *longsword*. These items are powered by the rider's essence and fade into mist if separated from the rider. The rider can replace these items as a full-round action. Occasionally, some riders also carry other powerful items that the Magian equips them with for specific missions.

## Skuhlzecki

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### Small Magical Beast

**Hit Dice:** 2d10+2 (13 hp)

**Initiative:** +2 (Dex)

**Speed:** 10 ft., burrow 20 ft.

**AC:** 18 (+1 size, +2 Dex, +5 natural)

**Attacks:** 1 bite +5 melee

**Damage:** Bite 1d6-1

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Ice trap, improved grab

**Special Qualities:** Snow cover, superheated blood, tremorsense

**Saves:** Fort +4, Ref +5, Will +0

**Abilities:** Str 9, Dex 15, Con 12, Int 1, Wis 11, Cha 6

**Skills:** Hide +3, Move Silently +3, Listen +1

**Feats:** Weapon finesse (bite)

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**Climate/Terrain:** Cold hills, plains and mountains

**Organization:** Solitary or pack (5-10)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 3-4 HD (Small); 5-6 HD (Medium-size)

Skuhlzecki, also known as hot-headed ice borers, are dangerous creatures that dwell beneath the frozen ice of certain regions of Vosgaard. They appear as roughly 2 feet long segmented worms with a bony, flat plate on its head, a large round, tooth-filled mouth, and no visible sensory organs.

### Combat

Skuhlzecki usually hunt in defined territories, where creatures will have to cross to get from one area to another; thus, they often lair at the narrowmost points of glaciers and the like. In these areas, they prepare elaborate traps to catch their victims, using their own body heat to bore out tunnel systems beneath the ice.

**Ice trap (Ex):** Skuhlzecki bore intricate tunnels in the ice that are generally the equivalent of 20 ft. pit traps, sometimes spiked, and sometimes deeper, in particularly large glaciers. Any victim can avoid the trap on a DC 20 reflex save; failure yields 2d6 damage from the fall.

**Improved Grab (Ex):** To use this ability, the skuhlzecki must hit with its bite attack. If it gets a hold, it automatically deals bite damage each round.

**Snow cover (Ex):** As long as they are fighting in snow or ice, skuhlzecki are considered to have nine-tenths concealment, yielding a 40% miss chance.

**Superheated blood (Su):** Skuhlzecki have superheated blood. As a result, upon its death, any character within 5 feet must make a reflex save (DC 11) or suffer 1d6 points of fire damage.

**Tremorsense (Ex):** Skuhlzecki automatically sense anything that is in contact with the ground within a 60 ft. radius of itself.



**Skills:** Skuhlzecki receive a +8 racial bonus to hide and move silently checks in frozen terrain.

## Varsk

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### Large Beast

**Hit Dice:** 5d8+15 (37 hp)

**Initiative:** +0

**Speed:** 50 ft.

**AC:** 14 (-1 size, +5 natural)

**Attacks:** 2 claws +6 melee, bite +1 melee

**Damage:** Claws 1d4+3, bite 1d6+4

**Face/Reach:** 5 ft. by 10 ft./5 ft.

**Special Qualities:** Cold Resistance 10

**Saves:** Fort +7, Ref +4, Will +1

**Abilities:** Str 17, Dex 10, Con 17, Int 2, Wis 11, Cha 6

**Skills:** Listen +5, Spot +4

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**Climate/Terrain:** Any cold land

**Organization:** Solitary or flock (5-10)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 6-10 HD (Large)

Varsks are the battle-steeds of the Vos, powerful creatures that thrive in the frozen wastelands of the north. A varsk appears similar to a great, white-furred lizard.

### Combat

Varsks are most commonly encountered in combat along with their Vos masters. They are aggressive, and do not fear combat, though wild varsk fear fire.

## unique creatures

The following unique creatures are presented to aid in scoping the creation of unique creatures. Additional creature statistics will be released by regional area in the *d20 Atlas of Cerilia*.

## The Dread

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### Large Undead (Incorporeal)

**Hit Dice:** 32d12 (384 hp)

**Initiative:** +10 (+6 Dex, +4 improved initiative)

**Speed:** 30 ft., fly 40 ft. (perfect)

**AC:** 22 (-1 size, +6 Dex, +7 deflection)

**Attacks:** Incorporeal touch +21/16/11/6 melee

**Damage:** Incorporeal touch 2d10 and energy drain

**Face/Reach:** 5 ft. by 5 ft./10 ft.

**Special Attacks:** Chill Aura, Energy drain, Envelopment, Spells, Spell-like Abilities

**Special Qualities:** Damage Reduction 35/+4, Spell Resistance 32, Fire Resistance 20, Immunities, Undead qualities, Command Undead, *Binding* vulnerability

**Saves:** Fort +10, Ref +18, Will +25

**Abilities:** Str -, Dex 22, Con -, Int 20, Wis 20, Cha 24

**Skills:** Bluff +17, Knowledge (arcana) +15, Knowledge (history) +15, Hide +16, Listen +17, Scry +15, Search +15, Spellcraft +15, Spot +17

**Feats:** Alertness, Combat Reflexes, Improved Critical (incorporeal touch), Improved Initiative, Iron Will, Lightning Reflexes, Maximize Spell, Spell Focus (necromancy), Spell Penetration

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary (Unique)

**Challenge Rating:** 23

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** -

The Dread was once one of Azrai's lieutenants, perhaps the strongest of them all. A long, long time ago, he was a mortal servant of Azrai, who served loyally and well, and was rewarded by being warped by Azrai's foul power, twisted into a being of shadow and darkness. The Dread fell across the land as his master's shadow. Eventually, he grew bold, and attempted to seize mastery himself. He was inevitably defeated in the conflict that followed, and cast down and imprisoned by Azrai. The Dread appears similar to one of the lesser incorporeal undead - a mere shadow of a being, though his presence is felt far more tangibly than the presence of any of the lesser undead. The Dread stands approximately nine feet tall, appearing as a gaunt, shadowy man. Most of its form is dark, but its face is light gray, a twisted skull-like countenance, starkly contrasting the remainder of its form.

### Combat

The Dread is a cunning combatant, drawing upon its experience of ages past. It prefers not to engage in close combat until it is forced to do so, relying instead upon its incorporeality while using its formidable spells and spell-like abilities to wear down its foes.

**Chill Aura (Su):** Any creature that comes within 320 feet of the Dread must make a Fort save (DC 33) each minute, or take one point of negative energy damage. Any creature within this radius that actually sees the Dread must make a Will save (DC 33) or be shaken (-2 morale penalty on attack rolls, weapon damage rolls and saving throws) for the duration of the encounter.

**Energy drain (Su):** Any creature hit by the Dread suffers two negative levels. The Fort save DC to remove a negative level is 33. For each negative level the Dread inflicts, it gains 10 hit points. If these are above its normal maximum, they are temporary additional hit points instead.

**Envelopment (Ex):** Any foes of medium-size or smaller the Dread hits are subject to envelopment. This is treated the same as a grapple, except that it uses Dexterity instead of Strength. The Dread is not subject to an attack of opportunity when it attempts to envelop a foe. Using this ability is a free action for the Dread, usable with each successful attack. An enveloped enemy is automatically subject to the Dread's energy drain once per round for as long as it remains so. The Dread may envelop only one creature at once.

**Spells:** The Dread was twisted by Azrai into a potent sorcerer. It casts spells as a 15<sup>th</sup>-level sorcerer would. It knows the following spells: *Daze, detect magic, disrupt undead, mage hand, open/close, prestidigitation, ray of frost, read magic, resistance; charm person, chill touch, mage armor, minor image, ray of enfeeblement; darkness, detect thoughts, mirror image, scare, spectral hand; dispel magic, halt undead, major image, vampiric touch; bestow curse, contagion, enervation, fear; cone of cold, hold monster, magic jar, nightmare; circle of death, contingency, mislead; finger of death, insanity*. The save DCs against all spells is 17 + spell level, except necromancy spells, which are saved against a 19 + spell level. The dread casts 6/8/8/8/7/7/7/5 spells per day.

**Spell-like abilities:** At will – *Animate dead, cause moderate wounds, desecrate, hold person*; 3/day – *Create undead, shades, shadow walk*; 1/day – *Create greater undead*. These are as the spells cast by a 16<sup>th</sup>-level sorcerer. The save DC, where applicable, is 17 + spell level.

**Immunities:** The Dread is immune to polymorph and petrification effects, as well as cold and sonic damage.

**Command Undead (Su):** The Dread commands undead as a 32nd-level cleric would, except that its Hit Dice limit on undead commanded at once is 96. The Dread is usually attended by large numbers of undead minions, either commanded, or created through its own power.

**Binding vulnerability (Su):** The Dread is susceptible to the *binding* spell despite being undead. It gains no SR against such a spell, and suffers a -10 morale penalty to all saves against it.

**Incorporeal:** Can be harmed only by other incorporeal creatures, +1 or better weapons, or magic, with a 50% chance of ignoring any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

**Undead qualities:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

## The Ghoul

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### Medium-Size Humanoid (Awnshegh)

**Hit Dice:** 2d8+8d6+10 (47 hp)

**Initiative:** +8 (+4 Dex, +4 Improved Initiative)

**Speed:** 30 ft.

**AC:** 18 (+4 Dex, +1 padded armor, +3 natural)

**Attacks:** +1 *dagger* +11 melee or 2 claws +8 melee

**Damage:** +1 *dagger* 1d4+3 (19-20), Claw 1d4+2

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Sneak Attack +5d6, Death Attack, Carrion Aura

**Special Qualities:** Evasion, Uncanny Dodge, Poison Use, +1 on all saves against Poison, Spells, Bloodline, Fast Healing 1, Fleshfeeding, Light Sensitivity, Low-light vision

**Saves:** Fort +3, Ref +11, Will +3

**Abilities:** Str 14, Dex 19, Con 12, Int 17, Wis 7, Cha 9, Bld 16

**Skills:** Bluff +10, Climb +13, Disguise +10, Hide +15, Jump +13, Listen +9, Move Silently +17, Open Lock +12, Search +11, Spot +9, Tumble +12, Use Magic Device +7

**Feats:** Improved Initiative, Run, Skill Focus (Move Silently), Weapon Finesse (Dagger)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary (Unique)

**Challenge Rating:** 9

**Treasure:** Standard

**Alignment:** Always neutral evil

**Advancement:** –

The Ghoul was once the son of a minor Khinasi noble, a pampered child with an insignificant bloodline. His entire family was brutally slain by another noble, due to some palace intrigue. The boy barely escaped with his life intact by hiding underneath the corpse of his father. He then had to make his living as a beggar upon the streets for many years – until the day the nobleman that had slain his father was parading through the city, now appointed the lieutenant of the regent, in charge of the army. The beggar, now a young adult,

recognized the slayer of his father from many years back. He quietly took up pursuit, then, when night fell, slipped into the palace of his father's murderer and had his vengeance. When dawn fell upon him, he found the light of the sun hideously unbearable, and slipped into the old sewers beneath the city, his transformation to awnshegh having begun already, at unusual speed. After this deed was done, the Ghoul worked as an assassin with the Society of the Serpent for a time before succumbing completely to the curse of his dark blood. The Ghoul now wanders the land at night, a lethal killer and plotter with an insatiable lust for human flesh.

The Ghoul, today, appears human from a distance – his body has not changed much in form, though his skin has grown leathery, taking on a sickly gray hue, his hair has mostly fallen out, his teeth have grown long and sharp, and his nails have hardened and blackened into iron-sharp talons. The Ghoul generally dresses in rags, disguising a thicker layer of padded armor underneath, as well as several vials of poison sewn into his clothes.

### Combat

The Ghoul generally shies away from melee combat; he will almost always flee from any confrontation he did not himself initiate; even in those situations, he will often try to escape if his target does not quickly fall. If possible, the Ghoul will combine one of his poisons with his Death Attack, then use his Carrion Aura in fast sequence to carry on the assault.

**Death Attack (Ex):** If given at least three rounds to study his opponent, the Ghoul may then, in any of the next three rounds, use a special death attack. The victim is either killed outright, or paralyzed, and completely helpless, for 1d6+3 rounds. The Ghoul selects either ability upon attacking; the Fortitude save DC to avoid either effect is 16.

**Evasion (Ex):** The Ghoul takes no damage on a successful save against any effect that allows a Reflex save for half damage.

**Poison Use (Ex):** The Ghoul can use poison with no risk of poisoning himself.

**Uncanny Dodge (Ex):** The Ghoul has the Uncanny Dodge ability of an 8th-level rogue. He retains his Dexterity bonus against invisible opponents and when caught flat-footed, and he can only be flanked by rogues of at least 12th level.

**Carrion Aura (Su):** The Ghoul does not reek of death; in fact, from a distance, he does not exude any smell at all, leaving him impossible to detect by scent alone. However, if the Ghoul so wills it, he may, as a free action, create a nauseating stench of death about himself. This affects any creature within 10 feet of the Ghoul, who must make a Fortitude save against a DC of 15 or be nauseated, unable to take any action at all, except for a single move each round. If a nauseated creature leaves the Ghoul's aura, the effect wears off after 1d4+1 rounds.

**Fleshfeeding (Su):** The Ghoul feasts upon the recently dead. If he has fed upon a corpse within the last hour, the Ghoul has a +2 enhancement bonus on Str, Dex, and Con, and a +2 morale bonus on all saves. For every round the Ghoul is able to feed upon flesh, he regains 5 hit points, if he has taken any damage. *Stats, where different from above:* 57 hp, AC 19, claws +8, dmg 1d4+4 (+1 *dagger*) 1d4+3 (claw), fort +6, ref +14, will +5.

**Light Sensitivity:** The Ghoul suffers a -1 morale penalty to any attack rolls, saving throws and checks while in bright sunlight, or in the radius of a *daylight* spell or similar effect.

**Bloodline:** The Ghoul's Major Azrai bloodline of 16 grants him the following abilities: Minor – *alter appearance*; Major – *bloodform*. These blood abilities are cast as by an 8<sup>th</sup>-level sorcerer; the save DC, where appropriate, is 15 for minor abilities and 18 for major abilities.

**Spells:** The Ghoul casts spells as a 3rd-level assassin. The save DC, where applicable, is 13 + spell level. The Ghoul commonly prepares these spells: *Obscuring mist*, *spider climb*; *pass without trace*.

**Possessions:** The Ghoul wields a +1 *dagger*, and he has an *amulet of natural armor* +3. He also carries within his rags vials with several types of poisons, including several doses of black adder venom, large scorpion venom, bloodroot, green-blood oil and medium-size spider venom, and a single dose of deathblade.

## The Gorgon

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### Large Monstrous Humanoid (Awnshegh)

**Hit Dice:** 30d10+16d4+552 (916 hp)

**Initiative:** +5 (Dex, improved initiative)

**Speed:** 20 ft. (full plate; base speed 30 ft.)

**AC:** 48 (-1 size, +1 Dex, +15 natural, +10 armor, +10 enhancement, +3 deflection)

**Attacks:** *Lifender* +59/54/49/44 melee, kick +53 melee

**Damage:** *Lifender* 2d6+23 (15-20/x2) +2d6 unholy damage, kick 2d6+24 (19-20/x3)

**Face/Reach:** 5 ft. by 5 ft./10 ft.

**Special Attacks:** Gaze, Kick, Weapon Mastery, Spells

**Special Qualities:** Bloodline, Damage Reduction 35/+4, SR 32, Fire Resistance 20, Immunities

**Saves:** Fort +42, Ref +29, Will +32

**Abilities:** Str 43, Dex 13, Con 34, Int 19, Wis 18, Cha 17, Bld 60

**Skills:** Concentration +24, Craft (armorsmithing) +16, Craft (weaponsmithing) +15, Diplomacy +23, Intimidate +17, Jump +26, Knowledge (history) +18, Knowledge (nobility and royalty) +14, Listen +22, Ride +14, Scry +20, Sense Motive +23, Spellcraft +20, Spot +22, Warcraft +29

**Feats:** Alertness, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Wondrous Item, Dodge, Endurance, Expertise, Great Cleave, Great Fortitude, Improved Disarm, Improved Bull Rush, Improved Critical (greatsword), Improved Critical (kick), Improved Initiative, Improved Trip, Improved Unarmed Strike, Iron Will, Leadership, Lightning Reflexes, Mounted Combat, Quick Draw, Power Attack, Scribe Scroll, Skill Focus (warcraft), Spell Focus (evocation), Still Spell, Sunder, Trample

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**Climate/Terrain:** Any land (Gorgon's Crown)

**Organization:** Solitary (Unique)

**Challenge Rating:** 28

**Treasure:** Double standard

**Alignment:** Always lawful evil

**Advancement:** –

The Gorgon began life as Raesene, the oldest child of his father, the Lord of the First House of the Andu. From an early age, it seemed clear that he would help to shape the future of Cerilia. However, as a bastard child, the glory and attention went to his two legitimate half-brothers, Haelyn and Roele.

Though his outward demeanor never betrayed him, Raesene envied them this attention and coveted it.

Nonetheless, he taught them what he knew of swordplay and horsemanship, and his tutoring gave them an excellent grasp of the fundamentals of warfare – fundamentals that would prepare them well and earn them praise. Raesene did not remain their teacher for long; as a man several years Roele's senior, he hungered to see the world. On his sixteenth birthday he left home to explore Cerilia.

When he returned, battle-hardened and scarred, his father gave him the title "the Black Prince" to reflect the bleakness inside Raesene. Still, Raesene served his father nobly, as well as his brother Roele when the Lord Andu passed away. But none could see what lay in his heart.

Then Azrai came to Cerilia. He studied Raesene and saw the kind of heart that his lieutenant would need, so the two made a pact. While Haelyn and Roele gathered the armies of the Andu, Raesene began his betrayal, drawing aside conspirators to aid him in his plan. As the Andu retreated to Deismaar, Raesene sprang his betrayal. His loyal followers slaughtered thousands of the Andu and their allies then joined the forces of Azrai. The rest, as they say, is history.

Raesene was in the height of the battle with Roele when the gods destroyed themselves atop Deismaar. Raesene absorbed much of Azrai's essence – nearly as much as the Vos Kriesha and Belinik did. Raesene was the first to discover bloodtheft, and later the first of the awnshegh to discover that abominations could grow more powerful through the rule of land.

Not long after Deismaar, he established his kingdom north of Anuire and began his generational harvest of the new bloodlines. He had spent many of the years since Deismaar cultivating and then destroying bloodlines, as well as raising an army to sweep across Anuire. No one could know Raesene's mind, and those who have tried to learn have been destroyed, as are those who try to challenge him.

Though it has been said that the Gorgon (as he came to be called) stole the bloodline of Roele when he slew Michael Roele, this is not known as a fact. Some regents of Anuire have whispered that Michael somehow managed to ward his bloodline from the Gorgon, and perhaps even weakened the Gorgon's bloodline, thus preventing the Gorgon from dominating Anuire.

The Gorgon is most recently known to appear as a stony skinned humanoid with horns atop his massive head. Hooves and goat-like legs adorn his lower half, and giantish strength allows him to carry his heavy frame. Little trace of humanity is revealed in his features; he has become almost entirely a creature of evil.

### Combat

The Gorgon is a formidable combatant, one that knows practically no equals in the world. He has bested countless creatures and heroes, and he stands as lord and master of the most powerful kingdom in Cerilia. The Gorgon prefers melee to all other forms of combat, as he practically cannot be defeated at it. If opponents try to assault him from afar, the Gorgon will rely on spells such as *wind wall*, *gust of wind*, and *wall of iron* to prevent such attacks from reaching him or to bring his opponents down. He may also retaliate with *fireballs* or use *teleport* to take the battle to his opponents. If prepared for battle, the Gorgon will likely have *haste*, *blur*, *endurance*,

and *see invisibility* already cast. If opponents prove to be formidable magic-users or heavily boosted with magic, the Gorgon may cast *antimagic field* or *greater dispelling* to turn the battle into one that favors him – a brutal melee. The Gorgon is not above sundering the weapons of powerful fighters; if he can destroy any weapons they have capable of harming him, so much the better. If an opponent proves particularly irksome, the Gorgon will cast *maze*, and find a way to deal with that opponent when the spell ends, possibly by using multiple spells or resources, or even his *limited wish*. The Gorgon is almost always accompanied by his most faithful lieutenant and cohort, the Hand of Azrai. She will often have prepared spells to aid her master, including several applications of *heal*. If the Gorgon goes to war, he may ride a steed equivalent to a huge 18 HD nightmare.

**Gaze (Su):** Any opponent that comes within 30 ft. of the Gorgon and is within his line of sight must make a Fortitude save (DC 58) or die. The Gorgon may disable this gaze attack as a free action or he may use it as a standard action, targeted at any one creature (forcing two saves in a round) to either kill or petrify opponents, at his choice.

**Kick (Ex):** As a free action, usable only on opponents that flank him or attempt to do so, the Gorgon can use his Kick, causing considerable damage. This is treated as an attack of opportunity when such an opponent moves into position, and the Gorgon may further attack any one flanking opponent on his action. Further, Kick is treated as a special bull rush, possibly driving an opponent that gets hit backwards as if the Gorgon had pushed him as far as possible, without changing the Gorgon's position or making him subject to an attack of opportunity. Against a creature smaller than himself, the Gorgon's bull rush check is +20. On a critical hit, the Gorgon's Kick inflicts three times normal damage.

**Weapon Mastery (Ex):** The Gorgon is a master of practically every weapon known to exist. He is treated as having proficiency with all simple, martial, and exotic weapons. Further, for all simple and martial weapons, the Gorgon is treated as having the Weapon Focus and Weapon Specialization feats. For exotic weapons, the Gorgon is treated as having the Weapon Focus feat.

**Spells:** The Gorgon is an accomplished wizard, with an extensive spell library containing nearly every wizard spell known to exist. The Gorgon casts spells as a 16th level wizard (having a total of 4/5/5/5/5/4/3/3/2 spells per day), and commonly prepares the following spells: *Daze* (x2), *detect magic*, *light*; *charm person*, *enlarge*, *expeditious retreat*, *magic missile*, *obscuring mist*; *blur*, *endurance*, *fog cloud*, *glitterdust*, *see invisibility*; *dispel magic*, *gust of wind*, *haste*, still *see invisibility*, *wind wall*; *bestow curse*, *enervation*, *fire shield*, *scrying*, still *haste*; *sending*, still *fire shield*, *teleport*, *wall of iron*; *antimagic field*, *control weather*, *greater dispelling*; *forcecage*, *prismatic spray*, still *antimagic field*; *maze*, still *limited wish*. The save DCs for these spells, where applicable, is 14 + spell level, or 16 + spell level for evocation spells.

**Immunities:** The Gorgon is immune to all polymorph and petrification effects, all attacks and effects that inflict energy drain, ability drain, and ability damage, and to all mind-affecting effects. The Gorgon's *scarab of protection* will protect him from up to 12 instant death effects or attacks. The Gorgon's armor will protect him from 75% of all critical hits, reducing them to normal hits instead.

**Bloodline:** The Gorgon has a formidably powerful bloodline; a True bloodline, derived of Azrai. His score of 60 grants him the following blood abilities: Minor – *Alertness*, *bloodmark*, *detect illusion*, *fear*, *heightened ability (charisma)*, *heightened ability (intelligence)*, *iron will*; Major – *battlewise*, *detect life*, *enhanced sense*, *major resistance (non-magical attacks)*, *persuasion*, *unreadable thoughts*; Great – *bloodform*, *divine aura*, *long life*, *major regeneration*, *regeneration*, *resistance*. The saving throw DCs for these abilities, where applicable, are 37 for minor abilities, 40 for major abilities, and 43 for great abilities. The caster level, where applicable, is 46th.

**Equipment:** The Gorgon carries the following equipment: *Lifender* – +5 *keen unholy tighmaevril greatsword*, *Kingstopper* – +5 *moderate fortification full plate*, *A Gentle Word* – +5 *ghost touch large steel shield*, *Giant's Stead* – *Belt of giant strength +8*, *Ring of the Chosen of Azrai* – a *Ring of Three Wishes* (two remaining), *Cloak of Resistance +5*, a *Wand of Fireballs* (16th level caster, save DC 19), and a *Scarab of Protection*. The Gorgon's armor is equipped with a special enchanted *iron collar*, protecting him from vorpal attacks. The Gorgon may also possess other items, probably less potent than those listed here, drawn from his vaults and collections of unique items.

### Minions of the Gorgon

The Gorgon, as the ruler of one of the most powerful realms of Cerilia, commands a vast army and perhaps greater resources than any other being in the world (short of the gods themselves). He has a vast treasury, containing numerous items of power, enormous amounts of wealth, and much lore lost to the ages bound in long-forgotten tomes. The Gorgon considers these material resources to be only a means to an end, the end being power. The Gorgon is already more powerful than any other mortal creature, yet he craves ever more power. He has a host of fell servants, the three most prominent of which are the Hand of Azrai, a mysterious priestess from the East; Kiras Earthcore, an old dwarf of Mur-Kilad that commands part of his armies; and Raizhadik the Wyrm, a dragon the Gorgon himself subdued long ago. The Hand serves the Gorgon for mysterious reasons all her own; she views him as perhaps the purest successor to Azrai, even above the new gods, and she draws her strength from her worship of the long-dead god of Evil. Kiras is the master of the Gorgon's armies, a great strategist in his own right who leads the Gorgon's armies with the skill of a warlord with hundreds of years of experience. Kiras has hidden within his heart the desire to one day see the Gorgon deposed for his humiliation in servitude; his desire has gone unfulfilled for a long time. It has been said that the Gorgon once used foul magics to change Kiras's form for disobedience; whatever the truth of it, Kiras remains a dwarf to this day. Raizhadik is the greatest of the Gorgon's minions, not much short of its master in power. The Gorgon long ago subdued Raizhadik in a ferocious battle for control of the Gorgon's Crown. After the battle, the Gorgon chose to spare the dragon and it has served him faithfully since then, more out of fear of its master's power than anything else. It bides its time, hoping to one day outgrow its master in power, and seize lordship of Kal-Saitharak for itself once more. Currently, he is chained with great chains of iron that only the Gorgon himself may break, in the vast caves beneath the fortress of Kal-Saitharak. The

Gorgon will only release Raizhadik to serve as a shock weapon with his armies, and he tries to keep his dominion of this dragon a secret. Aside from these three, the Gorgon has many other formidable lieutenants and creatures in his service.

### The Hand of Azrai

Human/half-fiend Cleric 16; Lawful Evil; CR 18; Str 16, Dex 12, Con 17, Int 14, Wis 17, Cha 16; hp 120, AC 27 (+10 armor, +5 enhancement, +1 Dex, +1 natural), init +1, att +17/12/7 +2 *unholy mace* melee, dmg 1d8+5+2d6; fort +13, ref +6, will +15; SA Spell-like abilities, spells; SQ Darkvision, poison immunity, resistance 20 to acid, cold, electricity and fire; Feats and skills: Brew Potion, Cleave, Combat Casting, Extra Turning, Iron Will, Power Attack, Scribe Scroll; Bluff +8, Concentration +22, Diplomacy +12, Knowledge (religion) +21, Listen +12, Spellcraft +21;

Spell-like abilities: 3/day – *darkness, poison, unholy aura*, 1/day – *desecrate, unholy blight, contagion, blasphemy, unhallow, horrid wilting* – caster level 16th, save DC 13 + spell level; Cleric spells: Caster level 16th, save DC 13 + spell level, 6/6+1/6+1/4+1/4+1/3+1/3+1/2+1 spells per day – commonly prepares: *Detect magic, guidance* (x4), *resistance; bane, divine favor, doom, entropic shield, sanctuary, shield of faith + inflict light wounds; darkness, death knell, endurance, hold person, remove paralysis, silence + shatter; bestow curse, dispel magic, invisibility purge, prayer, remove blindness/deafness, remove curse + magic circle against good; dimensional anchor, freedom of movement, greater magic weapon, status + unholy blight; circle of doom, healing circle, true seeing, wall of stone + dispel good; greater dispelling, heal* (x2) + *harm; destruction, repulsion, summon monster VII + disintegrate; greater planar ally, symbol + earthquake*. Equipment: +2 *full plate*, +3 *large steel shield*, +2 *unholy mace*, one scroll of *heal*, two scrolls of *harm*.

### Kiras Earthcore

Dwarf Fighter 18; Lawful Evil; CR 18; Str 22, Dex 12, Con 20, Int 11, Wis 10, Cha 6; hp 219, AC 22 (+10 armor, +2 enhancement), init +1, att +28/23/18/13, dmg 1d10+11; fort +18, ref +7, will +6; SA/Q Dwarven Traits; Feats and skills: Cleave, Endurance, Exotic Weapon Proficiency (dwarven waraxe), Great Fortitude, Hardiness, Improved Critical (dwarven waraxe), Power Attack, Toughness (x7), Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe); Intimidate +8, Warcraft +21. Equipment: +3 *dwarven waraxe of wounding*, +1 *full plate*, +1 *large steel shield*, *amulet of health* +4, *gauntlets of ogre power*.

### Raizhadik, the Wurm of Kal-Saitharak

Wurm Cerilian Dragon; CR 24; see entry for Cerilian dragons.

## The Harrow

### Large Outsider

**Hit Dice:** 28d8+224 (448 hp)

**Initiative:** +0

**Speed:** 40 ft., fly 90 ft. (clumsy)

**AC:** 38 (-1 size, +4 deflection, +25 natural)

**Attacks:** +3 *vorpal huge greataxe* +43/38/33/28 melee or 2 claws +40 melee and gore +35 melee

**Damage:** +3 *vorpal huge greataxe* 2d8+21 (19-20, x3), claw 2d6+12, gore 2d8+6

**Face/Reach:** 5 ft. by 5 ft./10 ft.

**Special Attacks:** Harrowing, Baleful Gaze, Spell-like Abilities, Corruption

**Special Qualities:** Damage Reduction 35/+4, Spell Resistance 32, Fire Resistance 20, Immunities, Shadownsight

**Saves:** Fort +24, Ref +16, Will +17

**Abilities:** Str 34, Dex 11, Con 27, Int 15, Wis 12, Cha 18

**Skills:** Bluff +32, Concentration +36, Hide +28, Intimidate +32, Listen +29, Move Silently +28, Sense Motive +29, Spellcraft +30, Spot +29, Warcraft +30

**Feats:** Cleave, Dodge, Great Cleave, Improved Critical (Greataxe), Mobility, Power Attack, Spring Attack, Weapon Focus (Greataxe)

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**Climate/Terrain:** Any land or underground

**Organization:** Solitary (Unique)

**Challenge Rating:** 24

**Treasure:** Double standard

**Alignment:** Always lawful evil

**Advancement:** –

The Harrow was one of Azrai's lieutenants who escaped destruction at Deismaar. Once a fiend of great power, the Harrow was given even greater power by Azrai. The Harrow dutifully followed his master; his task was to keep the followers of his dark master loyal, and to slay those that defied Azrai. Months before the battle of Deismaar, the Harrow was sent by Azrai to bring to the ground a Vos priest of Vorynn, one who sought, with some success, to sway the Vos to the side of good. The Harrow went in search of that long-forgotten priest and fought him. As his life was ending, the priest cast a final spell to imprison both himself and the Harrow in a tomb beneath the mountain where they fought.

The Harrow appears as a great bull-headed man covered in black fur, with gray feathery wings, surrounded by an aura of shadows. The bull-like face of the Harrow appears to have been burnt away, exposing a naked, skeletal visage amidst the mass of black fur and shadows. In a wide area around the Harrow, there is always a chill wind, sometimes carrying the echoes of screams long gone. When standing next to the Harrow, however, there is no wind at all, ever – like the eye of a storm.

### Combat

As one of Azrai's closest lieutenants, the Harrow wields more power than perhaps all but a handful of creatures in the world. He was considered by some to be the enforcer of Azrai. The Harrow loves nothing more than to wade into the thick of melee, but when facing powerful opponents he will generally gauge the situation and use whatever power is at his disposal to its fullest.

**Harrowing (Su):** The Harrow projects an aura beginning 30 feet away to a range of 280 feet. Within this area, there are always strong winds, and even harsher weather conditions may prevail at large. Any creature moving through this area must make a Will save (DC 28) every minute or be shaken (-2 morale penalty on attack rolls, damage rolls and saving throws). A creature that becomes shaken must also make a Will save (DC 28) every minute or be subject to an *insanity* effect, similar to the spell.

**Corruption (Su):** Once every 1d4 rounds as a standard action the Harrow can target any creature within a 280 feet range with a column of pure shadowstuff, seemingly conjured up from the earth itself, surrounding and embracing the victim. Any creature subject to this effect is subject to the temptation

aspect of the *atonement* spell, and may choose to change its alignment to evil immediately. If it does not choose to do so, it immediately suffers 10d6 damage, as its form is torn asunder (Fortitude save DC 28 for half damage).

**Baleful Gaze (Su):** Any creature that comes within 30 feet of the Harrow becomes subject to his baleful gaze. This gaze has a Will save DC of 28, and any creature that fails its save is subject to a *bestow curse* effect, chosen by the Harrow.

**Shadowsight (Su):** The Harrow can see into the Shadow World as well as any halfling can. It can continuously *detect magic* and *see invisibility*, as the spells, but treat the effect as a perpetually active supernatural ability instead.

**Spell-like abilities:** At will – *Control winds, darkness, dispel good, dispel magic, fear, hold person, invisibility, shadow conjuration, silence, unholy blight*; 3/day – *blasphemy, control weather, insanity, shades*; 1/day – *implosion, unholy aura*. These are as the spells cast by a 14<sup>th</sup>-level sorcerer. The save DC, where applicable, is 14+ spell level.

**Immunities:** The Harrow is immune to all polymorphing, petrification, compulsion, and fear effects. The Harrow is completely immune to any effects caused by spells of the Shadow subschool.

## The Ogre

### Large Giant (Awnshegh)

**Hit Dice:** 6d10+6d8+39 (99 hp)

**Initiative:** +2 (Dex)

**Speed:** 30 ft.

**AC:** 20 (-1 size, +2 Dex, +3 hide, +2 large shield, +4 natural)

**Attacks:** +2 *greatsword* +20/15 melee

**Damage:** +2 *greatsword* 2d6+12

**Face/Reach:** 5 ft. by 5 ft./10 ft.

**Special Attacks:** Berserk Rage

**Special Qualities:** Great Strength, Bloodline, Damage Reduction 2/-

**Saves:** Fort +12, Ref +6, Will +5

**Abilities:** Str 26, Dex 14, Con 17, Int 12, Wis 13, Cha 15, Bld 22

**Skills:** Diplomacy +8, Ride +15, Warcraft +14, Wilderness Lore +7

**Feats:** Cleave, Great Cleave, Improved Bull Rush, Improved Critical (Greatsword), Leadership, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword)

**Climate/Terrain:** Any land and underground

**Organization:** Solitary (Unique)

**Challenge Rating:** 11

**Treasure:** Standard

**Alignment:** Always lawful evil

**Advancement:** –

The Ogre is an awnshegh of recent years and growing power. He was once a man called Droene, a mercenary leader of some skill; he hired out his services to many different realms and traveled across Cerilia seeking gold and glory. All that changed when he was hired by a particularly cruel and ambitious Khinasi lord. Droene realized that his employer would eventually betray him so he decided to turn the tables around and betray his master first. In the time that followed, a horrible awnshegh of some kind attempted to assassinate Droene but Droene survived and stole the creature's bloodline. Soon after, his transformation to awnshegh began. Now the

Ogre, Droene stands roughly ten feet tall, weighing about 700 pounds. He appears similar to a normal ogre, overall, but more powerful, and with goat's horns at his temples. His new stature changed him in heart as well as body, and he now seeks a realm to rule and bloodlines to feed his own.

### Combat

The Ogre has many years of martial training to rely on. His strength lies in melee, now more than ever. He relies on more than simple brute strength to beat down his opponents and will often lay elaborate traps to improve his odds in combat. He will rely on his remaining followers to aid in executing cunning ambushes, luring scions to their doom.

**Berserk Rage (Su):** Whenever Droene is hit by a critical hit, wounded to less than 49 hit points, threatened, or taunted or mocked in some way, he must make a Will save (DC 16) or succumb to the Ogre. In this case, he is gripped by madness and rage. He gains a bonus of +4 to his Strength score and +4 to his Constitution score, as well as a +2 bonus on any Will saves. He suffers a -2 penalty to his AC, a -6 penalty to his Intelligence score, and his alignment changes to chaotic evil for the duration of the encounter or eight rounds, whichever comes first. Apart from as noted, this is treated exactly the same as barbarian Rage. Furthermore, Droene appears to grow by about two feet in height, with an overall mass increase of roughly 50% and gains a further +2 enlargement bonus to strength. Droene might be able to willingly succumb to his rage, but he has never been known to do so; he is loathe to become a fell beast, and fears greatly that he will one day lose his wits forever when he succumbs to the Ogre one time too many.

*Ogre's stats, where different from above:* 123 hp, AC 18, +2 *greatsword* +23/18 melee (dmg 2d6+15), fort save +14, will save +7.

**Great Strength (Su):** The Ogre's strength is greater than most creatures in the world and in some cases, it is even greater – the Ogre gains a +10 bonus to any Strength checks, opposed Strength checks and grapple checks he makes. On a whim, the Ogre can break down trees and trees, rip apart chains, and crush great rocks.

**Bloodline:** The Ogre's Great Azrai bloodline of 22 grants him the following blood abilities: Minor – *alertness, heightened ability (charisma)*; Major – *battlewise, bloodform*; Great – *enhanced sense*. These blood abilities are cast as by a 12<sup>th</sup>-level sorcerer, and has a save DC of 18 for minor, 21 for major and 24 for great abilities, where appropriate.

**Possessions:** The Ogre wields a +2 *greatsword*, and carries an *amulet of bloodlines* (cast *detect bloodline* 3/day; market value 1200 gp), and two potions of *cure moderate wounds*.

## templates

### Awnsheghlien

An awnshegh refers to any creature of the Azrai bloodline that has the bloodform ability. It is also most often used to refer to creatures that actually advance as monsters instead of characters.

### Creating an Awnshegh

The awnshegh template can be applied to any creature with the Azrai bloodline and the blood ability *bloodform*. When creating an awnshegh, conceptualize the monster's final form

and choose an appropriate type. Creatures with the major *bloodform* ability immediately change their type to match. Creatures with the great *bloodform* ability also acquire a monster ability, subject to the rules that follow. Apply all the traits of the monster type; i.e. undead do not have constitution scores, oozes gain bonus hit points, etc. Awnsheghlien can also be templated creatures of any type or form; the Magian, for instance, uses the lich template.

Any character with the *bloodform* ability may attempt to fight this change; a Fortitude save is allowed to not change type and acquire a monster trait. This Fortitude save must be repeated at every level the character advances, against a DC of 10 + the character's own total character level.

### Advancing as an awnshegh

When the transformation begins, a creature is eligible to take monster levels according to the type you've chosen. Monster levels, for this purpose, works like class levels; the benefit for each monster level is summarized below. The experience cost to advance a monster level is the same as for advancing for a regular character level; i.e. advancing to 10th level costs 45,000 XP, as per Table 3-2 in the *Players Handbook*. The monster levels are added to class levels for purpose of determining a creature's total character level. After the transformation has been activated, you must make a Will save each time you advance a level (DC 10 + your character level) or advance as a monster, regardless of whatever other choice you would normally make. Also, at each level of advancement as a monster, a character must make a Will save against the same DC, or have his alignment change one step towards evil. The monster feat and ability advancement given below supercedes the standard feat and ability advancement in the *Players Handbook*

Advancing in character level as a creature grants increased Hit Dice, Base Attack Bonus, Saving throws, and Skills appropriate to advancement in Hit Dice for the monster type the awnshegh most resembles. The character gains Feats and ability score increases normally based on total character level plus monster level. This information is available in the *Monster Manual*, but the most relevant information is summarized below.

**Table 9-2: monster advancement quick reference**

BAB	Effect	Base creature type
Good	+1 x HD	Magical Beast, Monst. Hmnoïd
Average	+3/4 x HD	Aberration, Beast, Construct, Giant, Humanoid, Ooze, Plant, Shapechanger, Vermin
Poor	+1/2 x HD	Fey, Undead

Saves	Effect	Base creature type
Good Fortitude	+2 + 1/2 HD	Beast, Giant, Magical Beast, Plant, Shapechanger, Vermin
Good Reflex	+2 + 1/2 HD	Beast, Fey, Magical Beast, Monst. Hmnoïd, Shapechanger
Good Will	+2 + 1/2 HD	Aberration, Fey, Monst. Hmnoïd, Shapechanger, Undead
Poor	+ 1/3 HD	All saves not listed as good

Hit Dice	Effect	Base creature type
Exceptional	d12, no Con bonus	Undead
Good	d10	Constructs, Magical Beast, Oozes

Average	d8	Aberration, Monstrous Shapechanger, Vermin	Giant, Humanoid	Humanoid, Plant
Poor	d6	Fey		

### Becoming a monster

The potential scope of possible awnsheghlien abilities is vast. Generally speaking, it is good to compare with the available abilities of monsters or characters of the same level and work from there. Thus, an advancing awnshegh shouldn't generally be able to access abilities not available to spell-casters of the same level, nor class abilities of any significantly higher level. The monster abilities acquired by awnsheghlien should be balanced with the creature's total level in mind, and if a creature advances, the potency of its acquired abilities should generally advance with it by level, staying roughly similar to abilities available to existing creatures or to spells accessible to spellcasters of a given level.

A scion with a *bloodform* (great) should gain one "monster ability" every level that they advance as a monster. A scion with a *bloodform* (great) should gain three monster abilities every four levels. Generally, the monster abilities accessible to awnsheghlien fall within several broad categories:

**Natural abilities and anatomical changes:** This includes a change in size (remember to apply all effects of a change in size), natural armor, the acquisition of a set of natural attacks (generally, two to three different attack modes at the most, with damage as appropriate to creature size and type), an increase in speed (generally by 30 feet), or the ability to move in a new way, the acquisition of special sensory abilities, or certain innate resistances. This category also includes a whole range of extraordinary abilities, such as the ability to constrict, swallow whole, fast healing, or energy resistance (generally 30 points, either to a single type, or distributed among several different types of energy).

**Supernatural and spell-like abilities:** The existing variety of abilities is enormous; in general, an awnshegh can select approximately ten levels of spells as spell-like abilities usable at will, as long as a spellcaster of the same level can access them, or any supernatural ability similar to one possessed by creatures of the same size and type.

**Bonuses:** An awnshegh can acquire racial bonuses to skills (up to +16, usually divided among several different skills), ability scores (+4 to any one, or +2 to any two), or any two bonus feats as inherent monster traits. An awnshegh can also gain a +5 natural bonus on its AC, increase its effective size by two categories for purposes of its natural weaponry, or increase its reach by 5 feet.

**Class abilities:** An awnshegh can acquire special class abilities as monster traits. Generally, these shouldn't exceed what is accessible to characters of roughly the awnshegh's level, though this is very dependent on the ability in question. Also, in cases in which an awnshegh does get a class ability, it may be modified or improved in some ways.

**Hit dice:** Awnsheghlien that have advanced at least one size category can take extra hit dice as a monster trait. These don't count against the awnshegh's advancement for purposes of abilities, feats or ability scores, though they do count for purposes of attack and save bonuses and skills. An awnshegh that advances to medium-size or a smaller size can take 2 HD, one that advances to large size can take 4 HD, one that advances to huge size can take 8 HD, one that advances to

gargantuan size can take 16 HD, and one that advances to colossal size can take 32 HD. This counts as an extra ability above and beyond the size increase itself. A given hit dice bonus can be taken multiple times. However, any given hit dice bonus can only be taken starting at the 5th level a character has advanced as a monster, then at most every four levels thereafter.

Also note that it is often possible to split up abilities that are numerically defined in order to create a more organic progression into the full monster abilities. In this way, for instance, a monster can gain a skill bonus of +8 and a 15 ft. speed increase at one level, then add another +8 and 15 ft. at another level, instead of adding the full skill bonus at one level and the full speed bonus at another.

Finally, an awnshegh may also acquire certain negative qualities – light sensitivity, special vulnerabilities, etc. In general, these can be used to offset an extraordinarily powerful ability, or grant the ability to purchase additional monster abilities. In order for either of these to occur, the negative quality should be an actual hindrance to the awnshegh.

For all effects that grant saving throws, the DC should be set at  $10 + 1/2$  the awnshegh's hit dice + a relevant ability modifier of the awnshegh (often its bloodline). For caster level purposes, also use the awnshegh's total number of hit dice.

## Ehrsheghlien

This term refers to any Scion who has the *Bloodtrait* blood ability. Ehrsheghlien follow the same rules as awnsheghlien, except as follows.

Ehrsheghlien are created from any other bloodline except that of Azrai, and they use the *Bloodtrait* blood ability in place of *Bloodform*.

Ehrsheghlien advancement is completely voluntary; one is never forced to make a save when one advances a level.

Ehrsheghlien advancement does not affect a character's alignment; however, in order to advance as an ehrshegh, a character must be within one step of the alignment of the god his bloodline is derived from: Anduiras – lawful neutral; Basaia – lawful neutral; Brenna – chaotic neutral; Masela – neutral good; Reynir – neutral; Vorynn – neutral. Thus, an ehrshegh of Masela can be either lawful good, neutral good, chaotic good, or neutral. If a character changes alignment so that he is no longer within one step of the alignment of his bloodline, he can't advance as an ehrshegh again until his alignment is corrected. A character whose alignment does not exactly match his bloodline is treated as multiclassing into a non-favored class, and may suffer experience penalties.

## Shadow World Creature

Numerous creatures call the shadow world home. Most of these creatures have been corrupted by the spreading evil of the Shadow World and have perhaps gained power in the process. Regardless, creatures of the Shadow World tend to be hostile in disposition towards creatures from Aebrynis.

### Creating a Shadow World Creature

This template can be applied to any non-undead creature that calls the Shadow World home, hereafter referred to as the "base creature." The most common creatures to which to apply this template are animals, halflings, and fey. The

creature's type changes to "fey." It uses all the base creature's statistics and special abilities except as noted here.

**Hit Dice:** Decrease to d6.

**Speed:** The shadow world creature retains any movement modes the base creature has, and has a special 30 ft. bonus to movement while in the Shadow World.

**Damage:** The shadow world creature retains any natural attacks possessed by the base creature.

**Special Attacks:** A shadow world creature retains all the special attacks of the base creature.

Shadow world creatures with a Charisma score of 8 or higher gain spell-like abilities depending on their hit dice, using their hit dice as caster level:

#### HD Special abilities

1-4 *Minor image* 3/day, and *chill touch* 1/day

5-8 *Change self* 3/day, and *cause fear* 1/day

9-12 *Gaseous form* 3/day, and *shadow walk* 1/day

13-16 *Mirage arcana* 1/day, and *confusion* 1/day

17-20 *Dream* or *nightmare* 1/day

**Special Qualities:** A shadow world creature retains all the special qualities of the base creature. It also gains low-light vision, damage reduction 5/+1, and immunity to charm, fear, sleep, and polymorph effects. A shadow world creature can always *see invisible*, as per the spell.

**Abilities:** Increase from the base creature as follows: Str +0, Dex +2, Con +0, Int +2, Wis +0, Cha +2.

**Skills:** A shadow world creature gains a +2 racial bonus on all Hide, Listen, Move Silently, Search and Spot checks. These bonuses stack with existing racial bonuses.

**Climate/Terrain:** Any land

**Organization:** Same as the base creature

**Challenge Rating:** As the base creature +1

**Treasure:** Same as the base creature

**Alignment:** Change to "usually neutral evil"

**Advancement:** Same as the base creature

## Shadow World Halfling

### Small Fey

**Hit Dice:** 1d6 (3 hp)

**Initiative:** +2 (Dex)

**Speed:** 50 ft.

**AC:** 16 (+1 size, +2 Dex, +3 studded leather)

**Attacks:** Longsword +2 melee

**Damage:** Longsword 1d8-1 and *sleep*

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Halfling traits, Spell-like ability

**Special Qualities:** Halfling traits, Immunities, See Invisible, Damage Reduction 5/+1

**Abilities:** Str 8, Dex 15, Con 10, Int 13, Wis 11, Cha 13

**Skills:** Climb +0, Hide +7, Jump +0, Listen +5, Move Silently +6, Search +2, Spot +2

**Feats:** Weapon Focus (longsword)

**Climate/Terrain:** Any land

**Organization:** Company (2-4), squad (11-20 plus leaders), or band (30-100 plus leaders and animals)

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Usually neutral evil

**Advancement:** By character class



## Combat

**Halfling traits:** +2 racial bonus on Listen, Jump, Climb and Move Silently checks, +1 racial bonus on all saving throws, +2 morale bonus on saves against fear effects, +1 racial attack bonus with thrown weapons, shadow sense (able to detect evil, necromancy and undead on a search check).

**Spell-like ability:** 3/day – *minor image*; 1/day – *chill touch*. DC 11 + spell level.

**Immunities:** Immune to charm, fear, sleep, and polymorph effects.

## Spectral Scion

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Spectral scions are the ghostly remnants of scions slain by violent bloodthrift. They are most common in cases of bloodthrift involving *tighmaevril*, but may also be created in other cases. Spectral scions harbor resentment towards living scions and seek to claim the bloodlines of living scions for their own.

### Creating a spectral scion

“Spectral scion” is a template that can be added to any creature with the scion template, hereafter referred to as the base creature. In order to create a spectral scion, first apply the ghost template to a scion then apply the spectral scion template. The spectral scion’s type is undead. The spectral scion uses all of the ghostly scion’s statistics and special abilities except as noted below.

**Special Attacks:** The spectral scion retains any special attacks that the base creature has. It gains the following special attacks:

*Bloodline drain (Su):* Any successful attack by the spectral scion upon a living scion inflicts 1d6 points of temporary bloodline damage, unless the scion manages a successful Fortitude save, modified by his Bloodline score instead of Constitution, against a DC of 10 + 1/2 the spectral scion’s HD + the spectral scion’s Charisma modifier. This may cause the temporary loss of specific blood abilities. If a spectral scion drains a character’s bloodline to 0, that character permanently loses his bloodline.

*Energy drain (Su):* Any creature hit by the spectral scion gains one negative level. The DC to negate this negative level is 10 + 1/2 the spectral scion’s HD + the spectral scion’s Charisma modifier.

*Blood abilities (Sp):* As the spectral scion drains power from living scions, it gains the ability to empower aspects of its own shattered bloodline. For each point of Bloodline drained, a spectral scion may use any one of its blood abilities once.

**Special Qualities:** The spectral scion retains any special qualities of the base creature. It gains the following special qualities:

*Phantom bloodline (Su):* A spectral scion no longer has any bloodline of its own. Only by drawing on the blooded power of the living can the spectral scion regain some of its former power temporarily.

*Detect scions (Su):* A spectral scion can sense the presence of any scions within a one-mile radius of itself. By concentrating for one round, it can sense the general direction of any scion, starting with strongest (by bloodline score), and learning the direction of successively weaker scions, round by round. If any scion comes within 60 feet of a spectral scion, the spectral scion is always aware of the exact location of that scion, as long as the scion remains within 60 feet. Therefore,

the spectral scion is fully aware of the scion and cannot be caught flat-footed, flanked, or in any way lose its Dexterity bonus to that scion.

*Successor awareness (Su):* The spectral scion is always aware of the direction and distance to its closest and most powerful heir, if that heir is a scion. The spectral scion receives a -2 morale penalty on any attacks made against that character.

**Challenge Rating:** As the base creature +1 (remember to add an additional +2 for the ghost template first).

