



# Monsters & NPCs

A Supplement for Something

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# MONSTERS

The following monsters are primarily advanced versions of those found in the *Monster Manual* and other creature supplements. They have had templates applied, hit dice increased, or have otherwise been modified according to the rules provided in the *Monster Manual*. Others are entirely new, occasionally based off of an existing monster, other times designed around a new idea.

## GARGOYLE, ADVANCED (3 HD)

### Large Monstrous Humanoid (Earth)

**Hit Dice:** 7d8+42 (76 hp)

**Initiative:** +1

**Speed:** 40 ft. (8 squares), fly 60 ft. (average)

**Armor Class:** 17 (+1 Dex, +7 natural, -1 size), touch 10, flat-footed 16

**Base Attack/Grapple:** +7/+21

**Attack:** Claw +13 melee (1d6+6)

**Full Attack:** 2 claws +13 melee (1d6+6) and bite +11 melee (1d8+3) and gore +11 melee (1d8+3)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** —

**Special Qualities:** Damage reduction 10/magic, darkvision 60 ft., freeze

**Saves:** Fort +8, Ref +6, Will +5

**Abilities:** Str 23, Dex 12, Con 22, Int 6, Wis 11, Cha 7

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

**Feats:** Multiattack, Toughness, Improved Grapple

**Environment:** Any

**Organization:** Solitary, pair, or wing (5–16)

**Challenge Rating:** 6

**Treasure:** Standard (2000 gp worth for 1)

**Alignment:** Usually chaotic evil

**Advancement:** 8–12 HD (Large)

**Level Adjustment:** +5

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water, or air, but often eat their fallen foes out of fondness for inflicting pain.

Gargoyles speak Common and Terran.

### Combat

Gargoyles either remain still, then suddenly attack, or dive onto their prey.

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

**Freeze (Ex):** A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

**Skills:** Gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. \*The Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.



**Medium Magical Beast**

**Hit Dice:** 4d10+20 (42 hp)

**Initiative:** +1

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

**Armor Class:** 19 (+5 Dex, +4 natural), touch 15, flatfooted 14

**Base Attack/Grapple:** +4/+13

**Attack:** Sting +9 melee (1d8+1 plus poison)

**Full Attack:** Sting +9 melee (1d8+1 plus poison) and bite +4 melee (1d8)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Swarm strike, engorge, poison, spit (*slow*, DC 17)

**Special Qualities:** Darkvision 60 ft., freedom of movement, lowlight vision, scent

**Saves:** Fort +9, Ref +9, Will +2

**Abilities:** Str 13, Dex 21, Con 21, Int 2, Wis 12, Cha 10

**Skills:** Listen +10, Spot +11

**Feats:** Alertness, Dodge, Weapon Finesse (B)

**Environment:** Temperate forests

**Organization:** Swarm (4 – 16)

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5–6 HD (Medium), 7–12 HD (Large)

**Level Adjustment:** –

A swarm eater is about 5 feet long and 2 feet high, and has a wingspan of about 10 feet. It weighs about 400 pounds.

**Combat**

Swarm eaters generally begin combat by performing swarm strikes with any swarm eaters that are not engorged. Those members of the swarm that are engorged generally hang back and use their spit attack to target any creatures that seem resistant to poison.



**Swarm Strike (Ex):** Four or more swarm eaters that move adjacent to each other can move in tandem to automatically overrun any creature of size Large or smaller. Each creature in the path of the swarm takes 1d8 damage and must make a save against poison. Swarm eaters do not provoke an attack of opportunity from those subject to the strike, but are vulnerable to attacks of opportunity from those outside of their path.

**Engorge (Ex):** Swarm eaters do not implant their young in creatures as spider eaters do, rather males and females gorge themselves on their fallen foes (taking 1d6 hours to devour a medium foe). Their bodies then process the material into a jelly-like substance that is used to build hives in which their young are birthed. A swarm eater who is engorged takes a -4 penalty to their dexterity and moves at half speed, but may make a ranged attack with the jelly to slow an opponent as the spell.

For each additional swarm eater feeding on a corpse, the time required to eat the corpse is reduced by one hour to a minimum of ten minutes. A fully consumed foe cannot be resurrected without the use of true resurrection.

**Spit (Ex):** An engorged swarm eater can spit a portion of the jelly-like substance at foes with pinpoint accuracy. A reflex save, DC 17, negates the slow effect of this attack. The save DC is Constitution-based.

**Poison (Ex):** Injury, Fortitude DC 17, initial damage 1d6 Dex, secondary damage 1d6 Dex. The save DC is Constitution-based.

**Freedom of Movement (Su):** Swarm eaters have a continuous freedom of movement ability as the spell (caster level 12th).

**Skills:** Swarm eaters have a +4 racial bonus on Listen and Spot checks.

## AKRITAUR DISPLACER

### Large Monstrous Humanoid

Hit Dice: 8d8+24 (60 hp)

**Initiative:** +2

**Speed:** 40 feet

**AC:** 16 (+2 Dex, +5 natural, -1 size), touch 11, flat-footed 14

**BAB/Grapple:** +8/+16

**Attacks:** 4 claws +11 melee and 2 tentacles +9 melee and bite +9 melee, or masterwork glaive +12/+7 melee and 2 tentacles +9 melee and bite +9 melee

**Damage:** Claw 1d6+4, tentacle 1d6+2 plus poison, bite 1d4+2 plus poison, glaive 2d8+10

**Face/Reach:** 10 ft./5 ft. (15 ft with tentacles, 10 ft with glaive)

**Special Attacks:** Poison, spell-like abilities

**Special Qualities:** Corruptible, darkvision 60 ft., displacement, immunity to sleep effects, leap, low-light vision, resistance to ranged attacks

**Saves:** Fort +6, Ref +8, Will, +7

**Abilities:** Str 18, Dex 15, Con 16, Int 10, Wis 12, Cha 7

**Skills:** Balance +5 (3), Climb +7 (3), Hide +8 (2), Jump +40 (2), Listen +4 (3), Move Silently +8 (6), Spot +4 (3)

**Feats:** Multiattack, Improved Natural Attack (claw), Virulent Poison, Deflect Arrows (B)

**Climate/Terrain:** Temperate or warm hills

**Organization:** Solitary or Pack (2-10)

**Challenge Rating:** 6

**Treasure:** None

**Alignment:** Usually chaotic neutral

**Advancement:** By character class

**Skills:** An akritaur gains a +8 racial bonus on Hide checks.

**Preferred Class:** Warlock

**Level Adjustment:** +5

This creature is a disturbing mix of wiry, even skeletal limbs and overlapping exoskeletal plates. A dark bluish-black fur covers the creature's hide where it is not replaced by hardened plates of armor that mimic the color, missing only the sheen to match exactly. An insectlike head sits atop a body which seems almost entirely composed of limbs. Antennae wave in concert with the long, dangerous looking tentacles and three pairs of legs look less fearsome only due to the wicked claws the creature's four arms bear.

Akritaur displacers are wicked fighters that bear a strong resemblance to thri-kreen, though they prefer to live in rocky hills and sparse forests where they can use the shade and cover to their advantage. Akritaur are bloodthirsty and territorial, though with a strong leader their instincts can occasionally be reigned in and put to use. Nonetheless, their instinctual distrust of all other creatures, including their own kind, makes them a sparsely populated race.

An akritaur displacer is approximately 9 feet long and a little over six feet tall when not crouched close to the ground. Approximately 650 pounds, they are heavier than their skeletal appearance would indicate, but still light for a creature of their size.

Akritaur speak a dialect of Abyssal interspersed with odd clicks and snaps of their mandibles that make it difficult to recognize. Most akritaur leaders also speak Common.

### Combat

Vicious combatants, akritaur count upon their displacement effect to guard them from danger and prefer to disable their opponents quickly with strong melee attacks. Night hunters, though they do not sleep during the day, they are more solitary than their insectile appearance would lead one to believe. Even when fighting in groups, they generally do not utilize a great deal of teamwork and fight as individuals.

**Corruptible:** Akritaur displacers take a -4 penalty on saves against magical effects dealing with alignment. While

akritaur's as a whole are a chaotic neutral society, their period of enslavement in the Abyss left them susceptible to specific mind-altering spells and abilities.

**Displacement (Su):** A light-bending glamer surrounds an akritaur with an effect that causes any melee or ranged attack directed against it to suffer a 50% miss chance unless using a method of vision other than sight. True sight negates this effect.

**Leap:** Akritaur's have a +30 competence bonus to all jump checks.

**Poison (Ex):** Injury (bite and tentacles), Fortitude DC 19, initial damage 1d6 Dex, secondary damage paralysis for 2d6 minutes. An akritaur produces enough poison for one attack from each natural weapon each day. The save DC is Constitution-based and augmented by +2 for the creature's Virulent Poison feat.

**Resistance to Ranged Attacks (Su):** Akritaur's gain a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

**Spell-like Abilities (Sp):** 3/day—*pass without trace*; 1/day—*demoncall*, *greater magic fang*. Caster level is equal to ½ the akritaur's Hit Dice (minimum 4th). Replace *demoncall* with *detect thoughts* if you are not using the *Book of Vile Darkness*.

**Skills:** An akritaur has a +8 racial bonus on Hide checks, thanks to its displacement ability.

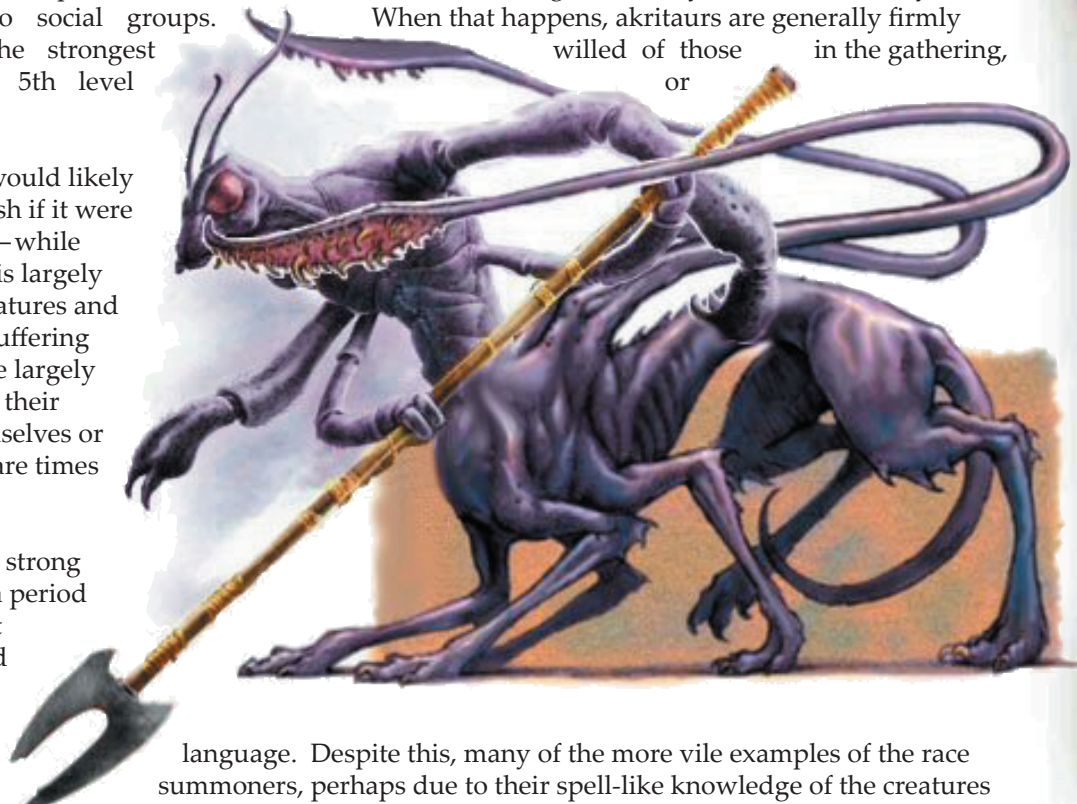
### Akritaur Society

Akritaur displacers are paranoid in occassionally gather into social groups. under the thumb of the strongest generally a warlock of 5th level higher.

the extreme, resulting in a society of loners who only When that happens, akritaur's are generally firmly willed of those in the gathering, or

The monstrous akritaur's would likely be considered more fiendish if it were not for their simple tastes—while they are bloodthirsty, this is largely due to their carnivorous natures and they seldom prolong the suffering of their prey. Akritaur's are largely concerned with defending their territory and feeding themselves or their families during the rare times when they are breeding.

Akritaur displacers have a strong dislike for tanar'ri due to a period of captivity in their distant past on the Abyss, a period that shaped much of their culture, including their written and spoken are successful demon that they bind to their



language. Despite this, many of the more vile examples of the race summoners, perhaps due to their spell-like knowledge of the creatures will.

Akritaur's will eat anything that they kill, including sentients, but there is no particular bias towards intelligent creatures and they most often hunt animals, as they are frequently easier prey.

### Akritaur Displacers As Characters

Akritaur displacers have few societal restraints or tendencies to push them towards a particular class, however, many become warlocks to seize control of their inherent abilities. Aside from becoming warlocks, their focus on hunting and survival leads to many akritaur becoming rangers and barbarians. Druids are rare among their kind, however, occassionally an akritaur that has fallen to evil or been elevated to good will become a cleric. Akritaur clerics generally worship demons and celestials rather than gods, though they are sponsored by interested deities.

Akritaur characters possess the following racial traits.

- +8 Str, +4 Dex, +6 Con, +2 Wis, -4 Cha
- Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits twice those of Medium characters.
- Space/Reach: 10 feet/ 5 feet. An akritaur's tentacles have 15 foot reach.
- An akritaur displacer's base land speed is 40 feet.
- Low-light vision.
- Darkvision: Akritaur can see in the dark up to 60 ft.
- Racial Hit Dice: An akritaur begins with eight levels of monstrous humanoid, which provide 8d8 Hit Dice, a base attack bonus of +8, and base saving throw bonuses of Fort +3, Ref +6, Will +6.
- Racial Skills: An akritaur displacer's monstrous humanoid levels give it skill points equal to 11 x (2 + Int modifier.) Its class skills are Balance, Climb, Hide, Jump, Listen, Move Silently, and Spot. Akritaurs have a +8 racial bonus on Hide checks.
- Racial Feats: An akritaur's monstrous humanoid levels give it three feats. An akritaur displacer receives Deflect Arrows as a bonus feat.
- Weapon and Armor Proficiency: An akritaur displacer is automatically proficient with simple weapons and glaives.
- +5 natural armor bonus.
- Natural Weapons: Bite (1d4), 4 claws (1d4), and 2 tentacles (1d6).
- Special Attacks (see above): Poison, spell-like abilities.
- Special Qualities (see above): Corruptible, displacement, immunity to sleep effects, leap, resistance to ranged attacks.
- Automatic Languages: Abyssal. Bonus Languages: Celestial, Common, Sylvan, Infernal.
- Favored Class: Warlock.
- Level Adjustment +5

## ENTOMBED VASUTHANT

### Huge Undead

**Hit Dice:** 22d12+88 (231 hp)

**Initiative:** +4

**Speed:** Fly 30 ft. (perfect) (6 squares)

**Armor Class:** 16 (+8 natural, -2 size), touch 8, flat-footed 16

**Base Attack/Grapple/Bullrush:** +11/+33/+22

**Attack:** Slam +22 melee (2d6+10)

**Full Attack:** Slam +22 melee (2d6+10) and up to 4 enervating crushes (2d6+10 plus 1d4 Str)

**Space/Reach:** 15 ft./15 ft.

**Special Attacks:** Enervating crush, improved grab, reality distortion

**Special Qualities:** +2 turn resistance, darkvision 60 ft., immunity to acid and cold, immunity to light, resistance to fire 5 and electricity 5, trap light, undead traits, unholy toughness

**Saves:** Fort +7, Ref +7, Will +14

**Abilities:** Str 30, Dex 10, Con --, Int 1, Wis 8, Cha 19

**Skills:** Hide -1\*, Listen +10, Spot +10

**Feats:** Awesome Blow, Flyby Attack, Improved Bullrush, Improved Initiative, Improved Grapple<sup>B</sup>, Power Attack

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 11

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** 23 - 25 HD (Huge), 26 - 34 HD (Gargantuan), 35 - 48 HD (Colossal)

**Level Adjustment:** +5

An entombed vasuthant is a nearly mindless, ravening ball of shadow and Trapped for years on end where they have no access to life force, their for sustenance degrades their intelligence to the point where they will attack comes within the area in which they are entombed. Entombed vasuthant speak no languages.



hunger.  
craving  
anything that

### Combat

Entombed vasuthant's employ little strategy at the beginning of combat, seeking to grapple their foes as soon as possible and drain their life force. As they recover their intelligence, however, entombed vasuthant gain more craft and guile, seeking to trap its foes to provide it with a continuing source of life.



### Enervating Crush (Su):

See the *Monster Manual III*, page 182 for details on this attack.

**Improved Grab (Ex):** See the *Monster Manual III*, page 182 for details on this attack.

**Reality Distortion (Ex):** See the *Monster Manual III*, page 182 for details on this attack.

**Immunity to Light (Ex):** See the *Monster Manual III*, page 182 for details on this ability.

**Trap Light (Ex):** See the *Monster Manual III*, page 182 for details on this ability.

**Unholy Toughness (Ex):** See the *Monster Manual III*, page 182 for details on this ability.

**Recover Sanity (Su):** When an entombed vasuthant drains energy, it also gains a +4 enhancement bonus to its Intelligence and Wisdom for 24 hours.

**Frenzy (Ex):** An entombed vasuthant that senses a source of sustenance in the area of its tomb sense flies into a feeding frenzy on its next turn, travelling to the location of the sustenance as fast as it can. It gains a +4 to Strength, +4 to Dexterity, and a 20 foot bonus to its speed that lasts until it manages to feed and one additional round per point of Charisma bonus.

**Tomb Sense (Su):** While it is within the tomb, graveyard, or other resting place in which it is trapped, an entombed vasuthant automatically knows the precise location of all living intruders within that tomb. This ability is similar to blindsense, except that it functions without regard to line of effect and its effect extends to every portion of the tomb.

**Skills:** Entombed Vasuthants have a +2 racial bonus on Listen and Spot checks. \*They have a Hide bonus of +4 when in shadowy light and a -4 penalty when in areas of bright illumination.

### Creating an Entombed Undead

“Entombed undead” is an acquired template that can be added to any undead with an inescapable craving or diet dependence that has been trapped in a tomb or other location for years on end without the focus of its hunger (hereafter referred to as the base creature). An entombed undead uses all the base creature’s statistics and special abilities except as noted here. This template does not alter the creature’s type.

**Special Attacks:** An entombed undead retains all the special attacks of the base creature and gains those listed below:

*Recover Sanity (Su):* When an entombed undead feeds its hunger, it also gains a +4 enhancement bonus to its Intelligence and Wisdom for 24 hours. For undead that feed by draining energy, this generally means that this bonus is gained within the first round of combat. For a creature like a ghoul, that feeds on flesh or blood, they must spend at least one full round doing nothing but eating to recover sanity.

*Frenzy (Ex):* An entombed undead that senses a source of sustenance in the area of its tomb sense flies into a feeding frenzy on its next turn, travelling to the location of the sustenance as fast as it can. It gains a +4 to Strength, +4 to Dexterity, and a 20 foot bonus to its speed that lasts until it manages to feed and one additional round per point of Charisma bonus.

**Special Qualities:** An entombed undead retains all the special qualities of the base creature and gains the ones described below:

*Tomb Sense (Su):* While it is within the tomb, graveyard, or other resting place in which it is trapped, an entombed undead automatically knows the precise location of all intruders within that tomb so long as they constitute a source of food for it. This ability is similar to blindsense, except that it functions without regard to line of effect and its effect extends to every portion of the tomb.

**Abilities:** An entombed undead’s ability scores are modified as follows: Int -4 (minimum 1), Wis -4 (minimum 1).

**Climate/Terrain:** As base creature. An entombed is always trapped in an area that restricts access to the focus of its hunger. If it ever escapes this area, it loses the entombed template.



## ANTHROPOMORPHIC ANIMALS

Anthropomorphic creatures are all created using the anthropomorphic animal template found in Savage Species.

### Kitsune (Anthropomorphic Fox)

#### Small Monstrous Humanoid

**Hit Dice:** 1d8+2

**Initiative:** +3

**Speed:** 30 ft

**AC:** 15 (+3 Dex, +1 natural, +1 size), touch 14, flat-footed 12

**Attacks:** Bite +3 melee, or by weapon +3 melee, or by weapon +4 ranged

**Damage:** Bite 1d4+2, or by weapon

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

**Special Qualities:** Darkvision 60 ft., scent

**Saves:** Fort +2, Ref +5, Will, +4

**Abilities:** Str 14, Dex 16, Con 15, Int 11, Wis 14, Cha 11

**Skills:** Hide +3, Listen +5, Move Silently +3, Spot +3, Swim +4, Wilderness Lore +2

**Climate/Terrain:** Forests and Hills

**Organization:** Solitary or Pair (mates)

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Usually chaotic neutral

**Advancement:** By character class

**Skills:** A kitsune gains a +4 racial bonus on Wilderness Lore checks when tracking by scent.

**Preferred Class:** Rogue

**Level Adjustment:** +2

Kitsune are playful creatures that delight in pranks and mischief of all sorts. Generally solitary save for a mate (and children until they strike out on their own) they've grown to be extremely self-sufficient physically and thus can be a bit overconfident at times.

Physically, kitsune look like nothing so much as small humanoid foxes. With fur in shades ranging from a deep reddish-brown to nearly pure white that covers their entire bodies, few bother with clothes, especially in warmer climates.

There are few things a kitsune won't do for a giggle, and it is perhaps this, a predilection for stealth, and those with white fur that have given rise to the common misconception that they are in fact whimsical spirit creatures. Certainly the race as a whole has never gone out of its way to correct the masses and few are those who will hesitate to capitalize upon it.

### Ibsira (Anthropomorphic Ibis)

#### Small Monstrous Humanoid

**Hit Dice:** 1d8

**Initiative:** +2

**Speed:** 20 ft, fly 30 feet (poor)

**AC:** 14 (+2 Dex, +1 natural, +1 size), touch 13, flat-footed 12

**Attacks:** Bite +3 melee, or by weapon +1 melee, or by weapon +3 ranged

**Damage:** Bite 1d3, or by weapon

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

**Special Qualities:** Darkvision 60 ft., Wading

**Saves:** Fort +0, Ref +4, Will, +6

**Abilities:** Str 10, Dex 15, Con 10, Int 11, Wis 18, Cha 10

**Skills:** Listen +10, Spot +15

**Feats:** Weapon Finesse (bite), Alertness

**Climate/Terrain:** Any Marsh

**Organization:** Flock (2 to 12)

**Challenge Rating:** 1

**Treasure:** Standard



**Alignment:** Usually neutral good  
**Advancement:** By character class  
**Skills:** An ibisira gains a +4 racial bonus on Spot checks.

**Preferred Class:** Cleric  
**Level Adjustment:** +2

Graceful and serene, the ibsira are said to be the creation of the goddess Eldath, created as a reward for the deeds of an ibis familiar who sacrificed itself in order to prevent the destruction of a pool sacred to the goddess of pacifism. Perhaps for this reason, they almost never serve the more warlike deities as clerics and devote most of their attention to the healing arts. A sizeable portion of the ibsira do in fact worship Eldath, but the worship of other non-martial deities, particularly those devoted to the healing arts, is fairly common amongst the race.

**Wading (Ex):** Although it does not have a swim speed, an ibsira suffers no movement penalty when walking through water less deep than the length of its legs.

### Yuan-Vir (Anthropomorphic Winged Viper)

#### Medium Monstrous Humanoid

**Hit Dice:** 2d8  
**Initiative:** +2  
**Speed:** 20 ft, fly 75 feet (perfect)  
**AC:** 15 (+4 Dex, +1 natural), touch 13, flat-footed 12  
**Attacks:** Bite +6 melee, or by weapon -2 melee, or by weapon +6 ranged  
**Damage:** Bite 1d3-4, or by weapon  
**Face/Reach:** 5 ft./5 ft.  
**Special Qualities:** Darkvision 60 ft.  
**Saves:** Fort -2, Ref +7, Will, +5  
**Abilities:** Str 2, Dex 19, Con 7, Int 11, Wis 14, Cha 6  
**Skills:** Hide +9, Listen +4, Spot +5  
**Feats:** Weapon Finesse (bite), Run  
**Climate/Terrain:** Any temperate and warm forest, underground  
**Organization:** Solitary or Tribe (5 to 12)  
**Challenge Rating:** 1  
**Treasure:** Standard  
**Alignment:** Usually chaotic evil  
**Advancement:** By character class

**Preferred Class:** Ranger  
**Level Adjustment:** +2

The yuan-vir are said to have been yuan-ti, cursed by their fell god Mershaulk for misdeeds in the distant past never again to prey upon others but always to flee before the superior might and intellect of their former kin and current enemies. Whether this is true or not is difficult to tell (and many scholars have disputed it), however, it can't be denied that yuan-vir are frequently found enslaved as messengers by yuan-ti, generally drugged into servitude. Those few yuan-vir found free generally survive either upon carrion or small animals and whichever other creatures they can find that are weak enough to fall to their poison.

**Poison (Ex):** With each successful bite attack, the winged viper delivers a debilitating poison. This substance deals 1d6 temporary Constitution points as both its initial and its secondary damage. The target is entitled to a Fortitude save (DC 11+ Con Bonus, typically 9) against each.

### Anthropomorphic Animals Table

Base Animal	Size	Template HD	Level Adj	Starting ECL	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Pref. Class	Speed
Fox	Small	1d8	+3	4	+4	+6	+4	+0	+4	+0	+1	Rogue	30
Ibis	Small	1d8	+2	3	+0	+4	+0	+0	+8	+0	+1	Cleric	20, fly 30
Winged Viper	Medium	2d8	+4	6	-8	+8	-4	+0	+4	-4	+1	Ranger	20, fly 75

## TAURIC CREATURES

Tauric creatures are created using the tauric template published in *Savage Species* and the *Monster Manual II*.

### Arctic Thrall (Tauric Arctic Dwarf/Polar Bear)

**Large Monstrous Humanoid**

**Hit Dice:** 9d8+36 (76 hp)

**Initiative:** +3

**Speed:** 40 ft, swim 30 ft.

**AC:** 15 (+1 Dex, +5 natural, -1 size), touch 10, flat-footed 14

**Attacks:** 2 claws +17 melee, longspear +17 melee, or harpoon +10 ranged

**Damage:** Claws 1d8+8, longspear 1d8+12, or harpoon 1d10+8

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

**Special Attacks:** Improved Grab

**Special Qualities:** Darkvision 60 ft., Scent, Cold Immunity

**Saves:** Fort +10, Ref +7, Will, +3

**Abilities:** Str 27, Dex 13, Con 19, Int 10, Wis 11, Cha 9

**Skills:** Hide +7\*, Listen +4, Spot +4, Swim +23, Wilderness Lore +8

**Climate/Terrain:** Any cold land

**Organization:** Solitary or pair

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Usually neutral

**Advancement:** By character class

**Skills:** An arctic thrall gains a +12 racial bonus on Hide checks in snowy areas.

**Preferred Class:** Fighter

**Level Adjustment:** +4

Arctic thralls are so named because their entire species is kept in slavery to the sect of frost wizards who initially created them. Serving as elite warriors in the modest armies that the wizards use in their power games, an average thrall can decimate a troop of 20 humans before being pulled down.

**Improved Grab (Ex):** If an arctic thrall hits with a claw, it may immediately make a grapple check. It has the option of conducting the grapple normally or merely holding the grappled creature by taking a -20 penalty on grapple checks.

## NPCS

The following are NPCs that I have used in my games. NPCs are similar to advanced monsters, however, they generally have their own unique stories and traits that separate them from a standard monster entry.

### GREGALEVITHIX, DRAGON GOBLIN KING

#### Large Dragon (Earth), Young Adult Copper Dragon 3rd-Level Rogue

**Hit Dice:** 17d12+3d6+60 (181 hp)

**Initiative:** +0

**Speed:** 40 ft. (8 squares), fly 150 ft. (poor)

**Armor Class:** 25 (+16 natural, -1 size), touch 9, flat-footed 25

**Base Attack/Grapple:** +19/+27

**Attack:** Bite +23 melee (2d6+4)

**Full Attack:** bite +23 melee (2d6+4), 2 claws +21 melee (1d8+2), 2 wings +21 melee (1d6+2), and tail slap +21 melee (1d8+6)

**Space/Reach:** 10 ft./5 ft. (10 ft. w/bite)

**Special Attacks:** +2d6 sneak attack, breath weapon, frightful presence, spells

**Special Qualities:** Damage reduction 5/magic, darkvision 120 ft., immunity to acid, magic sleep effects, and paralysis, low-light vision, spell resistance 19, spider climb, trapfinding, evasion, trap sense +1

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

**Abilities:** Str 19, Dex 11, Con 17, Int 24, Wis 16, Cha 17

**Skills:** 13 ranks per dragon level, 15 ranks per rogue level (rogue 6<sup>th</sup>, 12<sup>th</sup>, 18<sup>th</sup>)

Bluff +26 (23), Hide +18 (22), Jump +28 (20), Listen +25 (22), Search +29 (22), Spot +25 (22), Disguise +24 (21), Diplomacy +29 (22), Craft (trapmaking) +22 (15), Escape Artist +20, Intimidate +27 (22), Move Silently +8, Sense Motive +25 (22)

Knowledge (arcana) +12 (5), Knowledge (nature) +12 (5), Knowledge (local) +12 (5), Knowledge (dungeoneering) +12 (5), Knowledge (religion) +12 (5), Knowledge (geography) +12 (5), Knowledge (history) +8 (1)

**Feats:** Alertness (familiar), Draconic Knowledge, Flyby Attack, Hover, Improved Familiar, Leadership, Multiattack, Obtain Familiar

**Environment:** Dagger Hills

**Encounters:** Solitary, fey pranksters (1 plus 2d4 sprites) [EL 13], or goblin king (1 plus 2d10 goblins) [EL 14]

**Challenge Rating:** 12

**Treasure:** Triple standard

**Alignment:** Chaotic good

Gregalevithix is a typical copper dragon in that he tends to enjoy practical jokes and humor of all kinds, however, most of his jokes have a darker tone to them than is usual for a copper. Raised among the fey of Daggerdale, he has absorbed some of the cruelty that they display in their tricks and seldom worries about the harm that he causes with his jokes.

When he was young Gregal played a particularly nasty trick upon a small tribe of goblins that resulted in nearly a quarter of their population dying. The remaining goblins, fearing for their lives swore fealty to the bemused dragon and he has ruled them for nearly 60 years now.

An arbitrary ruler, his influence (and a tendency to take the more vile goblins out of the breeding pool by eating them) has nonetheless mitigated some of the cruelty and malice that goblins tend towards and resulted in a true neutral



society.

Gregalevithix speaks Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, and Sylvan.

### Combat

Gregal tends to use his disguise skill to imitate other breeds of dragons when playing his tricks and has an entire troop of goblins who are trained to aid him in this endeavor. Judicious use of illusion spells will occasionally supplement this ability, though his favorite locations for playing tricks are a number of wild and dead magic zones in his territory.

Gregalevithix's tactics in serious combat tends towards placing his allies in locations where they allow him to flank and utilizing this advantage to deal sneak attack damage with his full attack. Most of the troops that the dragon king takes with him are evil and Gregal does not hesitate to throw them against superior foes without regard for their lives.

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

**Breath Weapon (Su):** 80-ft. line, 10d4 acid, Reflex DC 21 half; or 40-ft. cone, slow 1d6+5 rounds, Fortitude DC 21 negates.

**Spider Climb (Ex):** A copper dragon can climb on stone surfaces as though using the spider climb spell.

**Frightful Presence (Ex):** 150-ft. radius, HD 16 or fewer, Will DC 21 negates.

**Spells:** As 5th-level sorcerer.

**Sorcerer Spells Known (6/7/5; save DC 13 + spell level):** 0—*create water, cure minor wounds, detect magic, mending, ray of frost, read magic*; 1st—*cure light wounds, detect evil, disguise self, fog cloud*; 2nd—*minor image, lesser restoration*.

**Blindsight (Ex) and Keen Senses (Ex):** Gregal can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against him. He also sees four times as well as a human in shadowy illumination and twice as well in normal light in addition to dark vision out to 120 feet.

**Sneak Attack:** If Gregalevithix can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for 2d6 extra damage.

**Trapfinding:** Gregal can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. He can also use the Disable Device skill to disarm magic traps.

**Evasion (Ex):** Gregalevithix can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

**Trap Sense (Ex):** Gregalevithix gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

**Familiar:** Gregalvithix has a small earth elemental as his familiar due to his Obtain Familiar and Improved Familiar feats. Far more intelligent than most elementals of similar size, Earthstar (Edarisk, in Draconic), has a vaguely draconic cast to its otherwise featureless face and body and speaks Terran, Common, and Draconic.

**Earthstar, Small Earth Elemental Familiar:** Small elemental (earth, extraplanar); HD 20; hp 90; Init -1; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +19; Grp +18; Atk +22 melee (1d6+4, slam); Full Atk +22/+17/+12/+7 melee (1d6+4, slam); Space/Reach 5 ft./5ft.; SA earth mastery, push; SQ darkvision 60 ft., deliver touch spells, earth glide, elemental type, empathic link, improved evasion, speak with master, granted abilities; AL chaotic good; SV Fort +12, Ref 12, Will +11; Str 17, Dex 8, Con 13, Int 8, Wis 11, Cha 11.

**Skills and Feats:** Bluff +23, Hide +25 (22), Jump +23 (20), Listen +22, Search +21 (22), Spot +22, Disguise +21, Diplomacy +22, Craft (trapmaking) +14 (15), Escape Artist +19 (20), Intimidate +22, Move Silently +7 (8), Sense Motive +22, Knowledge (arcana) +4 (5), Knowledge (nature) +4 (5), Knowledge (local) +4 (5), Knowledge (dungeoneering) +4 (5), Knowledge (religion) +4 (5), Knowledge (geography) +4 (5), Knowledge (history) +0 (1); Power Attack.

**Earth Mastery (Ex):** +1 bonus on attack rolls and damage rolls if both it and its foe touch the ground, -4 penalty on attack rolls and damage rolls against airborne or waterborne opponents.

*Push (Ex):* Can start a bull rush without provoking an attack of opportunity. The combat modifiers given for earth mastery, above, also apply to the elemental's opposed Strength checks.

*Elemental Type:* Immune to poison, sleep, paralysis, and stunning; not subject to critical hits or flanking.

### Getterdung

**Getterdung (Small City):** Conventional, Nonstandard; TN; 15,000 gp; Assets 8,625,000; Population 11,500 (96% goblin, 2% hobgoblin, 1% fey, 1% other races).

Located beneath the Dagger Hills, Getterdung has prospered since Gregal took over the area, and the population has expanded to the point where it is nearly a large city. A number of districts make up the city, including a Noble district, a strong Temple district, a strong Thieves district, Foreign district, Military district, Merchant district, University district, and a strong Arcane district. The centers of learning and profusion of arcane shops and spellcasters came about in large part due to the presence of Gregalevathix and his lair and the city's seat of government lies at the center of the three districts.

### The Hoard

Gregalevithix moved his hoard into the goblin city of Getterdung approximately 25 years after he began ruling it and it remains there to this day. He has long been sure of his goblin's loyalty, and aside from a few daring thieves, has been rewarded (the thieves were rewarded appropriately too, though they didn't enjoy it) for the protection and guidance he provides his subjects with a secure location for his hoard.

**Coins:** 1686 gold; 35 platinum, 362 gold, 2917 silver, 66928 copper

**Gems:** 5391 gold; 3 aquamarine (1500), 2 emeralds (2000), 15 amethyst (1500), black pearl (391)

**Trade Goods:** 1314 gold; 18 linen (72), 17 cooking oil, rare (17), 20 ginger/pepper/saffron (40/40/300), 20 silk (200), platinum ore (500), gold ore (50), 7 darkwood (70), 83 iron ore (25)

**Objects:** 7389 gold; Marbles, bag (43), Pillar-carved with castle scenes (H, 540), Kettle drums (105), Tapestry-carved with scenes of forgotten keep (4789), Unicorn horn hat pin (1912)

**Items:** 13,620 gold; scroll of calm emotions (150), murlynd's spoon (5400), pipes of haunting (6000), Quaal's feather token, fan (200), wand of daylight (18 charges, 1620), oil of magic weapon (50), potion of shield of faith +2 (50), scroll of spectral hand (150), scroll of identify (125), scroll of alarm (25)

## PELIFIA HEARTWATCHER

### Medium Humanoid (Elf), 2nd-level Cleric of Hanali

**Hit Dice:** 2d8 (9 hp)

**Initiative:** +0

**Speed:** 40 ft. (8 squares)

**Armor Class:** 15 (+4 armor, +1 shield), touch 10, flat-footed 15

**Base Attack/Grapple:** +1/-1

**Attack:** -1 unarmed strike (1d3-2 damage)

**Full Attack:** -1 unarmed strike (1d3-2 damage)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Spells, turn undead 5/day (+2, 2d6+4)

**Special Qualities:** Elf traits

**Saves:** Fort +3, Ref +0, Will +5

**Abilities:** Str 7, Dex 10, Con 10, Int 10, Wis 15, Cha 15

**Skills:** Diplomacy +7 (5), Heal +4 (2), Knowledge (religion) +1 (1), Listen +4, Spellcraft +2 (2), Spot +4

**Feats:** Fleet of Foot, Point Blank Shot<sup>P</sup>

**Environment:** Cormanthor

**Encounters:** Solitary

**Challenge Rating:** 2

**Treasure:** Mithril shirt, darkwood buckler, *ring of sustenance*

**Alignment:** Chaotic good

Pelifia was, at one time, a cleric of the goddess Hanali Celanil who adventured with a small group of other elves in a quest to better the elven nations. Based in Cormanthor, the group at one point decided to track down rumors of drow activity near the surface and delved into the cavern in which a vasuthant that had grown too large to escape a complex of caves was trapped.

The small group was wiped out almost instantly, however, Pelifia managed to escape into a small cave at the rear of the cavern as her friends were being systematically drained of life. While the horror of what had happened had yet to truly settle in, the young cleric did her best to survive—rationing out what little food she had and surviving mostly on water granted by her patron.

A rare foray into the cave under a *hide from undead* spell eventually netted Pelifia one or two magic items gleaned from the corpses which she tried in the hopes that one would be able to help her shortly before collapsing. The elven cleric collapsed shortly after, but woke after a few days of slow death as one of the items she had found turned out to be a ring of sustenance.

Since that time, nearly thirty years have passed and Pelifia has gone quite mad. The elf still retains most of her beauty due to the ring of sustenance, but it is difficult to see through the filth and she scarcely remembers language. Her faith in Hanali Celanil expired long years after her imprisonment, yet she still receives spells, though she knows not why when lucid enough to question her circumstances.

### Combat

**Spells:** Pelifia casts spells as a second level cleric and has the Charm and Elf domains, which grant her the ability to boost her Charisma by 4 once per day and the Point Blank Shot feat.

**Typical Cleric Spells Prepared** (4/3+1; save DC 13 + spell level): 0—*create water*, *create water*, *cure minor wounds*, *detect magic*; 1st—*cure light wounds*, *hide from undead*, *hide from undead*, *charm person*<sup>D,C</sup>;